Usenet Newsgroup Archive: comp.sys.atari.8bit

2000

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Date span: 2000-01-01 through 2000-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 7,955

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Happy New Year every 8 bit user!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <84j9tbkmq1@news.ihug.co.nz>
Source record: 47760

My Atari survived the rollover, as if it wouldnt. ;)
Have a great new year people!

2. Re: Antic & Analog Type-Ins?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <84jl4b$75c$1@nnrp1.deja.com>
Source record: 47761

you better check out www.atarimagazines.com for Antic, I think they are
up to 50% of the issues on-line!
Analog can be found at http://www.cyberroach.com/analog/default.htm.
-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

3. Re: Happy new year folks..

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <IlltOLNGrrzWwXqsWTzQezPZmSGp@4ax.com>
Source record: 47762

```
The other Day ssilicon@centuryinter.net (Jon Melbo) wrote:

>Happy new year Paul!! Still waiting here in USA for the big hour. :)

Tis been and gone now, London was a mass of fireworks :)
>
>
>On Fri, 31 Dec 1999 17:58:21 +0000, Paul Irvine
><mclane@dellos.freeserve.co.uk> wrote:
>
>>
>>
>>Still enjoying my old Atari into 2000 :)

--
Paul Irvine

Film Quote

"I'm afraid we have stopped serving breakfast sir"
```

4. Re: Happy new year folks..

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-o9vhtMhOgHFf@di07-ks.cth.com.au>
Source record: 47763

On Sun, 1 Jan 3900 01:34:00, Paul Irvine
<mclane@dellos.freeserve.co.uk> wrote:

> The other Day ssilicon@centuryinter.net (Jon Melbo) wrote:
>
> >Happy new year Paul!! Still waiting here in USA for the big hour. :)
>
> Tis been and gone now, London was a mass of fireworks :)
> >
> >
> >On Fri, 31 Dec 1999 17:58:21 +0000, Paul Irvine
> ><mclane@dellos.freeserve.co.uk> wrote:
> >
> >>
> >>
> >>Still enjoying my old Atari into 2000 :)
>
Been and gone here. At this time, Buernos Aires is still 10 minutes
from having there's. It is 10 to 1 in the afternoon here.

James B

5. Re: Happy new year folks..

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <84kb9q$3ah$1@news.netvision.net.il>
Source record: 47764

Happy new year Paul!!

nir
Paul Irvine <mclane@dellos.freeserve.co.uk> wrote in message
news:QcFsOBiBPGwwMVLU1GzMjlc+eNkz@4ax.com...
>
>
> Still enjoying my old Atari into 2000 :)
> --
> Paul Irvine
>
> Film Quote
>
> "I'm afraid we have stopped serving breakfast sir"

6. Re: Happy New Year every 8 bit user!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000101073516.01493.00000373@ng-fq1.aol.com>
Source record: 47765

ditto...

Or..should I say.. 'goto line 1'!
B'rgds,
Vinnie

"Can't means don't want to!"

7. HNY and...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <386f239b.915767@news.ds.centuryinter.net>
Source record: 47766

Happy New Year and... wow, isn't it strangely cool tht my 1983 800XL
and extras are still working perfectly! Atari 8-bit power in the 21st
Century!

8. Re: HNY and...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <qi1uOPXgtt7uPhjDbD6UwsoKvgIa@4ax.com>
Source record: 47767

The other Day ssilicon@centuryinter.net (Jon Melbo) wrote:

>Happy New Year and... wow, isn't it strangely cool tht my 1983 800XL
>and extras are still working perfectly! Atari 8-bit power in the 21st
>Century!

Built to last eh :)
--
Paul Irvine

Film Quote

"I'm afraid we have stopped serving breakfast sir"

9. Re: Re: Antic & Analog Type-Ins?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <m9cs6ssg0ffc5si0km2od2c5lci4u0iheu@4ax.com>
Source record: 47768

On Fri, 31 Dec 1999 21:07:06 -0500, Drol <NO@SPAM.COM> drooled an
embarassing wet spot in his lap as he typed:

>
>
>Mindfield wrote:
>Would anyone happen to know of a site that carries all the classic
>Antic and Analog type-ins from the mags? There are some great
>classics I'd like to get my hands on -- mostly Antic stuff, but also
>some of the better Analog ones as well. Thanks!
>
>Goto http://www.newbreedsoftware.com/xlsearch/ and do a search :)
>Typing Analog yields 126 matches.
>Antic yields 1337 matches.
>
>Happy New Year
>

Dang... I just mirrored his site. Guess I should have taken a look.
:-) Thanks!

10. Re: Re: Antic & Analog Type-Ins?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <5acs6sksrqjs90pf9nmhn8e1c3c8qentui@4ax.com>
Source record: 47769

On Sat, 01 Jan 2000 01:39:58 GMT, danver@halcyon.com drooled an
embarassing wet spot in his lap as he typed:

>you better check out www.atarimagazines.com for Antic, I think they are
>up to 50% of the issues on-line!
>Analog can be found at http://www.cyberroach.com/analog/default.htm.
>-Dan
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

Hey, I forgot about the Digital Antic Project! Looks like it's coming
along better than the last time I checked (which was over a year ago)
I was mainly looking to play a few old favourites -- Uncle Henry's
Nuclear Waste Dump (which I was doing a remake of on the ST before I
abandoned ship), Rebound, Biffdrop, etc... especially the JD Casten
games. He did some of the best Antic type-ins... I sat for hours
plugging away at those. :-)

As for the Analog site -- nostalgic, but no type-ins. (Mind you, I'm
not sure if they had type-ins in those early issues; I joined the
8-bit crowd around '85, and so started getting mags around then, too)

Still, I'm going to monitor these from time to time... see how they're
coming along.

11. Re: HNY and...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <84lcp4$f9o$1@bob.news.rcn.net>
Source record: 47770

Same to you, yours, and let's extend this to all in the ng!

I don't have a "real" Atari any more, but I'm still hanging around. I would never have fretted about Y2K on my Atari, but you should have seen the precautions I had to take with this PC! Happily, it booted with the date intact this morning, and my Atari emulators are still up and running.

Take care, guys!

Alan

Jon Melbo <ssilicon@centuryinter.net> wrote in message news:386f239b.915767@news.ds.centuryinter.net...
> Happy New Year and... wow, isn't it strangely cool tht my 1983 800XL
> and extras are still working perfectly! Atari 8-bit power in the 21st
> Century!
>

12. help with edit scanit docs..

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <84lbs2$am9$1@news.netvision.net.il>
Source record: 47771

Happy new year folks..

i am scannig and OCRing bunch of manuals here and i need help in editing the ocred text..

does anyone have the scanit manul (of the super archiver upgrade) i scanned and ocred the text.. the only thing left to do is to exit the doc

any volenties?

NIR

13. Re: PS/2 Mouse adaptor PROJECT

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e3qai4.zgmgma1byh4lsN%rlcolli@ibm.net>
Source record: 47772

Nir Dary <ndary@bigfoot.com> wrote:

> I am currently working on a PS/2 mouse adaptor to the atari
> that will emulae a JOYSTIC

Cool...

> does anyone knows of a similar idea?, had this been done before?
> i currently progrmas the adaptor so both right and left mouse buttong will
> be converted to the fire button of the joystic,
> do you think that the left joystic buttong should be something else?

Wire the left button to be the fire button, and wire the right button to
one of the paddles, so each button is separate.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

14. Re: HNY and...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Edward Williams <zsystems@ipa.net>
Message-ID: <84lj8g$1j$1@news.ipa.net>
Source record: 47773

well like DUH! the stock atari 8-bits have no clock and hinse don't care
about Y2K Stuff some of your programs that calculate date stuff might have
problems but who cares!!!
just a voice from the wilderness

In article <386f239b.915767@news.ds.centuryinter.net>,
ssilicon@centuryinter.net (Jon Melbo) wrote:

> Happy New Year and... wow, isn't it strangely cool tht my 1983 800XL
> and extras are still working perfectly! Atari 8-bit power in the 21st
> Century!
>

15. Clearance of On-Line Garage Sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <Rvsb4.315$p4.21615@news3.voicenet.com>
Source record: 47774

Atari Hardware and Software for sale

http://www.voicenet.com/~generic On-Line Computer Garage Sale

We are retiring and moving south in the early spring and really need to clear out most of what we have. I would rather ship it to you than move it to the new house. Drastic price reductions have been taken on almost everything in our On-Line Garage Sale. In addition there is a quantity discount in effect until the end of January if you spend over $50 (not counting shipping). Discounts as high as 55 percent. See my web page for details. While you are there play some games, try some trivia and look at our wedding picture.

http://www.voicenet.com/~generic
gene@ehrich.com
generic3@home.com

16. Re: HNY and...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <386e632d.17192620@news.ds.centuryinter.net>
Source record: 47775

On Sat, 01 Jan 2000 13:05:35 -0600, "Edward Williams"
<zsystems@ipa.net> wrote:

>well like DUH! the stock atari 8-bits have no clock and hinse don't care
>about Y2K Stuff some of your programs that calculate date stuff might have
>problems but who cares!!!
>just a voice from the wilderness

Of course. My point was that here we are in the 21st century and the
800XL is still ticking. It's the age of the equipment that I was
refering to, not the date roll over. On the date roll over subject
though, the R-Time is kind of confused.

17. Wanted: Boxed Atari 5200 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <84m849$42i$1@msunews.cl.msu.edu>
Source record: 47776
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I am looking to buy or trade for just about any boxed 5200 game. The games must be complete (box, instructions, overlay) and the boxes must be in very good condition. I'll take loose games if they are really rare (frogger II, Zenji, James Bond, etc.)

I have many 2600, 7800, 400/800, Colecovision, and Intellivision games for trade. If your interested, send me a list of games you have available, and a price list or a list of games your looking for.

Tempest
reicher6@pilot.msu.edu

if your bored, visit my webpage at

http://www.msu.edu/user/reicher6/

18. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <84meaqonf1@ash.prod.itd.earthlink.net>
Source record: 47777
Body handling: HTML body converted to readable text

I spent a fair while programming 8051 derivatives (Phillips 80c552's),
and thought they were an interesting architecture. It's another case of
the weird architecture taking over the world. I totally agree that the
'51 is definately un-orthogonal ;) Especially compared to something
like a 9900 ;)

re Z8's and PICS vs 8051's

I've never prorammed a Z8 or PIC but the Z8 on paper
looks like a much nicer architecture than the '51

> > > I guess its ultimately a question of personal preference-
> > >I've always enjoyed the x86....
> >
> > Absolutely, I disliked 6502 assembly language when I first learnt it in
> '83
> > (I was coming from a mainly Z80 background, with a smattering on 8086
and
> > 9900) but I quickly came to love it's simplicity.
>
> As I recall, the only thing I didn't like much about the 6502 was the
small
> # of registers- and a missing transfer instruction between X or Y (of
which
> I don't remember the details). I really like the indexed addressing- but
> the hardwired stack is somewhat objectionable.

I got back into 6502 assembly in the last year and some of it's quirks
struck
me much more having been exposed to other architectures. I think the
hardwired
stack does win the objectionable list for the processor. I also miss a 16
bit index
register, but can live without it. All in all it doesnt seem so bad.
Especially considering
its cycle times.

The cycle time issue got reinforced last year when I pulled out one of my
compaq pc-clones
which has a 8088 at 4.77 mhz. I hacked up some x86 assembler to address the
CGA and
was surprised at just how dog-slow it is. It also reminded me of how
disapointed I was with
the x86 architecture versus other 16 bit architectures. Nobody could call
an x86 orthogonal.

You end up swapping registers about for operations (cx for count, ax,dx for
add etc).
Combine this with its totally outlandish memory scheme (shifting the
selector left four bits) and
you end up wondering why you arent using a 68000 with it's linear address
space.

>
> >
> > I just can't get myself into the x86 "mindset" though, I used to be able
> to
> > write x86 assembly but it didn't come naturally, IYKWIM?
>
> OK, what is IYKWIM? ;)

If you know what I mean ???

>
> Well the Lisp people say a mind stretched to learn something new never
> reverts to its former state, which is why people shouldn't use C++- so
maybe
> not knowing x86 isn't so bad. I do remember slaving away trying to
> understanding the x86 indexed addressing, though half the trouble was
> Intel's rather loose syntax. Borland's Ideal mode rationalized the
indexing
> syntax and made it MUCH easier (for me at least) to learn. Its kind of
> funny, they even added a "bugs" option which caused their assembler to
> duplicate masm's problems...

I think the mind stretched thing isnt so bad. I remember when I was first
exposed
to LISP and PROLOG having my mind stretched fairly severely. I'm glad it
happened,
nowadays when I program I can see things in a totally different way. I
remember
looking at 7 line LISP programs that would take hundreds of lines of
traditional
ALGOLese type coding.

I guess for my argument to hold up I would have to add that 'goto's
considered harmful'
isnt mind stretching it's mind altering spaghetti ;)

>
> > It seems that even the few companies around here which still do embedded
> > systems work have switched over to using "C" for various reasons; the
> > thought of device drivers written in "C" makes me cringe. :-(
>
> I wonder about the "savings" and "simplification" gained by the use of
C/C++
> over assembly in embedded work sometimes. Granted, non-critical logic can
> be vastly simplified by using C over assembly, but doing the nasty

critical
> routines in C/C++ can be asking for trouble. Using C/C++ immediately
> requires more/faster hardware- but I guess companies like it because there
> are more programmers who can do it. I think the hidden cost is that the
> more plentiful C/C++ programmers also don't know very much about the
> realities of making hardware go. A nice firmware development environment
> and high level language is helpful but it won't detect or fix a flawed
> design or poor implementation.

I coded most of my projects on the '51 in HLL. It was an extended pascal
with low level extensions, and it was fast enough for 99% of the work. I
wouldnt
have done it any other way. One big advantage of HLL over assembler
is in correctness. It means a programmer can worry about if the program's
functionality is correct rather than how it is implemented. When you code
in assembler
you end up having all the extra luggage surrounding the primary
functionality of the
program you are implementing. If you take a simple conditional test for
example:

while ((a < b) AND (c
It sounds like the company didnt spend much time thinking about the key
requirements for the device. If it's designed to be used by people then the
user interface is a key requirement ;) It's strange how companies sometimes
do such a good job of one thing, and then totally forget about another.
Perhaps it's a case of the expertise of the people working on the thing.
Lots
of good hardware people, no-one with formal software training.

> > I'd been keeping in practice recently by dabbling in 6809 and some 6502
> on
> > my A8, but annoyingly I've not had any time this past few weeks to work
on
> > anything at all.
>
The 6809 is my favorite 8 bit.

> Nothing like holidays for soaking up time better spent elsewhere... ;)
>
> Gregm

Cheers
Peter

19. SpartaDOS TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <84mi5psep1@ffx2nh3.news.uu.net>
Source record: 47778

HI all,

I was wondering where I can get an updated version of the SpartaDOS TDLINE
or TD program for the year 2000 and beyond?

Thanks.

--
Marshall Walker
mwalker@mc.net

20. FA: Atari 800XL, 1200XL, 1050 Disk Drive, much more...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Seth Herstad <herstad@students.uiuc.edu>
Message-ID: <Pine.GSO.4.10.10001012252130.146-100000@ux5.cso.uiuc.edu>
Source record: 47779

I'm auctioning off a bunch of atari hardware and some software I've got
lying around here. take a look at it at

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=228316695

thanks.

21. Re: 1050's on STs

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <386EC842.1C32@geocities.com>
Source record: 47780

carmel_andrews@my-deja.com wrote:

> Make my millenium, and I would be interested in hearing if you can use
> you st with you A8 1050 drive, please update me on developments
>
> keep the Atari faith
>
> Carmel A

Gentlemen, it is good to find other folk trying to make use of the
ST as an 8-bit device. I'm yet another myself. :)

There are two ways I've found you can go about this.

1) ST X-FORMER - A cable whose specs I believe are on emulators.com
allows a 1050 disk drive to be hooked up through
the ST parallel port. Not bad. ST X-FORMER doesn't
emulate player missile graphics, but file transfers
work fairly nice. And of course you can get
applications to translate ATR files to XFD format
and store tons of 8-bit disk images on the ST
hard drive just waiting to be turned into 8-bit
disks when needed.
This is currently what I do. I know that in
this case the computer must not go any faster than
8 mhz (for the ST), as for the drive and if a
happy drive will work? Well, uncertain on that one,
but it needs to be set to the drive one position,
even if it is being used as drive one, two, three...
doesn't seem to matter.
I currently have a 1040 STE with modulator
hooked up, which allows me to have the ST sharing
the same monitor as the 8-bit.

2) SIOPC SOLUTIONS - This cable allows you to use one, maybe
two programs on the ST with the 8-bit. It seems
intriguing and I might try it somedays. In both
cases the ST hard drive would in some way allow
at least 8 emulated drives with the capasity of
65 megs each. Not bad. :)
The two programs that would use this cable
(specs at the ape-interface cable website) is
800xldj (strictly uses the ST as a drive), and
perhaps it could be tried on having PC ditto
(PC emulator) running the Ape-interface program
on the Atari.

3) ???? I recently found a program on the XL-SEARCH
website that is for the 8-bit side for a change
(the previous two would run on the ST) and this
allows the 8-bit to see the ST as a drive. Need to
transfer this to my 8-bit and see what it does.

So this is what I've found so far. As it happens, I use a
modified Atari 400 (great machine..) and I find the ST makes a
wonderful hard drive and CD Rom drive controller for 8-bit activities.

Anywho, talk soon!

Doctor Clu

22. Re: Why Atari is still the best

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <386ECA6D.24E1@geocities.com>
Source record: 47781

At a sci-fi new years party I showed off Star Raiders on my Atari
400 to a younger member. I figured if he liked flight simulator games
he should try that.
The father of the member (the former president of the club and a
real gadget guy) saw Star Raiders playing, and said,

"Oh yeh, I remember that game... Star Raiders. It was that game
that made the computers of today possible. I really wanted to get an
Atari when they came out. Oh well."

This is a man who runs a linux and Windows NT serves from his home
talking this fondly to the memory of the Atari8 and Star Raiders. To
matter the fact, I have run into two others in my club. One who used an
Atari 800 at his business years ago, and another who had an Atari 800
and a 400 for a portable device when he was in the military.

My brother in law has slowly grown to respect the 8-bit for the
amazing6502 machine with specialized graphics and sounds chips, and
though never an Atari user, always PC, he realizes that Atari had a
great impact on the computer world of today.

Amazing. And I, amoungst my computer room (of a Macinotsh used for
internet, a PC that is not used at all, and my Atari 400) find myself on
my Atari 400 most of all.

Now if I could just download newsgroups on the 8-bit somehow. Ah
well.

Doctor Clu

William Kendrick wrote:
>
> carmel_andrews@my-deja.com wrote:
>
> : patented and designed by the same person (JOE DECUIR- who also designed
> : pokey and the greatest video game ever- and you can forget that crap
> : about sonic, supermario tomb raider or quake they are mere pretenders,
> : I'm talking real computers games like STAR RAIDERS)
>
> Never heard of this guy. Star Raiders (and POKEY) were by Doug Neubauer.
> (see: http://www.sonic.net/~nbs/star-raiders/)
>
> <snip>
> : Anyway I can only hope that come the millenium,
>
> Which, by the way, is only about 370 days away!

>
> -bill!

23. Re: Happy New Year every 8 bit user!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <386ECB42.65B6@geocities.com>
Source record: 47782

A late Happy New Year to everyone, and congratulations to the world
for keeping a cool head and making it through the celebrations and
potential choas in one piece. :)

Doctor Clu

It's the year 2000... have you played Atari today? I have. :)

Vinnie Rinaldi wrote:
>
> ditto...
>
> Or..should I say.. 'goto line 1'!
> B'rgds,
> Vinnie
>
> "Can't means don't want to!"

24. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-01 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <84nvsefbb1@gxsn.com>
Source record: 47783

Hi Greg,

> I've done a fair bit with PICs....

They look interesting, but I've never done more than skim through the data sheets.

>....The PIC bank selects regions of RAM, though any ram location
>can be used in any instruction- is the Z8 arranged similarly?

No, the Z8 treats memory as a single contiguous 64K block. It's been a few years (5 or so) since I last touched the Z8 but, unless my memory is seriously failing me, the instruction set was tailored towards being register oriented (you had 16 "banks" of 16 8-bit registers (or was that 8 of 8?)) so most operations had to be performed on registers.

> As I recall, the only thing I didn't like much about the 6502 was
>the small # of registers....

Yes, coming from the Z80 that was the main thing I disliked too, but it wasn't long until I discovered why "zero page" addressing was invented.... ;-)

>....I really like the indexed addressing- but the hardwired stack
>is somewhat objectionable.

I must admit the fixed location of the stack never really bothered me that much. It was strange, but kind of made sense in the overall scheme of things....

> OK, what is IYKWIM? ;)

If You Know What I Mean.

>....the x86 indexed addressing, though half the trouble was
>Intel's rather loose syntax....

Absolutely, I've always found Intel's ideas about assembly language rather difficult to get to grips with.

A prime example is i8080 vs Z80. Even though they're VERY similar beasts from the programmer's perspective, I found Z80 assembly language CONSIDERABLY easier to learn. Zilogs' mnemonics and syntax struck me as much more logical than Intels'.

>....funny, they even added a "bugs" option which caused their
>assembler to duplicate masm's problems...

Yes, I remember hearing about that a few years ago....brought a smile to my face.

> I wonder about the "savings" and "simplification" gained by the
>use of C/C++ over assembly in embedded work sometimes....
>....doing the nasty critical routines in C/C++ can be asking for
>trouble. Using C/C++ immediately requires more/faster hardware....

Absolutely, one of the companies local to me now use 68K family processors where before they were using 8031 family chips. Another is using i486s and although the system is simpler and more powerful than the old one again they're doing all the low level stuff in "C".

>....I think the hidden cost is that the more plentiful C/C++
>programmers also don't know very much about the realities of
>making hardware go....

Although that's a sweeping generalisation it's actually pretty true in my experience. This isn't their fault though, rather the fault of their teachers.

When I went to polytechnic in 1983 we were taught COBOL, PASCAL and microprocessor systems architecture - with an emphasis on 6802 and Z80 systems. These days, as I understand it, there is little importance placed on the systems architecture part of such courses.

> Nothing like holidays for soaking up time better spent
>elsewhere... ;)

Heh, heh....

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

****
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
****

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

25. Re: New stuff for our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <fnLb4.5484$kG2.41326@typhoon2.tampabay.rr.com>
Source record: 47692

This is a garbage SPAM advertisement...don't click this jerk's URL.

26. Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <5ptvOBp=R5lzr86J00ilTB5gMYYy@4ax.com>
Source record: 47693

Hi all,

I've just been burned off Yahoo by one sega_master_system
(mrlee@ok.freei.net) and blacklisted whilst bidding for otherwise
unbid-for Atari 2600 and 7800 carts. Anyone else had this problem? If
he wanted more money for them why start the bidding at $2? Even boxed
and sealed these games aren't worth a lot of money. If it's because
I'm in the UK then why doesn't Yahoo (or the seller) say this at the
auction?

ta.
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer collection.
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

27. Re: FA: Atari 800XL, 1200XL, 1050 Disk Drive, much more...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <1JtvOAb18lYiNoTW9Guifs+IPxZS@4ax.com>
Source record: 47694

You are in an empty room with Seth Herstad
<herstad@students.uiuc.edu>. There's a rock in the middle with "Y2"
written on. A hollow voice says:

>I'm auctioning off a bunch of atari hardware and some software I've got
>lying around here. take a look at it at
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=228316695
>
>thanks.
>

Is it worth me bothering since I'm in the UK?
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer collection.
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

28. Re: Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000102140805.16507.00000681@ng-fo1.aol.com>
Source record: 47695

>Hi all,
>
>I've just been burned off Yahoo by one sega_master_system
>(mrlee@ok.freei.net) and blacklisted whilst bidding for otherwise
>unbid-for Atari 2600 and 7800 carts. Anyone else had this problem? If
>he wanted more money for them why start the bidding at $2? Even boxed
>and sealed these games aren't worth a lot of money. If it's because
>I'm in the UK then why doesn't Yahoo (or the seller) say this at the
>auction?
>
>ta.
>--
>Adrian/Witchfinder

I've dealt with SMS before on yahoo, got a good deal on a composite monitor from him, auction went off without a hitch. Did you try and email to ask what gives?

BG

29. Re: Game title?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <386FBB8B.B06F38B3@adelphia.net>
Source record: 47696

This could be PASTFINDER from Activision. You proceeded UP the screen vertically to pass each level, shooting meanies and avoiding obstacles, and then additional levels of the maze opened up. Some were higher radiation than others and there were power-ups you could use like slower radiation, shields, or a full refresh of your radiation level (back to all green).

Denver wrote:

> Hi and Happy new year.
>
> I remember a game from many years ago and was wondering if anyone else
> remembered it (and if it was on the net :)
>
> The screen showed a maze and you had to escape before radiation killed you.
> This was not a 3d maze, you could see the whole maze.
> Doors opened and closed at differenct intervals.
>
> That is all I can remember but any help would be appreciated. I think it
> probably came from a magazine but I have had a quick look at the analog &
> antic sites and cannot see anything there.
>
> Thanks in advance, Denver.

30. Re: PS/2 Mouse adaptor PROJECT

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <84ocki$6lg$1@news.netvision.net.il>
Source record: 47697

k, the left button is the fire button,

and the right button will be on of the right paddle, (maybe the 3rd button
on a 3 button mouse will be the left peddle)

will check if it work tommorow morning....

nir

Ryan Collins <rlcolli@ibm.net> wrote in message
news:1e3qai4.zgmgma1byh4lsN%rlcolli@ibm.net...
> Nir Dary <ndary@bigfoot.com> wrote:
>
> > I am currently working on a PS/2 mouse adaptor to the atari
> > that will emulae a JOYSTIC
>
> Cool...
>
> > does anyone knows of a similar idea?, had this been done before?
> > i currently progrmas the adaptor so both right and left mouse buttong
will
> > be converted to the fire button of the joystic,
> > do you think that the left joystic buttong should be something else?
>
> Wire the left button to be the fire button, and wire the right button to
> one of the paddles, so each button is separate.
>
> --
> Ryan 'Gozar' Collins
> Check out http://www.collinsoft.com/?usenet for Web News and Information
> rlcolli@ibm.net

31. Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: mister_boffo@hotmail.com
Message-ID: <3874ba5b.55100767@news.wi.centuryinter.net>
Source record: 47698
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

(Reposting.... sorry.. my clock was screwed up and messed up
the message threading in the newsreader. Here it is again.)

One of the recent developments in this age of cheap storage
is the arrival of the CD-ROM magazine archive. Some comics
and some magazines (like MAD Magazine) are making available
on CD-ROM the pages from all their old magazines.

It occurs to me that there may be a market for the old
computer magazines from the 80's which have now died out..
Nibble, Family Computing, A+, Compute!, SofTalk, Creative
Computing, InCider...

I would be VERY interested in buying a CD-ROM compendium of
all pages from these old magazines. However, I have no idea
who owns the copyright for the old magazines, so I have no
way of approaching this idea.

Maybe somebody in these newsgroups might know?

Now, I COULD create a website and just upload scans from the
magazines I have, but that would likely draw various legal
problems which I'd rather not deal with. I would really much
prefer that the actual copyright owners are involved in
approving or doing something like this themselves.

OTOH, posting those old mags on a website may be EXACTLY the
way to find those copyright holders! ;)

-Mr. Boffo

Email: mister_boffo@hotmail.com

32. Cleveland Free-Net Historical Atari Archive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <84onk5$75o$1@freenet9.carleton.ca>
Source record: 47699
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

The Cleveland Free-Net is gone, but the entire Atari archive has been
downloaded and re-indexed into a fast web based format. All the Atari SIG's
were archived. These include:

The Atari 8-bit SIG
The Atari ST/TT SIG
The Atari Portfolio SIG
The Atari Lynx SIG
The Atari Jaguar SIG
The Atari Library

The the original menus have been saved, as well as all the original
content, such as announcments, news, messages, etc. If you're looking for
Atari technical information, chances are its all there just waiting to be
searched.

The archive is at:

http://thefutureis.penguinpowered.com/

This is a non-profit venture, there are no banners or other annoying
junk to wade through. I hope you enjoy having the archive available.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

33. Question: Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <84orsp$q0p$1@nntp2.atl.mindspring.net>
Source record: 47700

I wonder if anyone on this group has experience with Microsoft basic for the Atari 8bit?
My two question would be:
How does Microsoft basic compare with Atari basic as far as features, ease of use, and power?
Where can Microsofit basic be found, and what is a fair price for the program?

TIA Rich Jackson

34. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s6vt695o5k2132@corp.supernews.com>
Source record: 47701

Peter Pachla <my.name@wintermute.org.uk> wrote in message
news:84nvsefbb1@gxsn.com...
> >....The PIC bank selects regions of RAM, though any ram location
> >can be used in any instruction- is the Z8 arranged similarly?
>
> No, the Z8 treats memory as a single contiguous 64K block. It's been a few
> years (5 or so) since I last touched the Z8 but, unless my memory is
> seriously failing me, the instruction set was tailored towards being
> register oriented (you had 16 "banks" of 16 8-bit registers (or was that 8
> of 8?)) so most operations had to be performed on registers.
Got it here, 144 byte register file includes
124 general purpose registers, each of which can be used as an accumulator,
index register, storage element, address register or part of internal stack.
Four I/O port registers
Sixteen status and control registers.
128 bytes of on chip RAM
2K bytes of ROM
32 I/O lines
Looks like it was limited to 62K of external ram.

I remember the F8 processor was pretty hot for the time too. I started with
and 1802 system myself, 16X16 bit registers.

But the odd thing was the lack of anything close to standard led to some
general problems with both program and hardware development. Everyone kind
of willy nilly used whatever they needed or wanted. For example, one of the
magazines I subscribed to insisted the first thing you should do at the head
of your program is to change the program counter from R0 to R3. I started
subscribing after they had been around a few months, so I never learned why
they did that.

The 6502 seems to have simple rules about things like interrupts.
Essentially save everything you use and maybe the processor status. You
never have more working registers to save then [A, X, Y]. Kind of encouraged
good programming practices.

The prospect of writing a subroutine for a guy who wrote a program that was
called by an interrupt for hardware added by another guy kind of led to a
bit of confusion.

35. Atari XC 1411 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: gforce <mitrosky@monmouth.com>
Message-ID: <84ou8e$o1k$1@news.monmouth.com>
Source record: 47702

Hey was wondering if anybody out there might have a rare Atari XC 1411 color composite monitor for the 8-bit or otherwise any other rare stuff like a 1450XLD computer and such.. ill pay a really good price for it.

Thanks

Mike

36. WTB "LODERUNNER

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Gary McClain <gmcclain@swbell.net>
Message-ID: <386FFF1C.9A9@swbell.net>
Source record: 47703

I would like to buy LODERUNNER on cartridge for the 8-bit.

Gary McClain gmcclain@swbell.net

37. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: cht@NOSPAMgis.net
Message-ID: <cht-ya02408000R0201002107500001@news.gis.net>
Source record: 47704
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

In article <3874ba5b.55100767@news.wi.centuryinter.net>,
mister_boffo@hotmail.com (Mr. Boffo) wrote:

> One of the recent developments in this age of cheap storage
> is the arrival of the CD-ROM magazine archive. Some comics
> and some magazines (like MAD Magazine) are making available
> on CD-ROM the pages from all their old magazines.
>
> It occurs to me that there may be a market for the old
> computer magazines from the 80's which have now died out..
> Nibble, Family Computing, A+, Compute!, SofTalk, Creative
> Computing, InCider...
>
> I would be VERY interested in buying a CD-ROM compendium of
> all pages from these old magazines. However, I have no idea
> who owns the copyright for the old magazines, so I have no
> way of approaching this idea.

ALL my Gazettes and RUN and AHOY and diverse other CBM magazines were
destroyed in a basement flood.

A CD of Gazette and COMPUTE!, if nothing else. would get me to open my
checkbook without hesitation.

--
"A computer lets you make more mistakes faster than any invention in human
history, with the possible exceptions of handguns and tequila." -- Mitch
Ratcliffe, Technology Review, April 1992
<http://www.gis.net/~cht>

38. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <B49547C1.2A2F%savetz@northcoast.com>
Source record: 47705
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

In article 3874ba5b.55100767@news.wi.centuryinter.net, Mr. Boffo at mister_boffo@hotmail.com wrote on 1/2/00 1:08 PM:

> It occurs to me that there may be a market for the old
> computer magazines from the 80's which have now died out..
> Nibble, Family Computing, A+, Compute!, SofTalk, Creative
> Computing, InCider...
>
> I would be VERY interested in buying a CD-ROM compendium of
> all pages from these old magazines. However, I have no idea
> who owns the copyright for the old magazines, so I have no
> way of approaching this idea.

In my limited experience, finding the copyright holders of those old publications is difficult. When you can find them, they are usually happy to give permission to put the old material online, if you don't charge for it. Those copyright holders have inevitably moved on to other things, and don't want anything to do with ambitious projects to put old magazines on the net. Nor do they tend to have any of the old editorial material in digital form any longer. So fire up that scanner.

I've received permission to put old Antic and STart magazines on the Web, which I'm doing at www.atarimagazines.com. I've also received permission to put material from Creative Computing online, but I haven't had the time or energy to do anything there.

--Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news
http://www.savetz.com/csaa/

39. Atari Sale on E-Bay with De Re!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: CyGuy <obera000@telus.net>
Message-ID: <lOTb4.360$sW.340717@news.bctel.net>
Source record: 47706

Okay... I have bought way too much Atari stuff... what can I say, I got excited! This is some of the extras that I have and I hope you all have some use for it.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=227823712

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=227931305

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=227821766

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=227822539

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=227823075

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=227824318

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=227824848

All the computers and drives come with extras (joysticks, software and other stuff I'll throw in.. whatever I come up with) so this is all very worth it. All of this stuff is tested and works great and is ready to go. Please bid and give some atari stuff a good home.

Thanks,
Arron

40. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <84p69q$rm3$1@fir.prod.itd.earthlink.net>
Source record: 47707

Hi Greg, everyone else

Greg <nospam@erols.com> wrote in message news:m3bt75hvok.fsf@erols.com...
>
> > I've never prorammed a Z8 or PIC but the Z8 on paper
> > looks like a much nicer architecture than the '51
>
> I did a little research when we were studying which processors to use
> in our systems, as I recall, the Z8 is set up to compete with PICs and
> COP8s. It bank selects its internal RAM, but I don't recall if there
> is also code space bank switching. It doesn't directly prevent
> orthagonality, but you always have to be aware of which bank is
> selected so you can address the right register. I don't remember much
> more though...

What do you think of the orthogonality and reducing the semantic gap
issue nowdays ? It seems like the second the RISC's and the good
compilers came out that orthogonality and semantic gaps became a
non issue. (How many VAX style CISCs do we see nowadays ?)
It's weird, back when I was playing on my 6502, I was reading about
these great CISC's like the NS16000 series. Nobody really gives a damn
what cpu they are running now, as long as it's fast enough and
has some decent development tools available for it. For that reason
the 8051 was the embedded cpu of choice for us. We had experience with
it and had figured out all the nasty quirks of the tools for it. The target
application also matters too, I cant imagine rendering postscript on a
8051 ;)

< Comments on how slow the 4.77 mhz 8088 is deleted>

>
> Single cycle operations do make a processor fast- PICs can clock up to
> 20mhz, which yields a 200ns instruction cycle; 5 million instructions
> per second; not so bad for a single little chip.

I was always impressed with the speed of the 8051's I used. They were
clocked
at 12 mhz, and are SLOW compared to a 6502. I remember hooking a scope to a
port I was toggling to identify entry to a serial interrupt service routine.
It was
managing 22000 entrys /exits a second. I was actually trying to figure out
why the
main program was running so slow and found I had a runaway interrupt problem
;)
The 8051 at 12 Mhz, could pull about 1.5 mips from memory. So your PIC is a
tad

quicker. ;)

< stuff about x86 register swapping nightmares deleted >

>
< My lisp/prolog comments delected>
>
> I like lisp very much, I use it for little test programs, and you're
> right, it does give a different perspective. Often the C/C++ mindset
> is to slog away from beginning to end without considering the
> subtlties of what the language offers. Lisp introduces you
> immediately to recursion and a suprisingly disciplined approach to
> program structure- I find Lisp programs often seem to just organize
> themselves in a natural, modular approach instead of evolving into a
> gnarled tangle. But then, I've never worked on a big Lisp system
> either... ;)
>
> Prolog really threw me for quite a while, I still don't feel
> comfortable with it- but talking about it is a sure way of getting
> Visual Basic people to quit going on about their OCX controls and COM
> interfaces...

When I was first exposed to LISP and PROLOG it was a little like being
hit in the center of the forehead with a lemon covered gold brick ;) The
recursive comments are definately true. My Lisp and PROLOG skills are
at baby level. Even at that level I can appreciate the different mindframe
needed. I've never worked on a big lisp system either. I'm not sure if it
would be worse than a big 'C' system.

< Stuff about a programmers hiding important control-flow stuff>

Dont you love it when a programmer important stuff and doesnt
tell you. Or even better when a tool changes something for you without
you asking for it to be changed.

I remember my first 386 protected mode programming course as a student.
Our programs all mysteriously died because TASM was optimizing the
LONG FAR JUMP which flushed the instruction queue into a near jump.

< stuff about high level vs low level deleted >

> > results. You probably have had to worry about shuffling registers about
and
> > getting the thing structured correctly. This obscures the core logic
that
> > you are
> > trying to express. I've heard the opinions of both side's argued
>
> Very true- and all that extra stuff has to get debugged when things
> change and all those manual tests provide loads of opportunity to make
> errors. Although we didn't have a more structured HLL available, we
> use Basic for the main system logic, saving the assembly for sensor
> polling, timing, etc- where speed is critical. Unfortunately our

> Basic compiler generates redundant ram bank selects, so we've often
> had to redo routines in assembly to save eprom space (we have about
> 100 bytes left in the CPU's internal 8k eprom).

Can you write a quick tool that takes the output of the compiler and
automatically
removes the redundant ram bank selects or is it hard to determine just which
bank you are located at ???

I was lucky we always had a 27256 or similar so 32k was a nice bunch of
space
and we also had a seperate 64k of data memory. The security system I was
working
on stored logs in it. It used to last about a month for typical usage,
where the system
logged how much movement it detected in a room.

<bad telescope comments removed>

> They're in a somewhat bad position; the programmer is an independent
> consultant who retains ownership of the code. He also wrote their PC
> software and owns that also. Presumably that reduced costs somewhat-
> it also means they are completely beholden to him. Apparently they
> don't even have copies of the firmware or PC source. From other
> conversations we've had with them, their controller hardware guy works
> the same way- the company doesn't own its product's circuit boards.
>
> Kind of scary...
>
O man, I have seen embedded systems developed in that kind of environment,
you got it right when you said scary...Just wait until the original
programmer
disappears and the company has to fix something... Some poor software
engineer
and hardware engineer are gonna have to decode the stuff. Figuring out why
a latch was polled when it doesnt seem necessary is never fun without good
hardware and software documentation.

>
> Regards,
>
> Gregm

Cheers,
Peter

41. NEW COMPUTER WEB SITE LOOK!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <84p7sd$9dk$1@hyperion.nitco.com>
Source record: 47708

Hi I've just opened my new website at http://members.xoom.com/luecke12
so be sure to visit it and read the opening page! Note: I't is not fully
Complete yet.

Thanks,
Andy

42. Re: Question: Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <84p9qgoeh1@nw003t.infi.net>
Source record: 47709

seems to me that I saw one being auctioned on ebay last week.

Rich Jackson <rj5jackson@mindspring.com> wrote in message
news:84orsp$q0p$1@nntp2.atl.mindspring.net...
> I wonder if anyone on this group has experience with Microsoft basic for
the
> Atari 8bit?
> My two question would be:
> How does Microsoft basic compare with Atari basic as far as features,
> ease of use, and power?
> Where can Microsofit basic be found, and what is a fair price for the
> program?
>
> TIA Rich Jackson
>
>

43. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m366xbiwyu.fsf@erols.com>
Source record: 47710

>
> What do you think of the orthogonality and reducing the semantic gap
> issue nowdays ? It seems like the second the RISC's and the good

I guess a more highly orthaognal architecture with fewer protruding uglies would be in better taste- but with decent compilers the need for it is somewhat less. Frankly, most of the x86's richness is wasted on me at least- to be sure theres all these wonderful instructions to do all sorts of esoterica, but I always seem to be playing around getting data into the right registers. I do like the architectures with lots of registers, even on RISC style hardware, I think it could frequently save code space simply because there are fewer constraints on the dataflows.

> it and had figured out all the nasty quirks of the tools for it. The target
> application also matters too, I cant imagine rendering postscript on a
> 8051 ;)

<<shudder>>, I'm doing some 8051 assembly now plotting points on a LCD graphic panel, pixels packed into bytes, mapped to the display controller. Then throw in the FP to get decent diagonal lines. Eww. Its a home project so I don't have a decent compiler, just assembly and Basic on a 12mc 8051AH. My current nightmare is the text mode output, which is supposed to be independent of the dot graphics is indeed printing properly, but the text data is appearing as garble in the graphics display. Something about the address space assignments of the text and graphics memory banks I'm pretty sure- but where where where...

> ;)
> The 8051 at 12 Mhz, could pull about 1.5 mips from memory. So your PIC is a
> tad
> quicker. ;)

But the 8051 has external ram, our device has only internal RAM and EPROM- so we're stuck at 8k code and 300 bytes or so RAM. Don't some of the 8051 clones/derivatives make it up to > 40mc or so?

> needed. I've never worked on a big lisp system either. I'm not sure if it
> would be worse than a big 'C' system.

Well, when the Emacs people start talking about the OS acting as their device driver, there must be prodigious wonders under the hood... One of these days, I'll run into somebody who does AutoLisp programming (AutoCAD's Lisp implementation)- I'm really curious about the design approaches taken to get Lisp code to draw stuff.

> Dont you love it when a programmer important stuff and doesnt
> tell you. Or even better when a tool changes something for you without
> you asking for it to be changed.

But surely all those new features make it ever so much better, right??
;)

>
> Can you write a quick tool that takes the output of the compiler and
> automatically
> removes the redundant ram bank selects or is it hard to determine just which
> bank you are located at ???

Its a 2 pass macro assembler, the first generates assembly and the 2nd
feeds it into an assember. An optimizer could remove the redundant
bank selects, and the assembler would fix up the references, but the
damnable PIC architecture will cause trouble. It divides its 8k
address space into 4 2k pages, but code cannot flow over the page
division- the boundry must be jumped over. The 1st assembler pass
watches for this, bombing the compilation if the IP passes over a page
boundry. Thus I can't generate assembly output that exceeds its
address space, and then be optimized back into place. So, I think I'm
stuck. The assember people (Microengineering Labs) are very
responsive, I asked them about it and they are very aware of the
efficiency issues. As I'm sure you imagine, they have a list of
things to deal with in each release, but they say the efficiency will
improve (it has to some degree the past several releases).

>
> I was lucky we always had a 27256 or similar so 32k was a nice bunch of
> space

So roomy, and comfy! So what do you need all that space for, a
postscript interpreter or something? ;)

> and hardware engineer are gonna have to decode the stuff. Figuring out why
> a latch was polled when it doesnt seem necessary is never fun without good

Thats such a tough issue- I think its lots tougher than the same
scenario with regular PC software; its so much harder to understand
whats happening inside the processor, you often can't be sure if this
chunk of odd code is actually doing something important- either for
the app itself or the processor or the peripheral chips or.... Then
you go clean up the code- make it more efficient you know, and bring
the whole thing to a crashing wreck. I'm glad I won't be the one
dealing with that little nightmare.

Gregm

44. Re: HNY and...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Adam Bienias <nauplay@free.polbox.pl>
Message-ID: <386E95CC.4841FBB1@free.polbox.pl>
Source record: 47784

Jon Melbo wrote:
>
> we are in the 21st century

:) Wrong! 21st century begins in 1st Jan 2001 ! :)

45. FA: 54 issues of ANALOG Computing

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: dnoguero@iname.com
Message-ID: <84m76f$p5s$1@nnrp1.deja.com>
Source record: 47785

Hi all! If you're interested in a nice ANALOG collection (starting at issue #10), please take a look at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=227086393

Thanks!

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

46. Game title?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Denver <denverg@freenetname.co.uk>
Message-ID: <84m6l6$cq7$1@gxsn.com>
Source record: 47786

Hi and Happy new year.

I remember a game from many years ago and was wondering if anyone else
remembered it (and if it was on the net :)

The screen showed a maze and you had to escape before radiation killed you.
This was not a 3d maze, you could see the whole maze.
Doors opened and closed at differenct intervals.

That is all I can remember but any help would be appreciated. I think it
probably came from a magazine but I have had a quick look at the analog &
antic sites and cannot see anything there.

Thanks in advance, Denver.

47. Re: Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <386EAB33.10EC9294@adelphia.net>
Source record: 47787

As far as classic computer versions, Bungeling Bay was C64 only. Later, there was an NES version which was also very good.

David

Frank-Oliver Malisch wrote:

> Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
> > Are you sure there wasn't an Atari version ? Was it about a chopper that
> > flies around a water and shooting planes, boats and such ? I don't quite
> > remember, but I am almost certain I had that one.
>
> One "from above view" chopper game for the 8 bit was
> "Air Support" from Synapse but that one was far from
> being "Raid on Bungeling Bay" ...
>
> --

48. Re: HNY and...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000101225615.00351.00000463@ng-ck1.news.cs.com>
Source record: 47788

```
>:) Wrong! 21st century begins in 1st Jan 2001 ! :) >
I've heard a little about this before. Can
someone explain the theory about why
the next century would begin in 2001
rather than 2000?
HNY
Larry
```

49. Re: HNY and...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <84mkf7$t0e$1@mohawk.hwcn.org>
Source record: 47789

LLpwhite (llpwhite@cs.com) wrote:
: >:) Wrong! 21st century begins in 1st Jan 2001 ! :) >
: I've heard a little about this before. Can
: someone explain the theory about why
: the next century would begin in 2001
: rather than 2000?
: HNY
: Larry

Because you have to complete a hundred before you can go on to the next....soooo, the 20th Century will be complete at the end of the hundreth year of it.....we dont start counting at 0.....we start counting at 1.....

the only thing that can be correctly stated is that we said goodbye to the 1900's....we have not started a new century....hard to believe so many people ignore this.....

50. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m3bt75hvok.fsf@erols.com>
Source record: 47790
Body handling: HTML body converted to readable text

> I've never prorammed a Z8 or PIC but the Z8 on paper
> looks like a much nicer architecture than the '51

I did a little research when we were studying which processors to use
in our systems, as I recall, the Z8 is set up to compete with PICs and
COP8s. It bank selects its internal RAM, but I don't recall if there
is also code space bank switching. It doesn't directly prevent
orthagonality, but you always have to be aware of which bank is
selected so you can address the right register. I don't remember much
more though...

> The cycle time issue got reinforced last year when I pulled out one of my
> compaq pc-clones
> which has a 8088 at 4.77 mhz. I hacked up some x86 assembler to address the
> CGA and
> was surprised at just how dog-slow it is. It also reminded me of how
> disapointed I was with
> the x86 architecture versus other 16 bit architectures. Nobody could call
> an x86 orthogonal.
> You end up swapping registers about for operations (cx for count, ax,dx for
> add etc).
> Combine this with its totally outlandish memory scheme (shifting the
> selector left four bits) and
> you end up wondering why you arent using a 68000 with it's linear address
> space.

Single cycle operations do make a processor fast- PICs can clock up to
20mhz, which yields a 200ns instruction cycle; 5 million instructions
per second; not so bad for a single little chip.

Quite right about the x86 register swapping, mul and div imposing the
more outlandish gyrations- I can NEVER remember which registers to put
stuff into and which ones it comes out of, or even worse, forgetting
to clear the right registers when working with smaller data widths.

Real mode segmentation is distilled agony, protected mode sounds
better, but I've never used it. It has (very occasionally) come in
handy- but a 16 bit address space within a segment is just too small,
and as you say, you're always having to drag those 4 bits around.

>
> I think the mind stretched thing isnt so bad. I remember when I was first
> exposed
> to LISP and PROLOG having my mind stretched fairly severely. I'm glad it
> happened,

> nowadays when I program I can see things in a totally different way. I
> remember
> looking at 7 line LISP programs that would take hundreds of lines of
> traditional
> ALGOLese type coding.

I like lisp very much, I use it for little test programs, and you're
right, it does give a different perspective. Often the C/C++ mindset
is to slog away from beginning to end without considering the
subtlties of what the language offers. Lisp introduces you
immediately to recursion and a suprisingly disciplined approach to
program structure- I find Lisp programs often seem to just organize
themselves in a natural, modular approach instead of evolving into a
gnarled tangle. But then, I've never worked on a big Lisp system
either... ;)

Prolog really threw me for quite a while, I still don't feel
comfortable with it- but talking about it is a sure way of getting
Visual Basic people to quit going on about their OCX controls and COM
interfaces...

>
> I guess for my argument to hold up I would have to add that 'goto's
> considered harmful'
> isnt mind stretching it's mind altering spaghetti ;)

I've had the C setjmp and longjmp bite me a few times in one project-
the original programmer buried them in the system so he could break
all the way out to the main loop without bothering to do an ordered
exit from the control flow. It left all sorts of memory leaks and bad
stuff- although convienent in some ways, it was a real pain to deal
with.

> while ((a < b) AND (c something;
>
> If you implement this in assembler you end up spending lots of time dealing
> with the
> structure of the tests. while, a the
> results. You probably have had to worry about shuffling registers about and
> getting the thing structured correctly. This obscures the core logic that
> you are
> trying to express. I've heard the opinions of both side's argued

Very true- and all that extra stuff has to get debugged when things
change and all those manual tests provide loads of opportunity to make
errors. Although we didn't have a more structured HLL available, we
use Basic for the main system logic, saving the assembly for sensor
polling, timing, etc- where speed is critical. Unfortunately our
Basic compiler generates redundant ram bank selects, so we've often
had to redo routines in assembly to save eprom space (we have about
100 bytes left in the CPU's internal 8k eprom).

>
>
> It sounds like the company didnt spend much time thinking about the key
> requirements for the device. If it's designed to be used by people then the
> user interface is a key requirement ;) It's strange how companies sometimes
> do such a good job of one thing, and then totally forget about another.
> Perhaps it's a case of the expertise of the people working on the thing.
> Lots
> of good hardware people, no-one with formal software training.

They're in a somewhat bad position; the programmer is an independent
consultant who retains ownership of the code. He also wrote their PC
software and owns that also. Presumably that reduced costs somewhat-
it also means they are completely beholden to him. Apparently they
don't even have copies of the firmware or PC source. From other
conversations we've had with them, their controller hardware guy works
the same way- the company doesn't own its product's circuit boards.

Kind of scary...

Regards,

Gregm

51. Re: HNY and...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-02 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <386f722f$0$1402@news.en.com>
Source record: 47791

(Why 2000 is last year of 2nd millenium.)
Some monk or priest who started the BC/AD calendar started with the
year 1, not year zero. There is no year zero, only year 1 AD and 1 BC.
It is a sorta nitpicky technicality that the thousandth year is
1000-2000-etc.
Popular thought is that 2000 is the beginning of the new millenium, but
I don't argue with those who want to say 12/31/2000 will be the last
day of the second millenium. Calendars changed along the way and it
wasn't until about 1500 that we got the present calendar.
Russg

52. Re: test

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: dunxuk@aol.com
Message-ID: <20000102193620.15234.00000664@ng-xb1.aol.com>
Source record: 47711

It didn't work. Isn't that splendid.

53. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <84oqj3kfe1@merrimack.Dartmouth.EDU>
Source record: 47712
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

mister_boffo@hotmail.com (Mr. Boffo) writes:

>One of the recent developments in this age of cheap storage
>is the arrival of the CD-ROM magazine archive. Some comics
>and some magazines (like MAD Magazine) are making available
>on CD-ROM the pages from all their old magazines.

>It occurs to me that there may be a market for the old
>computer magazines from the 80's which have now died out..
>Nibble, Family Computing, A+, Compute!, SofTalk, Creative
>Computing, InCider...

>I would be VERY interested in buying a CD-ROM compendium of
>all pages from these old magazines. However, I have no idea
>who owns the copyright for the old magazines, so I have no
>way of approaching this idea.

Unfortunately, it may be nigh impossible to get the copyright
permissions for reprinting even a single issue on CD-ROM. The problem
is that many magazine contracts leave the copyrights for articles with
the authors; the magazine only bought the rights to print the article
in that one issue. Some magazines may have done their contracts
differently, though, in which case you just have to track down who
owns the magazine now.

--PC
--
The position and/or opinions in the above message are those of the Board of
Trustees of Dartmouth College. Copyright (c) 1998. All right reserved. The
above positions are also held by Newt Gingrich, many foreign world leaders, and
you who are reading them. Preston bears no responsibility for the content.

54. WTB Atari 400 w/48k

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <xyUb4.5919$Fj5.45459@typhoon1.tampabay.rr.com>
Source record: 47713

I'd like to buy (or trade) for Atari 400 with 48k memory (*not* standard 16k memory).
Please email me with your price (or your "trade" desires).
Thanks,
--Mark

55. Re: Why Atari is still the best

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <38701908.158944934@news.jacksonville.net>
Source record: 47714

On Tue, 28 Dec 1999 12:29:12 GMT, carmel_andrews@my-deja.com wrote:

>on the Atari SIO protocol's, but from what I was told was actually
>patented and designed by the same person (JOE DECUIR- who also designed
>pokey and the greatest video game ever- and you can forget that crap
>about sonic, supermario tomb raider or quake they are mere pretenders,
>I'm talking real computers games like STAR RAIDERS)

Who? Star Raiders and the POKEY chip were designed by Doug Neubauer.

56. Re: HNY and...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3870273d.8199244@news.ds.centuryinter.net>
Source record: 47715

On Sun, 02 Jan 2000 01:03:24 +0100, Adam Bienias
<nauplay@free.polbox.pl> wrote:

>Jon Melbo wrote:
>>
>> we are in the 21st century
>
>:) Wrong! 21st century begins in 1st Jan 2001 ! :)

Oh not that crap again. People were alive on this earth long before
Christ's existence started a new calendar, so, if you want to be so
precise, then we have already past the 21st century. What is
important is that the numbers flip. We may as well just play along as
if we started counting at 0 (like we should have) instead of 1. When
a decade changes you don't hear anyone scream about it not REALLY
starting until there is a 1 at the end of the number do ya? No.
Let's not start it now.

57. Re: HNY and...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38712a6c.9014929@news.ds.centuryinter.net>
Source record: 47716

On 2 Jan 2000 04:33:43 GMT, af332@freenet.hamilton.on.ca (William Moeller) wrote:

>LLpwhite (llpwhite@cs.com) wrote:
>: >:) Wrong! 21st century begins in 1st Jan 2001 ! :) >
>: I've heard a little about this before. Can
>: someone explain the theory about why
>: the next century would begin in 2001
>: rather than 2000?
>: HNY
>: Larry
>
>Because you have to complete a hundred before you can go on to the
>next....soooo, the 20th Century will be complete at the end of the
>hundreth year of it.....we dont start counting at 0.....we start counting
>at 1.....
>
>the only thing that can be correctly stated is that we said goodbye to the
>1900's....we have not started a new century....hard to believe so many
>people ignore this.....
>

If we have really gone past the 1900s, then we MUST be in the next set, which is the 2000s. There is no in between spot. We, as people normally start counting time AS IT HAS PASSED. It may be that 1AD was started right away instead of wating til 12 months passed by, but most things, peoples ages included start at zero. When you are born, you are not said to be 1 year old. You are said to be so many weeks or months. Once 1 full year has passed, then you are said to be 1 year old. As soon as you are born, it is said that you are IN YOUR 1ST YEAR. You are not yet 1 year old. When you have your 30th birthday come, you are then at that time truly 30 years of age, and you start INTO your 31st year.

When you start college, and someone asks you how much time you've spent in college you don't say "1 year." You say something like "I just started, I'm IN MY 1ST YEAR." It is only after you have completed a year that you can say you've had a year of college.

So to me, even if our calendar started (improperly) at 1, what is important is the numerical expression. We are IN the 21st century (just look at the date on the calendar) because 20 centurys have already passed (according to the calendar). If we want to nit pick about starting at 1 or 0, then let's just scrap the whole thing and try to figure out EXACTLY when people were in first existence, or

EXACTLY when the earth came into being.

58. Re: Question: Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000103054046.23051.00000891@ng-fp1.news.cs.com>
Source record: 47717

>I wonder if anyone on this group has experience with Microsoft basic for the Atari 8bit? >

Some -- enough to probably make an accurate reply. If you need string arrays, MSB has its place. If you don't, Turbo Basic offers more.
Even for the string arrays, Basic XL and Basic XE offer that and a whole lot more. MSB is
definitely faster than Atari 8K basic, but it is
not as fast as TB or BXL or BXE. It uses
a lot of memory. The cart version gives
a little break there, since you have a choice
of loading the extensions or not. I only know
of a couple of applications that were written
in MSB -- lack of a runtime package or compiler hurt it's acceptance, I would think. Last time I looked, both (see below) B&C Computervisions* and Best Electronics* still had a version of it, and I think the price was around $25.00. Bottom line--if you are a collector, it's certainly worth having. If you are after something quite functional, go for one of the others, especially since TB is free
and offers many added features found in MSB, but with (essentially) the same syntax as Atari 8K Basic, plus a compiler package. I also should mention that MSB's differences in syntax are pretty significant from the other Atari Basics, so there is a "learning curve" unless one has already had MSB experience from another platform.
Larry
*B&C: http://myatari.com/
*Best : http://www.best-electronics-ca.com/

59. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: Blake Patterson <blake@blakespot.com>
Message-ID: <3870AB86.ACB52C4F@blakespot.com>
Source record: 47718
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

I would sacrafice a small goat to get ahold of even just one copy of an early-mid 80's "Creative Computing" magazine. I've contemplated going back to my old High School, where I know they had them, and making some photocopies...or something...

SO fine to recall in each issue, so many different machine that just were doing their own thing--their own OS with their own proprietary interfaces, etc. The Mindset, GRiD machines, Dimension 68000, Osbornes, etc. Ahhh, the memories. I'm actually surprised I got so much out of them back then...I was only 8 yrs old in 1980. But man...I surely did. I have no idea what happened to them. Or to my many A+ mags. My only real treasures are some real early MacWorlds and NeXT Worlds. I'd even like to have my old stash of Info mags back. I can almost feel a tangible pain in recalling them.

bp

Kevin Savetz wrote:
>
> In article 3874ba5b.55100767@news.wi.centuryinter.net, Mr. Boffo at
> mister_boffo@hotmail.com wrote on 1/2/00 1:08 PM:
>
> > It occurs to me that there may be a market for the old
> > computer magazines from the 80's which have now died out..
> > Nibble, Family Computing, A+, Compute!, SofTalk, Creative
> > Computing, InCider...
> >
> > I would be VERY interested in buying a CD-ROM compendium of
> > all pages from these old magazines. However, I have no idea
> > who owns the copyright for the old magazines, so I have no
> > way of approaching this idea.
>
> In my limited experience, finding the copyright holders of those old
> publications is difficult. When you can find them, they are usually happy to
> give permission to put the old material online, if you don't charge for it.
> Those copyright holders have inevitably moved on to other things, and don't
> want anything to do with ambitious projects to put old magazines on the net.
> Nor do they tend to have any of the old editorial material in digital form
> any longer. So fire up that scanner.
>
> I've received permission to put old Antic and STart magazines on the Web,
> which I'm doing at www.atarimagazines.com. I've also received permission to
> put material from Creative Computing online, but I haven't had the time or
> energy to do anything there.

>
> --Kevin Savetz
>
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce -- Atari computer news
> http://www.savetz.com/csaa/

--
"Heisenberg may have slept here."

60. Re: Atari XC 1411 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000103094557.02437.00000014@ng-fr1.aol.com>
Source record: 47719

>Hey was wondering if anybody out there might have a rare Atari XC 1411 color
>composite monitor for the 8-bit or otherwise any other rare stuff like a
>1450XLD computer and such.. ill pay a really good price for it.
>
>Thanks
>
>Mike

That you will, for a 1450XLD you will pay a REALLY good price! ;-)

BG

61. 410 program recorders need a home

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: 8bitz@my-deja.com
Message-ID: <84qnjq$h2g$1@nnrp1.deja.com>
Source record: 47720

Greetings 8 bit programs.
I have 2 atari 410 recorders for trade or shipping cost. They both were running funky and I took one apart and found the main drive belt is loose. I tried some belts from a cassette player but no go. I looked at the other one and it appears to have the same problem.
I did manage to find the ATR's for the files I was trying to load fome cassette and having an SIO2PC setup now makes it kinda redundant to have a working 410.
I hate to throw these away since one I paid $50 for one of them 13 years ago...
Anybody want one or both of these for what it costs to ship?

Later
Mark

Sent via Deja.com http://www.deja.com/
Before you buy.

62. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: Dan Gahlinger <dan.gahlinger@bell.ca>
Message-ID: <3870D8F8.DDAB3741@bell.ca>
Source record: 47721
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

What about the ever-famous (and best CBM mag ever) - that being
TRANSACTOR?

I'm in toronto (where they were based) and there's not a trace of them
to be found.
Thankfully I have just about every issue ever published! (still in good
condition, except the odd one).

Dan.

"Mr. Boffo" wrote:

> (Reposting.... sorry.. my clock was screwed up and messed up
> the message threading in the newsreader. Here it is again.)
>
> One of the recent developments in this age of cheap storage
> is the arrival of the CD-ROM magazine archive. Some comics
> and some magazines (like MAD Magazine) are making available
> on CD-ROM the pages from all their old magazines.
>
> It occurs to me that there may be a market for the old
> computer magazines from the 80's which have now died out..
> Nibble, Family Computing, A+, Compute!, SofTalk, Creative
> Computing, InCider...
>
> I would be VERY interested in buying a CD-ROM compendium of
> all pages from these old magazines. However, I have no idea
> who owns the copyright for the old magazines, so I have no
> way of approaching this idea.
>
> Maybe somebody in these newsgroups might know?
>
> Now, I COULD create a website and just upload scans from the
> magazines I have, but that would likely draw various legal
> problems which I'd rather not deal with. I would really much
> prefer that the actual copyright owners are involved in
> approving or doing something like this themselves.
>
> OTOH, posting those old mags on a website may be EXACTLY the
> way to find those copyright holders! ;)
>
> -Mr. Boffo
>
> Email: mister_boffo@hotmail.com

63. Re: Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <E=dwOGqbvAILVnFywayFbsnpKhW9@4ax.com>
Source record: 47722

You are in an empty room with bgarvey355@aol.com (BGarvey355). There's
a rock in the middle with "Y2" written on. A hollow voice says:

>>Hi all,
>>
>>I've just been burned off Yahoo by one sega_master_system
>>(mrlee@ok.freei.net) and blacklisted whilst bidding for otherwise
>>unbid-for Atari 2600 and 7800 carts. Anyone else had this problem? If
>>he wanted more money for them why start the bidding at $2? Even boxed
>>and sealed these games aren't worth a lot of money. If it's because
>>I'm in the UK then why doesn't Yahoo (or the seller) say this at the
>>auction?
>>
>>ta.
>>--
>>Adrian/Witchfinder
>
>I've dealt with SMS before on yahoo, got a good deal on a composite monitor
>from him, auction went off without a hitch. Did you try and email to ask what
>gives?

Yup - nothing as yet. Cancelling my bids I can cope with, but
blacklisting? I guess you're US based?
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer collection.
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

64. Please help: Sea Dragon, Zaxxon ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: ramblinwreck@mail.utexas.edu
Message-ID: <38711C05.C331B908@mail.utexas.edu>
Source record: 47723

I am new to the emulation scene and was wondering if anyone could refer me to a good site to explain it to a beginner (although not new to computers at all)?

Also, does anyone know of a copy of the ROMs for Sea Dragon and Zaxxon (as well as info on what programs I would need to run said programs).

Thanks.

Adam

65. Re: Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000103172305.25454.00000121@ng-ba1.aol.com>
Source record: 47724

>Yup - nothing as yet. Cancelling my bids I can cope with, but
>blacklisting? I guess you're US based?
>--
>Adrian/Witchfinder
>www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer
>collection.
>adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
>No user serviceable parts inside.
>
Yes I am in the US, guess I forgot to mention that. Does he have fine print at the bottom of his auctions stating he will not accept bids from international bidders, and the consequences? If not, just file a complaint with Yahoo auctions.

later,
BG

66. Re: Question: Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38712913.1183072@news.ds.centuryinter.net>
Source record: 47725

I have MS BASIC for the 8-bit. It doesn't turn me on all that much.
From what I remember, it has more standard type string handling (ie
LEFT$ RIGHT$ etc). I happen to like Atari BASIC's 'crude' string
handling.

On Sun, 2 Jan 2000 23:47:25 -0500, "Cabell Clarke"
<cabell@richmSPAMNOond.infi.net> wrote:

>seems to me that I saw one being auctioned on ebay last week.
>
>Rich Jackson <rj5jackson@mindspring.com> wrote in message
>news:84orsp$q0p$1@nntp2.atl.mindspring.net...
>> I wonder if anyone on this group has experience with Microsoft basic for
>the
>> Atari 8bit?
>> My two question would be:
>> How does Microsoft basic compare with Atari basic as far as features,
>> ease of use, and power?
>> Where can Microsofit basic be found, and what is a fair price for the
>> program?
>>
>> TIA Rich Jackson
>>
>>
>

67. 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: gforce <mitrosky@monmouth.com>
Message-ID: <84rgacbvk1@news.monmouth.com>
Source record: 47726

anybody know where one can buy atari 8-bit software... I once had a catalog for a good place a couple of years ago but seemed to misplaced it.. it had all new stuff in boxes.. shrinkwrapped, etc... any help would be appreciated.

thanks,

mike

68. Re: Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38716B9B.44DD1BB4@qnet.com>
Source record: 47727

Yahoo Auctions has always been a weird auction IMHO. If you search the auction for Atari items youll notice only about 10 percent have been bid on. Also you have to remember Yahoo auction is free so you get some scumbags on there that ruin the place for others. Where as Ebay people pay a listing fee. I think this keeps alot of problem people away. You could complain to Yahoo but, I dont think they will do anything.

Just my 2cents.

Don

69. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: blackm00@cam.org
Message-ID: <blackm00-0301002304230001@usrh-6-120.hip.cam.org>
Source record: 47728
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

In article <3870D8F8.DDAB3741@bell.ca>, Dan Gahlinger
<dan.gahlinger@bell.ca> wrote:

> What about the ever-famous (and best CBM mag ever) - that being
> TRANSACTOR?
>
> I'm in toronto (where they were based) and there's not a trace of them
> to be found.
> Thankfully I have just about every issue ever published! (still in good
> condition, except the odd one).
>
> Dan.

That reminds me of visiting Toronto, perhaps it was as late as 1989,
and visiting a surplus store on Queen Street, and seeing part or was
it a complete unit, of an adaptor for the Commodore 64 so it could
run programs from other computers. It was add-on hardware, and I
think it added emulation for more than one computer, but definitely
the Apple II. I can picture an ad for the unit, but the rest of the
details are hazy. Needless to say, the units being sold at the surplus
store were cheap by then.

Though I haven't seen any from him in a while, I have seen posts
from Jim Butterfield, who wrote extensively about the Commodore
computers. I know he wrote for Compute! and I think he wrote for
Transactor and maybe even was on the masthead. I think I've
seen him in alt.folklore computers and I know I've seen him in
the past in the Toronto-local newsgroups, most likely tor.general

Michael

>
> "Mr. Boffo" wrote:
>
> > (Reposting.... sorry.. my clock was screwed up and messed up
> > the message threading in the newsreader. Here it is again.)
> >
> > One of the recent developments in this age of cheap storage
> > is the arrival of the CD-ROM magazine archive. Some comics
> > and some magazines (like MAD Magazine) are making available
> > on CD-ROM the pages from all their old magazines.
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> > It occurs to me that there may be a market for the old
> > computer magazines from the 80's which have now died out..
> > Nibble, Family Computing, A+, Compute!, SofTalk, Creative

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> > all pages from these old magazines. However, I have no idea
> > who owns the copyright for the old magazines, so I have no
> > way of approaching this idea.
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> > Now, I COULD create a website and just upload scans from the
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> > problems which I'd rather not deal with. I would really much
> > prefer that the actual copyright owners are involved in
> > approving or doing something like this themselves.
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> > OTOH, posting those old mags on a website may be EXACTLY the
> > way to find those copyright holders! ;)
> >
> > -Mr. Boffo
> >
> > Email: mister_boffo@hotmail.com

70. Re: Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-03 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <3871919B.F66CB0DD@qnet.com>
Source record: 47729

Jon Melbo wrote:

> On Mon, 03 Jan 2000 19:40:11 -0800, Schoengarth <dons@qnet.com> wrote:
>
> >Yahoo Auctions has always been a weird auction IMHO. If you search the
> >auction for Atari items youll notice only about 10 percent have been bid
> >on. Also you have to remember Yahoo auction is free so you get some
> >scumbags on there that ruin the place for others. Where as Ebay people
> >pay a listing fee. I think this keeps alot of problem people away. You
> >could complain to Yahoo but, I dont think they will do anything.
>
> Ebay now requires new members put a credit card on file too. This
> greatly reduces scammers. It introduces a bit of accountability.

I didnt know that. Ive had my account with Ebay for quite awhile so I never
had to do that. It is a great way to reduce the scammers!

Don

71. Re: embedded stuff 8051's , 6502's

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <84tonmmvh1@fir.prod.itd.earthlink.net>
Source record: 47642

Hi Greg, everyone

Greg <nospam@erols.com> wrote in message news:m366xbiwyu.fsf@erols.com...
>

< orthogonal stuff deleted > (I totally agree)

> > it and had figured out all the nasty quirks of the tools for it. The
target
> > application also matters too, I cant imagine rendering postscript on a
> > 8051 ;)
>
> <<shudder>>, I'm doing some 8051 assembly now plotting points on a LCD
> graphic panel, pixels packed into bytes, mapped to the display
> controller. Then throw in the FP to get decent diagonal lines. Eww.
> Its a home project so I don't have a decent compiler, just assembly
> and Basic on a 12mc 8051AH. My current nightmare is the text mode
> output, which is supposed to be independent of the dot graphics is

If you want to speed up the line drawing I've got some source code for
brezenhams line drawing algorithim. It doesnt use FP so it should be
heaps faster (and easier) to code. Send me an email if you want it.
>
> > ;)
> > The 8051 at 12 Mhz, could pull about 1.5 mips from memory. So your PIC
is a
> > tad
> > quicker. ;)
>
> But the 8051 has external ram, our device has only internal RAM and
> EPROM- so we're stuck at 8k code and 300 bytes or so RAM. Don't some
> of the 8051 clones/derivatives make it up to > 40mc or so?

I heard of 8051's at >30 mhz a few years back so I wouldnt be surprised if
they
do 50 mhz now. A better place to start would be changing the
microarchitecture
so that it didnt take so many clock cycles per instruction ;) I'd much
rather work
with a cpu that executes instructions in less clocks than one that's just
burning
rubber ;) Kinda the old 3.5 Mhz Z80= 1 Mhz 6502 argument.

< Lisp, emacs and autolisp deleted >

> > Can you write a quick tool that takes the output of the compiler and
> > automatically
> > removes the redundant ram bank selects or is it hard to determine just
which
> > bank you are located at ???

< re PIC requiring you to jump over the 2K boundarys>

> Its a 2 pass macro assembler, the first generates assembly and the 2nd
> feeds it into an assember. An optimizer could remove the redundant
> bank selects, and the assembler would fix up the references, but the
> damnable PIC architecture will cause trouble. It divides its 8k
> address space into 4 2k pages, but code cannot flow over the page
> division- the boundry must be jumped over. The 1st assembler pass
> watches for this, bombing the compilation if the IP passes over a page
> boundry. Thus I can't generate assembly output that exceeds its
> address space, and then be optimized back into place. So, I think I'm
> stuck. The assember people (Microengineering Labs) are very
> responsive, I asked them about it and they are very aware of the
> efficiency issues. As I'm sure you imagine, they have a list of
> things to deal with in each release, but they say the efficiency will
> improve (it has to some degree the past several releases).
>

Hmm sounds like you need some extra features in that assembler, like
automatically adding jmps to cross 2k pages. That sounds kind of nasty
but I guess you get used to it.

> >
> > I was lucky we always had a 27256 or similar so 32k was a nice bunch of
> > space
>
> So roomy, and comfy! So what do you need all that space for, a
> postscript interpreter or something? ;)

It was a security/room usage monitor (RUM). The idea was you stuck these
things up in rooms and could see how much they were used. It used
a PIR sensor and logged the number of times it was triggered. It could
turn the lights on and off when people walked in a room. We had an
MCAS (Magnetic card access system) too. You swiped your card thru,
it talked over an RS-485 network to the RUM, unlocked the door and switched
the lights on. After 5 minutes it would switch the lights off (Fluorescent
so you
save power not switching them on and off). So it had I2C drivers for RTC
and
EEPROM, ADC's, DAC's, LCD (MCAS), RS-485 interrupt driven comms
etc. It worked pretty good. Once we downloaded the data from it and
analyzed it to discover lots of strange readings at 3 AM. We were wondering
if the place was haunted until we found out the electrician liked working at
3 AM.
;)

> > and hardware engineer are gonna have to decode the stuff. Figuring out why
> > a latch was polled when it doesnt seem necessary is never fun without good

> Thats such a tough issue- I think its lots tougher than the same
> scenario with regular PC software; its so much harder to understand
> whats happening inside the processor, you often can't be sure if this
> chunk of odd code is actually doing something important- either for
> the app itself or the processor or the peripheral chips or.... Then
> you go clean up the code- make it more efficient you know, and bring
> the whole thing to a crashing wreck. I'm glad I won't be the one
> dealing with that little nightmare.
>
Yeah I'm glad it's not me too.

I've thought lots about writing a modern cross compiler for the 6502, a pascal derivative (or c derivative) like action. Still just a pipedream at this point in time. I've never written a compiler, and would need to read up on compiler design but I think that it's doable. If I had a nice pascal type language here it would save me heaps of time.

> Gregm

72. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <23238-38726CFC-3@storefull-177.iap.bryant.webtv.net>
Source record: 47643

hi andreas,the 2 games that you mention,of course were never released in atari starved north americia,so i cannot do them,but others were like panther,l.a. swat,and ninja,just to name a few,we are looking at doing those,plus others,but first we are still paging thru a large amount of stuff we got from a guy in europe,and we would like to get a few of them done(like the pd boulder dash stuff) first,we will keep you informed,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

73. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000104185151.06960.00000427@ng-cj1.aol.com>
Source record: 47644

>I would sacrafice a small goat to get ahold of even just one copy of an
>early-mid 80's "Creative Computing" magazine.

I have about 8-10 '83-84 issues plus their compendium; might try to get them to
someones scanner if any interest.

I started life with nothing, and still have most of it left...

74. Re: 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000104185326.06960.00000428@ng-cj1.aol.com>
Source record: 47645

>>anybody know where one can buy atari 8-bit software...
>

or here:
http://www.angelfire.com/mn/video61/

I started life with nothing, and still have most of it left...

75. Re: Please help: Sea Dragon, Zaxxon ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: Adam <tolman@ece.utexas.edu>
Message-ID: <38729769.743F96CC@ece.utexas.edu>
Source record: 47646

I got a 404 at that URL. Typo?

RHamiIton5 wrote:

> >I am new to the emulation scene and was wondering if anyone could refer
> >me to a good site to explain it to a beginner
>
> http://home.paclink.com/users/netrunnr/atari8/atari8.htm
>
> I started life with nothing, and still have most of it left...

76. Re: Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <38724c31.18690435@news.netunlimited.net>
Source record: 47647

On Mon, 03 Jan 2000 22:22:19 -0800, Schoengarth <dons@qnet.com> wrote:

>Jon Melbo wrote:

>> Ebay now requires new members put a credit card on file too. This
>> greatly reduces scammers. It introduces a bit of accountability.
>
>I didnt know that. Ive had my account with Ebay for quite awhile so I never
>had to do that. It is a great way to reduce the scammers!

A lot of places try to get your credit card number now "oh no we will never use it, it is just for security." After Ge ocities cashed in with Yaho o they asked for credit cards. I said "why? I have had this page up for 2 1/2 years." They sent me a form letter stating they required the credit card to protect minors. But my page had no violent or sexual content. And if providing a credit card is to demonstrate I am an adult, then how does that protect minors. And why shouldn't minors have a web-page?

It didn't make sense, but it wasn't about making sense. It was about getting the credit card so they could zing me with sneaky charges when I wasn't looking. Geocit ies has demonstrated their sneakiness and were busted by the law for marketing their users' info, when they promised not too.

In the case of eBay on the other hand, I can see where requiring a credit card cuts down on fraud problems that are immediate and serious for eBay. A talented criminal can get a throwaway email address and fake the other things and then rip off people on eBay. So I think eBay is reasonable in requiring a credit card.

VS

To email me just remove the Xs and underline marks from my email address.

77. Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <84ud92mgp1@hyperion.nitco.com>
Source record: 47648

If you have any computer related stuff that you would like to donate to me to help make my site better and benifit other people by what you give me, please click this link (http://members.xoom.com/luecke12/donate.html) or reply via email.

Note: since i am only 12 i can not afford to pay for the shipping.

78. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <851cgv$ga1$1@fir.prod.itd.earthlink.net>
Source record: 47649
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

Kevin Savetz <savetz@northcoast.com> wrote in message
news:B49547C1.2A2F%savetz@northcoast.com...
> In article 3874ba5b.55100767@news.wi.centuryinter.net, Mr. Boffo at
> mister_boffo@hotmail.com wrote on 1/2/00 1:08 PM:
>
> > It occurs to me that there may be a market for the old
> > computer magazines from the 80's which have now died out..
> > Nibble, Family Computing, A+, Compute!, SofTalk, Creative
> > Computing, InCider...
> >
> > I would be VERY interested in buying a CD-ROM compendium of
> > all pages from these old magazines. However, I have no idea
> > who owns the copyright for the old magazines, so I have no
> > way of approaching this idea.
>
> In my limited experience, finding the copyright holders of those old
> publications is difficult. When you can find them, they are usually happy
to
> give permission to put the old material online, if you don't charge for
it.
> Those copyright holders have inevitably moved on to other things, and
don't
> want anything to do with ambitious projects to put old magazines on the
net.
> Nor do they tend to have any of the old editorial material in digital form
> any longer. So fire up that scanner.
>
> I've received permission to put old Antic and STart magazines on the Web,
> which I'm doing at www.atarimagazines.com. I've also received permission
to
> put material from Creative Computing online, but I haven't had the time or
> energy to do anything there.
>
> --Kevin Savetz
>

Hi Kevin,

Do you have permission to post the entire contents of every issue of
Creative Computing, or just selected articles or sections? Do you have any
idea how copyrights last on magazine articles? It might be near the end of
some of the earlier issues anyways.

One possibility for those magazines that you were unable to contact: Scan them and post them anonymously in binary news groups and place them on free web servers.

-William R. Cousert
wrcousert@yahoo.com

> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce -- Atari computer news
> http://www.savetz.com/csaa/
>

79. Re: SpartaDOS TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: Ryan Goolevitch <ryang@trideja.com>
Message-ID: <j9cc4.6326$_E6.23382@news1.rdc1.bc.home.com>
Source record: 47730

You noticed too eh? My BBS software now thinks its the wrong day of the
week

"Marshall Walker" <mwalker@mc.net> wrote in message
news:84mi5psep1@ffx2nh3.news.uu.net...
> HI all,
>
> I was wondering where I can get an updated version of the SpartaDOS TDLINE
> or TD program for the year 2000 and beyond?
>
> Thanks.
>
> --
> Marshall Walker
> mwalker@mc.net
>
>

80. Re: 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000103210433.20064.00000218@ng-fv1.aol.com>
Source record: 47731

>anybody know where one can buy atari 8-bit software...

try...
http://www.myatari.com/

I started life with nothing, and still have most of it left...

81. Re: Please help: Sea Dragon, Zaxxon ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000103210634.20064.00000219@ng-fv1.aol.com>
Source record: 47732

>I am new to the emulation scene and was wondering if anyone could refer
>me to a good site to explain it to a beginner

http://home.paclink.com/users/netrunnr/atari8/atari8.htm

I started life with nothing, and still have most of it left...

82. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: Len <lenc@cgocable.net>
Message-ID: <kvu27ssgkvg49mkr7shcan9ud9hbed1p7g@4ax.com>
Source record: 47733
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

Shit and I cleaned out my basement this last summer and tossed out
about 6 years of commodore magazines, run, transactor, computes
gazzette,a nd a couple other relating to the c64/128 and Amiga and all
were in like new condition, neatly filed away in boxes.

Guess I should have kept them sound like they could have been worth a
few bucks.

Len

On Mon, 03 Jan 2000 12:14:32 -0500, Dan Gahlinger
<dan.gahlinger@bell.ca> wrote:

>What about the ever-famous (and best CBM mag ever) - that being
>TRANSACTOR?
>
>I'm in toronto (where they were based) and there's not a trace of them
>to be found.
>Thankfully I have just about every issue ever published! (still in good
>condition, except the odd one).
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>Dan.
>
>"Mr. Boffo" wrote:
>
>> (Reposting.... sorry.. my clock was screwed up and messed up
>> the message threading in the newsreader. Here it is again.)
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>> One of the recent developments in this age of cheap storage
>> is the arrival of the CD-ROM magazine archive. Some comics
>> and some magazines (like MAD Magazine) are making available
>> on CD-ROM the pages from all their old magazines.
>>
>> It occurs to me that there may be a market for the old
>> computer magazines from the 80's which have now died out..
>> Nibble, Family Computing, A+, Compute!, SofTalk, Creative
>> Computing, InCider...
>>
>> I would be VERY interested in buying a CD-ROM compendium of
>> all pages from these old magazines. However, I have no idea
>> who owns the copyright for the old magazines, so I have no
>> way of approaching this idea.
>>
>> Maybe somebody in these newsgroups might know?

>>
>> Now, I COULD create a website and just upload scans from the
>> magazines I have, but that would likely draw various legal
>> problems which I'd rather not deal with. I would really much
>> prefer that the actual copyright owners are involved in
>> approving or doing something like this themselves.
>>
>> OTOH, posting those old mags on a website may be EXACTLY the
>> way to find those copyright holders! ;)
>>
>> -Mr. Boffo
>>
>> Email: mister_boffo@hotmail.com

83. Re: Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38717da7.22838640@news.ds.centuryinter.net>
Source record: 47734

On Mon, 03 Jan 2000 19:40:11 -0800, Schoengarth <dons@qnet.com> wrote:

>Yahoo Auctions has always been a weird auction IMHO. If you search the
>auction for Atari items youll notice only about 10 percent have been bid
>on. Also you have to remember Yahoo auction is free so you get some
>scumbags on there that ruin the place for others. Where as Ebay people
>pay a listing fee. I think this keeps alot of problem people away. You
>could complain to Yahoo but, I dont think they will do anything.

Ebay now requires new members put a credit card on file too. This
greatly reduces scammers. It introduces a bit of accountability.

84. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <385a8d25.524538@news.netunlimited.net>
Source record: 47735
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

On Sun, 02 Jan 2000 18:21:53 -0800, Kevin Savetz
<savetz@northcoast.com> wrote:

>I've received permission to put old Antic and STart magazines on the Web,
>which I'm doing at www.atarimagazines.com. I've also received permission to
>put material from Creative Computing online, but I haven't had the time or
>energy to do anything there.

I refer to your site often, and believe it is a great resource. It is
a site you can spend days reading. Thanks!

VS

To email me just remove the Xs and underline marks from my email address.

85. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38720FB9.7E5AB05F@mail.uni-mainz.de>
Source record: 47736

Lance Ringquist schrieb:
>
> speaking of copy writes,does any one know if mastertronics is still
> around? i would love to port over there games onto carts,and does any
> one have pal versions of games released in euro land that were not
> released in atari starved north america?,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Hello Lance,
I have most Mastertronic games (Mastertronic was/is a subsidiary of Virgin/UK) on a standard tape. Since they have no copy protection at all, it was easy to do a Cass.-Simulator copy onto a diskette. Unfortunately nearly all Mastertronic Atari games are merely conversions from other platforms, this is not so bad, but unfortunately they have not been tested fully. Thus most (if not all) Mastertronic Atari games have bugs !! Examples:

1)In "Universal Hero" there is a code bug, you have to give in a codeword at the end of the game, to finish it. but, the game does not acceppt the codeword given somewhere in the game...
2)The game "Colony" displays garbage (over the whole screen!) after a certain playing time. This especially happens, when you ordered some goods with beacon powered on, and these goods arrive. You go to the landing space and now, the whole screens shows garbage. If you leave the landing space then, all other screens also show this garbage...

There are many more games, than these two, that feature one or more bugs in the Atari version. Looks like Mastertronic has not done a good conversion job... So, if you are willing to burn these games onto a cart, you should at least try to correct these bugs, if you can. Some bugs make Mastertronic games unplayable, others cause crashes and some make it impossible to finish the game...
greetings - Andreas Magenheimer

86. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38721C8F.1D81@geocities.com>
Source record: 47737

Lance,

I know what you mean. When a friend of mine and I were trying to
get a backup copy of "Return of Heracles" from Electronic Arts, they
simply let me know that they didn't support Atari.

I laughed with them, explained that at one time, back in the dark
ages they did. They seemed confused. I asked to speak to someone who
might have a backup copy of the program in archieve. They did actually
transfer me, and the technical staff let me know they didn't bother
doing this (which seemed strange to me, since you would think they would
at least keep a ATR image on some PC somewhere since THEY did in fact
make the program). Atari was such a distant memory that they said there
was nothing they could do about it.

Sadly, a month later, the loyal copy of Return of Heracles wore out
after nearly a decade of use.

(So I hope to eventually get a Ape interface cable and get this
ported over to a disk again.) ;)

Doctor Clu

Lance Ringquist wrote:
>
> boy this is always the fun part,usually if i am able to get a hold of
> the actuall owner/owners of a copywrite,they are either laughing at what
> i say,or they scream at me not to bother them and there busy
> schedual,they usually curse me,and say that they do not care and hang
> up,except large companies that still are viable,then theres always lots
> of paper work,and they usually want money,in that case i just pass on
> the program,if i am able to get a hold of a person who is just a lone
> programmer,than i offer a royalty,most pass because the market is so
> small,or if i cannot find the owner(if there is one),or if we see it in
> one or more pd list,we publish it,if we can,and if someone steps
> forward,we offer a royalty,and if thats not satisfactory we pull it off
> the market,as in virgins case they just don't care,most do not,i think
> that the retro gaming thing has its limits as far as what is still
> viable to publish on a new platform,its got to be a legend,or who
> cares,most companies,or owners cannot even come up with the source code
> for these programs,let alone any paper work proving who owns it,so most
> just say yes,and send me a copy of the cart,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE

> Stacy MN 55079

87. Re: Hi guys...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38721F44.21A3@geocities.com>
Source record: 47738

Wow... I hate to say this, but I doun't think I've heard of any of those
games. But at any rate, welcome back!

Doctor Clu

Tomasz Cichon wrote:
>
> Hi everybody!!
>
> I don't know what happened, but all of a sudden I started to feel this URGE
> to play some of the amazing Atari classics. Is there anyone out there who
> could upload some games for me here? I'm looking for these ones:
>
> Mission Shark (Misja)
> Saper
> Lasermania
> Robbo
> Fred
>
> And anything by L.K. Avalon.
>
> Any help will be greatly appreciated!!! Thanks a lot!!
>
> Tomasz Cichon

88. Re: Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <XU5yOOmTbQe4Qd703INa=NZ8Qhbm@4ax.com>
Source record: 47739

You are in an empty room with Schoengarth <dons@qnet.com>. There's a
rock in the middle with "Y2" written on. A hollow voice says:

>Yahoo Auctions has always been a weird auction IMHO. If you search the
>auction for Atari items youll notice only about 10 percent have been bid
>on. Also you have to remember Yahoo auction is free so you get some
>scumbags on there that ruin the place for others. Where as Ebay people
>pay a listing fee. I think this keeps alot of problem people away. You
>could complain to Yahoo but, I dont think they will do anything.

I'm not that bothered, it just annoys me that I don't recall seeing
anything about international posting and then this happens!

Oh well.....
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer collection.
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

89. Re: Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <g05yOBWjkK=3vsuEWXip2HJhJmEQ@4ax.com>
Source record: 47740

You are in an empty room with bgarvey355@aol.com (BGarvey355). There's
a rock in the middle with "Y2" written on. A hollow voice says:

>>Yup - nothing as yet. Cancelling my bids I can cope with, but
>>blacklisting? I guess you're US based?
>>--
>>Adrian/Witchfinder
>>www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer
>>collection.
>>adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
>>No user serviceable parts inside.
>>
>Yes I am in the US, guess I forgot to mention that. Does he have fine print at
>the bottom of his auctions stating he will not accept bids from international
>bidders, and the consequences? If not, just file a complaint with Yahoo
>auctions.

I don't recall seeing anything about international bidders, all he
said was 'buyer pays shipping' which was fine by me. I might complain
anyway, but all it was saving me was a load of legwork round boot
sales :)
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer collection.
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

90. FA: 3 Ultima games CIB! (II,III,IV)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-04 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000104145643.12575.00000445@ng-bh1.aol.com>
Source record: 47741

just as the subject line says, and more info here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=230740082

thanks,
BG

91. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Roger Johnstone <rojaws@es.co.nz>
Message-ID: <947041749.777628@inv.ihug.co.nz>
Source record: 47650
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit

```
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In article <3870AB86.ACB52C4F@blakespot.com>, Blake Patterson
<blake@blakespot.com> wrote:

>
> I would sacrafice a small goat to get ahold of even just one copy of an
>early-mid 80's "Creative Computing" magazine. I've contemplated going
>back to my old High School, where I know they had them, and making some
>photocopies...or something...
>
> SO fine to recall in each issue, so many different machine that just
>were doing their own thing--their own OS with their own proprietary
>interfaces, etc. The Mindset, GRiD machines, Dimension 68000, Osbornes,
>etc. Ahhh, the memories. I'm actually surprised I got so much out of
>them back then...I was only 8 yrs old in 1980. But man...I surely did.
>I have no idea what happened to them. Or to my many A+ mags. My only
>real treasures are some real early MacWorlds and NeXT Worlds. I'd even
>like to have my old stash of Info mags back. I can almost feel a
>tangible pain in recalling them.

My old school had a huge collection of Byte magazines from the late 70s
through mid 80s. Now, back then it was a REAL computer magazine. Not like
the current Byte. I remember when...Byte was full of hardware projects! I
spent many a lunchtime in the library pouring through the older issues, I
even photocopied some of the more interesting articles. I still have two of
them. "Apple Audio Processing", a simple A/D and D/A converter for the Apple
(the Apple II, there was no other kind of Apple back then) for recording and
playing audio through the game I/O connector. "A Homebrew Graphics
Digitizer" was a pantograph-style arm with a pot at each joint, which
plugged into an A/D converter or joystick port, and gave you the world's
cheapest graphics tablet.

Roger Johnstone
Invercargill
New Zealand
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
from Red Dwarf III: The Last Day
Kryten:But you would not profit by it. You would gamble your safety for a
mere android? Is this the human value you call - friendship?
Dave Lister:Don't give that Star Trek crap, it's too early in the morning.
```

92. Just inherited an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: SquidHM3 <squidhm3@flash.net>
Message-ID: <3872D105.9FA59C1D@flash.net>
Source record: 47651

Would love to know if anyone out there has either the 1050 disk drives (I think that's them.) I used to have an 800XL but I lost the stupid thing. Kinda brings back old memories. Just thought I'd ask. :)

93. Large lot of 8-bit Items - For Sale or Trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: C Schell <schell@san.rr.com>
Message-ID: <3872E2C7.81FFEF51@san.rr.com>
Source record: 47652

Hello,

I recently came upon a large lot of Atari 8-bit Items. As I only have an atari 8-bit for games, I have little use for most of the items. So I thought I would list the items in this news group in hopes that some of you will be interested in them. I haven't yet decided which of the games I am going to keep, but if you want some, make me an offer and maybe you can help me make up my mind.

Many of the items listed below have the box, manuals, etc. For more details look at my webpage:
http://home.san.rr.com/seashell/800sell.txt

In terms of trades, I would be most interested in Atari 8-bit Cart based games, or rare Atari 7800 items.
The carts I currently have are listed here
http://home.san.rr.com/seashell/800carts.txt

Thanks for looking,
Chad

Items For Sale or Trade:

Software
==========
"Adventure Trilogy (Aztec Challenge, Forbidden Forest, and Cavarans of Khafka)"
BC's Quest for Tires (on-line game)
Canyon Climber
Chessmaster 2000
Crypto Cube
Cutthroats
E-Factor
Edufun Golf Classic and Compubar
Electroglide
F-15 Strike Evil
Flight Simulator 2
Hitchhiker's Guide to the Galaxy
Infiltrator
Movie Trivia Quiz
Pitfall/Demon Attack
Preppie
Silent Service
Softsmith's Crossword Magic
Spell Diver

Stratos
Super Huey
Suspect
The Eidolon

101 Programming Tips and Tricks
Antic presents Graphic Shop
Atari Home Filing Manager
Atari Word Processer
Atari Writer
AwardWare
CardWare
Conversational German
Easygrader
HeartWare
Invitation to Programming][
Invitation to Programming]|[
Letter Wizard
LJK File Utility
LJK Letter Perfect
Music Construction Set
Paint (Atari)
PartyWare
Print Power
Print Shop
Sample Programs
Speedread+
Synfile+
Text-Pro][
Text Wizard
Timewise
Typing Tutor/Word Invaders

Hardware
==========
AT Printer Interface w/ Cable
Atari 810 Disk Drive
Atari STM-1 Mouse
Atari XM 301 Modem
Koala Pad
Suncom Animation Station

Books
==========
Atari 400/800 Disk Guide
Atari Basic
Atari Basic Quick Reference Guide
Atari Basic Reference Guide
Disk Operating system][Manual
Disk Operating system]|[Manual
Inside Atari Basic

Soft Side Selections Books
"#40:Arachnid, Mini Golf, Smokey, and Volcano Island"
"#41:Atari Blaster, Poker Squares, 5 Card Stud Poker, and Atlantis"
"#42:Screamin' Demon, Micro Text 2.0, Family Tree Organizer, the Arabian Nights"
"#43:Chemistry Assistant, Relaaxï¿½, Math Quiz, High School"
"#44:Chasm Escape, Broadway, Empire, Mad House"
"#45:Pix, Draw 7 plus, Sharky, Jack Ripper the Second, and Stomp"
"#46:Rebound, Crisis, and Kangarilla"
"#47:Concentration, At the Codfish Ball, and Cribbage Squares"
"Success, Clip-It][, Trapped, It's about Time"
Micro Text 2.0

Miscellanious Stuff
==========
Ace of Aces XE Cartridge Manual
Atari 410 program recorder owner's guide
BankStreet Writer Manual
BankStreet Writer Quick Reference Guide
"Barnyard Blaster: Box, Instructions, Warrenty Card"
Compuserve intro pack
Discover the World of Atari Home Computers Catalog
IBM Pfs Write Manual
Mad's Spy Vs. Spy Users Guide
Okidata 180 Customer Service Guide
Various Warranty Cards
Visicalc Fast Reference Guide

94. Re: Hi guys...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <84unmn$226$1@news.netvision.net.il>
Source record: 47653

those game where made in polin,

they are quite good... nice graphics / sound etc...

nir

Greg Goodwin <lady-aramis@geocities.com> wrote in message
news:38721F44.21A3@geocities.com...
> Wow... I hate to say this, but I doun't think I've heard of any of those
> games. But at any rate, welcome back!
>
> Doctor Clu
>
>
> Tomasz Cichon wrote:
> >
> > Hi everybody!!
> >
> > I don't know what happened, but all of a sudden I started to feel this
URGE
> > to play some of the amazing Atari classics. Is there anyone out there
who
> > could upload some games for me here? I'm looking for these ones:
> >
> > Mission Shark (Misja)
> > Saper
> > Lasermania
> > Robbo
> > Fred
> >
> > And anything by L.K. Avalon.
> >
> > Any help will be greatly appreciated!!! Thanks a lot!!
> >
> > Tomasz Cichon

95. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <84utl1muu1@news.ihug.co.nz>
Source record: 47654

Just out of curiousity...
What do you use as a cartridge case? Do you use old common carts, or have
you had alot of empty 8bit atari cart cases made especially.

Also, a question you may not be willing to divulge,
What is the process of making a cart from a image of the game?
Is it fairly easy? Is it just a process of writing the data to the ROM.?
or do you have to write a boot header to it first?

I'm just interested in the whole process. As I love the Cartridge format.

aaron

Lance Ringquist <Video61@webtv.net> wrote in message
news:23238-38726CFC-3@storefull-177.iap.bryant.webtv.net...
> hi andreas,the 2 games that you mention,of course were never released in
> atari starved north americia,so i cannot do them,but others were like
> panther,l.a. swat,and ninja,just to name a few,we are looking at doing
> those,plus others,but first we are still paging thru a large amount of
> stuff we got from a guy in europe,and we would like to get a few of them
> done(like the pd boulder dash stuff) first,we will keep you
> informed,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

96. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bf5755$586df0e0$42b879c3@windows>
Source record: 47655

I'd love to scan them, but I'm in the Netherlands, I guess that's a bit too
far to send them?

Or maybe someone in the Netherlands has similar stuff for me to scan?

Let me know.

Richard

RHamiIton5 <rhamiiton5@aol.comedy.com> schreef in artikel
<20000104185151.06960.00000427@ng-cj1.aol.com>...
> >I would sacrafice a small goat to get ahold of even just one copy of an
> >early-mid 80's "Creative Computing" magazine.
>
> I have about 8-10 '83-84 issues plus their compendium; might try to get
them to
> someones scanner if any interest.
>
> I started life with nothing, and still have most of it left...
>

97. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_947072479@rtfm.mit.edu>
Source record: 47656
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
```

98. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <84vqet$253$1@nnrp1.deja.com>
Source record: 47657

>
> Note: since i am only 12 i can not afford to pay for the shipping.
>

Hey... wait a minute here... I bought my Atari 800 in 1981 when I
was TWELVE with money earned from weeding a shopping center...
it took months, but it was worth it! I think you could come up
with a little postage if you wanted to.

Sent via Deja.com http://www.deja.com/
Before you buy.

99. Re: embedded stuff 8051's , 6502's

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Greg Menke <menkesjg@erols.com>
Message-ID: <s76mmu4rhu8143@corp.supernews.com>
Source record: 47658

Hey Peter,

> If you want to speed up the line drawing I've got some source code for
> brezenhams line drawing algorithim. It doesnt use FP so it should be
> heaps faster (and easier) to code. Send me an email if you want it.

I'll email you from home this evening, I'm taking a neanderthal brute force approach with the current code, something more flexible would be a great. Thanks!

> with a cpu that executes instructions in less clocks than one that's just
> burning
> rubber ;) Kinda the old 3.5 Mhz Z80= 1 Mhz 6502 argument.

Single cycle instructions sure do make timing more predictable. As I recall, on the x86, cycles per instruction vary with the instruction from 1 to over 12- I think mul/div have even more. It makes for tricky optimization.

<snip 2k incarnate evil>

>
> Hmm sounds like you need some extra features in that assembler, like
> automatically adding jmps to cross 2k pages. That sounds kind of nasty
> but I guess you get used to it.

Its sort of like dragging around a 3rd leg. In the source, each page is begun by an inline ORG. Within pages, the basic code is normal enough. The compiler will issue warnings if the assembly output from a previous page slops over. The exercise at this point is to move subroutines between pages so each is <= 2k. It is rather tedious. As a consequence of these pages, code bank selects must be set up before each interpage branch, so each call (or jump) in each routine must be preceeded by one or more instructions to set the registers. Each page requires additional instructions (page 0 needs a single one as I recall). So, when a call/goto is into page 0 from page n, the overhead suffered in page n is only 1 instruction. When the call is into page 3, the overhead is 2 instructions. Lots of calls means lots of space burned up in overhead. This generates a optimization problem of moving commonly called routines into page 0 and seeing the impact on overhead, then adjusting the routines to maximize the codesize reduction. A very significant pain... I did spend some time working on an optimization program which would permutate the routine orderings and automatically find the most efficient, the problem is its very difficult to automate the compiler because it doesn't let you just turn off errors.

<snip cool embedded project>

> I've thought lots about writing a modern cross compiler for the 6502, a
> pascal derivative (or c derivative) like action. Still just a pipedream
at
> this point in time. I've never written a compiler, and would need to read
> up on compiler design but I think that it's doable. If I had a nice
pascal
> type language here it would save me heaps of time.

Its pretty Deep Magic to do it well. I've toyed with writing a basic compiler, but dealing with the expression trees get a little subtle- and thats just the first phase. It might be easier to write a sort-of Lisp compiler. In a previous life I wrote a bunch of subroutines to do formulas for the Grid control (Microsofts awful spreadsheet control) in Visual Basic 3. Each formula was written in Lisp syntax and loaded into the solver, which then ran and computed everything. The answers were retrieved and displayed in the spreadsheet. Its not so hard to make a brain damaged left to right arithmetic solver routine, but its MUCH tougher to do one that handles operator precedence the way people expect. Using Lisp completely bypassed the expression parsing issues, allowing the use of a much simpler recursive expression solver- very clean and fast to write. Of course, 2 months later, the first proper grid controls came out, so my nifty code went right out the window... overall, to the good, because the grid control is so awful to use.

Along these lines, it might be possible to write a simple and effective lisp-like compiler, although the design of the list management routines would take some thought. Not that full blown, standard list routines would be required, only that lists are pretty handy sometimes and it'd be useful to have something approximating them.

Gregm

100. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <_JKc4.3123$ja5.10403@typhoon2.tampabay.rr.com>
Source record: 47659

>Hey... wait a minute here... I bought my Atari 800 in 1981 when I
>was TWELVE with money earned from weeding a shopping center...
>it took months, but it was worth it! I think you could come up
>with a little postage if you wanted to.

I agree. Heck, you could raid your parents' sofa for spare change and come up with a few dollars for postage!!
You should learn to take *pride* in earning money (and in your dealings with other people), otherwise you'll grow up and just want to go on welfare for a living...

--mb

101. Re: Please help: Sea Dragon, Zaxxon ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <38738B54.5468FC30@netscape.net>
Source record: 47660

It's been down for some time, as far as I can tell.

Jeff

Adam wrote:

> I got a 404 at that URL. Typo?
>
> RHamiIton5 wrote:
>
> > >I am new to the emulation scene and was wondering if anyone could refer
> > >me to a good site to explain it to a beginner
> >
> > http://home.paclink.com/users/netrunnr/atari8/atari8.htm
> >
> > I started life with nothing, and still have most of it left...

102. "New"vs"Old" Qix, DigDug?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <aWLc4.3130$ja5.10447@typhoon2.tampabay.rr.com>
Source record: 47661

Does anyone own *both* released versions of these two games (there were TWO versions of EACH game released), and are you willing to sell (or trade) the "later" version (I have lots of fairly rare "800" carts & disk games)?

--Mark

103. Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38737976.253F@geocities.com>
Source record: 47662

Alright, here's some trivia, and it will help me with my computer
as I try to get it to do more and more cool things. :)

My Atari 400 was modified to "frankenstein" status year ago. And
the trend is continuing. It was given 48K of ram (I know 64K is
possible on a 400... will look into that later), and when I grew tired
of the 400 keyboard (back when I was using it as a serious computer) I
happened to stumble upon a keyboard kit at Radio Shack.

The people at Radio Shack said the kits were the excess keyboards
that Atari had sold them for a song. (this was back around 1987 or so).
It was also said it was an Atari XL computer that didn't make it.

My dad went through all the trouble of doing all the wiring and ram
neccessary (back then I was just a teenager playing games and BBS'ing)
to have a XL keyboard work on an Atari 400. The result was, a keyboard
bolted unceremoniously on the top of the computer that worked pretty
good.

A few months ago, my dad and I together brought the computer out of
mothballs, and went through the trouble of mounting the keyboard inside
the computer's case. The result here is a unique and actually good
looking computer. Today I got tired of the START, OPTION, SYSTEM RESET,
BREAK, ATASCII, and SELECT keys all being unmarked, so I took a
defective Atari 400 keyboard and carefully removed the sticker/keys off
the keyboard and rubber cemented them on the Franken400's keyboard.

But with this keyboard, there are still FIVE unmarked keys.

The keyboard matches in appearance either a 1200 or 1400 XL
keyboard. And it maps out with 400 something like this...

SYSTEM OPTION SELECT START X X X X X ATASCII BREAK
RESET

The "X" keys are the unidentified keys. The three keys to the left
of the ATASCII key give a key click sound with no displayed character.
The other two next to the START key give no response.

So any light that can be shed on this will be most appreciated. I'm
currently trying to get the macro keys on BobTerm to work and I'm
reading the documentation now. I doubt the 400 has the smarts to use
the unknown five keys, but it would help to know what they were.

Take care, and thanks Atari fans!

Doctor Clu

104. RTime clock cartridge/ATR8000 info

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38737A40.244C@geocities.com>
Source record: 47663

Alright, one of the members in my club (the DFW Atari club of JYBOLAC) was curious on how the R Time cartridges are working after the turn of the new year (or as it is more exhaustively called... "Y2K"... eww.. I'm tired of hearing that...)

Another member is needing information about the ATR8000. I keep telling him to get an Ape interface, but I think this is a hobby for him, so anyone with knowledge about it, let me know, and I'll forward you his way.

Take care!

Doctor Clu
Leader of the band at JYBOLAC

105. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38737BF9.B4D@geocities.com>
Source record: 47664

I'm afriad I have to agree with Bowling and Danver (?) on this
one. In my case, I solicited door to door to sell 17 newspaper
subscriptions to win a contest to win a Atari 2600. I was ten at the
time. My sister, age 6, helped sell an additional 5 subsciptions (using
her cuteness factor) and got the Pac-Mac cartridge.
Years later, I sold the 2600 and used the money from it, plus a
little more, and bought my Atari 400 (which I still use) for $150
dollars with a $50 rebate from Best Products.

I know we may sound like a bunch of old fogies here, but we relay
these stories to you with pride, and let you know that if you want
something bad enough, with a little sweat, you will get it. :) That
little bit of sweat has made the difference of my 400 being my primary
8-bit machine (though it only has 48K) verses, the XL and XE machines,
which are hardley used. (grin)

Take care, and take your time and work to get some equipment you can
be proud of.

Doctor Clu

Andy Luecke wrote:
>
> If you have any computer related stuff that you would like to donate to me
> to help make my site better and benifit other people by what you give me,
> please click this link (http://members.xoom.com/luecke12/donate.html) or
> reply via email.
>
> Note: since i am only 12 i can not afford to pay for the shipping.

106. Re: Just inherited an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38737D07.58DA@geocities.com>
Source record: 47665

With a 600XL, similar to a 400 (which is favorite 8-bit of all
time) you need to ask yourself one vital question:

Does this computer have more than 16K of memory?

If the answer is no, then you might want to look into what it will
take to get it upgraded, because 16K really isn't enough to use a disk
drive effectively.

How will you know? Well there is a basic routine that will answer
that. My apologies as I have forgotton it temporarily (just returned
from the ST world, so it's been a while). But hopefully some kindly
programmer could enlighten us here.

Good luck on the 600XL. That is a fun and very portable 8-bit.

Doctor Clu

SquidHM3 wrote:
>
> Would love to know if anyone out there has either the 1050 disk drives
> (I think that's them.) I used to have an 800XL but I lost the stupid
> thing. Kinda brings back old memories. Just thought I'd ask. :)

107. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3873ac42.165863450@news.ds.centuryinter.net>
Source record: 47666

Mostly no one cares. Go ahead and do it, and if any LEGITIMATE
copyright holder objects you can always stop.

On Sun, 19 Dec 1999 18:36:23 -0800, "M. L. Taylor"
<yj223@victoria.tc.ca> wrote:

>How many software companys care if you copy or download ATARI 8bit
>software from the web FTP?
>
>(they stopped selling lots of it a while back, is it a big
>commercial market to be wary of ?)

108. Re: Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000105154306.25454.00000809@ng-ba1.aol.com>
Source record: 47667

>The result here is a unique and actually good
>looking computer. Today I got tired of the START, OPTION, SYSTEM RESET,
>BREAK, ATASCII, and SELECT keys all being unmarked, so I took a
>defective Atari 400 keyboard and carefully removed the sticker/keys off
>the keyboard and rubber cemented them on the Franken400's keyboard.
>
> But with this keyboard, there are still FIVE unmarked keys.
>
> The keyboard matches in appearance either a 1200 or 1400 XL
>keyboard. And it maps out with 400 something like this...
>
>SYSTEM OPTION SELECT START X X X X X ATASCII BREAK
>RESET
>
> The "X" keys are the unidentified keys. The three keys to the left
>of the ATASCII key give a key click sound with no displayed character.
>The other two next to the START key give no response.
>

> Take care, and thanks Atari fans!
>
> Doctor Clu

Th keys at the top of my 1200XL read out as follows: Reset, Start, Select, Option, F1, F2, F3, F4, Help, Atascii, Break

Now a 400 did not have a provision in hardware for the Help key, nor did it for the F1-F4 keys so actually you could wire them up for what ever you wanted I guess. I can't remeber off hand how the 1200 used the F keys, it has been too long, but I hope I was of some assistance.

BG

109. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25251-3873A788-30@storefull-174.iap.bryant.webtv.net>
Source record: 47668

we have 3 different boards,but every game may reqiure a different configuration,if it can be done,every program will reqiure its own custom code ,and endbyte code routines to run from the cart port,so there is no easy one answer,it just depends on the game,also many just cannot be done,and the size of the program may not have a thing to do with it,we have always wanted to do the tempest clone live wire,its small so it should be a cinch right,wrong! the programmer scattered his code every where,and it just cannot be done,this took us over 2 years to accomplish just the first cart program,now some are coming easier,but its still alot of work,each one is a custom job,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

110. Re: Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-N8ukxHg1R5Dc@di05-ks.cth.com.au>
Source record: 47669

On Sun, 5 Jan 3900 20:43:06, bgarvey355@aol.com (BGarvey355) wrote:

> >The result here is a unique and actually good
> >looking computer. Today I got tired of the START, OPTION, SYSTEM RESET,
> >BREAK, ATASCII, and SELECT keys all being unmarked, so I took a
> >defective Atari 400 keyboard and carefully removed the sticker/keys off
> >the keyboard and rubber cemented them on the Franken400's keyboard.
> >
> > But with this keyboard, there are still FIVE unmarked keys.
> >
> > The keyboard matches in appearance either a 1200 or 1400 XL
> >keyboard. And it maps out with 400 something like this...
> >
> >SYSTEM OPTION SELECT START X X X X X ATASCII BREAK
> >RESET
> >
> > The "X" keys are the unidentified keys. The three keys to the left
> >of the ATASCII key give a key click sound with no displayed character.
> >The other two next to the START key give no response.
> >
>
> > Take care, and thanks Atari fans!
> >
> > Doctor Clu
>
>
> Th keys at the top of my 1200XL read out as follows: Reset, Start, Select,
> Option, F1, F2, F3, F4, Help, Atascii, Break
>
> Now a 400 did not have a provision in hardware for the Help key, nor did it for
> the F1-F4 keys so actually you could wire them up for what ever you wanted I
> guess. I can't remeber off hand how the 1200 used the F keys, it has been too
> long, but I hope I was of some assistance.

The provision is in software, ie the OS. Those 5 unmarked keys are
mapped just like any other key except for start, select, option and
reset. tho reset on the 400/800 is a NMI reset, Not a hardware reset
like on XL/XE.
A quick rewrite of the os and the keyboard map would get tose 5 keys
going.
Eaiser to rewrite a keyboard handler and have it in ram and change the
IRQ pointer for a keypress to your new routine.

James B

111. FS: Atari 8bit carts -U.S. only

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: KBR <kroberts@northlink.com>
Message-ID: <jDPc4.9736$Ce.142949@monger.newsread.com>
Source record: 47670

I have found a plastic bag in my storage unit that contained some Atari 8-bit carts from my Atari days. I thought I would offer them for sale to any one who would offer a price that would make it worth the trouble to mailing them out. I no longer have an Atari computer (I used a 800xl back in the eighties), so I have no way to test these carts, but I see no reason why they wouldn't still work. I am offering them 'as is'. Any collectors offering a price, please email me as I don't check the news sites very often. Below are the carts;

Name Company cart case
notes
Dig Dug by Atari Metal Cart case
Jumpman Jr. by Epyx Plastic case
The card seems to be loose in case
Donky Kong By Nintendo Metal Case
Missile Command by Atari Metal Case
Jumbo Jet by Thorn Video Plastic Case
Case Slightly Modified to fit later Ataris
Popeye By Parker Bros. Plastic Case
Label ripped
James Bond 007 By Parker bros. Plastic Case
Pitfall By Activision Plastic Case

Once again all carts are for the Atari 8bit machines, they are carts only with no manuals or boxes. Though they all worked fine the last time I tried them, they have been in storage a decade or more. They are 'as is' not returns. Please email me any offers. Thank you.

112. Re: Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000105173902.15901.00000916@ng-ca1.aol.com>
Source record: 47671

>I can't remeber off hand how the 1200 used the F keys, it has been too
>long,

One controlled the international character sets & another disabled the rest of the keyboard...

I started life with nothing, and still have most of it left...

113. Re: Just inherited an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000105175425.15901.00000922@ng-ca1.aol.com>
Source record: 47672

> Does this computer have more than 16K of memory?
> If the answer is no, then you might want to look into what it will
>take to get it upgraded, because 16K really isn't enough to use a disk
>drive effectively.
>How will you know? Well there is a basic routine that will answer that

At the 'READY' prompt, type "? FRE(0)" and press 'RETURN'; a response near
13,000 means it is 16K.

I started life with nothing, and still have most of it left...

114. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: ddean@earth.execpc.com
Message-ID: <3873d1d8$0$1402@news.execpc.com>
Source record: 47673
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit

Remember Kilobaud magazine? That one was also a true computer magazine.

115. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <850lqv$9ea$1@news.storm.ca>
Source record: 47674

LiveWire shouldn't be too hard, since ANALOG also published the source code. Re-assembling it in the cart space should do nicely - just make sure to move video memory so that it will run on a 16k machine.

The segmentation may be due to a problem with MAC/65; I seem to recall the early disk versions assembled programs in a series of small sequential chunks. To fix that, a much later edition of ANALOG ran a program called "Streamliner"; it will rewrite an object file in contiguous parts.

David P.

Lance Ringquist <Video61@webtv.net> wrote in message news:25251-3873A788-30@storefull-174.iap.bryant.webtv.net...
> we have 3 different boards,but every game may reqiure a different
> configuration,if it can be done,every program will reqiure its own
> custom code ,and endbyte code routines to run from the cart port,so
> there is no easy one answer,it just depends on the game,also many just
> cannot be done,and the size of the program may not have a thing to do
> with it,we have always wanted to do the tempest clone live wire,its
> small so it should be a cinch right,wrong! the programmer scattered his
> code every where,and it just cannot be done,this took us over 2 years to
> accomplish just the first cart program,now some are coming easier,but
> its still alot of work,each one is a custom job,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

116. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25253-3873DD01-3@storefull-174.iap.bryant.webtv.net>
Source record: 47675

thanks for the information on streamliner,i will look for it,and pass it
along,and we will try livewire again,thanks
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

117. Re: Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <3873F12C.28BC@geocities.com>
Source record: 47676

RHamiIton5 wrote:
>
> >I can't remeber off hand how the 1200 used the F keys, it has been too
> >long,
>
> One controlled the international character sets & another disabled the rest of
> the keyboard...
>
> I started life with nothing, and still have most of it left...

Cute. With functions like that it sounds like it was very much
the business machine.. and to disable the keyboard.. posssibly to take
some of the load all the processor.

How strange that the Atari 8-bit started to look and feel more like
the the computers that came before it. At least this is something I've
noticed. Wouldn't have been too much longe and they probably would have
offered a serial port on the actual computer itself. ;)

Doctor Clu

118. Re: Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <3873F278.47EB@geocities.com>
Source record: 47677

sup8pdct@mail.cth.com.au wrote:
>
> The provision is in software, ie the OS. Those 5 unmarked keys are
> mapped just like any other key except for start, select, option and
> reset. tho reset on the 400/800 is a NMI reset, Not a hardware reset
> like on XL/XE.
> A quick rewrite of the os and the keyboard map would get tose 5 keys
> going.
> Eaiser to rewrite a keyboard handler and have it in ram and change the
> IRQ pointer for a keypress to your new routine.
>
> James B

Sounds about what I was thinking. Similar to the bootup routine
that went with the numerical keypad.

I'm currently hitting the books on keyboard mapping to see what I
can figure out about it. Three of those keys are seen enough to make
the clicking sound.. I just wonder what the computer is seeing. :)

As for BobTerm... the macros are simply awesome!! 21 macro keys and
then a macro setup for use with a JOYSTICK! Hehehe... not bad. I have
it in use when I play LEGEND OF THE RED DRAGON... forward for searching
for another monster, fire button to attack... works great!

Doctor Clu

119. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-05 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38741111.7E042A14@qnet.com>
Source record: 47678

I like that "Mostly no one cares." What about the ones that do care? I have around 2000 disks full of software that use to be sold for around $9 per disk (in the day). All of the disks came from Lotsabytes Software. The guy use to sale with a ad in Antic. I bought the software and have been think about putting all of the software on a CD ROM or 2 whatever it takes. A collection like this shouldnt be kept by just one person. I feel I should get this software to everyone that would like it but, getting the okay from all the programmers would be impossible to do. So do I just make the CD(s) and hope nobody ever says anything. And what does one do when the copyright holder says something? Can they sue you? What legal action can they take?

Don

Jon Melbo wrote:

> Mostly no one cares. Go ahead and do it, and if any LEGITIMATE
> copyright holder objects you can always stop.
>
> On Sun, 19 Dec 1999 18:36:23 -0800, "M. L. Taylor"
> <yj223@victoria.tc.ca> wrote:
>
> >How many software companys care if you copy or download ATARI 8bit
> >software from the web FTP?
> >
> >(they stopped selling lots of it a while back, is it a big
> >commercial market to be wary of ?)

120. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <vca97s0sb25htusu50u82a35lr1u28b5ke@4ax.com>
Source record: 47542

The other Day ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

> (danver@halcyon.com) writes:
>>>
>>> Note: since i am only 12 i can not afford to pay for the shipping.
>>>
>>
>> Hey... wait a minute here... I bought my Atari 800 in 1981 when I
>> was TWELVE with money earned from weeding a shopping center...
>> it took months, but it was worth it! I think you could come up
>> with a little postage if you wanted to.
>
> He was twelve last year too when he was trolling for free
> stuff... In fact the only posts ever made on this e-mail address
> are from him saying 'im only 12 give me free stuff'.

Ah yes, I remember the posts....

I wonder how well the little scammer does?
--
Paul Irvine

"You only get one life, use it well"

121. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3874acea.35605482@news.ds.centuryinter.net>
Source record: 47543

The basic idea is this: Trying to identify, contact, and get
permission from each proper copyright holder for each piece of
software is like you say, really an impossible task. So... let them
come to you! Usually, the only ones that complain are not the
copyright holder (ie other common people who just have to lead a
crusade) anyway. The real copyright holders by enlarge, really don't
give a hoot about these 1 or 2 decade old 8-bit titles.

I sincerely doubt anyone would want to sue you without giving you a
chance to cease and desist first. Also, even if anyone wanted to, it
wouldn't even be practical most likely.

On Wed, 05 Jan 2000 19:50:41 -0800, Schoengarth <dons@qnet.com> wrote:

>I like that "Mostly no one cares." What about the ones that do care? I
>have around 2000 disks full of software that use to be sold for around
>$9 per disk (in the day). All of the disks came from Lotsabytes
>Software. The guy use to sale with a ad in Antic. I bought the
>software and have been think about putting all of the software on a CD
>ROM or 2 whatever it takes. A collection like this shouldnt be kept by
>just one person. I feel I should get this software to everyone that
>would like it but, getting the okay from all the programmers would be
>impossible to do. So do I just make the CD(s) and hope nobody ever says
>anything. And what does one do when the copyright holder says
>something? Can they sue you? What legal action can they take?
>
>Don
>
>Jon Melbo wrote:
>
>> Mostly no one cares. Go ahead and do it, and if any LEGITIMATE
>> copyright holder objects you can always stop.
>>
>> On Sun, 19 Dec 1999 18:36:23 -0800, "M. L. Taylor"
>> <yj223@victoria.tc.ca> wrote:
>>
>> >How many software companys care if you copy or download ATARI 8bit
>> >software from the web FTP?
>> >
>> >(they stopped selling lots of it a while back, is it a big
>> >commercial market to be wary of ?)

122. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25252-3874C382-43@storefull-174.iap.bryant.webtv.net>
Source record: 47544

its not that they may or may not care,i agree with you,i have over 20,000 games new in the wrapper in stock that just do not sell because if you watch this news group,and others,there is always someone asking for illegal images,or out right posting of web sites full of illegel images for download for free,it killed my disk bussiness,upon contacting many still in bussiness software companies about this about 2 years ago,i was laughed at,and told that the new stuff is valuable,not the old stuff in most instances,they did not have the time to go after people who were giving/selling stuff that was no longer supported,in other words they could care less, there are people out there who are putting out cd's full of copywrited stuff for emulators right in public with no fear because of the software houses indifference to there own product,we always try to contact whoever owns this stuff to get permission,if we can find them,most just laugh,say i do no care,or scream i do not care,and hang up,we offer a royalty to all,most know that its not worth it,if someone does come forward we offer the royalty,and if thats not enough,we pull it,what you have may be a treasure,was it pd in the first place,if so,its fair game,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

123. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <852iaf$g7l$1@plutonium.compulink.co.uk>
Source record: 47545

In article <8526nlrlg1@hyperion.nitco.com>, luecke@netnitco.net (Andy Luecke) wrote:

> Right know my dad statred giving me allowence
> again so i can try to earn some money for an 8 bit.
Ermm you don't *earn* by having money given to you..

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

124. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <z54d4.1510$Di.16749@typhoon1.tampabay.rr.com>
Source record: 47546

Okay, here's what to do:
Take your allowance money, and go to local thrift stores or flea markets and buy some uncommon-to-rare Atari 2600 cartridges on the cheap. Then, go on eBay and sell the cartridges for a profit. Then, buy Atari 8bit stuff with the profit!!
Or...just go mow some yards!

--mb

125. Re: "New"vs"Old" Qix, DigDug?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <06012000113341622 8%mcurrent@carleton.edu>
Source record: 47547

In article <aWLc4.3130$ja5.10447@typhoon2.tampabay.rr.com>, bowling <mbowlin1@tampabay.rr.com> wrote:

> Does anyone own *both* released versions of these two games (there were TWO
> versions of EACH game released), and are you willing to sell (or trade) the
> "later" version (I have lots of fairly rare "800" carts & disk games)?

Care to remind us about these different versions?

I've certainly heard of the different Dig Dug versions (Datasoft vs Atari, probably?), but I don't remember hearing of different versions of Qix.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
StPaul Atari Computer Enthusiasts http://www.library.carleton.edu/space/

126. Re: B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <060120001142559560%mcurrent@carleton.edu>
Source record: 47548

In article <20000105224959.20777.00000025@nso-cb.aol.com>, BadBob1952
<badbob1952@aol.comspamx> wrote:

> I've tried their site at www.myatari.com for a couple of days and it's not
> working. Anyone know if they're out of business?

The DNS name still seems to exist, the server just isn't responding...

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
StPaul Atari Computer Enthusiasts http://www.library.carleton.edu/space/

127. Wanted to Buy - Old Computers

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: sales@tcomspec.com
Message-ID: <pW4d4.339$mj7.7675@typhoon.nyroc.rr.com>
Source record: 47549
Cross-posted to:
comp.sys.amiga.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.forsale,comp.sys.hp.misc,comp.sys.m68k

```
Wanted to buy: Systems & components

Amiga
Atari
Commodore
Hewlett Packard
IBM
Kaypro
Macintosh
Mattel
NEC
NeXT
Osborne
Sinclair
Tandy Model 1
Tandy Portables - Model 100,102,200,600
Timex-Sinclair
Old Computer Manuals, User Guides, Advertising

Please email your list of items to sales@tcomspec.com with a description of condition,
whether it is working or not and what options or extras you may have with the unit.

Thank you.
```


```
Wanted to buy: Systems & components

Amiga
Atari
Commodore
Hewlett Packard
IBM
Kaypro
Macintosh
Mattel
NEC
NeXT
Osborne
Sinclair
Tandy Model 1
Tandy Portables - Model 100,102,200,600
Timex-Sinclair
Old Computer Manuals, User Guides, Advertising
```

Please email your list of items to sales@tcomspec.com with a description of condition, whether it is working or not and what options or extras you may have with the unit.

Thank you.

128. Re: "New"vs"Old" Qix, DigDug?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <eS4d4.1519$Di.17040@typhoon1.tampabay.rr.com>
Source record: 47550

```
>I've certainly heard of the different Dig Dug versions (Datasoft vs
>Atari, probably?), but I don't remember hearing of different versions
>of Qix.

The "second" release of Qix was a graphical update, although I forget the
version number (possibly "1.7"?)
```

129. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3874e208.49206215@news.ds.centuryinter.net>
Source record: 47551

Shut up wanker. We all know you're trying to scam.

On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke" <luecke@netnitco.net>
wrote:

>That is okay. i understand. Right know my dad statred giving me allowence
>again so i can try to earn some money for an 8 bit. Plus i have my birthday
>comming up too.

130. Re: Antic & Analog Type-Ins?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Mike Jewison <mjewison@irus.rri.on.ca>
Message-ID: <3874EAE6.E42F884@irus.rri.on.ca>
Source record: 47552

Mindfield wrote:

> Would anyone happen to know of a site that carries all the classic
> Antic and Analog type-ins from the mags? There are some great
> classics I'd like to get my hands on -- mostly Antic stuff, but also
> some of the better Analog ones as well. Thanks!

Check out the link at http://sunsite.unc.edu/kevina/atari/mag. You'll
find most, if not all, of the type-in software for both magazines
available there.

- Mike Jewison
mjewison@irus.rri.on.ca

131. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <3874D364.6E85@geocities.com>
Source record: 47553

>
> Ah yes, I remember the posts....
>
> I wonder how well the little scammer does?
> --
> Paul Irvine
>
> "You only get one life, use it well"

Well, I saw a guy on the Atari ST newsgroup offer some stuff, but
then again, that is only ST stuff afteral. :)

Doctor Clu

132. Re: 8 bit atari wil pay fair price

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Vd6d4.1450$0s5.49045@news1.online.no>
Source record: 47554

```
<danver@halcyon.com> wrote in message news:8529u0$sb3$1@nnrp1.deja.com...
> In article <20000106025213.18856.00002039@ng-cf1.aol.com>,
> netraper6@aol.com (Netraper6) wrote:
> > I have been on the lookout for an atari game console for some time.
>
> would that be the 2600, 5200, 7800, lynx or jaguar???
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Probably XEGS, since he posted it here, but who knows ?
```

133. Appending?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <3874D4AD.135E@geocities.com>
Source record: 47555

Currently trying to hook up a numerical keypad to use with my BBS activities, and I have been instructed to "Append the keypad.obj file to the 850 autorun.sys handler."

This involves the copy command on the DOS I've heard, but I was instructed to consult the DOS manual. :) Well not only can I not find my manual after all this time, but I'm using MyDos 4.5 at this time.

Anywho, anyone know this one off hand?

Doctor Clu

134. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <Tt50OGQUx8JDpkTi7ASamZvLepxU@4ax.com>
Source record: 47556

You are in an empty room with ai123@FreeNet.Carleton.CA (Steven J.
Tucker). There's a rock in the middle with "Y2" written on. A hollow
voice says:

> (danver@halcyon.com) writes:
>>>
>>> Note: since i am only 12 i can not afford to pay for the shipping.
>>>
>>
>> Hey... wait a minute here... I bought my Atari 800 in 1981 when I
>> was TWELVE with money earned from weeding a shopping center...
>> it took months, but it was worth it! I think you could come up
>> with a little postage if you wanted to.
>
> He was twelve last year too when he was trolling for free
> stuff... In fact the only posts ever made on this e-mail address
> are from him saying 'im only 12 give me free stuff'.

And.....how does donating computer stuff to a 'site' benefit anyone
other than the owner? My own museum has a site, but it's only of
benefit to me! Ask my gf :o) And what self-respecting 12yo these days
doesn't want a bloody playstation?
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer collection.
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

135. Re: "New"vs"Old" Qix, DigDug?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <3874fd0c.23910460@news.pipeline.com>
Source record: 47557

There were two versions of Dig Dug released from Atari on cart format.
One had graphical and gameplay enhancements. The second version of Qix
is noted as Qix Rev. 7

Don't forget the 2 versions of Final Legacy also.

Hope that helps,
John
www.atarihq.com
www.cgexpo.com

On Thu, 06 Jan 2000 18:08:10 GMT, "bowling" <mbowlin1@tampabay.rr.com>
wrote:

>>I've certainly heard of the different Dig Dug versions (Datasoft vs
>>Atari, probably?), but I don't remember hearing of different versions
>>of Qix.
>
>
>The "second" release of Qix was a graphical update, although I forget the
>version number (possibly "1.7"?)
>
>

136. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <852vab$t82$1@bob.news.rcn.net>
Source record: 47558

Ah, yes! I remember it well ...

Andy Luecke <luecke@netnitco.net> wrote in message
news:8526d4$ve9$1@hyperion.nitco.com...
> That an't ture. I am 12 and my b-day is Feb. 04, 1987.
> I've posted other messages than that too. Duh Duh Duh my names steve and i
> can't remeber:} I've posted messages about my atari 800xl and other stuff
so
> there....what did i eat for breakfest again.......
>
>
> Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message
> news:851ro4$7hl$1@freenet9.carleton.ca...
> > (danver@halcyon.com) writes:
> > >>
> > >> Note: since i am only 12 i can not afford to pay for the shipping.
> > >>
> > >
> > > Hey... wait a minute here... I bought my Atari 800 in 1981 when I
> > > was TWELVE with money earned from weeding a shopping center...
> > > it took months, but it was worth it! I think you could come up
> > > with a little postage if you wanted to.
> >
> > He was twelve last year too when he was trolling for free
> > stuff... In fact the only posts ever made on this e-mail address
> > are from him saying 'im only 12 give me free stuff'.
> >
> > Steve
> > --
> > * * * Author of Imagic and APE - The Atari Peripheral Emulator! *
*
> *
> > * * * Turn your 8-bit Atari into a powerhouse with APE! *
*
> *
> > * * * Ape Homepage: http://www.nacs.net/~classics *
*
> *
> > !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
> Lines !!
>
>

137. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-ijyH2dI8MKe7@di02-ks.cth.com.au>
Source record: 47559

On Sun, 5 Jan 3900 16:47:25, "David A. Paterson" <david_p@storm.ca>
wrote:

> LiveWire shouldn't be too hard, since ANALOG also published the source code.
> Re-assembling it in the cart space should do nicely - just make sure to move
> video memory so that it will run on a 16k machine.
>
> The segmentation may be due to a problem with MAC/65; I seem to recall the
> early disk versions assembled programs in a series of small sequential
> chunks. To fix that, a much later edition of ANALOG ran a program called
> "Streamliner"; it will rewrite an object file in contiguous parts.

The Cart version does that too. Can be a real pain at times.

James B

138. Re: Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-UqXxF3L2OTdC@di02-ks.cth.com.au>
Source record: 47560

On Sun, 5 Jan 3900 21:34:36, Greg Goodwin <lady-aramis@geocities.com>
wrote:

> RHamiIton5 wrote:
> >
> > >I can't remeber off hand how the 1200 used the F keys, it has been too
> > >long,
> >
> > One controlled the international character sets & another disabled the rest of
> > the keyboard...

Again, That was built into the os. It was easy to redirect to any code
you wanted when the function keys where pressed. Same deal with the
help key

> >
> > I started life with nothing, and still have most of it left...
>
> Cute. With functions like that it sounds like it was very much
> the business machine.. and to disable the keyboard.. posssibly to take
> some of the load all the processor.

The key presses are IRQ driven. Pokey looks after the keyboard and
interupts the processor only when a key has been pressed.

James B

139. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <3874EC7D.4AF8@geocities.com>
Source record: 47561

Witchfinder wrote:

> And.....how does donating computer stuff to a 'site' benefit anyone
> other than the owner? My own museum has a site, but it's only of
> benefit to me! Ask my gf :o) And what self-respecting 12yo these days
> doesn't want a bloody playstation?
> --
> Adrian/Witchfinder

And we are complaining that a 12 year old would want a Atari?

I'm always curious what 12 years old now days like about the Atari system. More than likely the games. (Since I'm sure it has never been an effective computer for them.) But which games? :)

Doctor Clu

140. Set up an Atari 800XL for email and maybe web

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: gregmiller@no.mindspring.spam.com
Message-ID: <8531r1eie1@nntp4.atl.mindspring.net>
Source record: 47562

Hi Guys and Girls,

Go easy on me as my last experience with Atari was as game player many moons ago.

Like a good little newsgroup person I read the FAQ at http://www.faqs.org/faqs/atari-8-bit/faq/ and poked around the webring at http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

I'm trying to help out a fellow ham (amateur radio operator) and he would like to "set up" his Atari 800XL to be able to use email and possibly web access through a dial-up account. I know we'll need a "external" modem but other than that I'm not quite clear on hardware needs. He has, I guess, the standard 64K machine with no extra memory and no hard drive attached.
I know he'll eventually need an ISP account also.

The real question I think is what software is available for this platform to enable Internet email and ....web access.

I read a little in Deja News and I think maybe telnet is one way to go, but what client and where can I find it? Maybe also some WinSock for the Atari(ASock?) type program also?

Could someone point me to a web page or email me some help/FAQ files.

I'll read the newsgroup so a personal email, while appreciated, is not necessary(I hate it when folks say they don't have time to read the newsgroup....heck they had time to read it long enough to post their question).

Thanks much,
Greg Miller

141. APE Under Linux Dosemu?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: C Schell <schell@san.rr.com>
Message-ID: <38751147.CC9309F4@san.rr.com>
Source record: 47563

Hello,

I was wondering if anyone out there has been able to get APE to work
under Linux dosemu 0.98.8?
It never successfully transfers a whole disk for me, always hangs
sometime in the middle.

Examples of working dosemu.conf, or other tips or tricks would be
appreciated.

Thanks,
Chad

142. Re: "New"vs"Old" Qix, DigDug?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <pp8d4.1604$0s5.53124@news1.online.no>
Source record: 47564

Final Legacy ? How do I know which version I have ? What's the differences ?

John Hardie <jhardie@pipeline.com> wrote in message
news:3874fd0c.23910460@news.pipeline.com...
> There were two versions of Dig Dug released from Atari on cart format.
> One had graphical and gameplay enhancements. The second version of Qix
> is noted as Qix Rev. 7
>
> Don't forget the 2 versions of Final Legacy also.
>
> Hope that helps,
> John
> www.atarihq.com
> www.cgexpo.com
>
>
> On Thu, 06 Jan 2000 18:08:10 GMT, "bowling" <mbowlin1@tampabay.rr.com>
> wrote:
>
> >>I've certainly heard of the different Dig Dug versions (Datasoft vs
> >>Atari, probably?), but I don't remember hearing of different versions
> >>of Qix.
> > >
> > >
> > >The "second" release of Qix was a graphical update, although I forget the
> > >version number (possibly "1.7"?)
> > >
> > >
>

143. Re: Appending?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <xr8d4.1605$0s5.52973@news1.online.no>
Source record: 47565

I think it's /A. Use the copy function and type keypad.obj,autorun.sys/A

Doesn't it say something like that on the DOS menu ?

Take a backup before you try it.

Greg Goodwin <lady-aramis@geocities.com> wrote in message
news:3874D4AD.135E@geocities.com...
> Currently trying to hook up a numerical keypad to use with my BBS
> activities, and I have been instructed to "Append the keypad.obj file to
> the 850 autorun.sys handler."
>
> This involves the copy command on the DOS I've heard, but I was
> instructed to consult the DOS manual. :) Well not only can I not find
> my manual after all this time, but I'm using MyDos 4.5 at this time.
>
> Anywho, anyone know this one off hand?
>
> Doctor Clu

144. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <8535h1$1bn$1@hyperion.nitco.com>
Source record: 47566

How the hell do you think you are talking to my son that way?! He not trying to scam the computers he would get he would find out info on how they were made, take pics, experiment them so he could post info on it and if anyone had a question he would use it to find out answers. So just Back the hell off.

Scott

Jon Melbo <ssilicon@centuryinter.net> wrote in message news:3874e208.49206215@news.ds.centuryinter.net...
> Shut up wanker. We all know you're trying to scam.
>
> On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke" <luecke@netnitco.net>
> wrote:
>
> >That is okay. i understand. Right know my dad statred giving me allowence
> >again so i can try to earn some money for an 8 bit. Plus i have my birthday
> >comming up too.
>

145. Re: Set up an Atari 800XL for email and maybe web

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <9R8d4.559$X8.6053@typhoon.sonic.net>
Source record: 47567

gregmiller@no.mindspring.spam.com wrote:
<snip>
: The real question I think is what software is available for this platform to
: enable Internet email and ....web access.

: I read a little in Deja News and I think maybe telnet is one way to go, but
: what client and where can I find it? Maybe also some WinSock for the
: Atari(ASock?) type program also?

I don't believe there's any viable PPP stuff for the 8-bit (I've been kinda
out of the scene for a while, though).

What he'll need is an ISP which provides shell access (ie, you connect via
a modem and it's like talking to a BBS... just straight ASCII... or, rather,
VT100).

When he connects to the ISP's dial-up he'll be presented with a login
prompt not unlike what you get when you connect to the server via telnet.

From there, he can run programs like:

"Pine", "ELM," "Mutt," etc. -- Mail readers / composers
"Tin", "Pine", "Trn", etc. -- News readers
"Lynx" -- Web browser

Since all of these programs pretty much require 80 column "smart" terminals
(ie, more than plain ASCII, like, for example, VT100!), he'll need a
modem terminal program that provides this...

Ice-T
FlickerTerm 80

Ice-T is 80 columns in 320x192 graphics mode with 3x6 pixel fonts.

FlickerTerm 80 is 80 columns in a flickered, interlaced 40x24 text mode,
with 4x6 pixel fonts.

I forget what other features each have, but from what I recall, they're
both pretty featureful.

I think newer versions of Ice-T require 128K or more RAM, but there's
an "Atari 800" version which works in, I guess, 48K.

Itay, if you're there, please correct me if I'm wrong. :)

-bill!

146. Re: Appending?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <6S8d4.560$X8.6053@typhoon.sonic.net>
Source record: 47568

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
: I think it's /A. Use the copy function and type keypad.obj,autorun.sys/A

This is correct. (Atari DOS and MyDOS both support this.)

: Doesn't it say something like that on the DOS menu ?

I don't think it specifically mentions it. It's been a long while, though.

-bill!
(Who really needs to use his XL again :))

147. Re: B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25251-387517DB-155@storefull-174.iap.bryant.webtv.net>
Source record: 47569

b&c is still there,he told me in december that his server is having
trouble,just call him instead,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

148. Re: APE Under Linux Dosemu?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <8534j1$2bb$1@merrimack.Dartmouth.EDU>
Source record: 47570

I've never gotten APE or SIO2PC to run under Dosemu, but I did get the
cable to work using a native Linux program. The initial code was
written by someone else, and I modified it to add features.

http://www.cs.dartmouth.edu/~crow/atari/

--PC
--
The position and/or opinions in the above message are those of the Board of
Trustees of Dartmouth College. Copyright (c) 2000. All right reserved. The
above positions are also held by Steve Forbes, many foreign world leaders, and
you who are reading them. Preston bears no responsibility for the content.

149. More Atari! Inventory Growing! FREE ST Monitors! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <853dde$c9e$1@user2.teleport.com>
Source record: 47571
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

NOW! For a limited time offer! Buy an Atari ST Computer and receive,
your choice, for ***FREE*** an ST Color or MonoChrome Monitor. That's
right, you too can have a Color or MonoChrome Monitor, made by Atari
when you buy an Atari ST Computer. Thats an SC1224 or an SM124 Monitor.
Customer pays shipping. While supplies last.

e-mail: atari@benjamin.net

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. So checkout what's new on
my WebSite. In Fact, check it regularly as my Catalogs are updated
regularly. Customer's are served, first come, first serve! I have 6
different Catalogs, and my SoftWare Catalogs are my largest. They have
the biggest Byte Count. You should see my inventory! I have TruckLoads
of HardWare, Boxes & Boxes of Software & Libraries of Books & Reference
Material for the Classic Atari 8 Bit & Atari ST! And remember, if you
can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to
meet with other Atarians. Read the Ad near the bottom of this message.

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-
Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
http://www.atari.benjamin.net And Jump to my FTP site linked to my Web
Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, January 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. We're trying to rebuild our club so we're looking for Atarians who wan't to get involved in supporting other Atarians. If your interested, call Ben at (503)256-9974 and by all means, come to our meetings on the 2nd Thursday of the Month. For more info, surf the Web@

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

You should know I regularly add more Atari stock items to my catalogs and this weekend is no exception. A list of my new ST Software I just added to my Catalog are listed below. In case your wondering why my Catalogs (below) are formatted to 38 Columns. They are made to be compatible with the lowest common denominator. Also known as the Atari 8 Bit. Once the Classic Atari User converts the Carriage Returns to Atari 8 Bit.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

150. NEW Meeting Night! Atari Club Meeting in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <853due$e7m$1@user2.teleport.com>
Source record: 47572
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, January 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

151. Wanted: Atari xf551 Disk Drives!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <853e83$f7l$1@user2.teleport.com>
Source record: 47573
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. It is not necessary for the drive Mechanism to work. If you
have what I'm looking for, my E-Mail address is above and below.

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

152. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <853g4t$8o4$1@hyperion.nitco.com>
Source record: 47574

Who are you?? You just plain disgust me. Last year I turend 12 if febuary. than in march i got my computer and my dad got an internet connection. than later on i discovered what newsgroups were all about. July of 1999 I opened up my first web page http://www.mynvo.com/luecke than after starting it i started posting news group messages on news groups like atari,commodore,tandy,etc.. hence how last year i was 12 since my b-day was in febuary...i will be turning 13 on feb. 04. What do I need to do send you my picture and a sign saying im andy luecke?! And who are you to determin my age?!

Also: if have posted a link to my site you should visit. It's The About Me Section. http://members.xoom.com/luecke12/aboutme.html

Jon Melbo <ssilicon@centuryinter.net> wrote in message news:3876302d.69213438@news.ds.centuryinter.net...
> Well gee, all of us here are only 12 so we can talk any way we want.
> Can you give me some cash or some free hardware? Just let me know. I
> think I have my birthday coming up too. Of course, it will again be
> my 12th birthday. Same as last year. Just like your "son."
>
> On Thu, 6 Jan 2000 16:30:18 -0600, "Andy Luecke" <luecke@netnitco.net>
> wrote:
>
> >How the hell do you think you are talking to my son that way?! He not trying
> >to scam the computers he would get he would find out info on how they were
> >made, take pics, experiment them so he could post info on it and if anyone
> >had a question he would use it to find out answers. So just Back the hell
> >off.
> >
> >Scott
> >
> >
> >Jon Melbo <ssilicon@centuryinter.net> wrote in message
> >news:3874e208.49206215@news.ds.centuryinter.net...
> >> Shut up wanker. We all know you're trying to scam.
> >>
> >> On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke" <luecke@netnitco.net>
> >> wrote:
> >>
> >> >That is okay. i understand. Right know my dad statred giving me allowence
> >> >again so i can try to earn some money for an 8 bit. Plus i have my

> >birthday
> >> >comming up too.
> >>
> >
>

153. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38752975.1E19@geocities.com>
Source record: 47575

Jon Melbo wrote:
>
> Clu, get a clue. :) It's a scam. There is no twelve year old. It's
> just a dishonest asshole.
>

(grinning at the last statement) Nah... I won't go there. :)

Granted, this particular one is more than likely a scam. But I do find it interesting when 12 year olds do find interest in the 8-bit computer and what is had to offer.

Doctor Clu

154. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38752A71.7329@geocities.com>
Source record: 47576

Gentlemen,

I hate to see it get ugly here when this is just a forem for a fun
passtime. Andy asked if we had free stuff to give, and we said no. Any
accusations or statements beyond that is unneccessary.
I suggest we simply let this go.

Doctor Clu

Andy Luecke wrote:
>
> Who are you?? You just plain disgust me. Last year I turend 12 if febuary.
> than in march i got my computer and my dad got an internet connection. than
> later on i discovered what newsgroups were all about. July of 1999 I opened
> up my first web page http://www.mynvo.com/luecke than after starting it i
> started posting news group messages on news groups like
> atari,commodore,tandy,etc.. hence how last year i was 12 since my b-day was
> in febuary...i will be turning 13 on feb. 04. What do I need to do send you
> my picture and a sign saying im andy luecke?! And who are you to determin my
> age?!
>
> Also: if have posted a link to my site you should visit. It's The About Me
> Section. http://members.xoom.com/luecke12/aboutme.html
>
> Jon Melbo <ssilicon@centuryinter.net> wrote in message
> news:3876302d.69213438@news.ds.centuryinter.net...
> > Well gee, all of us here are only 12 so we can talk any way we want.
> > Can you give me some cash or some free hardware? Just let me know. I
> > think I have my birthday coming up too. Of course, it will again be
> > my 12th birthday. Same as last year. Just like your "son."
> >
> > On Thu, 6 Jan 2000 16:30:18 -0600, "Andy Luecke" <luecke@netnitco.net>
> > wrote:
> >
> > >How the hell do you think you are talking to my son that way?! He not
> trying
> > >to scam the computers he would get he would find out info on how they
> were
> > >made, take pics, experiment them so he could post info on it and if
> anyone
> > >had a question he would use it to find out answers. So just Back the hell
> > >off.
> > >
> > >Scott
> > >

> > >
> > >Jon Melbo <ssilicon@centuryinter.net> wrote in message
> > >news:3874e208.49206215@news.ds.centuryinter.net...
> > >> Shut up wanker. We all know you're trying to scam.
> > >>
> > >> On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke" <luecke@netnitco.net>
> > >> wrote:
> > >>
> > >> >That is okay. i understand. Right know my dad statred giving me
> allowence
> > >> >again so i can try to earn some money for an 8 bit. Plus i have my
> > >birthday
> > >> >comming up too.
> > >>
> > >
> >

155. Re: Appending?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38752B2D.7BEE@geocities.com>
Source record: 47577

Thank you both very much. I have been spending the afternoon
uncompressing the MyDos archieve file, and then trying to transfer the
Doc file to my computer computers to read on my palm device later (I've
been tinkering on the computer all day... wanted to get out for a bit)
and that of course cost me even more time. :)

What can I say? I'll give it a whirl.

Doctor Clu

William Kendrick wrote:
>
> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> : I think it's /A. Use the copy function and type keypad.obj,autorun.sys/A
>
> This is correct. (Atari DOS and MyDOS both support this.)
>
> : Doesn't it say something like that on the DOS menu ?
>
> I don't think it specifically mentions it. It's been a long while, though.
>
> -bill!
> (Who really needs to use his XL again :))

156. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <853hm8bh1@hyperion.nitco.com>
Source record: 47578

I have my own website at http://members.xoom.com/luecke12
So visit the about me section and you'll see!
http://members.xoom.com/luecke12/aboutme.html

Thanks for making my day miserable all,

Andy

Greg Goodwin <lady-aramis@geocities.com> wrote in message
news:38752A71.7329@geocities.com...
> Gentlemen,
>
> I hate to see it get ugly here when this is just a forem for a fun
> passtime. Andy asked if we had free stuff to give, and we said no. Any
> accusations or statements beyond that is unneccessary.
> I suggest we simply let this go.
>
> Doctor Clu
>
>
>
> Andy Luecke wrote:
> >
> > Who are you?? You just plain disgust me. Last year I turend 12 if
febuary.
> > than in march i got my computer and my dad got an internet connection.
than
> > later on i discovered what newsgroups were all about. July of 1999 I
opened
> > up my first web page http://www.mynvo.com/luecke than after starting it
i
> > started posting news group messages on news groups like
> > atari,commodore,tandy,etc.. hence how last year i was 12 since my b-day
was
> > in febuary...i will be turning 13 on feb. 04. What do I need to do send
you
> > my picture and a sign saying im andy luecke?! And who are you to
determin my
> > age?!
> >
> > Also: if have posted a link to my site you should visit. It's The About
Me
> > Section. http://members.xoom.com/luecke12/aboutme.html
> >
> > Jon Melbo <ssilicon@centuryinter.net> wrote in message

> > news:3876302d.69213438@news.ds.centuryinter.net...
> > > Well gee, all of us here are only 12 so we can talk any way we want.
> > > Can you give me some cash or some free hardware? Just let me know. I
> > > think I have my birthday coming up too. Of course, it will again be
> > > my 12th birthday. Same as last year. Just like your "son."
> > >
> > > On Thu, 6 Jan 2000 16:30:18 -0600, "Andy Luecke" <luecke@netnitco.net>
> > > wrote:
> > >
> > > >How the hell do you think you are talking to my son that way?! He not
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> > > >to scam the computers he would get he would find out info on how they
> > were
> > > >made, take pics, experiment them so he could post info on it and if
> > anyone
> > > >had a question he would use it to find out answers. So just Back the
hell
> > > >off.
> > > >
> > > >Scott
> > > >
> > > >
> > > >Jon Melbo <ssilicon@centuryinter.net> wrote in message
> > > >news:3874e208.49206215@news.ds.centuryinter.net...
> > > >> Shut up wanker. We all know you're trying to scam.
> > > >>
> > > >> On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke"
<luecke@netnitco.net>
> > > >> wrote:
> > > >>
> > > >> >That is okay. i understand. Right know my dad statred giving me
> > allowence
> > > >> >again so i can try to earn some money for an 8 bit. Plus i have my
> > > >birthday
> > > >> >comming up too.
> > > >>
> > > >
> > > >
> > >

157. About My Donating Computer Stuff Post...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <853ian$e5l$1@hyperion.nitco.com>
Source record: 47579

I had recently posted a message asking if anyone wanted to donate stuff for me to get infp,pics, etc.. to put on my site. It had one comment about me being 12 (It said: "NOTE: Sice i am only 12 i cannot afford shipping.) Than everyone posted a message say i was a scam, a disshonest asshole, and stuff that made me feel like crap. so i would like to thank all of you that posted a reply stating such things; you've made my day more terriblr than the average school day i end up going throuh with kids. I also posted a link to my site, the about me section. For all of you who think i'm a fake,scam,disshonest asshole,etc.. please visit this: http://members.xoom.com/luecke12/aboutme.html

Andy

158. About Donating Computer Stuff Part 2

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <853kqd$lr7$1@hyperion.nitco.com>
Source record: 47580

I thought i should add this part too. I thank all of you that did post a message and did not doubt me (very few people though)

Last year I turend 12 in febuary.
than in march i got my computer and my dad got an internet connection. than later on i discovered what newsgroups were all about. July of 1999 I opened up my first web page http://www.mynvo.com/luecke than after starting it i started posting news group messages on news groups like atari,commodore,tandy,etc.. hence how last year i was 12 since my b-day was in febuary...i will be turning 13 on feb. 04. What do I need to do send you my picture and a sign saying im andy luecke?! So you can belive me?? Than I opened my page at http://members.xoom.com/luecke12 and wanted computer stuff so i could get pics,info,etc.. on them to put on their site an if anyone wanted to know anything i could try it and find out. So than I did and got a mess of replys saying I was a scam etc... so than i posted the url for the about me page at http://members.xoom.com/luecke12/aboutme.html

Andy

159. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000106233602.9229A-100000@vtn1>
Source record: 47581

On Thu, 6 Jan 2000, Andy Luecke wrote:

> Who are you?? You just plain disgust me. Last year I turend 12 if febuary.
> than in march i got my computer and my dad got an internet connection. than
> later on i discovered what newsgroups were all about. July of 1999 I opened
> up my first web page http://www.mynvo.com/luecke than after starting it i
> started posting news group messages on news groups like
> atari,commodore,tandy,etc.. hence how last year i was 12 since my b-day was
> in febuary...i will be turning 13 on feb. 04. What do I need to do send you
> my picture and a sign saying im andy luecke?! And who are you to determin my
> age?!
>
I suggest you spend a bit more time learning English grammar and spelling
and a bit less time whining because the users in this group are not
prepared to send you "sympathy" computers.

jkp

160. PICS, LISP, Recursion, missing my Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <emRc4.1198$zr6.53302@newsread1.prod.itd.earthlink.net>
Source record: 47679

Hi Greg,

Greg Menke <menkesjg@erols.com> wrote in message
news:s76mmu4rhu8143@corp.supernews.com...
> Hey Peter,

> I'll email you from home this evening, I'm taking a neanderthal brute
force
> approach with the current code, something more flexible would be a great.
> Thanks!

I will enclose my kludged email at the bottom of this post.

No problem, I used the brezenham circle routine for my 'game shell' I hacked up in Pascal for the game I'm developing. I have some units I hacked up that simulate GTIA well enough, and use them to layout the graphics and test algorithims. Then I port the Pascal equivalent (using my GTIA unit) to Test Computer Language or Assembler (depending on the speed I need) for the Atari. I will enclose my kludged email at the bottom of this post.

< Some cycle stuff deleted >

> Single cycle instructions sure do make timing more predictable. As I
> recall, on the x86, cycles per instruction vary with the instruction from
1
> to over 12- I think mul/div have even more. It makes for tricky
> optimization.

If you look at the 8051 instruction timings you will find they are fairly horrible too. 12 clock cycles doesnt sound too far from wrong for a fair few. I do remember 58% of all instructions execute in under 1 uS with a 12 Mhz clock on a 80c552. So you can see that 42% must take > 12 clock cycles (blech). I remember being told that phillips had a 16 bit extension to the 8051 architecture that had much better CPI's

> <snip 2k incarnate evil>

;)

I was wondering if Peter Pachla would know about this kinda nasty stuff, I noticed the 'DEC' collection in his signature. Didnt the pdp-8 have some kinda weird page boundary like this. I'm pretty sure it wasnt the DG Nova.

< Details of PIC branching deleted >

The PIC sounds just plain nasty, I think at this point I would be searching the net for any better freeware compilers that will hide this nastiness. I like the sound of your permuter that tried to get things in the best order.

< pascal compiler stuff trashed >
>
> Its pretty Deep Magic to do it well. I've toyed with writing a basic
> compiler, but dealing with the expression trees get a little subtle- and
> thats just the first phase. It might be easier to write a sort-of Lisp
> compiler.

Yeah the time I spent thinking about this has resulted in me using functions
for everything. Sort of like:

```
assign(c,add(a,b); ;c:=a+b
assign(d,mod(add(e,f ),10); ;d:=(e+f) mod 10;
```

I'm very green about this subject though, and would want to read some stuff
before I implemented a compiler. I am fairly sure I could hack up a
compiler, but it sure as hell wouldnt be pretty, and I enjoy learning new
stuff when I can. I enjoy reading about the pioneers. Learning Lisp better
and getting more familiar with recursion in general would be a good start
I was looking at some source that implemented a tiny prolog for Lisp last
night. GNU bison could spit out the parser.

< stuff about visual basic deleted >

That sounds like a cool project to have acomplished. What sort of stuff
were you using it for ?

>

> Along these lines, it might be possible to write a simple and effective
> lisp-like compiler, although the design of the list management routines
> would take some thought. Not that full blown, standard list routines
would
> be required, only that lists are pretty handy sometimes and it'd be useful
> to have something approximating them.
>

I guess some kind of fast software stack implementation would be the key to
making the whole thing work at a decent rate. Have you played with any Lisp
implementations for the Atari ? If so, how do they stack up ?

I would have loved to have had a 'Lisp programming language' ;) cart if it
had existed for my 800xl, and a 'Forth cart' and even a 'Prolog cart'.
Maybee I'm nuts but I sure miss the days when I could flip on the 800xl and
start pounding away at the keyboard with a short simple program idea,
without having to mess around getting my environment set right or fixing my
project file. The short simple program idea inevitably grew, and hours
later I would be staring at screens of stuff. Having to sit around and wait
for the machine to boot for half a minute seems to take all the fun away. I
had seriously thought about building an EPROM based system like
steve-ciarcia (spelling?) did from byte. One where you just threw your
2764 in and burnt the program ;) Or battery backed up ram like the
australian microbee ;) Hey if a 2764 sounds small my first computer, an
Ohio Scientific Instruments, Challenger 1P had 8 k of 2114s 1024x4 450nS
chips ;) >

Anyway heres my email if you want the brezenham stuff
snailboy1ATearthlinkDOTnet <replace AT with @ and DOT with .>

Peter

161. memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Peter Laing <NOSPAMsnailboy1@earthlink.net>
Message-ID: <fQRc4.1226$zr6.55286@newsread1.prod.itd.earthlink.net>
Source record: 47680

For a real quick and nasty way to find how much memory you have
try turning the machine on and letting it boot to the basic READY prompt.
Then type:

print fre(a)

It returns about 37899 on an 800xl with 40 K visible (16 K hidden), (8 K
hidden by BASIC ROM).

Another quick try would be

?peek(106) this is the ramptop in pages (256 bytes)

If you get 160 pages then you know it's probably had a 64K upgrade done to
it.

Other numbers you might see:
128 = 32K
64 = 16K

Good luck

162. B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <20000105224959.20777.00000025@nso-cb.aol.com>
Source record: 47681

I've tried their site at www.myatari.com for a couple of days and it's not working. Anyone know if they're out of business?

badbob1952@aol.com

163. Re: Just inherited an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38741afa.194211599@news.ds.centuryinter.net>
Source record: 47682

On Wed, 05 Jan 2000 05:05:39 GMT, SquidHM3 <squidhm3@flash.net> wrote:

>Would love to know if anyone out there has either the 1050 disk drives
>(I think that's them.) I used to have an 800XL but I lost the stupid
>thing. Kinda brings back old memories. Just thought I'd ask. :)

Stupid thing? You mean it was stupid to lose it right?

164. B&C Computervisions is alive and well

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38742624.3C502B2D@worldnet.att.net>
Source record: 47683

Hi everyone,

Just got off the phone with Bruce over at B&C Computervisions, everything is fine, and no they have NOT gone out of business. The internet hosting service that www.myatari.com uses apparently is having some issues and the hosting service is hoping to have it resolved in the next several days so for right now they are off-line.

If you need to place an order or check the status of an order Bruce said the best thing to do is to call at: 530-295-9270.

Their hours are Tues-Sat 10am - 6pm PDT, closed Sunday & Monday.

Take care...

Curt

BadBob1952 wrote:

> I've tried their site at www.myatari.com for a couple of days and it's not
> working. Anyone know if they're out of business?
>
> badbob1952@aol.com

165. Re: PICS, LISP, Recursion, missing my Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m31z7viwbr.fsf@erols.com>
Source record: 47684

> No problem, I used the brezenham circle routine for my 'game shell' I hacked
> up in Pascal for the game I'm developing. I have some units I hacked up
> that simulate GTIA well enough, and use them to layout the graphics and test
> algorithims. Then I port the Pascal equivalent (using my GTIA unit) to Test
> Computer Language or Assembler (depending on the speed I need)
> for the Atari. I will enclose my kludged email at the bottom of this post.

That is very cool stuff. I remember a couple demos that used the GTIA
modes pretty well, do you know of any games that did as well? As I
recall, they always seemed underexploited..

<snip 8051 instruction kilo-cycles>

Doesn't the standard 8051 div 12 the clock, so a 12mc clock gives a
1us instruction cycle, then giving a obscenely long mul/div execution
speed? Ugggly...

>
> The PIC sounds just plain nasty, I think at this point I would be searching
> the net for any better freeware compilers that will hide this nastiness. I
> like the sound of your permuter that tried to get things in the best
> order.

The PIC hardware is butt-ugly in many ways. The compiler does a
decent job making the best of a bad situation, but PICs are so
horrible some nasty leaks thru. The PIC's prinicpal advantage is the
low cost of the chips and programming hardware, and to a lesser extent
speed. The native assembly is dreadful, but many people have come up
with 8051 macros which make programming MUCH easier. If I had to
write a big assembly app using native instructions, I think I would go
insane. From an architecture standpoint, the COP8/Z8 devices seem
loads better.

> assign(c,add(a,b); ;c:=a+b
> assign(d,mod(add(e,f),10); ;d:=(e+f) mod 10;

Thats pretty much what I did;

(- (+ A1 B2) 42)

Added the value of cell a1 to that of b2, subtracting 42 from the
result. All math was done as floating point, (the rounding problems
came later...). There were no "variables", as all data was either
taken from or stored to spreadsheet cells. Once the execution
returned from the outermost paren, the final result was stored in the
cell associated with the formula when it was loaded into the solver.
I forget what I did to prevent circular loops... I hope I did

something... ;) I did have a sum operator to add up regions of rows or columns. Execution was precipitated by a call to the solver, which chugged thru all the formulas and sent the new cell values right to the grid. Between executions, the VB program could load/replace formulas.

> night. GNU bison could spit out the parser.

Theres some black magic for you.. lex and yacc. I've read and read, and my mind is thoroughly blown. I understand parts of it, but haven't grokked the overall stuff. Its sort of down on my learning priority list at the moment- I'm in the midst of OpenGL, then comes Xlib, then comes Perl, then comes... too much stuff too little time...

> That sounds like a cool project to have acomplished. What sort of stuff
> were you using it for ?

The app itself was rather prosaic, we wrote it when VB3 was the New Thing. We were writing a system to track construction project costs for field offices of the Dept of Energy. Thus, we needed to support spreadsheets that added rows and columns to get totals. Once we got hold of SpreadVBX, we (happily) threw out my stuff, because it was kind of heinous to deal with. Not so much setting up the formulas, but the standard VB grid control was extremely difficult to manage. Spread had its own problems, but it solved lots of ours. But, the solver was fun to write- and fun to see it actually work.

It was kind of neat to write something that ran as a Windows program (.dll in this case), because before that point, we used Windows principally as a Solitare device driver. (Some might argue its still not useful for much more than that... ;)) But oh, the bugs- Win31 has even worse memory protection than Win95/98, so the first wild pointer would nearly certainly crash Windows. Or an invalid handle passed to the graphics subsystem would blow things up. 95/98 aren't too much better even now, although GDI now practices somewhat better self defence. I hate Windows, can you tell?

> Have you played with any Lisp
> implementations for the Atari ? If so, how do they stack up ?

Atari does have its own Lisp implementation. It was written by a company named "Datamation", and was a derivative of Interlisp (but I don't know what that implies about its design). It looks and acts (still runs too... ;)) like regular Common Lisp with a bunch of stuff missing. On the other hand, it has support for all the Atari graphics ops (plot, draw, graphics modes, setcolor)- and xio calls too. Its pretty short on advanced features, general sequences, structs, formatted output, etc... but all the basic list operations are there. I don't know if it could be put on cart, but as I recall, the binary was bigger than your average cartridge. With mem.sav on floppy, it could run DUP and return, it was quite effective being run as AUTORUN.SYS. Your own little Lisp Machine, don't you know.... ;) I

had a Lisp programming class at school and used it for the
assignments.

> I would have loved to have had a 'Lisp programming language' ;) cart if it
> had existed for my 800xl, and a 'Forth cart' and even a 'Prolog cart'.

I <think> the Atari had Forth, I've no clue about Prolog. It did have
Pascal though- a compiler on 2 floppies. I've an ad for it
somewhere...

> Maybee I'm nuts but I sure miss the days when I could flip on the 800xl and
> start pounding away at the keyboard with a short simple program idea,
> without having to mess around getting my environment set right or fixing my
> project file. The short simple program idea inevitably grew, and hours
> later I would be staring at screens of stuff. Having to sit around
> and wait

I still like the Atari Basic's onscreen editing. Nothing surpasses it
except Emacs... ;) (Blood is thicker than water you know)

But you're right about the virtues of a simple environment. There are
tradeoffs, but its nice to just be able to concentrate on just the
program and not have to fuss with development environments and
operating systems and whatnot.

> australian microbee ;) Hey if a 2764 sounds small my first computer, an
> Ohio Scientific Instruments, Challenger 1P had 8 k of 2114s 1024x4 450nS
> chips ;) >

8k is cool- you can do all sorts of stuff in that much space. At one
time, even Microsoft was able to use it. I had occasion to do some
little programs on an Ohio Scientific, I remember liking the keyboard-
and laughing at PEEK and POKE. lol...!

Gregm

166. 8 bit atari wil pay fair price

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: netraper6@aol.com
Message-ID: <20000106025213.18856.00002039@ng-cf1.aol.com>
Source record: 47685

I have been on the lookout for an atari game console for some time. It is the only one I need and I will have all the major systems. If you have an atari and some games that you dont use , that work, than please e-mail me a Netraper6@aol.com

167. Re: 8 bit atari wil pay fair price

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <8529u0$sb3$1@nnrp1.deja.com>
Source record: 47686

In article <20000106025213.18856.00002039@ng-cf1.aol.com>,
netraper6@aol.com (Netraper6) wrote:
> I have been on the lookout for an atari game console for some time.

would that be the 2600, 5200, 7800, lynx or jaguar???

Sent via Deja.com http://www.deja.com/
Before you buy.

168. Re: FS: Atari 8bit carts -U.S. only

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: netraper6@aol.com
Message-ID: <20000106024843.18856.00002038@ng-cf1.aol.com>
Source record: 47687

if i read that right you are offering the games for shipping price

169. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <851ro4$7hl$1@freenet9.carleton.ca>
Source record: 47688

(danver@halcyon.com) writes:
>>
>> Note: since i am only 12 i can not afford to pay for the shipping.
>>
>
> Hey... wait a minute here... I bought my Atari 800 in 1981 when I
> was TWELVE with money earned from weeding a shopping center...
> it took months, but it was worth it! I think you could come up
> with a little postage if you wanted to.

He was twelve last year too when he was trolling for free
stuff... In fact the only posts ever made on this e-mail address
are from him saying 'im only 12 give me free stuff'.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

170. Atari 8-Bit Computers: Frequently Asked Questions

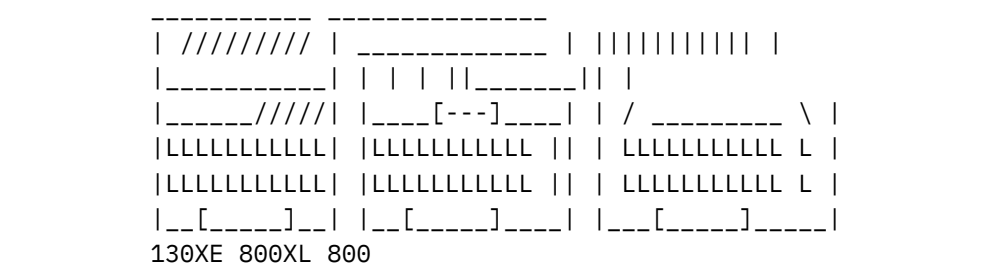
Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_947159872@rtfm.mit.edu>
Source record: 47689
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: January 3, 2000

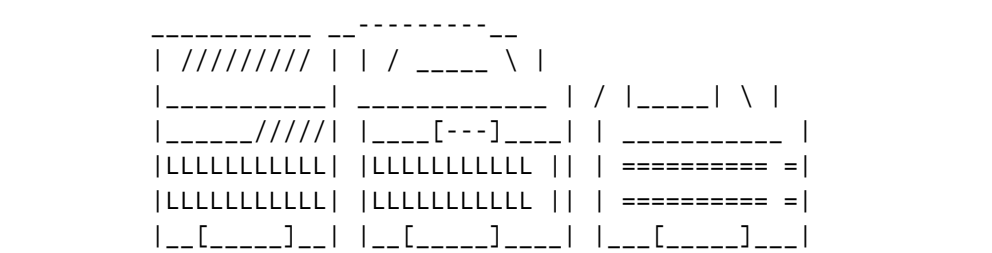
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

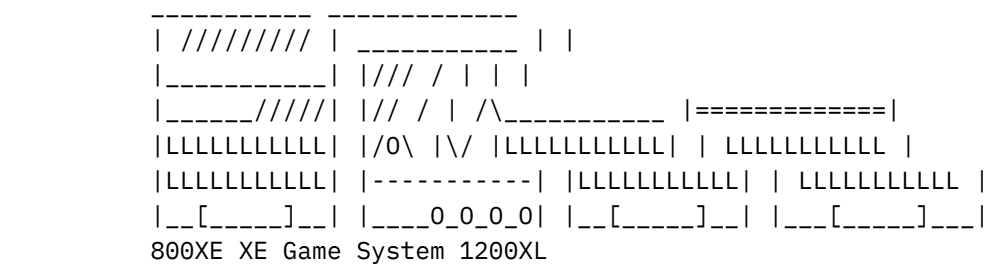
Frequently Asked Questions List
```



```
130XE 800XL 800
```



```
65XE 600XL 400
```



```
800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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```

This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are some of the performance features of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?
1.5) How did Atari get it's name?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

E-Mail lists
3.3) What is ATARIPL?
3.4) What is ATARI8-L?
3.5) What is ATARI8PL-L?

Public Domain/Freeware/Shareware Archives
4.0) What is XL Search?
4.1) What is the University of Michigan Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
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Telnet sites
5.1) What is the National Capital FreeNet Atari Users SIG?
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6.1) What is FidoNet?

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7.1) What is the Atari 8-bit Computer Web Ring?
7.2) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
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File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
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11.4) How do I transfer files using a null modem cable?
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Peripherals
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12.3) What do I need to connect a hard drive to my 8-bit Atari?
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General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?
13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) What games make use of the Light Gun?
13.18) How do I type a tilde (common character in Web URL's) on my Atari?
13.19) What's the difference between ASCII and ATASCII?
13.20) What are the PAL, NTSC and SECAM video broadcast standards?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?

14.6) What hardware upgrades, modifications and add-ons are available?
14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design

Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The

GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush Extreme Racing. Atari Games Corporation is a subsidiary of Midway Games Inc. (NYSE:MWY). The Atari Games home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

Only by the final production run of the 130XE (when was this???) was the XL/XE OS revised to include a "keyboard test mode" that matched the XE keyboard, and a RAM test that tests the full 128K of RAM.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game (hold down Select at startup), while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

1999
Hasbro is a worldwide leader in the design, manufacture and marketing of toys, games, interactive software, puzzles and infant products. Both internationally and in the U.S., its Playskool, Kenner, Tonka, OddzOn, Super Soaker, Milton Bradley, Parker Brothers, Tiger, Galoob and Hasbro Interactive products, provide children and families with the highest quality and most recognizable toys and games in the world.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the PlayStation and Nintendo 64 game consoles and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For additional information, visit Hasbro Interactive's web site at: http://www.hasbro-interactive.com .

Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/

Atari currently (12/99) markets:
Atari Arcade
Centipede
Frogger
Glover

H.E.D.Z. - Head Extreme Destruction Zone
Missle Command
Nerf ArenaBlast
The Next Tetris
Pong
Q*Bert

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer... The ATARI 8-bit could also be made to speak using SAM (Software Automated Mouth) by Don't Ask Software. It can speak without the use of any hardware modification.

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:bill@newbreedsoftware.com (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

ANTIC Mode #	CIO/BASIC Graphics #	Type	Display Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12	++ Char	40 x 24	5
5	13	++ Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4

```
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.
```

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

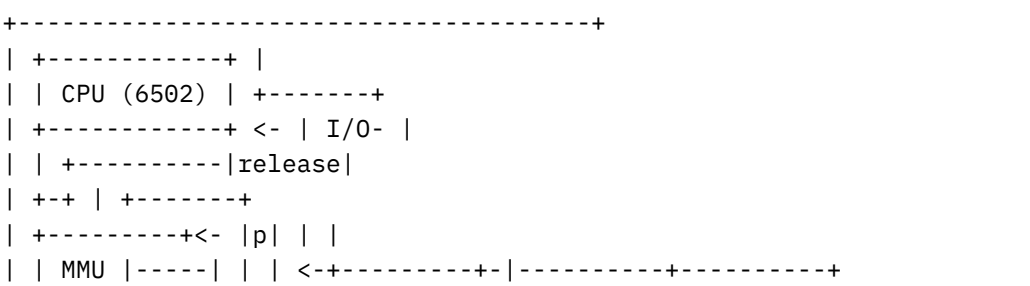
The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

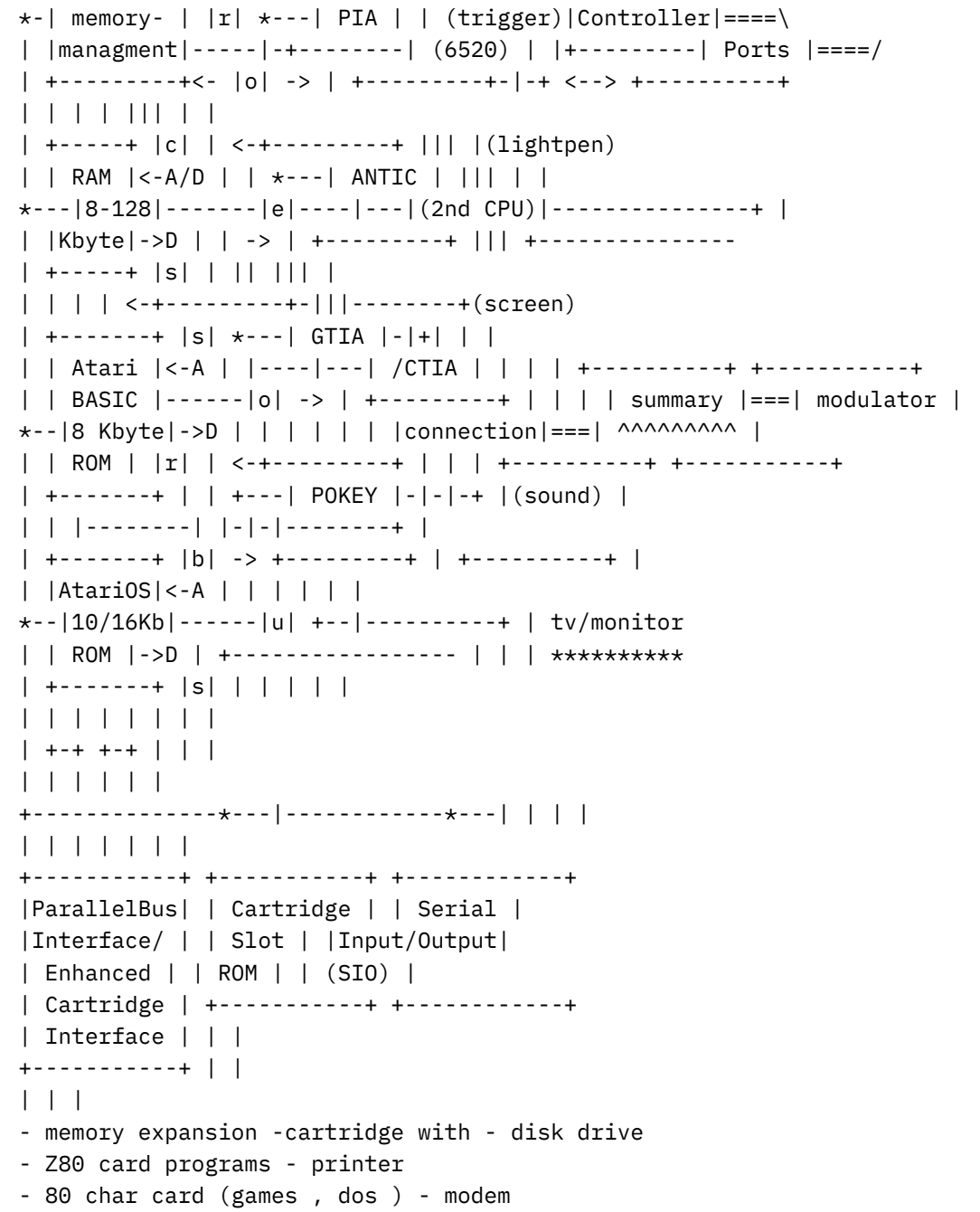
More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have a special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

And more recently James Bradford has written:
Freddy is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near freddy does all the bank selection. CO25953. One line from freddy , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip since Ras (Cas?) is required by ALL dynamic ram.

Hardware Arrangement (With thanks to mailto:twh@bigfoot.de (Thomas Havemeister))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only

* ECI is on 130XE/800XE only

Technical data and schematics for the Antic, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Divisions release of this data. See: http://www.atari-history.com/articles.html

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Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements of Atari-related hardware and software, Web sites and other
Internet resources, and events
Moderated by Kevin Savetz, mailto:savetz@northcoast.com
Archived at http://www.savetz.com/csaa/

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all
polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl writes:

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there

is no old-messages deleting, and so on... my wish is that every atari user would be subscribed, so the atari community stay together and grow in strenght.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable, regularly maintained.

there is also mail2news gateway that translates all postings on the list to easy to read usenet articles, available read-only to everyone at: news://zwieracz.ideefixe.nom.pl/listserv.atari8-l

the atari8-l mailing list is available as well as a newsgroup listserv.atari8-l on public newsserver zwieracz.ideefixe.nom.pl .

there is also archive of all postings that appeared on the list (well, in fact almost all - about first hundred is missing).

(There's an old list called INFO-ATARI8 which is actually still alive. But knowing about it is no longer necessary, as 100% of its postings are cross-posted with atari8-l.)

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to mailto:majordomo@zwieracz.ideefixe.nom.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

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Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick), designed to provide much-improved access to the various PD/freeware/shareware Atari 8-bit software archives available on the Internet.

XL Search is located at: http://www.newbreedsoftware.com/xlsearch/

You can also access XL Search via e-mail! Send a blank e-mail to:
mailto:xlsearch@newbreedsoftware.com

XL Search now contains an index of 7 sites, totalling over 17,000 Atari
8-bit programs and files!

(By the way, the UMich site is also indexed at http://shareware.com/.)

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:bill@newbreedsoftware.com (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Uploading

Bill writes:
If you're lucky enough to get into this archive via FTP, please upload (with the appropriate translation ("ASCII" for text files, "BINARY" otherwise)) your additions into the "New/" directory.

If you can only access this archive via Gopher, the Web or some other uni-directional way, please e-mail additions to:

mailto:bill@newbreedsoftware.com

Please encode your files with UUencode or MIME ("base 64").

Always remember to upload a ".blurb" file to describe what you've uploaded. And if there's a specific place you think the file should go, please mention it in the ".blurb" and/or in an e-mail to me.

Please keep your ".blurbs" short, however. (1/2K or less!)
If you have text documents for the program, include them in an ARC file with the program, or send them seperately as a ".TXT" file.

Thanks!

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff
from all the world. Also, you can download big amount of slovak and czech
programs for 8bit Atari only from this archive. And finally, because this
site is created and supported by slovak computer group GMG, most of our
products can be found right here.

If you want to place here your program, just send it to me (with some
comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

Subject: 5.1) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.2) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 6.1) What is FidoNet?

[We're not quite sure of the source of the following two paragraphs, but they may have been orginally written by Alan Sharkis.]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://bbs.docsplace.org

mailto:krap@zwieracz.ideefixe.nom.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.ideefixe.nom.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.ideefixe.nom.pl/fido.atari and you'll reach national ATARI group.

Subject: 7.1) What is the Atari 8-bit Computer Web Ring?

A WebRing is a set of web pages that have been linked to each other. Basically the first page in the ring has a link to the second one, the second one to the

third, the third to the fourth... with the last page linking back to the first. This is all done by adding a small piece of HTML code to your page, which will automatically keep track of where your page lies in the WebRing. In this way pages from all over the world dealing with similar subjects can be linked together. In our case the subject is Atari 8-bit computers, so all pages in this WebRing are about the Atari 8-bit.

The home page of the Atari 8-bit Computer Web Ring is at:

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

and the ring is maintained by Raphael Espino, mailto:rje@co.umist.ac.uk

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Subject: 7.2) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

Atari Users of North Texas (AUNT)
http://www.atariusers.com/aunt/

TWAUG (Tyne & Wear Atari User Group)
http://www.twaug.freeserve.co.uk/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

Closer To Home
Tom Hunt, mailto:tomhunt@bright.net
http://cth.tzo.com/ ; telnet://cth.tzo.com/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:robert.hagenstrom@ebox.tninet.se
http://user.tninet.se/~lan318o/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@rcn.com
http://www.qlam.com/atari/atari.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu

http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

Exploring the Arabic Atari 65 XE
Kevin Savetz, mailto:savetz@northcoast.com
http://www.savetz.com/vintagecomputers/arabic65xe/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

Atari Planet
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

Unfinished Projects Page
David Wyn Davies, mailto:ansawdd@compuserve.com
http://ourworld.compuserve.com/homepages/Ansawdd

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:k_nadj@s-direktnet.de
http://www.s-direktnet.de/homepages/k_nadj/main.html

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Historical Society
Curt Vendel, mailto:webmaster@atari-history.com
http://www.atari-history.com/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

"Break Movie" Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://atascii.atari.org/

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://personalpages.tds.net/~tross3/ard/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/star-raiders/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:larryr@cyou.com
http://www.cyou.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:ericcron@pcc.net
http://www.pcc.net/dzone/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:judd@stratus.esam.nwu.edu
http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Clarence's Atari 8bit page
Clarence Dyson, cdyson@redshift.com
http://www.redshift.com/~cdyson/atari.html

Rate Atari Products and Prototypes
Glenn Bruner, mailto:brunergs@pcisys.net
http://www.pcisys.net/~brunergs/Atari/

Fujiman's Atari Homepage
Rory McMahon, mailto:mcmahom@inil.com
http://www.fujiman.com/

Rick Cortese's Atari Page
mailto:ricortes@netmagic.net
http://www.netmagic.net/~ricortes/

Atari 2000
(also the site for the Phoenix web browser project)
mailto:Morloc@acd.net
http://members.tripod.com/~morloc/

The Atari-to-PC joysticks interface
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be

http://gauss.math.ucl.ac.be/~manu/Atari/joystick.html

A simple monitor cable for Atari computers
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/monitor.html

ATARI XL/XE and MIDI (also:Music in Chaos Music Composer,Upgrade 130XE->320XE)
Ireneusz Kuczek, mailto:ixkuczek@kki.net.pl
http://friko6.onet.pl/lu/ixkuczek/

Atari 8-bit Page (includes Turbo 2000 description, File Formats, File Systems,
Atari DOSes, SIO, 6502 Opcodes)
Jindrich Kubec, mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj

www.6502.org
Mike Naberezny, mailto:mnaberez@nyx.net
http://www.6502.org/

CK Computer Kontakt CD-ROM page
Rene Achter, mailto:rachter@rhein-zeitung.de
http://www.atari-computer.de/rachter

Twin Galaxies Atari Scoreboards
Ron Corcoran, mailto:sniper75@mindspring.com
http://www.snipercade.com/atari/

Raf's Atari 8-bit page
Raphael Espino, mailto:rje@co.umist.ac.uk
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html

Digital ANALOG Archive
CyberRoach, mailto:reutter@w-link.net
http://www.cyberroach.com/analog/

Atari 8-bit developers page
Freddy Offenga, mailto:F.Offenga@student.kun.nl
http://www.student.kun.nl/f.offenga/atari.htm

Atari related homepage
Thomas Havemeister, mailto:twh@bigfoot.de
http://members.tripod.de/twh1st

Wes Newell, mailto:wnewell@ticnet.com
http://users.ticnet.com/newell/

TRY2EMU Atari Area
mailto:dely@atari.org mailto:jap@qumak.com.pl
http://www.atari-area.w.pl

Atari 8-Bit Pages (original Turbo-Basic XL articles from Happy Computing mag)
Thomas Meyer, mailto:i03a@zfn.uni-bremen.de
http://www.informatik.uni-bremen.de/~mnemo/atari/

Atari 8-bit Software List
Dan Noguero, mailto:dnoguero@iname.com
http://home.earthlink.net/~dnoguero/atari

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot disk and making an atr, xfd, dcm or other disk image type file out of it, usually for use with an emulator. Before emulators, the Bob Puff .dcm format was used to store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk,

including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a way to store all software that has been recorded on cassette tapes on the hard disk of your PC. I have written a program that is similar to the SIO2PC utility written by Nick Kennedy. But this one is intended for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free disk space to work with. The sound card should be able to sample sound at a sample rate of 44.100 Hz mono. The sample must be recorded into a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file. The .cas file is a digital cassette image file that only contains the data that is on the cassette tape. Once you have that, you can throw away the .wav file. The .cas files are typically 16 to 64K, so they are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette image) you do not need a sound card. You do need a SIO2PC cable or similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives of Umich by now. They have been put together in one zip file wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file format as of version 1.15 of APE. It looks real neat, so try that out too! Thanks to Steven for adding a nice user interface for these cassette images. He did a nice job. I am hoping other using are willing to write some programs to get more enjoyment out of this underrated storage medium.

My stuff is available totally free for personal use, so I hope you enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen

File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.sitcom.co.il/users/itayc/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80

File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (Russ Gilbert)

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'

side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black

Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

```
Atari 8-bit PC AT 25 PC AT 9 pin
-----------------------------------
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI
```

Note: * above indicates the difference between an AT 9 pin and a Atari 8-bit 9 pin cable connector. eg. If you check continuity from pin 3 of 25 pin end and it goes to pin 4 of nine pin end, you have an Atari serial cable. If pin 3 of 25 pin goes to pin 2 of 9 pin end, you have a PC serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 11.5) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari programs could be stored on the PC's hard (or floppy) drives. It turned out to be quite successful. About 95% of my work was in the software, but a hardware

device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)
mailto:dons@QNET.COM (Don Schoengarth)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> 810 Turbo
SS DD by Neanderthal Computer Things (Irvine, CA)

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 55-57k bps

==> Super Speedy 1050
SS SD/ED/DD Like the Speedy 1050, but enough RAM on board to
hold the contents of an entire disk

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38400 burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

More data on the XF551 compiled by Marco Antonio Checa Funcke,
mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the
complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)
high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms

motor start 1000ms 1000ms 1000ms

And even more info, from Andreas Magenheimer:
There are two versions - one from Mitsumi and one from another creator .
The mitsumi Xf drive can read and write to a single/dual/double density backside of a 5,25" disk (side b) if it is already formatted. The other drive cannot read nor write nor format the backside because it always looks for the timing hole !! (If you insert a B-side of a disk without a timing hole, it does not stop spinning around...even if this disk is formatted) Therefore the other drive has a flop-mechanism and a sort of automatic-density detection (which is not supported by the OS !!). If you put in a disk, the drive motor starts, trying to read that disk...

For better understanding: a mitsumi drive may need a flop mechanism (so a disk "flops" out, when opening the switch), a density detection (to know the correct density - like a 1050 does !!) and a timing hole redirection (thus not needing a timing hole). The other drive would merely need a timing hole redirection. Both drives then should have a new OS that uses the capabilities to automatically detect the density...

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

All Percom RFD drives support DD, and shipped with a DD controller.

==> Percom AT-88
SS SD

==> Percom AT88 S1 PD
SS SD/DD, plus built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in parallel printer interface. 2k printer buffer (expandable). Optional Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and DOS XL only. 72k under SpartaDOS X, 37k bps under DOS XL.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic

- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European
Sysop Fox-1 writes:
The HDI drive is, like all other I mentioned, connected to the atari 8-bit
SIO-bus. It's a PCB on where you can connect up to 4 PC-mechanics, no matter
it's 360, 720, or 1440Kb, nor 3.5" or 5.25". It's (partial?) developed by
Erhard Puetz (aka Floppy-Doc, aka Sysop Atreju), but is not available anymore
due the lack of the hard-to-get high-speed floppy-controller.

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.

Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
What's Top Drive? Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:
the command is sent as 19200, but all other communication (acknowledge,
data block, completion) is done at 72000 (IIRC).
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatible with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF551.
288 RPM

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (mailto:audioguy@cheerful.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration

* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is

produced on a 16K ROM cartridge from Video 61.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Carolyn Hoglin, mailto:choglin@usa.net adds:
I didn't see TOP-DOS mentioned anywhere. This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, w/ Telelink I. =Novation 'CAT'
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions

1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =Okidata ML80. 40cps
1027 Letter-Quality Printer-80 col letter quality =Mann-Tally Riteman LQ. 20cps
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XCA12 Program Recorder
CA12 Program Recorder
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/
(Curt Vendel, mailto:webmaster@atari-history.com)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
800XLD low-cost 1450XLD, no modem&speech, include disk drive
controller&FREDDY
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard

1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
816 ????
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)
VA=VoltAmps

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL

9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 7 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz, 26 VA
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE (Germany)
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance
2. Ground

3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Monitor Jack, SECAM systems:
Jer Sobola, mailto:jsobola@ramserwis.com.pl provided this pinout:
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50

1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6

1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)
Credit for AMIS to MACE by Steven Sturza, mailto:cordata@ameritech.net

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of Video 61, www.atarisales.com

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

```
Part# Version
~~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C
```

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell, mailto:earl.halliwell@dyess.af.mil provides this tidbit:

A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s
artifacted in green/blue, and all XL/XEs artifact in red/blue.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section also kept at http://www.student.kun.nl/f.offenga/osroms.txt

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

```
Rev. TV Date CRC-32 Part Nr(s)
~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC (?) (?) (?)
A PAL (?) 0x72b3fed4 CO15199, CO15299, CO12399B
B NTSC (?) 0x0e86d61d CO12499B, CO14599B, 12399B
B PAL (?) (?) (?)
```

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

```
Rev. System Date CRC-32 Part Nr(s)
~~~~ ~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
10 1200XL 10/26/1982 0xc5c11546 CO60616A, CO60617A
11 1200XL 12/23/1982 (?) CO60616B, CO60617B
1 600XL 03/11/1983 0x643bcc98 CO62024
2 XL/XE 05/10/1983 0x1f9cd270 CO61598B
```
```

3 800XE 03/01/1985 0x29f133f7 C300717
4 XEGS 05/07/1987 0x1eaf4002 C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

---

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:stevenposey@usa.net (Steven E. Posey) (Party Quiz controllers descr)

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor, Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad controllers linked together with RJ-11 jacks (standard phone jacks) to a box with 2 joystick port connectors.

Party Quiz by Suncom

---

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

---

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon

board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

---

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on

NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

---

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos that won't work on NTSC machines are usually returning from a VBI (vertical blanking interrupt) too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

---

Subject: 13.13) What programming languages are available for the Atari?

This section also kept at http://www.student.kun.nl/f.offenga/lang13.txt

Revision : 1.3
Date.... : 4/19/1999

==========
!!!! This section is under construction - HELP WANTED !!!!
----------
The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company

available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?
package....... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features...... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package....... : assembler, manual
features...... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package....... : assembler, docs
features...... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package..... : assembler, editor, monitor
features..... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package..... : assembler, editor, menu, manual
features..... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package..... : assembler, editor, monitor
features..... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package..... : assembler, editor, disassembler
features..... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package..... : assembler, editor, linker, docs

features..... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package..... : assembler, editor, menu, debugger
features..... : source include
Two pass 6502 cross assembler with integrated editor.

Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package..... : assembler, linker, librarian
part of cc65 (c-compiler)
features..... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package....... : ?
features...... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : ?
package....... : compiler, linker, assembler, librarian
features...... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package....... : Compiler
features...... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : ?
package....... : Compiler, Linker
features...... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package....... : Editor, Compiler, Optimizer, Linker

features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
package..... : ?
features..... : ?

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?
features...... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package....... : ?
features...... : ?

- Extended fig-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20029
package....... : ?
features...... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package....... : compiler, editor, monitor and library
features...... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package....... : ?
features...... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package....... : compiler and editor
features...... : ?

------------------------------

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A. Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;) ).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
**********
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

---

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

---

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original
Atari 400/800. Most probably do work on XL/XE's if you use a translator to
run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius

---

Subject: 13.17) What games make use of the Light Gun?

mailto:jmouchmino@aol.com (Bertrand M. (LEXX)) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

Bertrand M. (LEXX)

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4." This renders much light gun and light pen software unusable on the 400.

---

Subject: 13.18) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

---

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
======================================================

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ====================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell

8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

```
DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 ( S9 ( 88 58 X X X X
41 29 S0 ) S0 ) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

Subject: 13.20) What are the PAL, NTSC and SECAM video broadcast standards?

Here are several links on the topic.

http://www.ee.washington.edu/conselec/CE/kuhn/ntsc/95x4.htm

http://www.alkenmrs.com/video/standards.html

http://www.ee.surrey.ac.uk/Contrib/WorldTV/

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

----

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/new_and_emu.html

If you'd like a text-only copy, simply send e-mail to mailto:bill@newbreedsoftware.com with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing

platforms.

See: http://www.sonic.net/~nbs/new_and_emu.html

If you'd like a text-only copy, simply send e-mail to
mailto:bill@newbreedsoftware.com with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by
David A. Paterson, mailto:david_p@storm.ca or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:k_nadj@s-direktnet.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==
End of atari-8-bit/faq
==

171. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <8526d4$ve9$1@hyperion.nitco.com>
Source record: 47690

That an't ture. I am 12 and my b-day is Feb. 04, 1987.
I've posted other messages than that too. Duh Duh Duh my names steve and i
can't remeber:} I've posted messages about my atari 800xl and other stuff so
there....what did i eat for breakfest again.......

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message
news:851ro4$7hl$1@freenet9.carleton.ca...
> (danver@halcyon.com) writes:
> >>
> >> Note: since i am only 12 i can not afford to pay for the shipping.
> >>
> >
> > Hey... wait a minute here... I bought my Atari 800 in 1981 when I
> > was TWELVE with money earned from weeding a shopping center...
> > it took months, but it was worth it! I think you could come up
> > with a little postage if you wanted to.
>
> He was twelve last year too when he was trolling for free
> stuff... In fact the only posts ever made on this e-mail address
> are from him saying 'im only 12 give me free stuff'.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.nacs.net/~classics * *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!

172. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-06 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <8526nlrlg1@hyperion.nitco.com>
Source record: 47691

That is okay. i understand. Right know my dad statred giving me allowence
again so i can try to earn some money for an 8 bit. Plus i have my birthday
comming up too.

Greg Goodwin <lady-aramis@geocities.com> wrote in message
news:38737BF9.B4D@geocities.com...
> I'm afriad I have to agree with Bowling and Danver (?) on this
> one. In my case, I solicited door to door to sell 17 newspaper
> subscriptions to win a contest to win a Atari 2600. I was ten at the
> time. My sister, age 6, helped sell an additional 5 subsciptions (using
> her cuteness factor) and got the Pac-Mac cartridge.
> Years later, I sold the 2600 and used the money from it, plus a
> little more, and bought my Atari 400 (which I still use) for $150
> dollars with a $50 rebate from Best Products.
>
> I know we may sound like a bunch of old fogies here, but we relay
> these stories to you with pride, and let you know that if you want
> something bad enough, with a little sweat, you will get it. :) That
> little bit of sweat has made the difference of my 400 being my primary
> 8-bit machine (though it only has 48K) verses, the XL and XE machines,
> which are hardley used. (grin)
>
> Take care, and take your time and work to get some equipment you can
> be proud of.
>
> Doctor Clu
>
>
> Andy Luecke wrote:
> >
> > If you have any computer related stuff that you would like to donate to
me
> > to help make my site better and benifit other people by what you give
me,
> > please click this link (http://members.xoom.com/luecke12/donate.html)
or
> > reply via email.
> >
> > Note: since i am only 12 i can not afford to pay for the shipping.

173. Topic: Atari Cassette Players...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <7Ped4.3639$ja5.19882@typhoon2.tampabay.rr.com>
Source record: 47492

Can some of you knowledgeable Atarians out there please discuss the pros & cons of the various Atari "8bit" compatible Cassette Players? I know there are *two* different models that were produced as part of the Atari 400/800 line, and then of course there's the Atari 1010 Cassette Player which was part of the "800XL" line. How do these compare to each other? Are there any others I have left out?

--mb

174. Re: Topic: Atari Cassette Players...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <854232siu1@barcode.tesco.net>
Source record: 47493

bowling <mbowlin1@tampabay.rr.com> wrote in message
news:7Ped4.3639$ja5.19882@typhoon2.tampabay.rr.com...

There was the 410 for the 400/800, I have 2 types of those, the 1010, and I have seen 2 versions of this as well, but they looked very similar, then an XC11, grey to match the xe range, then the XC12, styled like the xe range. The best, I would say probably a 1010 or xc12, from personal experience, the 410 was not much use. They were all as slow as each other.

> Can some of you knowledgeable Atarians out there please discuss the pros &
> cons of the various Atari "8bit" compatible Cassette Players? I know
there
> are *two* different models that were produced as part of the Atari 400/800
> line, and then of course there's the Atari 1010 Cassette Player which was
> part of the "800XL" line. How do these compare to each other? Are there
> any others I have left out?
>
> --mb
>
>

175. Atari ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: "Richard T. Jindrich" <RichardT.Jindrich@prodigy.net>
Message-ID: <8543cebsg1@newssvr04-int.news.prodigy.com>
Source record: 47494

I've seen the the sites with these files and understand I need to already own the cardtridge. My question I own an Atari 800 XL and would like transfer some of it's games to. I'd really like to what i would need to accomplish this

thanks

--
Greetings from the Madhouse

--
Greetings from the Madhouse

176. Re: Appending?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <qDgd4.1780$0s5.58090@news1.online.no>
Source record: 47495

William Kendrick <nbs@bolt.sonic.net> wrote in message
news:6S8d4.560$X8.6053@typhoon.sonic.net...
> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> : I think it's /A. Use the copy function and type keypad.obj,autorun.sys/A
>
> This is correct. (Atari DOS and MyDOS both support this.)
>
>
> : Doesn't it say something like that on the DOS menu ?
>
> I don't think it specifically mentions it. It's been a long while,
though.
>
> -bill!
> (Who really needs to use his XL again :))

Hmmm. I don't agree with your last statement though! I won't use emulators, as I can't get the feel of the real Atari's there. I need to touch the keyboard on the 8-bit. Also, the emulators doesn't run all my demos (come to think of it, none, actually I think).

I know they don't run on NTSC machines though. Maybe someone can tell me how to do it ? My demos are in a ZIPPED .ATR on :
http://home.sol.no/~olavese/atari/a8dl.htm

Anybody want to trade too ? I have some stuff at :
http://home.sol.no/~olavese/trade.htm

Thanks

177. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000107072012.01936.00000329@ng-fv1.aol.com>
Source record: 47496

>Nope, I've got 16K of memory on it. It's never, ever been upgraded.

I have a 600xl... upgraded it to 64 k.. and added a chroma/luma/audio line
out... real easy... fun... need plans? I can fax 'em?
B'rgds,
Vinnie

"Can't means don't want to!"

178. Re: About My Donating Computer Stuff Post...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <854r1i$1tp$1@news.netvision.net.il>
Source record: 47497

i just do not understand one thing!

why are you looking for atari?, you are only 12, most pepole who own atari (and still use it) because of sentimental reson!

the 1st atari i got was probabaly when you where born!,

why dont you ask for Pentium 3 500mhz???... unless you are a collector like most of the pepole here, and since you where born into the age of the pentium, the only reson i think you are looking for the old ataru is to sell it!

NIR

Andy Luecke <luecke@netnitco.net> wrote in message news:853ian$e5l$1@hyperion.nitco.com...
> I had recently posted a message asking if anyone wanted to donate stuff for
> me to get infp,pics, etc.. to put on my site. It had one comment about me
> being 12 (It said: "NOTE: Sice i am only 12 i cannot afford shipping.) Than
> everyone posted a message say i was a scam, a disshonest asshole, and stuff
> that made me feel like crap. so i would like to thank all of you that posted
> a reply stating such things; you've made my day more terriblr than the
> average school day i end up going throuh with kids. I also posted a link to
> my site, the about me section. For all of you who think i'm a
> fake,scam,disshonest asshole,etc.. please visit this:
> http://members.xoom.com/luecke12/aboutme.html
>
>
> Andy
>
>

179. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: SquidHM3 <squidhm3@flash.net>
Message-ID: <3875F76F.E43377A@flash.net>
Source record: 47498

Wow, yeah that would be wonderful! I just bid on a 1050 drive for the thing,
it comes with DOS 3.0 even. But I would be very much interested in maxing out
the RAM on this thing; is 64K the most it'll take?

Vinnie Rinaldi wrote:

> >Nope, I've got 16K of memory on it. It's never, ever been upgraded.
>
> I have a 600xl... upgraded it to 64 k.. and added a chroma/luma/audio line
> out... real easy... fun... need plans? I can fax 'em?
> B'rgds,
> Vinnie
>
> "Can't means don't want to!"

180. Re: PICS, LISP, Recursion, missing my Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Greg Menke <menkesjg@erols.com>
Message-ID: <s7c6mh7ioj881@corp.supernews.com>
Source record: 47499

> I'm not sure where the graphics will fit in compared to other games. It
> really burns time working on them and getting them just right. It seems
to
> take longer and longer to get things accomplished. I'm raytracing the 3d
> objects in povray and converting them to GTIA sprites for 3d spaceflight.
> The Scenes are raytraced too (in povray). It saves me lots of time, I can
> crank out different views by just moving the camera. I was planning on
> having it finished by now, and I am looking at another few months still.

What a neat project.. how are the scenes animated on the Atari? Or maybe
are you doing a slideshow? For the sprites, are you blitting things
yourself?

> shots (Like star raiders). The DLI's I use just switch colors or GTIA
> modes. Simple stuff. Maybee a text mode or two. I've got no doubt you

I never had much luck with DLI's- I always wanted to vary the colors of
scanlines as they traversed the screen, but I was unable to get the hang of
it. Have you ever done stuff like that?

<snip zylons>
I recall getting a pirated copy of Star Raiders 2, playing, then deleting
it. I don't remember much of the game though... But boy I remember SR
1.... I bought the cart and had great fun- got kicked out of various home
entertainment stores for playing interminably. A great game, and extremely
innovative for its time. I think a port was made to the 2600 which was
really horrible relative to the 400/800 version...

<for i in 8051 pic pic-nasty lisp bison lex yacc; do snip $i; done>

Regarding vms users, have you ever seen the Unix Haters page? They have
some wonderfully written tirades about various unix misfeatures.. including
a VMS guy who REALLY hates it. A great site, and really funny, though I
don't have the bookmark here...

IE sucks eggs. I have to suffer with it and Outlook at work because of the
godforsaken gateway setup. Blech. I so want to use Netscape and Emacs for
this stuff. They say we're getting DSL soon, hopefully the gateway business
will be rationalized then.

> An Emacs fan huh, its to be expected from a Lisp fan. I prefer emacs to
VI.
> It's a pretty neat editor but it's got so much stuff sometimes I feel lost
> like I am programming it. Meta-x Control-Z What the hell was that
command.

I get lost too- but I prefer it to vi. After all, vi has 2 modes- one where it beeps and one where it doesn't, but it ruins text in both. ;)

> The
> OSI had no screen editor at all. Ctrl-O made an _ underscore and you
> counted the number of underscores for how many characters you wanted to
> delete. Nasty eh ? Well the

Sounds like the line editor in a Sparc system at the University of Maryland nearby. Maybe its poorly configured, but the keymapping/term config is something heinous- no backspace, no line editing, nothing but press enter on the incorrect line (and hope it doesn't wreck things) then retype it (maybe -hopefully- theres a clear line function). Of course, they require students to do many of their programming projects on it, with only a command line debugger available. Absolutely insane- especially considering they multiboot to Linux in all their PC labs....

> I still wonder why Atari didnt crank up
> the speed of SIO for the drives. Isnt that what they do with a warp speed
> mod ?

I think the SIO bus is fixed at 19200 baud, but the standard drives have lots of latency and no caching, readahead or other enhancements. The SIO has a couple io lines they never used- Proceed and Interrupt, both of which could issue an interrupt in the Atari. I think their intent was to support more asynchronous utilization of the SIO bus. I've thought occasionally of trying to make a peer to peer SIO network using it... maybe an Atari cluster- what would you call a mini Beowulf?

Regards,

Gregm

181. Re: About My Donating Computer Stuff Post...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <38762026.23E0B3F0@agel.ucl.ac.be>
Source record: 47500

Hi Nir!

Have you seen his web pages ?

Emmanuel.

Nir Dary wrote:
>
> i just do not understand one thing!
>
> why are you looking for atari?, you are only 12, most pepole who own atari
> (and still use it) because of sentimental reson!
>
> the 1st atari i got was probabaly when you where born!,
>
> why dont you ask for Pentium 3 500mhz???... unless you are a collector like
> most of the pepole here, and since you where born into the age of the
> pentium, the only reson i think you are looking for the old ataru is to sell
> it!
>
> NIR
>
> Andy Luecke <luecke@netnitco.net> wrote in message
> news:853ian$e5l$1@hyperion.nitco.com...
> > I had recently posted a message asking if anyone wanted to donate stuff
> for
> > me to get infp,pics, etc.. to put on my site. It had one comment about me
> > being 12 (It said: "NOTE: Sice i am only 12 i cannot afford shipping.)
> Than
> > everyone posted a message say i was a scam, a disshonest asshole, and
> stuff
> > that made me feel like crap. so i would like to thank all of you that
> posted
> > a reply stating such things; you've made my day more terriblr than the
> > average school day i end up going throuh with kids. I also posted a link
> to
> > my site, the about me section. For all of you who think i'm a
> > fake,scam,disshonest asshole,etc.. please visit this:
> > http://members.xoom.com/luecke12/aboutme.html
> >
> >
> > Andy
> >
> >

--
****
Emmanuel Fernandes Tel : 32-10-456330 (home)
Institut de Mathematique 32-10-473175 (office)
Universite Catholique de Louvain
Chemin du Cylotron, 2
B-1348 Louvain-la-Neuve
BELGIUM e-mail: fernandes@agel.ucl.ac.be
****

182. atari commercials: .MOV

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Patrice <atari.fr@libertysurf.fr>
Message-ID: <8559fo$6o1$1@news2.isdnet.net>
Source record: 47501

Hi and happy new year everybody

Last year, i visisted a web site with atari commercials

i remember of:
-study.mov
-entertain.mov
-manage.mov
.....

And a link to download QUICKTIME rev 4 to play the video

Does someone have the URL of this site ??

Muller Patrice, french atari collector
http://perso.wanadoo.fr/atari.fr/

183. Re: Topic: Atari Cassette Players...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Paul Rixon <paul.rixon@virgin.net>
Message-ID: <855a48$q0g$1@nclient11-gui.server.virgin.net>
Source record: 47502

Only trouble with the 1010 was that the play button kept breaking. You used to be able to get a bag of spares from Silica Shop (still got some left I think) - don't know if you can still get them elsewhere?

> The best, I would say probably a 1010 or xc12, from personal experience, the 410 was not much use. They were all as slow as each other.
>
>

184. Re: About My Donating Computer Stuff Post...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s7cd422roj8100@corp.supernews.com>
Source record: 47503

Andy Luecke <luecke@netnitco.net> wrote in message
news:853ian$e5l$1@hyperion.nitco.com...
> I had recently posted a message asking if anyone wanted to donate stuff
for
> me to get infp,pics, etc.. to put on my site. It had one comment about me
> being 12 (It said: "NOTE: Sice i am only 12 i cannot afford shipping.)
Than
> everyone posted a message say i was a scam, a disshonest asshole, and
stuff
> that made me feel like crap. so i would like to thank all of you that
posted
> a reply stating such things; you've made my day more terriblr than the
> average school day i end up going throuh with kids. I also posted a link
to
> my site, the about me section. For all of you who think i'm a
> fake,scam,disshonest asshole,etc.. please visit this:
> http://members.xoom.com/luecke12/aboutme.html
>
>
> Andy
$.02, last time I gave away an Atari 800 with a broken key or two it cost me
$30 for packaging and shipping.

Locally I could have bought 4-10 Ataris for that much.

Been a long time since I have fooled with SIO2PC cables, but I sold and/or
gave away all my prototypes<except one> and it cost me $2.60 each for
postage and a blister pack to ship them.

You are a bit young to learn economics, but it is actually cheaper to pick
up things locally then it is to have them given to you.

As such, it would have been better to limit the scope of your message a bit
by asking if there are any Atari user groups or Atari users in your area.
Almost all of us have local thrift stores and surplus electronic outfits in
the area where we could point you.

Worst case is you put it back on people i.e. "I will cut your lawn for a
working Atari system" or "I will redo your web pages" or whatever it is you
feel like would be a fair exchange. It doesn't have to be about money, but
should not come across as something for nothing: Work ethic kind of thing.

185. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <855gav$c2h$1@mohawk.hwcn.org>
Source record: 47504

SquidHM3 (squidhm3@flash.net) wrote:
: Wow, yeah that would be wonderful! I just bid on a 1050 drive for the thing,
: it comes with DOS 3.0 even. But I would be very much interested in maxing out
: the RAM on this thing; is 64K the most it'll take?

Bid? On Ebay? Heck, I will sell you one for $20 plus shipping from
Canada...

Willy

186. To anyone who has dealt with "Qtip"

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38763421.A36@geocities.com>
Source record: 47505
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

This message goes out to anyone who has had any business dealing
with "Qtip", otherwise known as Ron or Mary Schwab. I need to know what
your experience was... good or bad. Your information will be helpful,
and PLEASE reply privately to : drclu@swbell.net

Thank you,

Doctor Clu

187. Re: Appending?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <387634D4.58EF@geocities.com>
Source record: 47506

Well, current status is, I have appended the keypad file to the
autorun.sys (850 handler) and as it happens, the 850 works, and the
keypad works with everything but the terminals programs working with the
850 interface. :)

(sigh!).. back to the drawing board.

Doctor Clu

Vidar "Hawk" Olavesen wrote:
>
> William Kendrick <nbs@bolt.sonic.net> wrote in message
> news:6S8d4.560$X8.6053@typhoon.sonic.net...
> > "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> > : I think it's /A. Use the copy function and type keypad.obj,autorun.sys/A
> >
> > This is correct. (Atari DOS and MyDOS both support this.)
> >
> >
> > : Doesn't it say something like that on the DOS menu ?
> >
> > I don't think it specifically mentions it. It's been a long while,
> though.
> >
> > -bill!
> > (Who really needs to use his XL again :))
>

188. Re: XEP80, SX212, XEGS, Trak on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000107170710.25614.00000610@ng-fn1.aol.com>
Source record: 47507

>I've placed an SX212, XEP80, Rana Systems 1000, Trak ATD4 and XEGS for
>sale on Ebay.

>Items:
>232338708
>232343708
>...

how do you get eBay to search by item numbers?
-Rom

I started life with nothing, and still have most of it left...

189. Re: Topic: Atari Cassette Players...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000107172102.25614.00000616@ng-fn1.aol.com>
Source record: 47508

> from personal experience, the 410 was not much use.
> They were all as slow as each other.

My 410 (ca '83) still works fine; some earlier ones generated LOTs of errors.
There was a mod in an early Antic which greatly improved reliability by
replacing some electronics with lower tolerance components.
-Ron
ssllooowwnneess was their fact of life!
I started life with nothing, and still have most of it left...

190. Re: Cassettes & PC-based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000107173339.25614.00000619@ng-fn1.aol.com>
Source record: 47509

>600XL and a disk drive (the 1010)

the 1010 was a cassette device

>Is there any software out there that COMES on tape?

MUCH early stuff was available on cassette. Possibly some still around; only commercial title I have on tape is Frogger. We made a bunch of tapes from A.N.A.L.O.G. type-ins.

>can the 600XL support a hard drive?

Simple answer is 'Yes', BUT the File Management System uses about 8K (half of the 16K available) and the DUP menu loads into most of whats left so you are VERY limited in any useful applications unless there has been a RAM upgrade to that 600XL.
-Ron

I started life with nothing, and still have most of it left...

191. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: William Moeller <af332@hwcn.org>
Message-ID: <Pine.GSO.4.05.10001072216110.23698-100000@james.hwcn.org>
Source record: 47510

On Fri, 7 Jan 2000, SquidHM3 wrote:

> Now you tell me; already won the bid;

sorry.....

> what does it include? I'll need
> something, as
> the tape drive (1010) that came with it is dead I just discovered (went
> to save to
> tape and it doesn't record or play).
>

Well, you will of course need a memory upgrade for your 600XL....but once
you have that, a disk drive will be useful....

It includes an SIO cable, a power supply, of course the 1050 disk drive
itself.....I can make a Dos 2.5 disk for you and even a sparta Dos
disk...stay away from Dos 3.0 as it is incompatible with other Atari
users....they dont use Dos 3.0 (never did actually)....

As far as the 1010 goes,.....did you check the power supply to see if it
is working? I have not seen too many which wont do Anything...

Willy

192. Re: XEP80, SX212, XEGS, Trak on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <3876D94A.2E8283D5@qnet.com>
Source record: 47511

Use search then scroll down to BY ITEM NUMBER input number the click on enter.

Don

RHamiIton5 wrote:

> >I've placed an SX212, XEP80, Rana Systems 1000, Trak ATD4 and XEGS for
> >sale on Ebay.
>
> >Items:
> >232338708
> >232343708
> >...
>
> how do you get eBay to search by item numbers?
> -Rom
>
> I started life with nothing, and still have most of it left...

193. Searching for: Space Lobsters and Crumble's Crisis

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Adam Bienias <nauplay@free.polbox.pl>
Message-ID: <387523D4.E16C4DA5@free.polbox.pl>
Source record: 47582

... as in subject. I'm searching for two games with Richard Munns
music: Space Lobsters and Crumble's Crisis. If someone could send
me them in .ATR format....

BTW. Check out the largest Atari Music Archive ASMA

http://mp3.musichall.cz/Unreal/ASMA

Version 1.3 of ASMA contains over 550 tunes from various Atari XL/XE
productions. You can also download from this page SAP player or
Pulse Player, the only Win95/98/NT players that can play .sap files.
Current version of SAP player supports STEREO!!! (two Pokeys
$D200-$D20F and $D210-$D21F). Check "Various\Kwiatek_Grzegorz\Eclipse_Day.sap"
or "Various\Sychowicz_Lukasz\Overmind_1.sap" for example.

--
--- Adam Bienias / SoTe ---
Metropolis Software Co-Programmer

First address: mailto:nauplay@free.polbox.pl
Second address: mailto:adam@metropolis.com.pl
Third address: mailto:adam@nautilus.com.pl

194. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38752fd4.69124750@news.ds.centuryinter.net>
Source record: 47583

Clu, get a clue. :) It's a scam. There is no twelve year old. It's
just a dishonest asshole.

On Thu, 06 Jan 2000 15:26:52 -0400, Greg Goodwin
<lady-aramis@geocities.com> wrote:

>Witchfinder wrote:
>
>> And.....how does donating computer stuff to a 'site' benefit anyone
>> other than the owner? My own museum has a site, but it's only of
>> benefit to me! Ask my gf :o) And what self-respecting 12yo these days
>> doesn't want a bloody playstation?
>> --
>> Adrian/Witchfinder
>
> And we are complaining that a 12 year old would want a Atari?
>
> I'm always curious what 12 years old now days like about the Atari
>system. More than likely the games. (Since I'm sure it has never been
>an effective computer for them.) But which games? :)
>
> Doctor Clu

195. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3876302d.69213438@news.ds.centuryinter.net>
Source record: 47584

Well gee, all of us here are only 12 so we can talk any way we want.
Can you give me some cash or some free hardware? Just let me know. I
think I have my birthday coming up too. Of course, it will again be
my 12th birthday. Same as last year. Just like your "son."

On Thu, 6 Jan 2000 16:30:18 -0600, "Andy Luecke" <luecke@netnitco.net>
wrote:

>How the hell do you think you are talking to my son that way?! He not trying
>to scam the computers he would get he would find out info on how they were
>made, take pics, experiment them so he could post info on it and if anyone
>had a question he would use it to find out answers. So just Back the hell
>off.
>
>Scott
>
>
>Jon Melbo <ssilicon@centuryinter.net> wrote in message
>news:3874e208.49206215@news.ds.centuryinter.net...
>> Shut up wanker. We all know you're trying to scam.
>>
>> On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke" <luecke@netnitco.net>
>> wrote:
>>
>> >That is okay. i understand. Right know my dad statred giving me allowence
>> >again so i can try to earn some money for an 8 bit. Plus i have my
>birthday
>> >comming up too.
>>
>

196. XEP80, SX212, XEGS, Trak on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <853js5par1@news.xmission.com>
Source record: 47585

I've placed an SX212, XEP80, Rana Systems 1000, Trak ATD4 and XEGS for
sale on Ebay.

All are very reasonably priced.

Oh , there's also a Syquest 44 mb drive w/2 carts mounted in a case ready
to be connected to an MIO/BB.

Items:
232338708
232343708
232347724
232351384
232357960
232362060
232366941
232370740

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

197. Re: About My Donating Computer Stuff Post...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <ngcd4.2107$Di.19417@typhoon1.tampabay.rr.com>
Source record: 47586

I'm sure I speak for many here in csa8 when I tell you that we admire and encourage any genuine enthusiam which you have for "classic" computers. As for MY previous post, you will recall that I did *not* call you any "names". I simply told you that it should be easily within your abilities to earn the small amount of money it would take for "postage" for computer items -- or even to buy whole *computers* (we *are* talking about the cheap-o dinosaur 8bitters, you know! Just a few weeks ago, I bought a fully-working *nice* 800XL at a flea market on a "25 CENT" table, for heavens sake!).
While a love for computers is a great thing, a disdain for "handouts" is also a great thing to build your character as an all-around fine person.
So...congrats on your interest in computers -- but, hey...try and develop that "work ethic" that will do more for you as a person in the long run than a freebie "handout" ever will!

--mb

198. Re: "New"vs"Old" Qix, DigDug?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <38755e4d.48810660@news.pipeline.com>
Source record: 47587

On Thu, 6 Jan 2000 23:10:40 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>Final Legacy ? How do I know which version I have ? What's the differences ?

There was an "international" version of Final Legacy that used icons
on the selection screen where you choose the type of combat you want.
The other version had text saying "surface to air", etc.

John
www.atarihq.com
www.cgexpo.com

199. Re: PICS, LISP, Recursion, missing my Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: Peter Laing <NOSPAMsnailboy1@earthlink.net>
Message-ID: <6Udd4.5$ca2.255@newsread2.prod.itd.earthlink.net>
Source record: 47588

Greg <nospam@erols.com> wrote in message news:m31z7viwbr.fsf@erols.com...

> > algorithims. Then I port the Pascal equivalent (using my GTIA unit) to
Test
> > Computer Language or Assembler (depending on the speed I need)
> > for the Atari. I will enclose my kludged email at the bottom of this
post.
>
> That is very cool stuff. I remember a couple demos that used the GTIA
> modes pretty well, do you know of any games that did as well? As I
> recall, they always seemed underexploited..
>

I'm not sure where the graphics will fit in compared to other games. It
really burns time working on them and getting them just right. It seems to
take longer and longer to get things accomplished. I'm raytracing the 3d
objects in povray and converting them to GTIA sprites for 3d spaceflight.
The Scenes are raytraced too (in povray). It saves me lots of time, I can
crank out different views by just moving the camera. I was planning on
having it finished by now, and I am looking at another few months still.
The problems I have had with my PC here havent helped. I think the graphics
will fit somewhere between
star-raiders and the koronis rift. I'm using GR.10 for the instrument panel
and MFD's so they have lots of colors. The scenes
are cool. I could gobble up 4 MB easy on those. The current order of
business is some RLE code for decompressing the
GTIA scenes.

I think the demo people do some really fine stuff. They can use the entire
memory of the system, and precompute lots. They also spend more time
working with DLI's and players. I'm working with the bare-metal and not
using tricks. Players in spaceflight are used for targetting, HUD, and
shots (Like star raiders). The DLI's I use just switch colors or GTIA
modes. Simple stuff. Maybee a text mode or two. I've got no doubt you
could do better, the hardware seems capable of amazing things. Gameplay
isnt just graphics , look at Star Raiders 2. It had better graphics than
Star Raiders, but the gameplay sucked IMHO. I think it's because the combat
sucks. You push the stick left and right and it seems to have hardly any
effect on whether the zylons will fly thru your cross hairs. It's so damn
frustrating. Your sitting there thinking 'turn you
hunk of steel'.
< Other opinions welcome >

< re 8051 internal divide by 12 >

Yeah it does something like that, I dont have a databook here or I could
tell you for sure. Whatever it is it's slow.
Kinda the opposite of the PIC if I understand it correctly. Internally the
PIC divides the external clock by four.

<PIC nastiness delected>

< Lispish stuff gone >

> > night. GNU bison could spit out the parser.
>
> Theres some black magic for you.. lex and yacc. I've read and read,
> and my mind is thoroughly blown. I understand parts of it, but
> haven't grokked the overall stuff. Its sort of down on my learning
> priority list at the moment- I'm in the midst of OpenGL, then comes
> Xlib, then comes Perl, then comes... too much stuff too little time...

Yeah lex and yacc. I tried reading them like you several times. It really
makes you appreciate how smart some people are. Or how stupid I am ;). I
think that the man pages for lex and yacc may be examples of man pages that
vms fans love to point to and say 'you can understand that stuff'. Still
once you learn to work it you could create small miracles.

< App stuff trashed + windows >

I hate windows too, please dont get me started. I gave in a few weeks ago
and downloaded IE for posting messages. I feel bad.

<Atari languages and advantage of instant-on computing snipped>

> I still like the Atari Basic's onscreen editing. Nothing surpasses it
> except Emacs... ;) (Blood is thicker than water you know)

An Emacs fan huh, its to be expected from a Lisp fan. I prefer emacs to VI.
It's a pretty neat editor but it's got so much stuff sometimes I feel lost
like I am programming it. Meta-x Control-Z What the hell was that command.

I think the Atari screen editor was cool. Especially for it's date. The
OSI had no screen editor at all. Ctrl-O made an _ underscore and you
counted the number of underscores for how many characters you wanted to
delete. Nasty eh ? Well the
Atari was only a couple of years later than the OSI's and had full screen
editing, Antic, PM, you name it. The worst thing about the atari was it had
the dog-slow SIO drives. The OSI had parallel access to MPI drives with
extremely fast stepper
motors. You actually had to patch the DOS if you used a non MPI mechanism.
I still wonder why Atari didnt crank up
the speed of SIO for the drives. Isnt that what they do with a warp speed
mod ?

<Rest of nostalgia snipped>

Yeah the OSI's did have good keyboards. I still have an old ICL terminal
keyboard back in NZ. I planned to someday
decode it and use it. It was solid steel and had a zillion extra keys. Man

I miss keyboards like that.

> Gregm

cheers
Pete

200. Re: Just inherited an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: SquidHM3 <squidhm3@flash.net>
Message-ID: <38756BB0.4462484B@flash.net>
Source record: 47589

Yeah, that is what I meant. LOL Sorry :-)

Jon Melbo wrote:

> On Wed, 05 Jan 2000 05:05:39 GMT, SquidHM3 <squidhm3@flash.net> wrote:
>
> >Would love to know if anyone out there has either the 1050 disk drives
> >(I think that's them.) I used to have an 800XL but I lost the stupid
> >thing. Kinda brings back old memories. Just thought I'd ask. :)
>
> Stupid thing? You mean it was stupid to lose it right?

201. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: SquidHM3 <squidhm3@flash.net>
Message-ID: <38756B30.D6412278@flash.net>
Source record: 47590

Nope, I've got 16K of memory on it. It's never, ever been upgraded. It started out with my nephew, who gave it to a friend, who gave it to another friend, and now it's mine. I vowed to actually make USE of the darned thing. :-)

Peter Laing wrote:

> For a real quick and nasty way to find how much memory you have
> try turning the machine on and letting it boot to the basic READY prompt.
> Then type:
>
> print fre(a)
>
> It returns about 37899 on an 800xl with 40 K visible (16 K hidden), (8 K
> hidden by BASIC ROM).
>
> Another quick try would be
>
> ?peek(106) this is the ramptop in pages (256 bytes)
>
> If you get 160 pages then you know it's probably had a 64K upgrade done to
> it.
>
> Other numbers you might see:
> 128 = 32K
> 64 = 16K
>
> Good luck

202. Re: Cassettes & PC-based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-07 00:00:00 UTC
From: SquidHM3 <squidhm3@flash.net>
Message-ID: <3875739F.4D9C3534@flash.net>
Source record: 47591

Odd, I just inherited a 600XL and a disk drive (the 1010) and was wondering what good it would be. Is there any software out there that COMES on tape? Anyone know of anywhere this might be hiding? I don't have a disk drive yet. Also, can the 600XL support a hard drive? Thanx in advance. I used to own an 800 XL, but it's been waaay over a decade since I've even seen one. Thanx again :)

"Alastair J. Houghton" wrote:

> Does anyone know if any of the PC-based emulators
> (preferably but not necessarily ones that run on Win32)
> can use data from Atari 8-bit cassettes?
>
> (I'm asking because I've been working on a program to
> transfer data off the cassettes and onto my PC, so I'd
> like to find out if anyone already has a suitable data
> format that I should make my program write-out).
>
> Thanks.
>
> ____
> Alastair Houghton ajhoughton@lineone.net

203. Re: WTB: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: nexar@my-deja.com
Message-ID: <856m78$1us$1@nnrp1.deja.com>
Source record: 47512

Yep, I need one of the cables as well!

If anyone can sell me one or tell me where to get one
please email me at xnexar_net_x@yahoo.com =)

ALso, where to get the software so I can use it properly
(I'm new to all this =)

Thanks,

Clint

Sent via Deja.com http://www.deja.com/
Before you buy.

204. Re: Topic: Atari Cassette Players...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000107204113.00759.00000637@ng-ck1.news.cs.com>
Source record: 47513

> from personal experience, the 410 was not much use.
>> They were all as slow as each other.

>There was a mod in an early Antic which greatly improved reliability by
>replacing some electronics with lower tolerance components.

The 410 "Hi-Rel (iability)" mod was my first
venture into my then-new 800 system. I
could not believe how often the 410
crapped out during a load. The mod by
Carl Evans (Tape Topics) really helped a
bunch. Still not as good as the 1010 I picked
up a couple of years later, but a lot better.
Carl had a little controversy with that in that he
talked about purchasing 1% resistors from Radio Shack, but what he later
indicated
was that you take a VOM and check a bunch
of resistors to find those that were very close
to nominal. I was so thrilled to get that 810
drive for $429 from Main Street Computer
somewhere in CA. WOW, the money we spent on those fascinating new toys!
Larry

205. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: SquidHM3 <squidhm3@flash.net>
Message-ID: <38769E2D.A8A967EC@flash.net>
Source record: 47514

Now you tell me; already won the bid; what does it include? I'll need something, as the tape drive (1010) that came with it is dead I just discovered (went to save to tape and it doesn't record or play).

William Moeller wrote:

> SquidHM3 (squidhm3@flash.net) wrote:
> : Wow, yeah that would be wonderful! I just bid on a 1050 drive for the thing,
> : it comes with DOS 3.0 even. But I would be very much interested in maxing out
> : the RAM on this thing; is 64K the most it'll take?
>
> Bid? On Ebay? Heck, I will sell you one for $20 plus shipping from
> Canada...
>
> Willy

206. Re: Topic: Atari Cassette Players...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <r_wd4.2644$0s5.73768@news1.online.no>
Source record: 47515

Well, there's the XC-11 and XC-12 for the XE range, but I don't like them.
They are pretty unstable. I prefer the 1010 or my old 410. Most games run
fine on these.

bowling <mbowlin1@tampabay.rr.com> wrote in message
news:7Ped4.3639$ja5.19882@typhoon2.tampabay.rr.com...
> Can some of you knowledgeable Atarians out there please discuss the pros &
> cons of the various Atari "8bit" compatible Cassette Players? I know
there
> are *two* different models that were produced as part of the Atari 400/800
> line, and then of course there's the Atari 1010 Cassette Player which was
> part of the "800XL" line. How do these compare to each other? Are there
> any others I have left out?
>
> --mb
>
>

207. GREAT DEALS ON ATARI AND VINTAGE SYSTEMS

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Burke <chrisadcock@rocketmail.com>
Message-ID: <856927$55uq@mercury.vcu.edu>
Source record: 47516

Check out my auctions for awesome deals on some great Atari, Intellevision and Turbografx stuff:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=wuwei2&include=0&since=-1&sort=2&rows=25

208. Atari Deals

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Burke <chrisadcock@rocketmail.com>
Message-ID: <8569c8$ala@mercury.vcu.edu>
Source record: 47517

Sorry for the error in my html, here's the real link

<a
href="http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedIt
ems&userid=wuwei2&include=0&since=-1&sort=2&rows=25">Click here.

209. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: SquidHM3 <squidhm3@flash.net>
Message-ID: <3876DB2A.AC0FD887@flash.net>
Source record: 47518

I see. Glad you mentioned that, the disk I got on eBay has DOS 3.0 on it. I used to use SpartaDOS, I miss that. I also inherited a 520ST from my nephew with the SF354 disk drive. No cables for either (power or data). Anyone know where I can get them? :-)

William Moeller wrote:

>
>
> On Fri, 7 Jan 2000, SquidHM3 wrote:
>
> > Now you tell me; already won the bid;
>
> sorry.....
>
> > what does it include? I'll need
> > something, as
> > the tape drive (1010) that came with it is dead I just discovered (went
> > to save to
> > tape and it doesn't record or play).
> >
>
> Well, you will of course need a memory upgrade for your 600XL....but once
> you have that, a disk drive will be useful....
>
> It includes an SIO cable, a power supply, of course the 1050 disk drive
> itself.....I can make a Dos 2.5 disk for you and even a sparta Dos
> disk...stay away from Dos 3.0 as it is incompatible with other Atari
> users....they dont use Dos 3.0 (never did actually)....
>
> As far as the 1010 goes,.....did you check the power supply to see if it
> is working? I have not seen too many which wont do Anything...
>
> Willy

210. Re: Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3876e006@news.iglou.com>
Source record: 47519

On 2000-01-05 clu-da-bard@geocities.com said:
>But with this keyboard, there are still FIVE unmarked keys.
>The keyboard matches in appearance either a 1200 or 1400 XL
>keyboard. And it maps out with 400 something like this...
>SYSTEM OPTION SELECT START X X X X X ATASCII BREAK
>RESET
>The "X" keys are the unidentified keys. The three keys to the left
>of the ATASCII key give a key click sound with no displayed
>character. The other two next to the START key give no response.
>So any light that can be shed on this will be most appreciated. I'm
>currently trying to get the macro keys on BobTerm to work and I'm
>reading the documentation now. I doubt the 400 has the smarts to
>use the unknown five keys, but it would help to know what they were.
>Take care, and thanks Atari fans!

The 5 extra keys are F1, F2, F3, F4, and HELP. They don'd do anything on
the 400 except leave keycodes in PEEK(764).

Net-Tamer V 1.08X - Test Drive

211. A message from Computer Software Services

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: themrfreeze@my-deja.com
Message-ID: <857l27$lq7$1@nnrp1.deja.com>
Source record: 47520

Hi all!

I've been asked to pass along some information by Bob Puff, 8-bit guru and president of Computer Software Services (CSS).

CSS has received enough demand for its Floppy Board product that they've produced a brand new batch of the boards. The Floppy Board, for those who haven't heard of it, is an add-on card for CSS' Black Box product that lets you connect floppy drives of any size, and access them at very high speeds. It also has a number of other features that enhance the Black Box it's attached to.

The production run of new Floppy Boards is pretty small, so there's a pretty limited supply of them. If you're interested in purchasing any, you should give Computer Software Services a call at 716-429-5639 as soon as possible.

For more detailed information on the Floppy Board, you can check out CSS's Web site:

http://www.nleaudio.com/css

Chris

==========
Chris Freemesser themrfreeze@my-dejanews.com
==========

Sent via Deja.com http://www.deja.com/
Before you buy.

212. DOOM....For 8-bit....

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <947333686.17359.0.pluto.d4ee0f47@news.demon.nl>
Source record: 47521

Hi,

Look at this page... DOOM for C64...

http://www.armory.com/~spectre/cwi/nether/

Who wants to convert it, or makes an ATARI version???

Gtx,
Sysop*TXG

213. Re: Set up an Atari 800XL for email and maybe web

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3877570a.210255700@news.ds.centuryinter.net>
Source record: 47522

On Thu, 6 Jan 2000 16:37:57 -0500, <gregmiller@no.mindspring.spam.com>
wrote:

>I'm trying to help out a fellow ham (amateur radio operator) and he would
>like to "set up" his Atari 800XL to be able to use email and possibly web
>access through a dial-up account. I know we'll need a "external" modem but
>other than that I'm not quite clear on hardware needs. He has, I guess, the
>standard 64K machine with no extra memory and no hard drive attached.
>I know he'll eventually need an ISP account also.
>
>The real question I think is what software is available for this platform to
>enable Internet email and ....web access.

Hi. There is no TCP/IP stack (driver) for the Atari 8-bit computers.
As such they cannot directly do internet. They can however do
internet indirectly. Some (very few anymore) ISPs offer what is
called a "shell" account in addition to the full blown TCP/IP via PPP
method. A shell account basically allows a dumb terminal to connect
to the ISP's host machine in a text mode. Characters typed in on the
remote terminal are directed to the host and accepted by the host as
if they were typed in on a keyboard attached to the host machine.
Also, character output on the host machine is directed to the display
of the remote terminal. Essentially then, the terminal then becomes
the keyboard and screen of the host system, but from a remote location
through the use of a modem. The Atari-8 can be made to function as a
terminal through the use of terminal software and a modem.

While connected to the host system running the shell, commands and
programs you type in for execution are actually executed on the host
system. Your Atari merely becomes the eyes and ears of the host. Of
course such host systems are multi user capable and many people can
have a terminal on and in use at once, each going about their business
as if the host were there for just them alone.

Anyway, the bottom line is this: a computer which connects to an ISP
via the full blown TCP/IP method actually becomes a node on the
internet and can execute it's own internet programs. A machine that
connects via a shell account is nothing more than emulating a dumb
terminal connected to the host and is merely a terminal attached to a
machine which is a real node on the internet.

I hope that makes some sense. If your ham buddy can find an ISP that
offers shell accounts, then he can simply run Bobterm (or IceT or
Flickerterm or whatever) and dial in. Once dialed in, it's kind of
like being in Sparta DOS. Actually, it's usually a flavor of UNIX.
You have a some storage space allocated on the Unix system. You can

run TELNET, FTP, MAIL, VI, FINGER, WHOSON, use the LS command etc etc.
In order to transfer files to your Atari, you have to get a modem
protocol type transfer utility and execute that on the Unix machine.
You can get Kermit, Zmodem (usually SZ and RZ for send zmodem and
receive zmodem) , Xmodem & perhaps Ymodem. I suggest Zmodem but I
don't know what terminal software on the Atari-8 supports Zmodem. My
second choice is Ymodem. Ymodem can also do batch transfers.

If your buddy can get setup that way, it would be extremely beneficial
for him to pick up some material on Unix type commands and common
models. Oh yeah, while in a Unix shell, you can often do a 'man'
command. That's short for manual. LS is like the DIR command. If
you type in 'ls -al' you get more details whereas 'ls' by itself is
kinda of like MSDOS's DIR /W command. Try 'man ls' to read the online
help for the ls command.

>
>I read a little in Deja News and I think maybe telnet is one way to go, but
>what client and where can I find it? Maybe also some WinSock for the
>Atari(ASock?) type program also?
>
>Could someone point me to a web page or email me some help/FAQ files.
>
>I'll read the newsgroup so a personal email, while appreciated, is not
>necessary(I hate it when folks say they don't have time to read the
>newsgroup....heck they had time to read it long enough to post their
>question).
>
>Thanks much,
>Greg Miller
>
>

214. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <857mig$q23$1@news.netvision.net.il>
Source record: 47523

you should of expect this kind of reaction when you first post this
message!!!

(i pesonaly think its a scam too),

nir

Andy Luecke <luecke@netnitco.net> wrote in message
news:8535h1$1bn$1@hyperion.nitco.com...
> How the hell do you think you are talking to my son that way?! He not
trying
> to scam the computers he would get he would find out info on how they were
> made, take pics, experiment them so he could post info on it and if anyone
> had a question he would use it to find out answers. So just Back the hell
> off.
>
> Scott
>
>
> Jon Melbo <ssilicon@centuryinter.net> wrote in message
> news:3874e208.49206215@news.ds.centuryinter.net...
> > Shut up wanker. We all know you're trying to scam.
> >
> > On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke" <luecke@netnitco.net>
> > wrote:
> >
> > >That is okay. i understand. Right know my dad statred giving me
allowence
> > >again so i can try to earn some money for an 8 bit. Plus i have my
> birthday
> > >comming up too.
> >
>
>

215. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: First Last <first.last@sheridanc.on.ca>
Message-ID: <38777645.B01DB5F3@sheridanc.on.ca>
Source record: 47524
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

Michael Black wrote:
> RANSACTOR?
> >
> > I'm in toronto (where they were based) and there's not a trace of them
> > to be found.
> > Thankfully I have just about every issue ever published! (still in good
> > condition, except the odd one).
> >
> > Dan.
>
> That reminds me of visiting Toronto, perhaps it was as late as 1989,
> and visiting a surplus store on Queen Street, and seeing part or was
> it a complete unit, of an adaptor for the Commodore 64 so it could
> run programs from other computers.

The Active Surplus Annex store in Toronto is an absolute-must visit.
This place is a virtual instutition that has been around for over 30
years (even some of the stock inside has been around that long to!)

http://www.activesurplus.com/

216. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: William Moeller <af332@hwcn.org>
Message-ID: <Pine.GSO.4.05.10001081236180.13724-100000@james.hwcn.org>
Source record: 47525

On Sat, 8 Jan 2000, SquidHM3 wrote:

> I see. Glad you mentioned that, the disk I got on eBay has DOS 3.0 on it. I
> used to use SpartaDOS, I miss that. I also inherited a 520ST from my nephew
> with the SF354 disk drive. No cables for either (power or data). Anyone know
> where I can get them? :-)
>

Try the Atari ST newsgroup.....and perhaps this guy who is selling you the
disk drive can make and send you a copy of Sparta 3.2 G.....it is
shareware...

217. Re: A message from Computer Software Services

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <857thd$3id$1@mohawk.hwcn.org>
Source record: 47526

themrfreeze@my-deja.com wrote:

: The production run of new Floppy Boards is pretty small, so there's a
: pretty limited supply of them. If you're interested in purchasing any,
: you should give Computer Software Services a call at 716-429-5639 as soon
: as possible.

And, I got flamed a year or so ago, because I was trying to sell my Black Box Floppy Board for what I paid for it! People said it was readily available at C.S.S. (which at the time was not the case) for the same price. Facts are they were not....and my price was fair.

Bottom line, is if you want one of these rare items, you better get one before they are gone....

218. update on the 7800/2600 monitor cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16657-387778C2-4@storefull-178.iap.bryant.webtv.net>
Source record: 47527

the first of the 7800/2600 monitors carts have come in,and we are notifying every one who is on the want list,as they come in,if you receive a e-mail from us,please respond a.s.a.p.,we will not hang on to your product for very long,only a limited number are availible,to refresh any ones memory,this is a low end developement kit for the 7800/2600 game machines,and comes with very extensive documentation,the manual is over 200 pages long,this is a actual atari liceinced product,and was the last official liceinced product for the 7800/2600,we at video 61 have aquired the rights to this very rare product,and have worked very hard to get this on to the market,if there are any addictional people who may have missed this announcement,please call or e-mail us to see if you can be put on a reserve list,if we turn out to have a few leftovers,our phone number is, 651-462-2500 our web site is, www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

219. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38788570.222135897@news.ds.centuryinter.net>
Source record: 47528

Oh yeah, I like your nice little misspellings to. Nice touch.

On Thu, 6 Jan 2000 19:31:34 -0600, "Andy Luecke" <luecke@netnitco.net>
wrote:

>Who are you?? You just plain disgust me. Last year I turend 12 if febuary.
>than in march i got my computer and my dad got an internet connection. than
>later on i discovered what newsgroups were all about. July of 1999 I opened
>up my first web page http://www.mynvo.com/luecke than after starting it i
>started posting news group messages on news groups like
>atari,commodore,tandy,etc.. hence how last year i was 12 since my b-day was
>in febuary...i will be turning 13 on feb. 04. What do I need to do send you
>my picture and a sign saying im andy luecke?! And who are you to determin my
>age?!
>
>
>Also: if have posted a link to my site you should visit. It's The About Me
>Section. http://members.xoom.com/luecke12/aboutme.html
>
>Jon Melbo <ssilicon@centuryinter.net> wrote in message
>news:3876302d.69213438@news.ds.centuryinter.net...
>> Well gee, all of us here are only 12 so we can talk any way we want.
>> Can you give me some cash or some free hardware? Just let me know. I
>> think I have my birthday coming up too. Of course, it will again be
>> my 12th birthday. Same as last year. Just like your "son."
>>
>> On Thu, 6 Jan 2000 16:30:18 -0600, "Andy Luecke" <luecke@netnitco.net>
>> wrote:
>>
>> >How the hell do you think you are talking to my son that way?! He not
>>trying
>> >to scam the computers he would get he would find out info on how they
>>were
>> >made, take pics, experiment them so he could post info on it and if
>>anyone
>> >had a question he would use it to find out answers. So just Back the hell
>> >off.
>> >
>> >Scott
>> >
>> >
>> >Jon Melbo <ssilicon@centuryinter.net> wrote in message
>> >news:3874e208.49206215@news.ds.centuryinter.net...
>> >> Shut up wanker. We all know you're trying to scam.
>> >>

>> >> On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke" <luecke@netnitco.net>
>> >> wrote:
>> >>
>> >> >That is okay. i understand. Right know my dad statred giving me
>allowence
>> >> >again so i can try to earn some money for an 8 bit. Plus i have my
>> >birthday
>> >> >comming up too.
>> >>
>> >
>>
>

220. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387985b0.222199413@news.ds.centuryinter.net>
Source record: 47529

Yep. I just don't buy it and I'm not going to.

On Thu, 06 Jan 2000 19:51:13 -0400, Greg Goodwin
<lady-aramis@geocities.com> wrote:

>Gentlemen,
>
> I hate to see it get ugly here when this is just a forem for a fun
>passtime. Andy asked if we had free stuff to give, and we said no. Any
>accusations or statements beyond that is unneccessary.
> I suggest we simply let this go.
>
> Doctor Clu
>
>
>
>Andy Luecke wrote:
>>
>> Who are you?? You just plain disgust me. Last year I turend 12 if febuary.
>> than in march i got my computer and my dad got an internet connection. than
>> later on i discovered what newsgroups were all about. July of 1999 I opened
>> up my first web page http://www.mynvo.com/luecke than after starting it i
>> started posting news group messages on news groups like
>> atari,commodore,tandy,etc.. hence how last year i was 12 since my b-day was
>> in febuary...i will be turning 13 on feb. 04. What do I need to do send you
>> my picture and a sign saying im andy luecke?! And who are you to determin my
>> age?!
>>
>> Also: if have posted a link to my site you should visit. It's The About Me
>> Section. http://members.xoom.com/luecke12/aboutme.html
>>
>> Jon Melbo <ssilicon@centuryinter.net> wrote in message
>> news:3876302d.69213438@news.ds.centuryinter.net...
>> > Well gee, all of us here are only 12 so we can talk any way we want.
>> > Can you give me some cash or some free hardware? Just let me know. I
>> > think I have my birthday coming up too. Of course, it will again be
>> > my 12th birthday. Same as last year. Just like your "son."
>> >
>> > On Thu, 6 Jan 2000 16:30:18 -0600, "Andy Luecke" <luecke@netnitco.net>
>> > wrote:
>> >
>> > >How the hell do you think you are talking to my son that way?! He not
>> trying
>> > >to scam the computers he would get he would find out info on how they
>> were

>> > >made, take pics, experiment them so he could post info on it and if
>> anyone
>> > >had a question he would use it to find out answers. So just Back the hell
>> > >off.
>> > >
>> > >Scott
>> > >
>> > >
>> > >Jon Melbo <ssilicon@centuryinter.net> wrote in message
>> > >news:3874e208.49206215@news.ds.centuryinter.net...
>> > >> Shut up wanker. We all know you're trying to scam.
>> > >>
>> > >> On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke" <luecke@netnitco.net>
>> > >> wrote:
>> > >>
>> > >> >That is okay. i understand. Right know my dad statred giving me
>> allowence
>> > >> >again so i can try to earn some money for an 8 bit. Plus i have my
>> > >birthday
>> > >> >comming up too.
>> > >>
>> > >>
>> > >
>> >

221. Re: DOOM....For 8-bit....

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <38788575.567048@news.pipeline.com>
Source record: 47530

I had heard of someone working on an 8-bit Doom some years ago. I think I got the info from Nir Dary. I don't know if it was ever finished or not.

John
www.atarihq.com
www.cgexpo.com

On Sat, 8 Jan 2000 13:15:35 +0100, "Rene de Bie" <Rene@underground.demon.nl> wrote:

>
>Hi,
>
>Look at this page... DOOM for C64...
>
>http://www.armory.com/~spectre/cwi/nether/
>
>Who wants to convert it, or makes an ATARI version???
>
>Gtx,
>Sysop*TXG
>
>
>

222. Re: PICS, LISP, Recursion, missing my Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387b8981.223177326@news.ds.centuryinter.net>
Source record: 47531

On Fri, 7 Jan 2000 11:54:48 -0500, "Greg Menke" <menkesjg@erols.com>
wrote:

>I think the SIO bus is fixed at 19200 baud, but the standard drives have
>lots of latency and no caching, readahead or other enhancements. The SIO
>has a couple io lines they never used- Proceed and Interrupt, both of which
>could issue an interrupt in the Atari. I think their intent was to support
>more asynchronous utilization of the SIO bus. I've thought occasionally of
>trying to make a peer to peer SIO network using it... maybe an Atari
>cluster- what would you call a mini Beowulf?

CSS made the MUX which allowd multiple 8-bits to share SIO
peripherals. I realize that's not multi-processing but it is a crude
form of networking.

223. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387a85dd.222245142@news.ds.centuryinter.net>
Source record: 47532

I have observed the spelling and word usage very closely. I have come
to the conclusion that it is made by someone far more advanced than a
12 year old, but who throws in little mistakes that don't even make
sense for a 12 year old. Also, the mistakes are not consistent. When
people make spelling and grammar mistakes, they most always tend to
make the same mistake over and over.

Furthermore, there is the appeal for all this free stuff for many old
8 bit systems. 12 year olds of today aren't interested in that stuff
in general, and if there would be any interested it would only be
because they already have quite a bit of it and are longing for more
to flesh out certain capabilities that they desire. Also, anyone in
such a position would have been partaking in some of the threads and
participating on a level of interest other than simply posting that
he's 12 years old and wants free shit sent to him.

Sorry, I don't buy it. If that offends anyone then oh well.

On Thu, 6 Jan 2000 23:38:48 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On Thu, 6 Jan 2000, Andy Luecke wrote:
>
>> Who are you?? You just plain disgust me. Last year I turend 12 if febuary.
>> than in march i got my computer and my dad got an internet connection. than
>> later on i discovered what newsgroups were all about. July of 1999 I opened
>> up my first web page http://www.mynvo.com/luecke than after starting it i
>> started posting news group messages on news groups like
>> atari,commodore,tandy,etc.. hence how last year i was 12 since my b-day was
>> in febuary...i will be turning 13 on feb. 04. What do I need to do send you
>> my picture and a sign saying im andy luecke?! And who are you to determin my
>> age?!
>>
>I suggest you spend a bit more time learning English grammar and spelling
>and a bit less time whining because the users in this group are not
>prepared to send you "sympathy" computers.
>
>jkp
>

224. Re: About Donating Computer Stuff Part 2

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <vYd3OHF+z8eWQWh=dZcCrvc+FRnw@4ax.com>
Source record: 47533

You are in an empty room with "Andy Luecke" <luecke@netnitco.net>.
There's a rock in the middle with "Y2" written on. A hollow voice
says:

>I thought i should add this part too. I thank all of you that did post a
>message and did not doubt me (very few people though)
>

It's not the not doubting thing, but those of us that are a bit long
in the tooth of usenet see this sort of request on a regular basis,
and 9 times out of 10 it's a scam. Unfortunately you were the one out
of 10......
Twas a harsh welcome to usenet I guess :)

And I'm jealous of the fact you've got an Osborne 1!
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer collection.
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

225. GATO

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387c8bba.223746438@news.ds.centuryinter.net>
Source record: 47534

Anyone have a disk or binary file version of this title for the Atari-8? I knew it was out for the Apple 2 but never heard of an Atari-8 version. Now, going through someone's web site, I see they have this on cart. Hmm.

226. Re: XEP80, SX212, XEGS, Trak on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387e8f7d.224708741@news.ds.centuryinter.net>
Source record: 47535

On 7 Jan 2000 02:43:17 GMT, jeking@NOSPAM.com wrote:

>I've placed an SX212, XEP80, Rana Systems 1000, Trak ATD4 and XEGS for
>sale on Ebay.
>
>All are very reasonably priced.
>
>Oh , there's also a Syquest 44 mb drive w/2 carts mounted in a case ready
>to be connected to an MIO/BB.
>
>Items:
>232338708
>232343708
>232347724
>232351384
>232357960
>232362060
>232366941
>232370740

James, next time it might be easier to post this link:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=jamesk@kingtechsvcs.com

227. Re: XEP80, SX212, XEGS, Trak on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387f8fdd.224804905@news.ds.centuryinter.net>
Source record: 47536

On 07 Jan 2000 22:07:10 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>>I've placed an SX212, XEP80, Rana Systems 1000, Trak ATD4 and XEGS for
>>sale on Ebay.
>
>>Items:
>>232338708
>>232343708
>>...
>
>how do you get eBay to search by item numbers?
>-Rom
>
>I started life with nothing, and still have most of it left...

See my just previous post for an easier way. If you want to do it by
number though, just choose the 'search' link off the ebay main page.
Scroll down to the search by item nuber box.

228. Re: About Donating Computer Stuff Part 2

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3880903f.224903623@news.ds.centuryinter.net>
Source record: 47537

Notice sometimes he capitalizes his letter I and sometimes not? Also,
'then' is misspelled as 'than' and 'believe' as 'belive'. The 'than'
thing is just plain silly. Most 8 year olds get that one right.
Those that misspell believe usually switch the e and i, or may skip
the i altogether. They might even use a double e. It is a very od
mistake to put in just the i when a long e sound is called for.

Further, he has no trouble with words like 'doubt', 'connection',
'commodore', and the like. Heck, I even misspell Commodore a lot.

I have also noticed him be very exact about the name of this
newsgroup, and being very up on various resources on the internet and
the use of his computer. Yet, seemingly no clue about spell checking.
I know people who are not into computers to put it mildly and know
very little about getting the most out of them. Even they know enough
to use the spell checker.

He also uses words like 'hence' and plays up as a big victim about not
being believed about who he is. That suggests an intellect,
experience base and or perspective that's a bit more sophisticated
than the typical 12 year old. Heck, more than the typical teenager.

It is also extremely uncommon for someone his age to show such an
interest in collecting old 8-bit stuff. Even if such an interest were
present, it then becomes od that the scope of participation in
discussion groups about such equipment is basically limited to
messages begging for handouts, and those messages related to defending
such messages.

It is my belief, that the person responsible for these posts is
actually much older, and probably does / has participated in various
discussions about the platforms that interest him, under a different
identity. Perhaps it is someone hoping to have people send him for
free what he can auction on Ebay for profit. I don't know nor do I
care. I don't buy this story, and even if I did, I don't hand out
stuff for free; especially when the person isn't involved in here in
any other regard.

On Thu, 6 Jan 2000 20:51:16 -0600, "Andy Luecke" <luecke@netnitco.net>
wrote:

>I thought i should add this part too. I thank all of you that did post a
>message and did not doubt me (very few people though)
>
>Last year I turend 12 in febuary.
>than in march i got my computer and my dad got an internet connection. than

>later on i discovered what newsgroups were all about. July of 1999 I opened
>up my first web page http://www.mynvo.com/luecke than after starting it i
>started posting news group messages on news groups like
>atari,commodore,tandy,etc.. hence how last year i was 12 since my b-day was
>in febuary...i will be turning 13 on feb. 04. What do I need to do send you
>my picture and a sign saying im andy luecke?! So you can belive me?? Than I
>opened my page at http://members.xoom.com/luecke12 and wanted computer stuff
>so i could get pics,info,etc.. on them to put on their site an if anyone
>wanted to know anything i could try it and find out. So than I did and got a
>mess of replys saying I was a scam etc... so than i posted the url for the
>about me page at http://members.xoom.com/luecke12/aboutme.html
>
>Andy
>

229. Re: Topic: Atari Cassette Players...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38819f36.228735060@news.ds.centuryinter.net>
Source record: 47538

I have heard of at least 3 models if not 4. I have 2 models. I have
a 410 and a 1010. Both of them always seemed to be rather unreliable
and fussy. The 410 was beige and bigger, the 1010 smaller and black
and white.

On Fri, 07 Jan 2000 05:27:31 GMT, "bowling" <mbowlin1@tampabay.rr.com>
wrote:

>Can some of you knowledgeable Atarians out there please discuss the pros &
>cons of the various Atari "8bit" compatible Cassette Players? I know there
>are *two* different models that were produced as part of the Atari 400/800
>line, and then of course there's the Atari 1010 Cassette Player which was
>part of the "800XL" line. How do these compare to each other? Are there
>any others I have left out?
>
>--mb
>

230. Re: PICS, LISP, Recursion, missing my Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8587mt$9c8$1@news.storm.ca>
Source record: 47539

Don't forget Maze of AGDA (something like that). It permitted SIO
networking for multiple players; I believe the source code for the
networking is out there somewhere.

David P.

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:387b8981.223177326@news.ds.centuryinter.net...
> On Fri, 7 Jan 2000 11:54:48 -0500, "Greg Menke" <menkesjg@erols.com>
> wrote:
>
> >I think the SIO bus is fixed at 19200 baud, but the standard drives have
> >lots of latency and no caching, readahead or other enhancements. The SIO
> >has a couple io lines they never used- Proceed and Interrupt, both of
which
> >could issue an interrupt in the Atari. I think their intent was to
support
> >more asynchronous utilization of the SIO bus. I've thought occasionally
of
> >trying to make a peer to peer SIO network using it... maybe an Atari
> >cluster- what would you call a mini Beowulf?
>
> CSS made the MUX which allowd multiple 8-bits to share SIO
> peripherals. I realize that's not multi-processing but it is a crude
> form of networking.
>
>

231. Re: GATO

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <JdOd4.647$jt5.7286@news1.online.no>
Source record: 47540

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:387c8bba.223746438@news.ds.centuryinter.net...
> Anyone have a disk or binary file version of this title for the
> Atari-8? I knew it was out for the Apple 2 but never heard of an
> Atari-8 version. Now, going through someone's web site, I see they
> have this on cart. Hmm.

I have the cart, but I can't get a binary file. How would that be done ?
It's a 128K cartridge

232. Re: Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <3877AD7A.1A51@geocities.com>
Source record: 47541

bmarcum@iglou.com wrote:
>
> The 5 extra keys are F1, F2, F3, F4, and HELP. They don'd do anything on
> the 400 except leave keycodes in PEEK(764).
>
> Net-Tamer V 1.08X - Test Drive

Not bad! That would explain the response but not character on the
screen. Do you know how you could take advantage of that PEEK to
redefine it?

Doctor Clu

233. Re: A message from Computer Software Services

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3882c7c4.239118619@news.ds.centuryinter.net>
Source record: 47592

You were probably flamed by the same ones that have to get all upset
at what someone wants to sell their carts for.

On 8 Jan 2000 17:52:45 GMT, af332@freenet.hamilton.on.ca (William
Moeller) wrote:

>themrfreeze@my-deja.com wrote:
>
>: The production run of new Floppy Boards is pretty small, so there's a
>: pretty limited supply of them. If you're interested in purchasing any,
>: you should give Computer Software Services a call at 716-429-5639 as soon
>: as possible.
>
>And, I got flamed a year or so ago, because I was trying to sell my Black
>Box Floppy Board for what I paid for it! People said it was readily
>available at C.S.S. (which at the time was not the case) for the same
>price. Facts are they were not....and my price was fair.
>
>Bottom line, is if you want one of these rare items, you better get one
>before they are gone....

234. Re: GATO

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3883c832.239228096@news.ds.centuryinter.net>
Source record: 47593

On Sat, 8 Jan 2000 22:45:32 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>Jon Melbo <ssilicon@centuryinter.net> wrote in message
>news:387c8bba.223746438@news.ds.centuryinter.net...
>> Anyone have a disk or binary file version of this title for the
>> Atari-8? I knew it was out for the Apple 2 but never heard of an
>> Atari-8 version. Now, going through someone's web site, I see they
>> have this on cart. Hmm.
>
>I have the cart, but I can't get a binary file. How would that be done ?
>It's a 128K cartridge
>
I don't think it's just that easy. What I was hoping for, is that
the title was also compiled and released on boot disk version.
Sometimes boot disks are hacked up into a single file release so that
would have been cool too. Not a big deal I guess, but it would have
been cool. Thanks for the offer of help.

235. What the heak is your problem?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <858t08$d9c$1@hyperion.nitco.com>
Source record: 47594

Did you visit the about me link??
http://members.xoom.com/luecke12/aboutme.html) Ohh yeah that picture is me but you see i'm acuttally 56 but i still look like a 12 year old. Ohh and word usage well thats called doing your english/lit work and accutally studing it! Miss spellings are impossible on my web page because netscape composer checks my spelling for me! By the way nice grammer don't you know the right form of to,too,two to put down? You sound like some 4th grade reject. Duh I didn't study so i flunk. See when i go to school i study so i can get scholarships and other stuff so i can work in the computer field. But you don't know what form form of to,too,two to put down. And you know what you can shuve all that shit up your damn ass and shut the hell up you cheep son of a bitch. I hope your happy because I very seldomly type cuss words on a computer. The problem with you is you got something shuved up your damn ass and don't know what the hell to do about except bitch to everyone else about and make ubseen comments to other people. So I just suggest you shut the hell up. HEY EVERY ONE THIS GUY HASEN'T EVEN MEET ME AND THIINKS I'M OLDER THAN I REALLY AM EVEN WITH A PICTURE OF ME ON MY SITE!!(Well this dude probly thinks I went under millions of dollars in plastic surgery and made me look like i'm 12) So till you accutally meet someone I sugest you shut the hell up and leave best alone!

236. Re: About Donating Computer Stuff Part 2

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <858tgg$kj3$1@hyperion.nitco.com>
Source record: 47595

Well Excuse me for using a spell checker! Somtimes if I hit the wrong key
when I type it comes up with suggestions (Duh) So I Can't tell what form I
ment so I just clicked replace. The I part, well lets just say sometimes I
do when I type and sometimes i don't when i type because I get lazy at times
and i don't want to make that extra keystroke, exspecially when I mad and
want to get done typing like when I'm pissed off at people like you that
think their allways right.

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:3880903f.224903623@news.ds.centuryinter.net...
> Notice sometimes he capitalizes his letter I and sometimes not? Also,
> 'then' is misspelled as 'than' and 'believe' as 'belive'. The 'than'
> thing is just plain silly. Most 8 year olds get that one right.
> Those that misspell believe usually switch the e and i, or may skip
> the i altogether. They might even use a double e. It is a very od
> mistake to put in just the i when a long e sound is called for.
>
> Further, he has no trouble with words like 'doubt', 'connection',
> 'commodore', and the like. Heck, I even misspell Commodore a lot.
>
> I have also noticed him be very exact about the name of this
> newsgroup, and being very up on various resources on the internet and
> the use of his computer. Yet, seemingly no clue about spell checking.
> I know people who are not into computers to put it mildly and know
> very little about getting the most out of them. Even they know enough
> to use the spell checker.
>
> He also uses words like 'hence' and plays up as a big victim about not
> being believed about who he is. That suggests an intellect,
> experience base and or perspective that's a bit more sophisticated
> than the typical 12 year old. Heck, more than the typical teenager.
>
> It is also extremely uncommon for someone his age to show such an
> interest in collecting old 8-bit stuff. Even if such an interest were
> present, it then becomes od that the scope of participation in
> discussion groups about such equipment is basically limited to
> messages begging for handouts, and those messages related to defending
> such messages.
>
> It is my belief, that the person responsible for these posts is
> actually much older, and probably does / has participated in various
> discussions about the platforms that interest him, under a different
> identity. Perhaps it is someone hoping to have people send him for
> free what he can auction on Ebay for profit. I don't know nor do I

> care. I don't buy this story, and even if I did, I don't hand out
> stuff for free; especially when the person isn't involved in here in
> any other regard.
>
>
> On Thu, 6 Jan 2000 20:51:16 -0600, "Andy Luecke" <luecke@netnitco.net>
> wrote:
>
> >I thought i should add this part too. I thank all of you that did post a
> >message and did not doubt me (very few people though)
> >
> >Last year I turend 12 in febuary.
> >than in march i got my computer and my dad got an internet connection.
than
> >later on i discovered what newsgroups were all about. July of 1999 I
opened
> >up my first web page http://www.mynvo.com/luecke than after starting it i
> >started posting news group messages on news groups like
> >atari,commodore,tandy,etc.. hence how last year i was 12 since my b-day
was
> >in febuary...i will be turning 13 on feb. 04. What do I need to do send
you
> >my picture and a sign saying im andy luecke?! So you can belive me?? Than
I
> >opened my page at http://members.xoom.com/luecke12 and wanted computer
stuff
> >so i could get pics,info,etc.. on them to put on their site an if anyone
> >wanted to know anything i could try it and find out. So than I did and
got a
> >mess of replys saying I was a scam etc... so than i posted the url for
the
> >about me page at http://members.xoom.com/luecke12/aboutme.html
> >
> >Andy
> >
>

237. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <858t3h$6pc$1@hyperion.nitco.com>
Source record: 47596

Well I shouldn't but I forgot that this world is filled with tons of people are mentley screwed up.

Did you visit the about me link?? http://members.xoom.com/luecke12/aboutme.html) What do you think? Ohh yeah that picture is me but you see i'm acuttally 56 but i still look like a 12 year old. Ohh and word usage well thats called doing your english/lit work and accutally studing it! Miss spellings are impossible on my web page because netscape composer checks my spelling for me! By the way nice grammer don't you know the right form of to,too,two to put down? You sound like some 4th grade reject. Duh I didn't study so i flunk. See when i go to school i study so i can get scholarships and other stuff so i can work in the computer field. But you don't know what form form of to,too,two to put down. And you know what you can shuve all that shit up your damn ass and shut the hell up you cheep son of a bitch. I hope your happy because I very seldomly type cuss words on a computer. The problem with you is you got something shuved up your damn ass and don't know what the hell to do about except bitch to everyone else about and make ubseen comments to other people. So I just suggest you shut the hell up. HEY EVERY ONE THIS GUY HASEN'T EVEN MEET ME AND THIINKS I'M OLDER THAN I REALLY AM EVEN WITH A PICTURE OF ME ON MY SITE!!(Well this dude probly thinks I went under millions of dollars in plastic surgery and made me look like i'm 12) So till you accutally meet someone I sugest you shut the hell up and leave best alone!

Nir Dary <ndary@bigfoot.com> wrote in message
news:857mig$q23$1@news.netvision.net.il...
> you should of expect this kind of reaction when you first post this
> message!!!
>
> (i pesonaly think its a scam too),
>
> nir
>
>
> Andy Luecke <luecke@netnitco.net> wrote in message
> news:8535h1$1bn$1@hyperion.nitco.com...
> > How the hell do you think you are talking to my son that way?! He not
> trying
> > to scam the computers he would get he would find out info on how they
were
> > made, take pics, experiment them so he could post info on it and if
anyone
> > had a question he would use it to find out answers. So just Back the
hell

> > off.
> >
> > Scott
> >
> >
> > Jon Melbo <ssilicon@centuryinter.net> wrote in message
> > news:3874e208.49206215@news.ds.centuryinter.net...
> > > Shut up wanker. We all know you're trying to scam.
> > >
> > > On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke" <luecke@netnitco.net>
> > > wrote:
> > >
> > > >That is okay. i understand. Right know my dad statred giving me
> allowence
> > > >again so i can try to earn some money for an 8 bit. Plus i have my
> > birthday
> > > >comming up too.
> > >
> >
> >
>
>

238. Re: What the heak is your problem?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <858tn0vuf1@hyperion.nitco.com>
Source record: 47597

Disregard this one people this is ment for the people replying to my
Donating Computer Stuff for my site Post. Sorry.

Andy Luecke <luecke@netnitco.net> wrote in message
news:858t08$d9c$1@hyperion.nitco.com...
> Did you visit the about me link??
> http://members.xoom.com/luecke12/aboutme.html) Ohh yeah that picture is
me
> but you see i'm acuttally 56 but i still look like a 12 year old. Ohh and
> word usage well thats called doing your english/lit work and accutally
> studing it! Miss spellings are impossible on my web page because netscape
> composer checks my spelling for me! By the way nice grammer don't you know
> the right form of to,too,two to put down? You sound like some 4th grade
> reject. Duh I didn't study so i flunk. See when i go to school i study so
i
> can get scholarships and other stuff so i can work in the computer field.
> But you don't know what form form of to,too,two to put down. And you know
> what you can shuve all that shit up your damn ass and shut the hell up you
> cheep son of a bitch. I hope your happy because I very seldomly type cuss
> words on a computer. The problem with you is you got something shuved up
> your damn ass and don't know what the hell to do about except bitch to
> everyone else about and make ubseen comments to other people. So I just
> suggest you shut the hell up. HEY EVERY ONE THIS GUY HASEN'T EVEN MEET ME
> AND THIINKS I'M OLDER THAN I REALLY AM EVEN WITH A PICTURE OF ME ON MY
> SITE!!(Well this dude probly thinks I went under millions of dollars in
> plastic surgery and made me look like i'm 12) So till you accutally meet
> someone I sugest you shut the hell up and leave best alone!
>
>

239. Re: DOOM....For 8-bit....

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-08 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <85aussocr1@news.netvision.net.il>
Source record: 47598

thats true..

a peson i knew few years back (konp) from polin wrote me that
he is working on an 8bit ver...

i also saw a doom like demo few years in one of the demos party
collections....

nir

John Hardie <jhardie@pipeline.com> wrote in message
news:38788575.567048@news.pipeline.com...
> I had heard of someone working on an 8-bit Doom some years ago. I
> think I got the info from Nir Dary. I don't know if it was ever
> finished or not.
>
> John
> www.atarihq.com
> www.cgexpo.com
>
>
> On Sat, 8 Jan 2000 13:15:35 +0100, "Rene de Bie"
> <Rene@underground.demon.nl> wrote:
>
> >
> >Hi,
> >
> >Look at this page... DOOM for C64...
> >
> >http://www.armory.com/~spectre/cwi/nether/
> >
> >Who wants to convert it, or makes an ATARI version???
> >
> >Gtx,
> >Sysop*TXG
> >
> >
> >
>

240. Re: Topic: Atari Cassette Players...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: SquidHM3 <squidhm3@flash.net>
Message-ID: <3877D225.614AEC1A@flash.net>
Source record: 47599

I'd agree with that - I inherited a 600XL with the 1010 drive, and it's dead; goes ff and rew, but no play/record. I tinkered with it (I'm a PC tech so I gave it a go) and it was a nightmare; I'll just wait for the 1050 disk drive I bought off of eBay. :-)

Jon Melbo wrote:

> I have heard of at least 3 models if not 4. I have 2 models. I have
> a 410 and a 1010. Both of them always seemed to be rather unreliable
> and fussy. The 410 was beige and bigger, the 1010 smaller and black
> and white.
>
> On Fri, 07 Jan 2000 05:27:31 GMT, "bowling" <mbowlin1@tampabay.rr.com>
> wrote:
>
> >Can some of you knowledgeable Atarians out there please discuss the pros &
> >cons of the various Atari "8bit" compatible Cassette Players? I know there
> >are *two* different models that were produced as part of the Atari 400/800
> >line, and then of course there's the Atari 1010 Cassette Player which was
> >part of the "800XL" line. How do these compare to each other? Are there
> >any others I have left out?
> >
> >--mb
> >

241. USA:FS: HAPPY 1050 with Controller

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <3877d4ee@athene.hdm-stuttgart.de>
Source record: 47600

Have a nice Happy 1050 disk drive with the hardware Happy Controller
installed for sale.

Includes PowerSupply, Original Happy Software and Docs, and a extra
new 1050 drive Mech.

Price $75.00 US Dollars FIRM.

Buyer pays shipping.

If interested contact me at:
phantomm@kih.net

242. Re: About Donating Computer Stuff Part 2

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <1uSd4.4446$Di.30813@typhoon1.tampabay.rr.com>
Source record: 47601

Well, in any event, no one here is ever "forced" to donate *anything*, so let's simply invite him to share positive and informative posts with the group, instead of "free equipment" requests.
And, just like the rest of us, he can choose to buy equipment from newsgroup sellers' posts if he chooses, or he can ignore them and just benefit from the daily "information exchange" that occurs in our newsgroup.
As for me, I hope that he acquires all the equipment that he wants in a manner which will allow him to feel he "earned" it; and also that he continues his interest in the hobby so that he can contribute meaningfully to the newsgroup.
Welcome, Andy.

--mb

243. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: nada00@fiberia.com
Message-ID: <3877f9bc.6462671@news.orng1.occa.home.com>
Source record: 47602

On Tue, 4 Jan 2000 21:11:57 -0600, "Andy Luecke" <luecke@netnitco.net>
had the audacity to say:

>If you have any computer related stuff that you would like to donate to me
>to help make my site better

The panhandlers at the freeway onramp was bad enough; now we have to
have them in cyberspace, too? :-(

Note: Spam shields raised (with rotating shield frequencies). Please post responses to
this newsgroup.

244. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: nada00@fiberia.com
Message-ID: <3877fa63.6630329@news.orng1.occa.home.com>
Source record: 47603

On Thu, 6 Jan 2000 16:30:18 -0600, "Andy Luecke" <luecke@netnitco.net>
had the audacity to say:

>How the hell do you think you are talking to my son that way?!

Hehehehe, so your a schitso as well as a moocher? ;-)

>So just Back the hell off.

I have a better idea, "dad" - why not just buy your son some computer
equipment so the little bugger doesn't have to beg for handouts on the
newsgroups? ;-)

Note: Spam shields raised (with rotating shield frequencies). Please post responses to
this newsgroup.

245. Files Requested

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8596cvqa1@news.ihug.co.nz>
Source record: 47604

Hi, I'm on the lookout for the following files in ATR format or
DCM/COM/EXE...

Dark Chambers (got the cart, but want to play on PC)
Airball (same as above)
Desert Falcon (same as above)
River Rescue (same as above)
Crime Buster
Barnyard Blaster (got the cart, want the image)
Crossbow (same as above)
Battlezone
Sky Writer
Alien Garden (got the cart, want the image)
Doc Goodlode's Cavern
Rocket repairman (need a working copy)
Math Encounter (got the cart, need the image)
Powerstar
Astro Droid (need a working copy)
Sammy Lightfoot
Ozzy's Orchard

Any help finding some of these, would be greatly appreciated.
Also any help on how to dump Atari 8bit cartridges would be
great too.

thanks

Aaron

246. Got 1050's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <85a00r$ff8$1@freenet9.carleton.ca>
Source record: 47605

Ok so its not an Atari 'Got Milk' commercial after all. If
anyone out there has a surplus of 1050's, say 3+ drives and wants
to unload (read: sell) them please e-mail me.

Thanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

247. Re: Set up an Atari 800XL for email and maybe web

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <3873082b.3155119@news.netunlimited.net>
Source record: 47606

http://home.columbus.rr.com/ksiders/ice.htm

On Sat, 08 Jan 2000 15:57:11 GMT, ssilicon@centuryinter.net (Jon
Melbo) wrote:

>On Thu, 6 Jan 2000 16:37:57 -0500, <gregmiller@no.mindspring.spam.com>
>wrote:
>
>>I'm trying to help out a fellow ham (amateur radio operator) and he would
>>like to "set up" his Atari 800XL to be able to use email and possibly web
>>access through a dial-up account. I know we'll need a "external" modem but
>>other than that I'm not quite clear on hardware needs. He has, I guess, the
>>standard 64K machine with no extra memory and no hard drive attached.
>>I know he'll eventually need an ISP account also.
>>
>>The real question I think is what software is available for this platform to
>>enable Internet email and ....web access.
>
>Hi. There is no TCP/IP stack (driver) for the Atari 8-bit computers.

The guy at Project Ice is supposed to have one. I think he needs
beta-testers and programmers for it. The thing is set up to run a
text-based browser.

http://home.columbus.rr.com/ksiders/ice.htm

This is cutting-edge development for the Atari 8bit, so everyone
should encourage and help Kenneth Siders with Project Ice!

VS

To email me just remove the Xs and underline marks from my email address.

248. Re: Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: Bob.Hoffman@p0.f2.n8.z8.fidonet.org
Message-ID: <604011.28b207@fmlynet.org>
Source record: 47607

Greg,

You are all set up on this system, you can ATARI away B-).

Bob

> From: Greg Goodwin <lady-aramis@geocities.com>

> bmarcum@iglou.com wrote:
>>
>> The 5 extra keys are F1, F2, F3, F4, and HELP. They don'd do anything on
>> the 400 except leave keycodes in PEEK(764).
>>
>> Net-Tamer V 1.08X - Test Drive

> Not bad! That would explain the response but not character on the
>screen. Do you know how you could take advantage of that PEEK to redefine it?

> Doctor Clu

--- BBBS/NT v4.00 MP
* Origin: fmlynet.org - telnet://209.217.2.202 - (972)-496-0650 (8:8/2)

249. 1050 Drive - Help

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: Davis Leeman <leemand@nbnet.nb.ca>
Message-ID: <bP0e4.3111$%O1.49106@sodalite.nbnet.nb.ca>
Source record: 47608

A little while ago I acquired an atari 130xe and a 1050 disk drive. Of course I didn't have any disks to test the drive. The computer works fine though.

I recently acquired an old Cosmi game called Caverns of Khafka but I am not sure how to load it to test my drive. I tried turning the drive on and inserting the disk and then turning the computer on, but that didn't seem to work.

Can anyone give me advice.
Thanks
Davis

250. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <85a9sd$id3$1@news.netvision.net.il>
Source record: 47609

By analizing your replies i can defenately determine that you are not 12 years old!

nir

Andy Luecke <luecke@netnitco.net> wrote in message news:858t3h$6pc$1@hyperion.nitco.com...
> Well I shouldn't but I forgot that this world is filled with tons of people
> are mentley screwed up.
>
> Did you visit the about me link??
> http://members.xoom.com/luecke12/aboutme.html) What do you think? Ohh yeah
> that picture is me but you see i'm acuttally 56 but i still look like a 12
> year old. Ohh and word usage well thats called doing your english/lit work
> and accutally studing it! Miss spellings are impossible on my web page
> because netscape composer checks my spelling for me! By the way nice grammer
> don't you know the right form of to,too,two to put down? You sound like some
> 4th grade reject. Duh I didn't study so i flunk. See when i go to school i
> study so i can get scholarships and other stuff so i can work in the
> computer field. But you don't know what form form of to,too,two to put down.
> And you know what you can shuve all that shit up your damn ass and shut the
> hell up you cheep son of a bitch. I hope your happy because I very
> seldomly type cuss words on a computer. The problem with you is you got
> something shuved up your damn ass and don't know what the hell to do about
> except bitch to everyone else about and make ubseen comments to other
> people. So I just suggest you shut the hell up. HEY EVERY ONE THIS GUY
> HASEN'T EVEN MEET ME AND THIINKS I'M OLDER THAN I REALLY AM EVEN WITH A
> PICTURE OF ME ON MY SITE!!(Well this dude probly thinks I went under
> millions of dollars in plastic surgery and made me look like i'm 12) So till
> you accutally meet someone I sugest you shut the hell up and leave best
> alone!
>
>
>
> Nir Dary <ndary@bigfoot.com> wrote in message
> news:857mig$q23$1@news.netvision.net.il...
> > you should of expect this kind of reaction when you first post this
> > message!!!

> >
> > (i pesonaly think its a scam too),
> >
> > nir
> >
> >
> > Andy Luecke <luecke@netnitco.net> wrote in message
> > news:8535h1$1bn$1@hyperion.nitco.com...
> > > How the hell do you think you are talking to my son that way?! He not
> > trying
> > > to scam the computers he would get he would find out info on how they
> were
> > > made, take pics, experiment them so he could post info on it and if
> anyone
> > > had a question he would use it to find out answers. So just Back the
> hell
> > > off.
> > >
> > > Scott
> > >
> > >
> > > Jon Melbo <ssilicon@centuryinter.net> wrote in message
> > > news:3874e208.49206215@news.ds.centuryinter.net...
> > > > Shut up wanker. We all know you're trying to scam.
> > > >
> > > > On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke"
<luecke@netnitco.net>
> > > > wrote:
> > > >
> > > > >That is okay. i understand. Right know my dad statred giving me
> > allowence
> > > > >again so i can try to earn some money for an 8 bit. Plus i have my
> > > birthday
> > > > >comming up too.
> > > >
> > >
> > >
> > >
> > >
> >
>
>

251. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3878b3d8.32783216@news.ds.centuryinter.net>
Source record: 47610

Picture posted on a web page doesn't mean jack.

On Sat, 8 Jan 2000 20:43:22 -0600, "Andy Luecke" <luecke@netnitco.net>
wrote:

>Well I shouldn't but I forgot that this world is filled with tons of people
>are mentley screwed up.
>
>Did you visit the about me link??
> http://members.xoom.com/luecke12/aboutme.html) What do you think? Ohh yeah
>that picture is me but you see i'm acuttally 56 but i still look like a 12
>year old. Ohh and word usage well thats called doing your english/lit work
>and accutally studing it! Miss spellings are impossible on my web page
>because netscape composer checks my spelling for me! By the way nice grammer
>don't you know the right form of to,too,two to put down? You sound like some
>4th grade reject. Duh I didn't study so i flunk. See when i go to school i
>study so i can get scholarships and other stuff so i can work in the
>computer field. But you don't know what form form of to,too,two to put down.
>And you know what you can shuve all that shit up your damn ass and shut the
>hell up you cheep son of a bitch. I hope your happy because I very
>seldomly type cuss words on a computer. The problem with you is you got
>something shuved up your damn ass and don't know what the hell to do about
>except bitch to everyone else about and make ubseen comments to other
>people. So I just suggest you shut the hell up. HEY EVERY ONE THIS GUY
>HASEN'T EVEN MEET ME AND THIINKS I'M OLDER THAN I REALLY AM EVEN WITH A
>PICTURE OF ME ON MY SITE!!(Well this dude probly thinks I went under
>millions of dollars in plastic surgery and made me look like i'm 12) So till
>you accutally meet someone I sugest you shut the hell up and leave best
>alone!
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>
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>Nir Dary <ndary@bigfoot.com> wrote in message
>news:857mig$q23$1@news.netvision.net.il...
>> you should of expect this kind of reaction when you first post this
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>> (i pesonaly think its a scam too),
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>>
>>
>> Andy Luecke <luecke@netnitco.net> wrote in message
>> news:8535h1$1bn$1@hyperion.nitco.com...
>> > How the hell do you think you are talking to my son that way?! He not

>> trying
>> > to scam the computers he would get he would find out info on how they
>were
>> > made, take pics, experiment them so he could post info on it and if
>anyone
>> > had a question he would use it to find out answers. So just Back the
>hell
>> > off.
>> >
>> > Scott
>> >
>> >
>> > Jon Melbo <ssilicon@centuryinter.net> wrote in message
>> > news:3874e208.49206215@news.ds.centuryinter.net...
>> > > Shut up wanker. We all know you're trying to scam.
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>> > > On Thu, 6 Jan 2000 07:44:39 -0600, "Andy Luecke" <luecke@netnitco.net>
>> > > wrote:
>> > >
>> > > >That is okay. i understand. Right know my dad statred giving me
>> allowence
>> > > >again so i can try to earn some money for an 8 bit. Plus i have my
>> > birthday
>> > > >comming up too.
>> > >
>> >
>> >
>>
>>
>

252. B-U-I-L-D Y-O-U-R O-W-N C-A-B-L-E B-O-X..... 7095

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: ccqbrm@sdfsdf.com
Message-ID: <0o2e4.39679$J%4.49640@dfiatx1-snr1.gtei.net>
Source record: 47611

LEGAL C`A`B`L`E TV D`E-S`C`R`A`M`B`L`E`R

Want to watch Sporting Events?--Movies?--Pay-Per-View??....FREE!!!!

*This is the Famous R-O Shack TV D-e-s-c-r-a-m-b-l-e-r
You can assemble it from Radio Shack parts for about $12 to $15.

We Send You:
1, E-Z To follow Assembly Instructions.
2. E-Z To read Original Drawings.
3. Total Parts List.

**** PLUS SOMETHING NEW YOU MUST HAVE! ****
Something you can't do without.

THE UP-TO-DATE 6 PAGE REPORT:
USING A D-E-S-C-R-A-M-B-L-E-R LEGALLY

Warning: You should not build a TV D-e-s-c-r-a-m-b-l-e-r
without reading this report first.

You get the complete 6 page report
and instruction package including
the instruction plans, the easy to
follow diagram, and most important
of all the "Using a D`e`s`c`r`a`m`b`l`e`r
LEGALLY Report all for just--$10.00

Fill out form below and send it,
along with your $10.00 payment to:

C.a.b.l.e.t.r.o.n FREE-TV
12187 S. Orange Blossom Trail #116
Orlando Fl 32837

(Cash, Check or Money Order.)
(Florida residents include 7% Florida State Sales Tax)
(All orders outside the U.S.A. add $5.00)

PRINT YOUR:

NAME_____

ADDRESS_____

CITY/STATE/ZIP_____

E-MAIl ADDRESS_____

rtg45t34t43t34t34t43t34t34t34t34t34t34t34
bynnjoeknreqjyijohuvxjhirnrvftstvezqzjlpsmlsedzsmtovcifgxwkhgxnhipbnsgp

253. atari TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: Patrice <atari.fr@free.fr>
Message-ID: <W64e4.52$Yv5.207889@nnrp2.proxad.net>
Source record: 47612

Hi and happy new year everybody

Last year, i visisted a web site with atari commercials

i remember of:
-study.mov
-entertain.mov
-manage.mov
.....

And a link to download QUICKTIME rev 4 to play the video

Does someone have the URL of this site ??

Muller Patrice, french atari collector
http://perso.wanadoo.fr/atari.fr/

254. Re: What the heak is your problem?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <387891a4.530715@news.netunlimited.net>
Source record: 47613

C'mon Andy, you haven't been 12 since 1979 or so.

VS

On Sat, 8 Jan 2000 20:41:37 -0600, "Andy Luecke" <luecke@netnitco.net>
wrote:

>Did you visit the about me link??
> http://members.xoom.com/luecke12/aboutme.html) Ohh yeah that picture is me
>but you see i'm acuttally 56 but i still look like a 12 year old. Ohh and
>word usage well thats called doing your english/lit work and accutally
>studing it! Miss spellings are impossible on my web page because netscape
>composer checks my spelling for me! By the way nice grammer don't you know
>the right form of to,too,two to put down? You sound like some 4th grade
>reject. Duh I didn't study so i flunk. See when i go to school i study so i
>can get scholarships and other stuff so i can work in the computer field.
>But you don't know what form form of to,too,two to put down. And you know
>what you can shuve all that shit up your damn ass and shut the hell up you
>cheep son of a bitch. I hope your happy because I very seldomly type cuss
>words on a computer. The problem with you is you got something shuved up
>your damn ass and don't know what the hell to do about except bitch to
>everyone else about and make ubseen comments to other people. So I just
>suggest you shut the hell up. HEY EVERY ONE THIS GUY HASEN'T EVEN MEET ME
>AND THIINKS I'M OLDER THAN I REALLY AM EVEN WITH A PICTURE OF ME ON MY
>SITE!!(Well this dude probly thinks I went under millions of dollars in
>plastic surgery and made me look like i'm 12) So till you accutally meet
>someone I sugest you shut the hell up and leave best alone!
>
>

To email me just remove the Xs and underline marks from my email address.

255. Re: About My Donating Computer Stuff Post...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: Pokey <pokey@netsetter.net>
Message-ID: <85anfr$f26$1@news.iwaynet.net>
Source record: 47614

Well said, mb!!!
Heck, even the thrift stores have computers for dirt cheap... Just
before Christmas, I got an Apple IIc+, color monitor, external 5 1/4 drive,
and an Imagewriter II color printer...all for $3.96. Excellent condition.
Check out flea markets. Check out thrift stores. Yard sales. Classifieds.
You can find stuff cheap. Good stuff. Heck, when I was your age, I would
trade stuff I didn't use any more for stuff I wanted. Look at Ebay. I am a
chronic ebayer. If you want to buy some stuff when you get some cash, I can
hook you up with some good links.
Welcome to the Realm of Atari, Andy. Good luck in your quest. Just do it
the best way, and that is not always the easiest.
---sb

bowling <mbowlin1@tampabay.rr.com> wrote in message
news:ngcd4.2107$Di.19417@typhoon1.tampabay.rr.com...
> I'm sure I speak for many here in csa8 when I tell you that we admire and
> encourage any genuine enthusiam which you have for "classic" computers.
As
> for MY previous post, you will recall that I did *not* call you any
"names".
> I simply told you that it should be easily within your abilities to earn
the
> small amount of money it would take for "postage" for computer items -- or
> even to buy whole *computers* (we *are* talking about the cheap-o dinosaur
> 8bitters, you know! Just a few weeks ago, I bought a fully-working *nice*
> 800XL at a flea market on a "25 CENT" table, for heavens sake!).
> While a love for computers is a great thing, a disdain for "handouts" is
> also a great thing to build your character as an all-around fine person.
> So...congrats on your interest in computers -- but, hey...try and develop
> that "work ethic" that will do more for you as a person in the long run
than
> a freebie "handout" ever will!
>
> --mb
>
>

256. Mouse on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <3878922a.664506@news.netunlimited.net>
Source record: 47615

I would like to use a mouse on the Atari 8bit. I can probably get an Amiga mouse which has a plug like an Atari joystick or paddles. Would it be possible to utilize an Amiga mouse with the paddle commands in Atari BASIC? Mouse left-right = paddle 1, mouse up-down = paddle 2, mouse buttons correspond to paddle buttons?

On that note is anyone familiar with a vendor for Amiga mouses, and did other systems use Amiga-style mouses?

I am really enamored of the BBK Artist paint program which appeared in Analog magazine. I think it is the best paint program for the Atari 8bit. It would be infinitely superior if you could use a mouse with it.

VS

To email me just remove the Xs and underline marks from my email address.

257. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: Doug Browning <wpg750@mb.imag.net>
Message-ID: <38791674.6F9EC400@mb.imag.net>
Source record: 47616
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

Somewhere in each magazine, usually the contents page, there is usually
a legal paragraph which contains the info you're looking for. You will
find names like Hurst, Ziff-Davis, Gernsbeck, Time-Warner, etc. I
suggest you go to the library and look through a periodical index, or
the actual magazines themselves, if your library has them.

BTW. Creative Computing was known as Elementary Electronics in the
1960-70s. In those days, they covered a lot of basic electronics and
radio/audio material.

Mr. Boffo wrote:

> (Reposting.... sorry.. my clock was screwed up and messed up
> the message threading in the newsreader. Here it is again.)
>
> One of the recent developments in this age of cheap storage
> is the arrival of the CD-ROM magazine archive. Some comics
> and some magazines (like MAD Magazine) are making available
> on CD-ROM the pages from all their old magazines.
>
> It occurs to me that there may be a market for the old
> computer magazines from the 80's which have now died out..
> Nibble, Family Computing, A+, Compute!, SofTalk, Creative
> Computing, InCider...
>
> I would be VERY interested in buying a CD-ROM compendium of
> all pages from these old magazines. However, I have no idea
> who owns the copyright for the old magazines, so I have no
> way of approaching this idea.
>
> Maybe somebody in these newsgroups might know?
>
> Now, I COULD create a website and just upload scans from the
> magazines I have, but that would likely draw various legal
> problems which I'd rather not deal with. I would really much
> prefer that the actual copyright owners are involved in
> approving or doing something like this themselves.
>
> OTOH, posting those old mags on a website may be EXACTLY the
> way to find those copyright holders! ;)
>
> -Mr. Boffo
>
> Email: mister_boffo@hotmail.com

--
Doug Browning
dougbrow@mb.imag.net
www.mb.imag.net/~wpg750

258. APE Under WINDOWS 2000??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: tom@dvdtidbits.com
Message-ID: <8EB6ACD2Etomcodyonenet@207.126.101.97>
Source record: 47617

All I get is runtime errors(both APE118.EXE & PRO118.EXE) , do I need to unlock again because I changed OS's

259. Re: 1050 Drive - Help

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: Edward Williams <zsystems@ipa.net>
Message-ID: <85b2ki$6l0$1@news.ipa.net>
Source record: 47618

Try Holding Down Option on the XL

In article <3878a579.4155739@news.ne.mediaone.net>, rcourtois@mediaone.net (Ray Courtois) wrote:

> If you turn on the disk drive, leave its door open, then turn on the computer,
> do you get the message "BOOT ERROR"? If not the computer doesn't recognize
> the drive is there, check the drive and cable. Also check the drive select
> switches on the back of the drive. There should be a little rectangular
> opening on the back of the drive. Note that there are actually two switches,
> one right in back of the other. One is white and one is black. Off hand I
> don't remember which position they have to be in for drive D1: (these switches
> can set the drive to D1: through D4:, it may be that the drive you have was
> someone's second drive and is set to D2: now), but they do have to be in the
> same position. Try booting with both switches moved to the left, if that
> doesn't work move both to the right and try again. If the drive is working
> and has a disk inserted and set to D1:, the activity light should come on and
> the motor should spin a few seconds after you turn the computer on. Hope this
> helps,
>
> Ray
>
> On Sun, 09 Jan 2000 14:20:55 GMT, "Davis Leeman" <leemand@nbnet.nb.ca> wrote:
>
>>A little while ago I acquired an atari 130xe and a 1050 disk drive. Of
>>course I didn't have any disks to test the drive. The computer works fine
>>though.
>>
>>I recently acquired an old Cosmi game called Caverns of Khafka but I am not
>>sure how to load it to test my drive. I tried turning the drive on and
>>inserting the disk and then turning the computer on, but that didn't seem to
>>work.
>>
>>Can anyone give me advice.
>>Thanks
>>Davis
>>
>
> --
>
> What doesn't kill you can still make you really sick!

260. Re: DOOM....For 8-bit....

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <hb8e4.968$X8.11813@typhoon.sonic.net>
Source record: 47619

Nir Dary <ndary@bigfoot.com> wrote:
: thats true..

: a peson i knew few years back (konp) from polin wrote me that
: he is working on an 8bit ver...

Any word on its progress???

: i also saw a doom like demo few years in one of the demos party
: collections....

Yeah, it was on AssKicker, wasn't it? Honestly, while it looked
pretty nice, it was far from Doom.

The framerate was pretty slow (I'd take lower detail for higher
framerate) and the "maze" that the demo walked around in was
very 90-degrees. Also, there were no open spaces.

I suggest looking at Maze of Agdagon. It's multiplayer (networked!)
using GameLink II cables. You can easily build a two-machine cable
with two SIO cables, some paper clips and some electrical tape. ;)

-bill!

261. Re: Mouse on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <4d8e4.969$X8.11813@typhoon.sonic.net>
Source record: 47620

Velcro SPY <X_velcro_X@netunlimited.net> wrote:
: I would like to use a mouse on the Atari 8bit. I can probably get an
: Amiga mouse which has a plug like an Atari joystick or paddles.

I'm not sure what the difference is between Amiga mice and Atar ST mice,
but there are a number of programs and drivers that support the ST mice.

: Would
: it be possible to utilize an Amiga mouse with the paddle commands in
: Atari BASIC? Mouse left-right = paddle 1, mouse up-down = paddle 2,
: mouse buttons correspond to paddle buttons?

No. Mice aren't analog. They produce a digital "on/off" signal like
a trackball or an Indy 500 Driving controller (which, BTW, _looks_ like
a paddle, but works completely differently and can spin as many times
around as you want it to).

-bill!

262. Re: 1050 Drive - Help

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000109181309.01007.00000812@ng-ci1.aol.com>
Source record: 47621

>I tried turning the drive on and inserting the disk and then turning the
>computer on, but that didn't seem to work.
>
>Can anyone give me advice.

You don't say what if anything did happen, but what you tried was a proper
start.
Have you checked the drive number setting on the back? (#1 is both black &
white switch to the left as you face the switches) Does the disk spin briefly
when you power it on or close the disk latch? Did you press the 'Option' key
while turining on the XE? Did the drive start to boot or respond in any way?
-Ron

I started life with nothing, and still have most of it left...

263. WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-09 00:00:00 UTC
From: Frank Rachel <frachel@rcn.com>
Message-ID: <B49E95DC.B4C7%frachel@rcn.com>
Source record: 47622

I'm doing a mass conversion of all my disks (500+ of em) to ATR/PRO's, and need another 1050 to speed up the process. Cable and Power Supply required with it.

I'm not paying $50+ (like on some sites) when I can get a 130xe + 1050 + other stuff for like $50 on eBay anytime..

264. Re: Set up an Atari 800XL for email and maybe web

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: gregmiller@no.mindspring.spam.com
Message-ID: <85dbfq$g26$1@nntp8.atl.mindspring.net>
Source record: 47442

Thanks folks for the help
I think I'll start looking around for an ISP that offers shell accounts.

I'll probably have some more questions to follow.

Thanks again,
Greg Miller

>I'm trying to help out a fellow ham (amateur radio operator) and he would
>like to "set up" his Atari 800XL to be able to use email and possibly web
>access through a dial-up account. I know we'll need a "external" modem but
>other than that I'm not quite clear on hardware needs. He has, I guess, the
>standard 64K machine with no extra memory and no hard drive attached.
>I know he'll eventually need an ISP account also.

265. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: blackm00@cam.org
Message-ID: <blackm00-1001001603320001@dialup-1112.hip.cam.org>
Source record: 47443
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

In article <38777645.B01DB5F3@sheridanc.on.ca>, First Last
<first.last@sheridanc.on.ca> wrote:

> Michael Black wrote:
> > RANSACTOR?
> > >
> > > I'm in toronto (where they were based) and there's not a trace of them
> > > to be found.
> > > Thankfully I have just about every issue ever published! (still in good
> > > condition, except the odd one).
> > >
> > > Dan.
> >
> > That reminds me of visiting Toronto, perhaps it was as late as 1989,
> > and visiting a surplus store on Queen Street, and seeing part or was
> > it a complete unit, of an adaptor for the Commodore 64 so it could
> > run programs from other computers.
>
> The Active Surplus Annex store in Toronto is an absolute-must visit.
> This place is a virtual instutition that has been around for over 30
> years (even some of the stock inside has been around that long to!)
>
> http://www.activesurplus.com/

That's the name I was thinking of, but when I set out to type it, I
suddenly was no longer certain that was the proper name.

And it was indeed the Active Surplus Annex where I saw the adaptor
for the Commodore 64.

Michael

266. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: blackm00@cam.org
Message-ID: <blackm00-1001001622030001@0.0.0.0>
Source record: 47444
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

In article <38791674.6F9EC400@mb.imag.net>, wpg750@mb.imag.net wrote:

> Somewhere in each magazine, usually the contents page, there is usually
> a legal paragraph which contains the info you're looking for. You will
> find names like Hurst, Ziff-Davis, Gernsbeck, Time-Warner, etc. I
> suggest you go to the library and look through a periodical index, or
> the actual magazines themselves, if your library has them.
>
> BTW. Creative Computing was known as Elementary Electronics in the
> 1960-70s. In those days, they covered a lot of basic electronics and
> radio/audio material.
>
Creative Computing was the creation of David Ahl, in 1974. He had worked
for the Digital Equipment Corporation, and had worked at introducing BASIC
into schools, and had some scheme for a personal mini-computer. I gather
Creative was an extension of that, and so the magazine was around when
small computers hit the scene. As far as I know, it was an independent
magazine, though eventually it was bought up by one of the big magazine
publishers, Ziff-Davis, in the early eighties when there was a computer
magaizine boom, and a lot of independent magazines were being bought up.
I have the tenth anniversary issue, which was a retrospective and still
a nice reference, dated November 1984. If that wasn't the last issue,
it didn't last much longer.

Elementary Electronics was a completely different magazine. I'm not sure
when it started, but I think it morphed from some other magazine, maybe
Radio-TV Electronics, both of which were published by Science & Mechanics
Publishing. It morphed once, or more likely twice, before fading out,
probably about the time Creative Computing died off. Science & Electronics
is one name that comes to mind, though it might be a false remembrance.
And I think it became something with "Computer" in the title. Unlike
Popular Electronics, that changed it's name and tried to become a
computer magazine, and non-technical at that, I don't remember a lot
of change in Elementary Electronics as it changed name, though of
course computers were added, just like every electronic magazine
added computer coverage back then.

Michael

> Mr. Boffo wrote:
>
> > (Reposting.... sorry.. my clock was screwed up and messed up
> > the message threading in the newsreader. Here it is again.)
> >

> > One of the recent developments in this age of cheap storage
> > is the arrival of the CD-ROM magazine archive. Some comics
> > and some magazines (like MAD Magazine) are making available
> > on CD-ROM the pages from all their old magazines.
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> > who owns the copyright for the old magazines, so I have no
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> > Maybe somebody in these newsgroups might know?
> >
> > Now, I COULD create a website and just upload scans from the
> > magazines I have, but that would likely draw various legal
> > problems which I'd rather not deal with. I would really much
> > prefer that the actual copyright owners are involved in
> > approving or doing something like this themselves.
> >
> > OTOH, posting those old mags on a website may be EXACTLY the
> > way to find those copyright holders! ;)
> >
> > -Mr. Boffo
> >
> > Email: mister_boffo@hotmail.com
>
>
>
> --
> Doug Browning
> dougbrow@mb.imag.net
> www.mb.imag.net/~wpg750

267. Any ATARI 8bit users in FINLAND???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <85c808$463$1@news.netvision.net.il>
Source record: 47445

Does anyone knows of any ATARI 8BIT users/activity in Finland?

Nir Dary

268. Track and Field (2600) for trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <85dtqgfna1@msunews.cl.msu.edu>
Source record: 47446
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I have an extra copy of Track and Field for the 2600 for trade. Its in good shape except a little hole has been punched in the front (you know that little rectangular slot in the middle of the cart) and the track guy on the front has his numbers colored in. (I think it looks better that way, but what do I know....)

Anyway, I'm looking for a Rare boxed 5200 game (send list), or a equally rare 2600 game that's not on my list at:
http://www.msu.edu/user/reicher6/2600.txt

Tempest
reicher6@pilot.msu.edu

269. Re: Active Surplus - web site problems?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Barton Oleksy <boleksy@nait.ab.ca>
Message-ID: <387A787C.AAF8E107@nait.ab.ca>
Source record: 47447
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

```
Michael Black wrote:
>
> In article <38777645.B01DB5F3@sheridanc.on.ca>, First Last
> <first.last@sheridanc.on.ca> wrote:
>
> > Michael Black wrote:
> > > RANSACTOR?
> > > >
> > > > I'm in toronto (where they were based) and there's not a trace of them
> > > > to be found.
> > > > Thankfully I have just about every issue ever published! (still in good
> > > > condition, except the odd one).
> > > >
> > > > Dan.
> > >
> > > That reminds me of visiting Toronto, perhaps it was as late as 1989,
> > > and visiting a surplus store on Queen Street, and seeing part or was
> > > it a complete unit, of an adaptor for the Commodore 64 so it could
> > > run programs from other computers.
> >
> > The Active Surplus Annex store in Toronto is an absolute-must visit.
> > This place is a virtual instutition that has been around for over 30
> > years (even some of the stock inside has been around that long to!)
> >
> > http://www.activesurplus.com/
>
> That's the name I was thinking of, but when I set out to type it, I
> suddenly was no longer certain that was the proper name.
>
> And it was indeed the Active Surplus Annex where I saw the adaptor
> for the Commodore 64.
>
> Michael

I went to that web site but had a couple of problems...one is that
there's no link to see what computer products they have (under
construction?) - the other problem is that their e-mail link
(info@activesurplus.com) brings up an e-mail window with a completely
different e-mail address, but neither one works...I got e-mail bounces
on both addresses to ask about their computer products.

Is that just me, or have other people had success looking at their
computer stuff on the web?
```

Bart

270. Atari 800 in print!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Will Dwinnell <predictor@compuserve.com>
Message-ID: <387A8095.1BD2573C@compuserve.com>
Source record: 47448
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

I just wanted to let people know that I was able to sneak in a quick mention of the Atari 800 in my latest article. It is nothing big, but I write for "PC AI" magazine (www.pcai.com/pcai) and my latest article, "Exploring MARS: An Alternative to Neural Networks" appears in the Jan./Feb., 2000 issue. In it, I described MARS, which is a machine learning tool. The bit about the Atari is that I ported a trained model ("memory") from MARS (which runs on Windows) to the Atari. The point I was trying to make is that often, even older (!) hardware can support advanced programming techniques.

Will Dwinnell
predictor@compuserve.com

271. Koronis rift

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Alberto BARSELLA <ishark@lsh01.univ-lille1.fr>
Message-ID: <m3embq6ycz.fsf@mokulen.univ-lille1.fr>
Source record: 47449

Hi all,
I've dug up the old Lucasfilm game, and I was wondering if
it's actually possible to complete it without cheating. I remember
that when I played it on my 130XE I won by cheating (= editing the
module stats - I must still have the info and editor somewhere).
Now I'm running it on the atari800 emulator on linux.

Is there any web page or people willing to exchange info on the game,
such as which modules do what and what strategies are best?

Bye,
Alberto
--
Alberto BARSELLA
PGP fingerprint = 13 3F 22 D2 0B 0A D3 25 F1 89 FE B5 82 AD 75 2A
** Beliefs are dangerous. Beliefs allow the mind to stop functioning.
A non-functioning mind is clinically dead. Believe in nothing... **

272. Re: do you like the screen-shots?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <38792dbd.6877017@news.netunlimited.net>
Source record: 47450

Very interesting. the screen-shots should be pixel-for-pixel
conversions so the size looks exactly right.

Nice graphical work.

ABBUC is the german user group that is still going strong right?

VS

>karolj_nadj@web.de wrote:
>: please tell me what do you think of the screen-shots... too small???
>: http://www.s-direktnet.de/homepages/k_nadj/i.html

To email me just remove the Xs and underline marks from my email address.

273. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <38797a30.3770421@news.netunlimited.net>
Source record: 47451

On Fri, 14 Jan 2000 07:55:56 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>TxResumes.Com <rayford@NOSPAMmsn.com> wrote in message
>> Hasbro would not have the slimmest chance of winning a lawsuit or
>> enforcing a copyright on some physical copy of Atari PacMan (C) 1983
>> for the Atari 800 because someone found it on the internet and was
>> playing it on whatever say some PC 8bit emulator.

>Actually, all you need is one example to prove your theory doesn't hold and
>I have several.
>
>Recently<in the last year> OSI forced a web site that was distributing
>Ultima IV to take it down. AFAIK, it was because they wanted to use it on a
>cover disk as a freebie and for promotional purposes themselves.

I would bet there was no legal action to "force" the website to take
down the Ultima IV image, if that is what you are saying. I think
TxResumes is correct that the copyright holder must defend the
copyright, in other words Atari 8bit copyright holders can't come back
after <ahem> 20 years of letting those rights gather dust and just
pounce on fans who kept those titles alive on their web-sites. Not
that anyone is doing that.

>You can go to Fry's today and buy a copy of Ultima compilation, 1-8.

I can't. I think we are talking about American copyright law for many
of these 8bit titles.

>For instance, all those "I Love Lucy" reruns you see? story goes something
>like Desi Arnez asked for the tapes of the shows at the time they were being
>made, and was told if he reimbursed the studio for the cost of the tape<they
>were going to record over the previous shows> he could have them.

Did he get them? I recall reading that many early Tonight Show with
Johnny Carson tapes are gone forever because the network taped over
them.

In light of that, the activities of 8bit enthusiasts posting disk
images etc. safeguards the programs against being lost forever. To
prove that I would remind you that Phillip Price who authored
Alternate Reality once posted on this news-group asking someone to
give him a cracked copy of his game.

>This is wrong too, B&C ComputerVisions is still in business. Last time I
>checked they had virtually every game you would want to buy.

No, you are the one who is wrong. B&C do not offer Alternate Reality
or AR the Dungeon. They have a long text of titles but it is unclear
if the titles have the box and docs, or are they just pulling disks
from a stack of old floppies. They appear to be offering second hand
software which would have a whole different set of copyright
implications I should think!

>I have a vested interest in intellectual property. I am currently on just
>over 50 patents and the concept of me losing my rights to the patents
>because I don't stop every idiot that decides to infringe on my inventions
>is preposterous. I may not be able to hunt people down and sue them, but
>that doesn't make it legal! Sheesh!

Yeah, but all you have to do is demonstrate a reasonable effort to
protect your copyrights over time. Then you are covered.

VS
To email me just remove the Xs and underline marks from my email address.

274. Re: 1050 Drive - Help

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Davis Leeman <leemand@nbnet.nb.ca>
Message-ID: <5O9e4.3193$%O1.52201@sodalite.nbnet.nb.ca>
Source record: 47623

I did not know about the option key needing to be pressed on the xe and xl computers. So now that a few people have informed me, I tried it and everything is aok!

The game loaded and my drive works fine!!

Thanks to everyone who responded
I really appreciate it
Davis

Davis Leeman wrote in message ...
>A little while ago I acquired an atari 130xe and a 1050 disk drive. Of
>course I didn't have any disks to test the drive. The computer works fine
>though.
>
>I recently acquired an old Cosmi game called Caverns of Khafka but I am not
>sure how to load it to test my drive. I tried turning the drive on and
>inserting the disk and then turning the computer on, but that didn't seem
to
>work.
>
>Can anyone give me advice.
>Thanks
>Davis
>
>

275. Re: XEP80, SX212, XEGS, Trak on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <85belc$2ak$1@news.xmission.com>
Source record: 47624

Jon Melbo <ssilicon@centuryinter.net> wrote:

> James, next time it might be easier to post this link:
> http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=jamesk@kingtechsvcs.com

I posted that message using my Atari 8bit via the TIN newsreader through
my ISP's shell account. I also only left the numbers out of respect for
the real atarians, as I knew the hyperlink wouldnt do a damned thing for
them.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

276. ATARI AND PC STUFF FROM 30p.

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <387942C3.7244ADCA@cyberpeeps.freeserve.co.uk>
Source record: 47625

```
If you are looking for bargains from 30p. for PC & ATARI. Private sale
of software and hardware log onto http:/www.cyberpeeps.freeserve.co.uk
```

277. Re: Mouse on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.947497250@math.tu-berlin.de>
Source record: 47626

Hi!

X_velcro_X@netunlimited.net (Velcro SPY) writes:

>I would like to use a mouse on the Atari 8bit. I can probably get an
>Amiga mouse which has a plug like an Atari joystick or paddles. Would
>it be possible to utilize an Amiga mouse with the paddle commands in
>Atari BASIC? Mouse left-right = paddle 1, mouse up-down = paddle 2,
>mouse buttons correspond to paddle buttons?

Without additional software, no. With additional software, yes. I've some
"mouse drivers" which do exactly this for you. There are two possible
solutions, one "without additional hardware" which costs huge amounts of
CPU time to poll the joystick ports (about 50% of the CPU time is lost) or
another with some additional electronics that provides the "counter logic"
for the mice. (Basically, 4 4 bit counters, two shift registers and one
quad EXOR gate in CMOS technology). The last one requires "driver software",
too, but it can be handled more conveniently.

>On that note is anyone familiar with a vendor for Amiga mouses, and
>did other systems use Amiga-style mouses?

I afraid it would be rather hard to get them. Amiga is "more or less" dead.
You might want to try at "www.amiga.de" and check whether they provide mice
as spare parts. Good luck...

>I am really enamored of the BBK Artist paint program which appeared in
>Analog magazine. I think it is the best paint program for the Atari
>8bit. It would be infinitely superior if you could use a mouse with
>it.

Hmm. I've a "moused" version of Atari Artist somewhere for this "hardware
interface" somewhere.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

278. Conner CFA540S on 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <85civ6far1@news.xmission.com>
Source record: 47627

I have 5 Conner CFA540S 50pin SCSI hard drives. I can get none of them to work on my BlackBox. Does anybody have one of these drives functioning on an 8bit Atari?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

279. Uses for Portfolio...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <85clsefar2@news.xmission.com>
Source record: 47628

I bought an Atari Portfolio on Ebay, and since have added serial, parallel
and extra storage and memory.

But now that I've done all this, I have no idea what to do with the thing
- considering I already use a Palm V I my PDA.

Anybody out there running automotive maint. software on a Portfolio?
There are several DOS apps that will monitor and measure Dodge, Chev and
Ford auto-computers.. I'm thinking about mounting this Portfolio in my
Dodge Durango or Camaro for just that purpose.

Any suggestions appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

280. alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <85cmbo$9rf$1@bob.news.rcn.net>
Source record: 47629

Hello guys,

I've noticed that lately there's a lot of off-topic, frankly porn being posted in alt.binaries.comp.atari8bit.

I guess the posters figure that if there's little or no activity in that newsgroup, they can just go ahead and use it for their own purposes.

I propose that we start sending .ATRS up there, perhaps create a flood, even if the .ATRS we post are commonly held in this community.

What say?

Alan

281. DONATIONS (part 3... *sigh*)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <%mne4.9416$ja5.39082@typhoon2.tampabay.rr.com>
Source record: 47630

Check out the "comp.sys.tandy" newsgroup for our 12-year-old friend's latest requests...(note: many posts to choose from...you won't be disappointed)

282. Re: In support of linear, fully addressble memory

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Alastair Houghton <ajh8@doc.ic.ac.uk>
Message-ID: <387A05EC.5C7F2CAF@doc.ic.ac.uk>
Source record: 47631

```
"John K. Picken" wrote:
>
> On Fri, 10 Dec 1999, John Schnittker wrote:
>
> > I have been trying to learn how to program and utilize EMS memory in a
> > "legacy-friendly" program on the PC.
> >
> > what a BITCH!
> > I am amazed that programmers would support such a klugey and tedious
> > model.
>
> Actually, EMS is very similar to the 8-bit Atari in concept i.e. bank
> swapping.

That's because, at the time that EMS was being developed,
the PC's architecture was rather like that of the good old
eight-bit micros. Sadly it's still "like that" under all
the modern glitz ;-)

-------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
(ISE 4) Imperial College, London
```

283. Re: Koronis rift

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Denis Leroy <denis_leroy@vt4.net>
Message-ID: <387A09BB.9884681E@vt4.net>
Source record: 47632

Alberto BARSELLA wrote:
>
> Hi all,
> I've dug up the old Lucasfilm game, and I was wondering if
> it's actually possible to complete it without cheating. I remember
> that when I played it on my 130XE I won by cheating (= editing the
> module stats - I must still have the info and editor somewhere).
> Now I'm running it on the atari800 emulator on linux.
>
> Is there any web page or people willing to exchange info on the game,
> such as which modules do what and what strategies are best?

I'd be tempted to say that the game is absolutely impossible to finish
without cheating.

Actually, even with cheating. I remember editing the game and giving
myself max power module. Even with that, i'd get my ass kicked
eventually.

-denis

284. Gumball

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Denis Leroy <denis_leroy@vt4.net>
Message-ID: <387A0B02.EB00B018@vt4.net>
Source record: 47633

Was just playing Gumball on the Atari800/Linux emulator. love that game.
But does anyone know what to do at the 4th level when the warning sign
goes off and a bomb comes down the pipe ? Couldn't find the docs for the
game on the web.

-denis

285. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Alastair Houghton <ajh8@doc.ic.ac.uk>
Message-ID: <387A0978.3B38F81D@doc.ic.ac.uk>
Source record: 47634

```
Peter Laing wrote:
>
> Hi,
>
> Daniel Klugh <dklugh@user.iwaynet.net> wrote in message
> news:833bmh$bed@user.iwaynet.net...
> > In article <memo.19991206195249.49991A@ilaskey.compulink.co.uk>,
> > Iain Laskey <ilaskeyremoveme@cix.co.uk> wrote:
> > >In article <LCO24.57504$435.190238@typhoon2.tampabay.rr.com>,
> > >jsmith@j-com.net (Jim Smith) wrote:
> > >
> > >> 8 bits form a byte, 4 bits form a nibble, 16 bits (or two bytes) form a
> > >> word and 32 bits (or four bytes) form a long word.
> > >Word length is system dependent and not fixed at 16bits.
> >
>
> It's a bit crazy calling a word on the 6502 16 bits. The traditional
> meaning of the
> term 'word size' is the size of data that a processor can best natively
> handle. Thus

Not at all. See below.

> the 6502 is an 8 bit 'word' machine. Some 6502 instructions can use a 16
> bit
> address, but they still operate on a byte sized chunk of data. To prove
> this look
> at the size of the accumulator, x and y registers, and the size of data that
> instructions
> operate on.
>
> The 6502 does have a 16 bit address space. But this doesnt make a 'word'
> on the
> 6502 16 bits.
>
> > I always wondered why people refered to a "word" on the Atari as 16-bits
> when
> > the 6502 is a 8-bit CPU.
> > (though,of course,you can add two 8-bit numbers and get a 9-bit result)

The size of a 'word' is set by *convention* on any
architecture and/or system; on 6502 based systems it is
usually considered to be a 16-bit quantity. Another example
where the size of a 'word' doesn't follow your argument is
on MC680x0 platforms, where a 'word' is 16-bit despite the
```

fact that the registers and much of the internal hardware
in *all* 68K processors (even 68000) was fully 32-bit.

Alastair Houghton ajh8@ic.ac.uk
(ISE 4) Imperial College, London

286. Re: Video chips

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Alastair Houghton <ajh8@doc.ic.ac.uk>
Message-ID: <387A0A1D.2E834CEE@doc.ic.ac.uk>
Source record: 47635

```
Mathy Van Nisselroy wrote:
>
> Howdy folks
>
> I'm searching for a nice video chip that will do 80 columns text.
> And on this quest which brings me to places on the net I never wanted to go
> before. Like the MSX computer sites. These things have a Z80 for pete's sake.
> But...... They have a video upgrade that will do 320x210 (approx.) with 256
> colors. even 640x480 and more. Or 512x512 with IIRC 32kB colors, yes, that's
> 32kB not 32. Man. And they even have stuff to capture stuff from a VCR. Not
> like Computereyes. On this baby, you will hardly recognise the original
> picture from the digitized one. And we don't have that. Man, that sucks.
>
> BTW They use the V9990 by Yamaha on this upgrade. Try www.msx.ch.
>
> WAAAAAAAAAAAAAAAAAAAAAAAAAAH
>
> I want that chip.
>
> CU Mathy van Nisselroy

Why not use something more powerful - e.g. ET4000? I haven't
looked, but I don't suppose it'd be much harder to build
a parallel expansion card for one of the older graphics
accelerators than it would be for the V9990...

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
(ISE 4) Imperial College, London
```

287. Re: Topic: Atari Cassette Players...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Alastair Houghton <ajh8@doc.ic.ac.uk>
Message-ID: <387A0CB7.90053853@doc.ic.ac.uk>
Source record: 47636

```
Richard Daley wrote:
>
> bowling <mbowlin1@tampabay.rr.com> wrote in message
> news:7Ped4.3639$ja5.19882@typhoon2.tampabay.rr.com...
>
> There was the 410 for the 400/800, I have 2 types of those, the 1010, and I
> have seen 2 versions of this as well, but they looked very similar, then an
> XC11, grey to match the xe range, then the XC12, styled like the xe range.
> The best, I would say probably a 1010 or xc12, from personal experience, the
> 410 was not much use. They were all as slow as each other.

Actually they *have* to be that slow, otherwise the
thing won't work ;-)

Regards,

Alastair.

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
(ISE 4) Imperial College, London
```

288. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387a0e2c.44633107@news.ds.centuryinter.net>
Source record: 47637

That won't stop any Spammers. Spammers want the stuff to be read.
More activity in a group if anything would motivate them to spam more.
Not that they are even paying attention anyway. They probably just
mass dump into many groups and do not track how much other traffic the
group gets. The only real choices are either ignore it or complain to
the spammer's original ISP.

On Mon, 10 Jan 2000 07:21:16 -0500, "Alan Sharkis"
<asharkis@erols.com> wrote:

>Hello guys,
>
>I've noticed that lately there's a lot of off-topic, frankly porn being
>posted in alt.binaries.comp.atari8bit.
>
>I guess the posters figure that if there's little or no activity in that
>newsgroup, they can just go ahead and use it for their own purposes.
>
>I propose that we start sending .ATRS up there, perhaps create a flood, even
>if the .ATRS we post are commonly held in this community.
>
>What say?
>
>Alan
>

289. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <1ctj7sct1na8qf4rs90gpekvp39iq8875r@4ax.com>
Source record: 47638

The other Day "Alan Sharkis" <asharkis@erols.com> wrote:

>Hello guys,
>
>I've noticed that lately there's a lot of off-topic, frankly porn being
>posted in alt.binaries.comp.atari8bit.
>
>I guess the posters figure that if there's little or no activity in that
>newsgroup, they can just go ahead and use it for their own purposes.
>
>I propose that we start sending .ATRS up there, perhaps create a flood, even
>if the .ATRS we post are commonly held in this community.
>
>What say?
>
>Alan
>

Yep, the IDIOT brigade seem to have their childish hooks in there,
lets blast them out :)
--
Paul Irvine

"You only get one life, use it well"

290. Re: DOOM....For 8-bit....

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <387a2640.2326591@news.s-direktnet.de>
Source record: 47639

doom should be possible... asskicker was slow...

hard-soft made some nice (sorry... not seen) doom-styled demo, too...
but its never released with their demo
"dressed for success"....

we worked on doom-style too... its not so difficult (well... for me it
is... but not for most 8bit-coders)

tecmo of c64-crew plush told me on a copy-party that is like a
"zoom-rotator"... so not so complicated...

papa, heaven

http://www.s-direktnet.de/homepages/k_nadj/main.html

291. Re: Any ATARI 8bit users in FINLAND???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <387a26ee.2500806@news.s-direktnet.de>
Source record: 47640

sorry... never ever saw a demo from "above"... ;)

even from sweden, too... or denmark... the cool atari st-demo-lands...
(carebears, omega and others)

papa, heaven/taquart

On Mon, 10 Jan 2000 11:14:57 +0200, "Nir Dary" <ndary@bigfoot.com>
wrote:

>Does anyone knows of any ATARI 8BIT users/activity in Finland?
>
>Nir Dary
>
>

292. do you like the screen-shots?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-10 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <387a2732.2568304@news.s-direktnet.de>
Source record: 47641

hi guys!

please tell me what do you think of the screen-shots... too small???

papa, heaven/tqa

http://www.s-direktnet.de/homepages/k_nadj/i.html

293. Re: 1050 Drive - Help

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Yuval Rabinovich <yovalr@zahav.net.il>
Message-ID: <387A6997.1AF8E30A@zahav.net.il>
Source record: 47452

The order of what you did was correct. Try holding down the OPTION key when you turn the computer on. This disables the built in BASIC language, that disturbs most commercial games.

294. Re: Koronis rift

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000110210424.25717.00001377@ng-fw1.aol.com>
Source record: 47453

>Is there any web page or people willing to exchange info on the game,
>such as which modules do what and what strategies are best?
>

Here is one; may not be as detailed or technical as you request.

http://www.crestviewfl.com/~richard/atari-docs.htm

-Ron

I started life with nothing, and still have most of it left...

295. Re: Active Surplus - web site problems?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: dfevans@bcr4.uwaterloo.ca
Message-ID: <85e67p$8vo$1@watserv3.uwaterloo.ca>
Source record: 47454
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

In article <387A787C.AAF8E107@nait.ab.ca>,
Barton Oleksy <boleksy@nait.ab.ca> wrote:
>
>I went to that web site but had a couple of problems...

Have you ever visited the place? In a way I wouldn't trust their web site to
have much connection with reality. There's just so much crazy stuff there...

--
David Evans (NeXTMail/MIME OK) dfevans@bbcr.uwaterloo.ca
Computer/Synth Junkie http://bbcr.uwaterloo.ca/~dfevans/
University of Waterloo "Default is the value selected by the composer
Ontario, Canada overridden by your command." - Roland TR-707 Manual

296. SpartaDOS shareware?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Squid <squidhm3@flash.net>
Message-ID: <48ye4.649$ro4.67706@news.flash.net>
Source record: 47455

Anyone know if this is around at all? I just won a 1050 disk drive from eBay, comes with DOS 3.0, but I've been told to go after Sparta instead (ok with me as when I had my 800XL that's what I used).

297. Re: Cassettes & PC-based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Squid <squidhm3@flash.net>
Message-ID: <3hye4.659$ro4.68460@news.flash.net>
Source record: 47456

Hey thank you very much; helps out quite a bit :-) I did get some specs faxed to me regarding the upgrading of the 600XL to 64k of RAM, which I intend to do.

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message news:20000107173339.25614.00000619@ng-fn1.aol.com...
> >600XL and a disk drive (the 1010)
>
> the 1010 was a cassette device
>
> >Is there any software out there that COMES on tape?
>
> MUCH early stuff was available on cassette. Possibly some still around; only
> commercial title I have on tape is Frogger. We made a bunch of tapes from
> A.N.A.L.O.G. type-ins.
>
> >can the 600XL support a hard drive?
>
> Simple answer is 'Yes', BUT the File Management System uses about 8K (half of
> the 16K available) and the DUP menu loads into most of whats left so you are
> VERY limited in any useful applications unless there has been a RAM upgrade to
> that 600XL.
> -Ron
>
> I started life with nothing, and still have most of it left...

298. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Squid <squidhm3@flash.net>
Message-ID: <gqye4.666$ro4.69635@news.flash.net>
Source record: 47457

neato; btw, is there a limit to how many disk drives you can have? i.e. the IDE limitation on PCs? I"m sending off the $60 (dang shipping) for the 1050, I was also wondering if anyone knows where I can find the US Doubler chip? :-)

William Moeller <af332@hwcn.org> wrote in message news:Pine.GSO.4.05.10001081236180.13724-100000@james.hwcn.org...
>
>
> On Sat, 8 Jan 2000, SquidHM3 wrote:
>
> > I see. Glad you mentioned that, the disk I got on eBay has DOS 3.0 on it. I
> > used to use SpartaDOS, I miss that. I also inherited a 520ST from my nephew
> > with the SF354 disk drive. No cables for either (power or data). Anyone know
> > where I can get them? :-)
> >
>
> Try the Atari ST newsgroup.....and perhaps this guy who is selling you the
> disk drive can make and send you a copy of Sparta 3.2 G.....it is
> shareware...
>
>
>

299. Re: Active Surplus - web site problems?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: CUTblakeney@home.com
Message-ID: <387abfaa.8009484@news>
Source record: 47458
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

On 11 Jan 2000 02:58:01 GMT, dfevans@bcr4.uwaterloo.ca (David Evans)
wrote:

> Have you ever visited the place? In a way I wouldn't trust their web site to
>have much connection with reality. There's just so much crazy stuff there...

Yeah, their stock is constantly fluctuating. It is the type of place
that you have to visit often to get the really good stuff.

I was there last week and almost picked up an IBM Pentium 75 with
floppy, video, 16 MB RAM, 540 MB hard drive in a case but no keyboard,
monitor, CD-ROM drive or anything else for $100 CDN.

It would have made a nice Linux machine which is something I'm getting
desperate to set up again. :-)

+--+
| Jeff Blakeney - Dean of the Apple II University in A2Pro on Delphi |
| Delphi Apple II Forums Web Pages |
| A2: http://www.delphi.com/apple2 A2Pro: http://www.delphi.com/a2pro |
+--+

300. NTSC to PAL Conversion

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: cozy.remove.this@stormdragon.com
Message-ID: <387ad684.600685@news.lin.foa.se>
Source record: 47459

I am looking for an Atari 800 PAL with 220-240 Voltage powersupply.
Atari 800 NTSC is no problem to find but there is no Atari 800 PAL to
be found (yet).
I read in the news groups FAQ that an PAL computer can be used on
"most" NTSC and how to convert them to NTSC. But is there an "easy"
way to convert them from NTSC to PAL?

Jan Gustavsson

301. Re: Any ATARI 8bit users in FINLAND???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: cozy.remove.this@stormdragon.com
Message-ID: <387ad585.345028@news.lin.foa.se>
Source record: 47460

```
Start something yourself.
I will join.

Jan Gustavsson
(Sweden)

On Mon, 10 Jan 2000 18:38:34 GMT, karolj_nadj@web.de wrote:

>sorry... never ever saw a demo from "above"... ;)
>
>even from sweden, too... or denmark... the cool atari st-demo-lands...
>(carebears, omega and others)
>
>papa, heaven/taquart
>
>
>On Mon, 10 Jan 2000 11:14:57 +0200, "Nir Dary" <ndary@bigfoot.com>
>wrote:
>
>>Does anyone knows of any ATARI 8BIT users/activity in Finland?
>>
>>Nir Dary
>>
>>
>
```

302. Need atari 800XL video cable help!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Heavy G <heavyg@evcom.net>
Message-ID: <387AFCCB.12D98336@evcom.net>
Source record: 47461

Hello, ive been an atarian for many years, going back into the early 80's (my first computer was an 800xl) but have recently been pulling out the ole atari hardware and playing with it. what I need is help for video cable. I acquired a video minotor (no TV tuner, just a monitor, for such as video camera, and its color) it has a bnc connector for video, I got an adapter, but have a prob: the 800XL's switchbox sends the signal on channel 2 or 3, so the monitor wont pick up the signal, so I was wondering if the video port ON the 800xl will work with this. and if so, what would the pinouts be to work with this standard color video monitor? any help would be appreciated! thanks

303. Re: Mouse on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <85er7saob1@ssauraac-i-1.production.compuserve.com>
Source record: 47462

Hi

i am currently working on an adaptor that will allow you to connect
a PC ps/2 mice to the atari joystic port.

and the ATARI computer will see the PS/2 mice as it were a joystic, meaning
you will not need a special driver...

more info will be on a web site i am building soon

NIR
Velcro SPY <X_velcro_X@netunlimited.net> wrote in message
news:3878922a.664506@news.netunlimited.net...
> I would like to use a mouse on the Atari 8bit. I can probably get an
> Amiga mouse which has a plug like an Atari joystick or paddles. Would
> it be possible to utilize an Amiga mouse with the paddle commands in
> Atari BASIC? Mouse left-right = paddle 1, mouse up-down = paddle 2,
> mouse buttons correspond to paddle buttons?
>
> On that note is anyone familiar with a vendor for Amiga mouses, and
> did other systems use Amiga-style mouses?
>
> I am really enamored of the BBK Artist paint program which appeared in
> Analog magazine. I think it is the best paint program for the Atari
> 8bit. It would be infinitely superior if you could use a mouse with
> it.
>
> VS
>
> To email me just remove the Xs and underline marks from my email address.

304. Re: Koronis rift

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Alberto BARSELLA <ishark@lsh01.univ-lille1.fr>
Message-ID: <m3r9fpynpj.fsf@mokulen.univ-lille1.fr>
Source record: 47463

rhamiiton5@aol.comedy.com (RHamiIton5) writes:

> Here is one; may not be as detailed or technical as you request.
>
> http://www.crestviewfl.com/~richard/atari-docs.htm

It should be a copy of the original manual, I don't have it here to
verify, but I remember reading it.
The page is very useful, anyway, since it has lots of doc!!!

Thanks,
Alberto
--
Alberto BARSELLA
PGP fingerprint = 13 3F 22 D2 0B 0A D3 25 F1 89 FE B5 82 AD 75 2A
** Beliefs are dangerous. Beliefs allow the mind to stop functioning.
A non-functioning mind is clinically dead. Believe in nothing... **

305. Re: GATO

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Jindroush <kubecj@asw.cz>
Message-ID: <85f0rn$qq0$1@nnrp1.deja.com>
Source record: 47464

In article <387c8bba.223746438@news.ds.centuryinter.net>,
ssilicon@centuryinter.net wrote:
> Anyone have a disk or binary file version of this title for the
> Atari-8? I knew it was out for the Apple 2 but never heard of an
> Atari-8 version. Now, going through someone's web site, I see they
> have this on cart. Hmm.

I've got 2x cart, binary image of it (and modified Atari800 to run it)
and ATR image for Atari 130XE (must be 130XE comaptible memory upgrade
AFAIK).

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

Sent via Deja.com http://www.deja.com/
Before you buy.

306. Re: Any ATARI 8bit users in FINLAND???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <85esvjqhh1@ssauraaa-i-1.production.compuserve.com>
Source record: 47465

Hi

I am actually Living in Jerusalem - Israel, but i am staying this week in Helsinky Finland and i thought it would be nice to been another Atari 8bitter here.

If i get to be In Sweden i will let you know..

NIR
Cozy <cozy.remove.this@stormdragon.com> wrote in message news:387ad585.345028@news.lin.foa.se...
> Start something yourself.
> I will join.
>
> Jan Gustavsson
> (Sweden)
>
>
> On Mon, 10 Jan 2000 18:38:34 GMT, karolj_nadj@web.de wrote:
>
> >sorry... never ever saw a demo from "above"... ;)
> >
> >even from sweden, too... or denmark... the cool atari st-demo-lands...
> >(carebears, omega and others)
> >
> >papa, heaven/taquart
> >
> >
> >On Mon, 10 Jan 2000 11:14:57 +0200, "Nir Dary" <ndary@bigfoot.com>
> >wrote:
> >
> >>Does anyone knows of any ATARI 8BIT users/activity in Finland?
> >>
> >>Nir Dary
> >>
> >>
> >
>

307. Re: Koronis rift

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Alberto BARSELLA <ishark@lsh01.univ-lille1.fr>
Message-ID: <m3ogaszzf2.fsf@mokulen.univ-lille1.fr>
Source record: 47466

Denis Leroy <denis_leroy@vt4.net> writes:

> I'd be tempted to say that the game is absolutely impossible to finish
> without cheating.

Ok, I remembered wrong. I was able to win honestly yesterday evening,
by using the "skip a lot" strategy. Basically I started in rift 5,
which has some nice stuff, then skipped to rift 17 (more nice stuff)
and then did rift 19 and 20 without too many problems.

> Actually, even with cheating. I remember editing the game and giving
> myself max power module. Even with that, i'd get my ass kicked
> eventually.

The problem seems to be that every time you kill the saucers, they
return with increased power, so it's fundamental to kill as few as
possible. In my game, when at rift 20, with a 91/90 generator my
shields rarely moved from the max......
The problem of this strategy is that you loot very little, so the game
is not very fun.

Is there a description of all the module types somewhere? There's a
lot I don't remember (or I never found out). The ones I recall are:

- saucer + X ==> freezes saucers in mid-air, too bad they still shoot :(

- crosshairs + |><| ==> auto-targeting? never seems to work

- <---> + \-=-/ ==> improved turn speed for the rover, does it
\-=-/ have any use?

- weight symbol + ? ==> slows you down? no idea

- map symbol + tie fighter ==> activates screen #2 and draws an
overhead map of the rift

- "radio" + (I don't rember) ==> plays music in the rover. Does it do
anything else?

About ECM modules, they don't seem to do anything at all, the saucer
keep arriving very quickly....
Also, is there any module which activates screen #5?

Bye,
Alberto
--
Alberto BARSELLA
PGP fingerprint = 13 3F 22 D2 0B 0A D3 25 F1 89 FE B5 82 AD 75 2A

** Beliefs are dangerous. Beliefs allow the mind to stop functioning.
A non-functioning mind is clinically dead. Believe in nothing... **

308. What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Zeder <mfogus@dcscorp.com>
Message-ID: <85fd6m$38m$1@nnrp1.deja.com>
Source record: 47467

I am working on a website about alternate computer solutions and I'd like to know what people are using their Atari for? Of course there are the games, but what applications would appeal to a family that doesn't have a lot of money or someone that is interested in getting the most out of their old machines. I'm mainly interested in the 400, 800, 600XL, 800XL, 1200XL, and ST models, but anything would be useful.

Thanks in advance.

Sent via Deja.com http://www.deja.com/
Before you buy.

309. Re: Koronis rift

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <85ffn1$7s2$1@kohl.informatik.uni-bremen.de>
Source record: 47468

Alberto BARSELLA <ishark@lsh01.univ-lille1.fr> wrote:
> Is there a description of all the module types somewhere? There's a
> lot I don't remember (or I never found out). The ones I recall are:

I remember an article in a German special edition of "Happy Computer"
magazine, which had an interview with game designer Noah Fahlstein,
who elaborated on the strategies in the game. It also had a few maps
of the terrain and I wrote a TurboBASIC program back then to print
the layout of ALL the maps (they were just 20x20 squares, or so, with
each square just stating if it was a mountain or not). Some of the maps
had fun stuff in them, one has a Copyright (C) and "LFL" below it.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

310. Re: Active Surplus - web site problems?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Beyonder <beyonder@vrx.net>
Message-ID: <387B4EAC.A0F0570D@vrx.net>
Source record: 47469
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

You should check out reboot, a store on queen near Dufferin. They have pentiums (or had) for about $60-$80 and that's with keyboard, cdrom and 15" monitor!

they also have 486-66s, 100s, and even down to sx-25s... starting at about $20.

Dan.

Jeff Blakeney wrote:

> On 11 Jan 2000 02:58:01 GMT, dfevans@bcr4.uwaterloo.ca (David Evans)
> wrote:
>
> > Have you ever visited the place? In a way I wouldn't trust their web site to
> >have much connection with reality. There's just so much crazy stuff there...
>
> Yeah, their stock is constantly fluctuating. It is the type of place
> that you have to visit often to get the really good stuff.
>
> I was there last week and almost picked up an IBM Pentium 75 with
> floppy, video, 16 MB RAM, 540 MB hard drive in a case but no keyboard,
> monitor, CD-ROM drive or anything else for $100 CDN.
>
> It would have made a nice Linux machine which is something I'm getting
> desperate to set up again. :-)
>
> +---+
> | Jeff Blakeney - Dean of the Apple II University in A2Pro on Delphi |
> | Delphi Apple II Forums Web Pages |
> | A2: http://www.delphi.com/apple2 A2Pro: http://www.delphi.com/a2pro |
> +---+

311. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387b60b2.131308299@news.ds.centuryinter.net>
Source record: 47470

Maybe because the address bus part is 16-bits and a lot of the machine instructions are designed to deal with / interact with 16-bit address parameters. Just a thought.

On 13 Dec 1999 12:51:13 -0500, dklugh@user.iwaynet.net (Daniel Klugh) wrote:

>In article <memo.19991206195249.49991A@ilaskey.compulink.co.uk>,
>Iain Laskey <ilaskeyremoveme@cix.co.uk> wrote:
>>In article <LCO24.57504$435.190238@typhoon2.tampabay.rr.com>,
>>jsmith@j-com.net (Jim Smith) wrote:
>>
>>> 8 bits form a byte, 4 bits form a nibble, 16 bits (or two bytes) form a
>>> word and 32 bits (or four bytes) form a long word.
>>Word length is system dependent and not fixed at 16bits.
>
>I always wondered why people refered to a "word" on the Atari as 16-bits when
>the 6502 is a 8-bit CPU.
>(though,of course,you can add two 8-bit numbers and get a 9-bit result)

312. Re: Koronis rift

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Alberto BARSELLA <ishark@lsh01.univ-lille1.fr>
Message-ID: <m3ln5wcyb6.fsf@mokulen.univ-lille1.fr>
Source record: 47471

Thomas Meyer <i03a@zfn.uni-bremen.de> writes:

> Alberto BARSELLA <ishark@lsh01.univ-lille1.fr> wrote:
> > Is there a description of all the module types somewhere? There's a
> > lot I don't remember (or I never found out). The ones I recall are:
>
> I remember an article in a German special edition of "Happy Computer"
> magazine, which had an interview with game designer Noah Fahlstein,

Is it available anywhere on the web?
(what language was it in? german? :(( )

> who elaborated on the strategies in the game. It also had a few maps
> of the terrain and I wrote a TurboBASIC program back then to print
> the layout of ALL the maps (they were just 20x20 squares, or so, with
> each square just stating if it was a mountain or not). Some of the maps
> had fun stuff in them, one has a Copyright (C) and "LFL" below it.

I had written a similar program to output the maps on the Atari
plotter and I remember weird shapes (rift 7 is a spiral).
The maps also indicated the position of hulks, I think.

BTW what should happen when you've cleared rift 20? I managed to kill
everything, including the "base" (a 2-floor saucer standing on the
ground), but nothing happens and saucers keep attacking me...

Bye,
Alberto
--
Alberto BARSELLA
PGP fingerprint = 13 3F 22 D2 0B 0A D3 25 F1 89 FE B5 82 AD 75 2A
** Beliefs are dangerous. Beliefs allow the mind to stop functioning.
A non-functioning mind is clinically dead. Believe in nothing... **

313. Re: GATO

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <EEKe4.483$in5.10329@news1.online.no>
Source record: 47472

Could you put it up somewhere ? I'd like to get that .ATR

Jindroush <kubecj@asw.cz> wrote in message
news:85f0rn$qq0$1@nnrp1.deja.com...
> In article <387c8bba.223746438@news.ds.centuryinter.net>,
> ssilicon@centuryinter.net wrote:
> > Anyone have a disk or binary file version of this title for the
> > Atari-8? I knew it was out for the Apple 2 but never heard of an
> > Atari-8 version. Now, going through someone's web site, I see they
> > have this on cart. Hmm.
>
> I've got 2x cart, binary image of it (and modified Atari800 to run it)
> and ATR image for Atari 130XE (must be 130XE comaptible memory upgrade
> AFAIK).
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

314. Help With Emulators - Alternate Reality!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: "Dan Johnson"
Message-ID: <s7n2lt9ooj8181@corp.supernews.com>
Source record: 47473

Earlier today I went on a searching frenzy and came across several pages on Atari Emulation. My first computer was a Atari 400 with a cassette drive. I soon graduated to a 800 with disk drive and one of the first games I purchased was Alternate Reality the City. I played this game for hours on end. As a matter of fact the morning I was supposed to pick my wife and newborn daughter up from the hospital I was late because I had been up all night playing the City! When Alternate Reality the Dungeon came out I snatched it up fast.

Anyway, I've spent lots of time trying to get one of the many emulators to run the disk images of these two wonderful games with little success. With xFormer 2000 the opening scene and music load ok but nothing else...am I missing something? How do you change disks? I loaded all the disks into separate drives on the program but it doesn't seem to recognize them.

Please help! I'm dying to play these great games again!

315. Re: Koronis rift

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <85g7s3$81v$1@kohl.informatik.uni-bremen.de>
Source record: 47474

Alberto BARSELLA <ishark@lsh01.univ-lille1.fr> schrieb in im Newsbeitrag:
m3ln5wcyb6.fsf@mokulen.univ-lille1.fr...
> > I remember an article in a German special edition of "Happy Computer"
> > magazine, which had an interview with game designer Noah Fahlstein,
>
> Is it available anywhere on the web?
> (what language was it in? german? :(( )

Yes, it is German and I don't think it's on the web. I have it right in
front of me now, it's the Game Test Edition #3 from 1987.

> > the layout of ALL the maps (they were just 20x20 squares, or so, with

Oops, they are 64x48 squares.

> I had written a similar program to output the maps on the Atari
> plotter and I remember weird shapes (rift 7 is a spiral).

Yes, exactly!

> The maps also indicated the position of hulks, I think.

Yes. Each Rift (map) has 8 objects.

> BTW what should happen when you've cleared rift 20? I managed to kill
> everything, including the "base" (a 2-floor saucer standing on the
> ground), but nothing happens and saucers keep attacking me...

The article (written by Fahlstein) says that the alien base is not
destroyable by laser.

There's also a table about the "chroma quantisation":

```
Re Or Ye Gr Bl Pu
Re ++ + - - - +
Or + ++ + - - -
Ye - + ++ + - -
Gr - - + ++ + -
Bl - - - + ++ +
Pu + - - - + ++
```

(Red, Orange, Yellow, Green, Blue, Purple)

Shields are vertically, the lasers are horizontally. The table depicts how
good a shield is against a laser. A red shield is good against a red laser,
but a red laser won't do much harm to red saucers. The strength of a laser
is seen by negating the table (+ becomes -). The color brown has a special
meaning...

There is a logical pattern behind which laser is used by the saucers on each Rift. The colors of the saucers also have a pattern to allow the player to select the correct laser early.

The article mentions a special way through the game, which includes only ONE hulk and an "oversight" by the Ancients on Level 20. This allows one to complete the game in 10 minutes (disk version). This trick was supposed to be printed in a later issue, which I don't have.

All of this is much longer, but I don't have time to translate all of it.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

316. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000111164448.03861.00000613@ng-ft1.aol.com>
Source record: 47475

>btw, is there a limit to how many disk drives you can have? i.e. the
>IDE limitation on PCs?

Stock 8-bit limited to physical drives numbered one (1) thru four (4) and a RamDisk (usually #8 or 9); add on controllers like MIO or Black Box can go up to 8.

-Ron

I started life with nothing, and still have most of it left...

317. Re: Topic: Atari Cassette Players...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000111170026.03861.00000617@ng-ft1.aol.com>
Source record: 47476

>I'd agree with that - I inherited a 600XL with the 1010 drive, and it's dead;
>goes ff and rew, but no play/record.

Just to make certain, did you check it with the 600XL? The cassette motor is triggered by a signal from the computer. Poke 54018 (PACTL) with 52 ($34) for ON and 60 ($3C) for OFF.

-Ron

I started life with nothing, and still have most of it left...

318. Re: Donating Computer Stuff for site

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Petr Liebl <lieblp@atlas.cz>
Message-ID: <85g8fl$91j$2@news.vol.cz>
Source record: 47477

Andy Luecke <luecke@netnitco.net>

> If you have any computer related stuff that you would like to donate to me
> to help make my site better and benifit other people by what you give me,
> please click this link (http://members.xoom.com/luecke12/donate.html) or
> reply via email.
>
> Note: since i am only 12 i can not afford to pay for the shipping.
>

Eh...people... we are only few ATARIsts and you even don't want to have
other one, so we can say that here is more Atarists than Commodores?
(;-)))))

I know some people here, who want to sell ATARI, but SELL (about 20$ = 500Kc
??).
And I if I had my own ATARI, that I wanted to sell, I'd want to have my
money for shipping "back"....
...so try to have some money for shipping, and then write again! (;-))))

Bye Petr Liebl

end....

PS: Excuse my english please... I'm not very good at it...

http://8mi.atari.org

319. Re: 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Petr Liebl <lieblp@atlas.cz>
Message-ID: <85g8fc$91j$1@news.vol.cz>
Source record: 47478

>gforce <mitrosky@monmouth.com>

> anybody know where one can buy atari 8-bit software... I once had a
catalog
> for a good place a couple of years ago but seemed to misplaced it.. it had
> all new stuff in boxes.. shrinkwrapped, etc... any help would be
> appreciated.
>

In our country (Czech Republic), there is still one company (called
EXMINSY), that sells things for 8-bit ATARI.

Try to ask for more info at: semecky@saul-is.cz

Bye Petr Liebl

end...

http://8mi.atari.org

320. Re: SpartaDOS shareware?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000111171306.03861.00000623@ng-ft1.aol.com>
Source record: 47479

>Anyone know if this is around at all? I just won a 1050 disk drive from
>eBay, comes with DOS 3.0, but I've been told to go after Sparta instead

Ver 3.2 F or G available here in .arc or .dcm formats:
http://www.umich.edu/~archive/atari/8bit/Dos/Spartados/

the tool kit & diskRx there too. BWdos is a sparta look-a-like for 800 or XL/XE
from another site. Sing out for help porting to the 1050 format.

-Ron

I started life with nothing, and still have most of it left...

321. Re: SpartaDOS shareware?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Yuval Rabinovich <yovalr@zahav.net.il>
Message-ID: <387BA189.FC6F19BF@zahav.net.il>
Source record: 47480

Whatever you do, do not use DOS 3.0. Atari themselves dumped it after a short while due to software incompatibilities and inefficient use of disk space. The de-facto standard was DOS 2.0. All other public domain and commercial DOS's were upward compatible with DOS 2.0, including Sparta. Atari themselves released DOS 2.5, which is probably the best one as far as both compatibility and 1050 usage are involved.
Other DOSs have advantages for using drives that allow larger disk spaces, including Sparta. The best was SpartaDOS X which was a cartridge based DOS (I still have it).

Squid wrote:

> Anyone know if this is around at all?&#65533; I just won a 1050 disk drive from
> eBay, comes with DOS 3.0, but I've been told to go after Sparta instead (ok
> with me as when I had my 800XL that's what I used).

322. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Peter Laing <NOSPAMsnailboy1@earthlink.net>
Message-ID: <WTOe4.4495$iZ1.203298@newsread2.prod.itd.earthlink.net>
Source record: 47481

Hi John

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:387b60b2.131308299@news.ds.centuryinter.net...
> Maybe because the address bus part is 16-bits and a lot of the machine
> instructions are designed to deal with / interact with 16-bit address
> parameters. Just a thought.
>

Yeah but can you load the accumulator (the primary register) with a 16 bit
quantity? Do you have 16 bit index registers ? Can you perform operations
on 16 bit quantities? The answer to all these questions on a 6502 is no.

The "word size" of the 6502 is 8 bits.

Lazy 6502 programmers like to use the term "word" to indicate an unsigned 16
bit quantity (two bytes) ;)

< Original word-size question snipped >

Peter

323. Re: Mouse on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <387BD1FE.65F0EFC4@qnet.com>
Source record: 47482

What is the big thing about having a mouse on a Atari8s. I had a RAT for my 800xl back around 1985. If I remember correctly it had a Red body with 2 black buttons. I used it for awhile then I dont know what happened to it. I purchased it from a company in Antic magazine for like $60.

Don

324. Re: Active Surplus - web site problems?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Barton Oleksy <boleksy@nait.ab.ca>
Message-ID: <387C0727.692AAC09@nait.ab.ca>
Source record: 47483
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

```
David Evans wrote:
>
> In article <387A787C.AAF8E107@nait.ab.ca>,
> Barton Oleksy <boleksy@nait.ab.ca> wrote:
> >
> >I went to that web site but had a couple of problems...
>
> Have you ever visited the place? In a way I wouldn't trust their web site to
> have much connection with reality. There's just so much crazy stuff there...
>
No, never been there. I haven't been to T.O. for a few years now, but
will definitely try to stop in next time I make it! The web site looks
pretty nice ('slick') so it obviously doesn't reflect the actual
store... ;-)

I was hoping at least the e-mail link would work, though... <sigh>

Bart
Edmonton
```

325. Re: Mouse on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: Tony Talarico <syrtran@csi.com>
Message-ID: <387BF720.B128C447@csi.com>
Source record: 47484

Velcro SPY wrote:
>
> I would like to use a mouse on the Atari 8bit. I can probably get an
> Amiga mouse which has a plug like an Atari joystick or paddles. Would
> it be possible to utilize an Amiga mouse with the paddle commands in
> Atari BASIC? Mouse left-right = paddle 1, mouse up-down = paddle 2,
> mouse buttons correspond to paddle buttons?
>
> On that note is anyone familiar with a vendor for Amiga mouses, and
> did other systems use Amiga-style mouses?
>
> I am really enamored of the BBK Artist paint program which appeared in
> Analog magazine. I think it is the best paint program for the Atari
> 8bit. It would be infinitely superior if you could use a mouse with
> it.
>
> VS
>
> To email me just remove the Xs and underline marks from my email address.

In the US try Software Hut http://www.softhut.com
or Compuquick http://www.infinet.com/~comquick/

In the UK Blittersoft http://www.blittersoft.com

In Germany Schatztruhe http://www.schatztruhe.de/

There are others, but I don't remember the URL's

The Amiga may be considered 'dead' because it's not currently in
production (there still is an Amiga company), but, like it's predecessor
- the Atari 8-bits - it's still got a _very_ loyal following.

--
Tony Talarico

To contact me, take away the SVO
(OVER MY COLD LIFELESS CORPSE!!) ;->

326. Re: About My Donating Computer Stuff Post...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <387BE3AA.BEA62E9E@sisna.com>
Source record: 47485

Andy:

I have a couple systems that I will donate to an Acoustical Child. Will pay shipping charges ect, I can actually deliver the system in person as I work for an Airline that is Global. If you are interested in this or anyone that has a special person that could benefit from the use of and Atari 8-bit system, then by all means contact me with the peticulars of the individual and we shall go from there.

Bob

327. Atari Software f/s

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <387BE81F.142448C5@sisna.com>
Source record: 47486

I have about 8 Atari Logo programing cartridges with Logo Reference
Manual and another manual Introduction to Programing through Turtle
Graphics price $8.00 shipping included

Atari CD-Rom, for the IBM to be transferred to the Atari 8-bit has 9,000
plus files all shareware some from the Original Pool disk, and others
from 3 U.S. Atari club libraries.
Price $20.00 shipping inclueded.

bob

328. Atari Hardware F/S

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-11 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <387BE99F.ED0A6ABC@sisna.com>
Source record: 47487

2ea Atari 130 XE's comes with power supply guranteed 30 days Price
$30.00 shipping inc.

2ea Atari 800XL's comes with power supply guranteed 30 days Price $25.00
Shipping inc

4ea Atari 1050 Disk Drives comes with power supply and sio cable
Price$20.00 Shppinc inc

Above xe's and xl's come with video cable also.

On the non gurantee list...if interested...

4 atari 130 xe's, may work may not..price $15.00 ea shipping included.

4 atari 800xl's may work may not price $10.00 ea shipping included

6 ea atari 1050 disk drives price $10.00 ea shipping included..

the above do not come with power supplies, or cables came from a school
district and may
work, some may be in rough cosmetic condition, parts only and may
actually work chance you take as I did.

bob

329. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000112165045.01011.00001707@ng-cj1.aol.com>
Source record: 47293

>Does anyone know what's required to get an Atari (any model) setup as a BBS?

1. Phone line
2. Modem which will auto answer
3. BBS software for 800 or XL (xpress, forem, oasis, carina, etc...)
4. Disk drives or LARGE ramdisk (more is better, preferably hard disks)
5. LOTS of time to configure & maintain it
6. Content of a type to attract some callers!

The last two items may be your biggest challenge.

-Ron

I started life with nothing, and still have most of it left...

330. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <85itrp$b82$1@supernews.com>
Source record: 47294

```
Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:3881f5c9.169481053@news.ds.centuryinter.net...
> On Tue, 11 Jan 2000 23:19:18 GMT, "Peter Laing"
> <NOSPAMsnailboy1@earthlink.net> wrote:
>
> >Hi John
> >
> >Jon Melbo <ssilicon@centuryinter.net> wrote in message
> >news:387b60b2.131308299@news.ds.centuryinter.net...
> >> Maybe because the address bus part is 16-bits and a lot of the machine
> >> instructions are designed to deal with / interact with 16-bit address
> >> parameters. Just a thought.
> >>
> >
> >Yeah but can you load the accumulator (the primary register) with a 16
bit
> >quantity? Do you have 16 bit index registers ? Can you perform
operations
> >on 16 bit quantities? The answer to all these questions on a 6502 is no.
>
> But that/those wasn't/weren't the question. The question is what is
> the word size of the 6502. Answer: 16 bits.

NO! The "word size" of the 6502 is 8 bits. This is correct. However, that
does *NOT* mean that the size of a "word" is 8 bits. Sounds screwy I know.
The reason is that the term "word size" is a piece of hardware terminology,
and refers specifically to the attributes of the hardware. However, "word"
is usually a piece of software terminology - and on 8-bit machines tends
to refer to a 16-bit value. The size of a word is (as I said before)
set by convention.

> >The "word size" of the 6502 is 8 bits.
>
> No offense, but if Bill Wilkinson says the word size is 16 bits then I
> tend to believe it.

Well I wouldn't if I were you.

> >Lazy 6502 programmers like to use the term "word" to indicate an unsigned
16
> >bit quantity (two bytes) ;)
>
> I doubt it has anything to do with being lazy. What I think it has
> everything to do with, is you being a very precise & technically
> minded person, find yourself defining the criteria for word size
```

> according to your standards and what makes sense to you. In other
> words, the standard that you think "ought to be." Peter, I have read
> lots of your posts and I respect your skill. I wish I had half as

I agree. The size of a "word" is *entirely* subjective; it is simply
a convenient quantity to use to represent numbers with a reasonable
range. This is why it isn't 8 bits on the 6502 - that only has a range
of -128 to +127 or 0 to +255; and a lot of integer quantities lie
outside this range.

> much as you. That being said, I am never the less kind of a precise
> and tech minded person as well, and I find myself often rationalizing
> things the way _I_ think they should be. I'll often be almost done
> convincing myself that what I feel the definition for something should
> be actually _is_. Then I'll snap out of it and remember that the way
> I think it ought to be isn't necessarily the way it is. Like it or

Yeah. I do this too ;-). I think everyone with enough intelligence
and confidence does at one time or another. It's just a bit gutting
when you argue strongly for how it *should* be, then discover that
it isn't after all ;-) ;-).

> not. As it stands, I personally agree with and understand your idea
> of what criteria defines a word size, but that isn't how it is

It isn't all that clear even if you use such criteria;
for example, do you choose the data paths to the ALU? Or
perhaps the data bus width? Or maybe register width?

> actually defined; even as much as we both want it to or no matter how
> much better sense it makes.
>
> 6502 word size is 16-bits. Like it or not.

6502 word size = 8 bits.

On 6502 platforms, the size of a "word" is 16 bits.

The two aren't the same ;-). The same situation exists on
MC68000, where word size is 32 bits, but size of a "word"
is 16 bits.

Alastair Houghton ajhoughton@lineone.net

331. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <85itrr$b82$2@supernews.com>
Source record: 47295

Sidney Cadot <sidney@ch.twi.tudelft.nl> wrote in message
news:387C6EB0.3176F5B8@ch.twi.tudelft.nl...
>
> Hi James,
>
> > I have always been told that
> > 8 bits is a Byte.
> > 16 bits is a Word.
> > 32 bits is a Long Word.

This is a common myth. Unfortunately, bytes don't all have eight bits
(there were some nine bit machines once that defined bytes with nine bits),
words vary in size from 4 bits upwards, long words don't necessarily
even exist (but if they do, they are usually 32 bits or bigger) and as
for 64 bit things, these could be words, long words, or even quad words.

For most modern machines, a word is their "natural" data size - most
RISC chips adhere strictly to this definition. However, CISC chips and
older MPUs like the 6502 tend to define "word" as 16 bits. There are
a variety of reasons for this - the best being that they had already
named octets (groups of eight bits) "byte", and didn't need another word
to mean the same thing. But also, 16 bits is a convenient size for
general integers (even on 8-bit machines; many integer constants don't
fit in 8 bits) - and convenience was the reason for the "natural" size
definition.

> > I don't know what 64 bits is.
>
> It would probably be a long long word (GNU C terminology) or a quadword
> (Intel and Motorola terminology). Intel-minded folks would refer to a
> 32-bit quantity as a double word. PowerPC adepts on the other hand call
> 64 bits a double-word, since this processor has, and always has had,
> 32-bits words.
>
> I guess the reason 8-bit people usually refer to 16 bits as a "word", is
> that there is a perfectly good word for 8-bit quantities. But from a
> hardware perspective, I'd say the 6502 is an 8-bit processor, handling
> 8-bit words.

I agree - from a hardware perspective, the 6502's word size is 8 bits.
But from a software point of view, the size of a "word" is 16 bits.
There is a distinction between hardware words and software "words". On
ix86, 16 bits is a "word" despite the fact that the processors are
32-bit, hence their hardware word size is 32 bits.

> Even your statement of 8 bits to the byte is perhaps overly optimistic.
> In high-quality specs, 8 bit quantities are called "octets" (for
> example, internet RFC's). A byte is more like the smallest amount of
> data the processor can fetch from/store in memory, which just happens to
> be 8 bits on most machines. There used to be exceptions though. For

There's still argument about this. The UNIX fraternity tends
to insist on the use of octet as opposed to byte - but that's
mainly because they are the only group that has had to use machines
with 4 or 9 bit bytes. There are RISC chips (e.g. early ARM processors)
on which it is impossible to access anything other than 32-bit words;
but they don't call 32 bits a byte ;-). I tend to think the "octet"
purists are being a little silly these days; after all, everything
works in terms of bytes - just imagine trying to read a text file from
a PC into a machine with 9 bits in each byte. Or even trying to load
an image file.

> precisely this reason, the C header file "limits.h" defines a macro
> CHAR_BIT, that holds the number of bits to the byte.
>
> All in all, what's in a word?

> Regards, Sidney
>
> PS. we could of course agree to disagree, but you 16-bit people should
> really go to comp.sys.atari.16bit then ;-)

I think the 16-bitters are talking at cross purposes with
the 8-bitters. 16-bits -> size of "word". 8-bits -> hardware
word size. The two aren't the same, so there's no
disagreement.

Regards,

Alastair.

Alastair Houghton ajhoughton@lineone.net

332. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <85ivrb$ch6$1@supernews.com>
Source record: 47296

```
----- Original Message -----
From: Doug Wheeler <doug@fineideas.com>
Newsgroups: comp.sys.atari.8bit
Sent: Wednesday, January 12, 2000 7:24 PM
Subject: Re: 8bit copyright

> TxResumes.Com <rayford@NOSPAMmsn.com> wrote in message
> news:38842e67.100857606@news...
> > If software copyrights are not defended by the owner for many years as
> > is the case with the 8 bit software for some time now then it
> > literally enters the Public Domain.
>
> NOT TRUE

Quite right. The software would only enter the Public Domain
if the author/copyright owner put it there, or the copyright
expires for some reason. HOWEVER, it doesn't pay to be silly
about this. The people owning copyrights on 8-bit software
and hardware in the vast majority of cases have already
written it off as obsolete, and therefore don't really care
one way or another.

That's not to say they don't want to keep the copyright
control; as was said, Hasbro have retained the copyrights
(as well, I suspect as some of Atari's large patent
library). But they almost certainly (I haven't asked them,
but I'd be surprised if they disagree with what I'm about
to say) don't care about the *original* software on the
*original* 8-bits. There is a minute chance that they care
about the original software under emulation on the PC - but
I doubt it; the entire point as far as they are concerned
is that they can release better versions of the original
games as well as conversions of the original original.

The free availability of many old software titles on the
Internet is very useful for many reasons - for example,
I only had a 1010 tape deck (no disk drive), so most of
my software is on tape. Now I've written a program to
transfer the data across, but in order to actually get
something working you need a good working knowledge of
the micro's architecture and especially 6502 assembler.
I have done this for some of my software, but it's quite
hard work (I have to do my own loaders for the tapes).
Some people don't have the necessary skills, despite
having the original software on tape. Arguably even this
```

is a copyright infringement ("reproduction"), but again I think it would be foolish to suggest that the copyright holders actually mind.

Indeed, some people have been very pleasantly surprised by some publishers' ideas about their intellectual property - for example, there have been cases of publishers providing a copy of their own software for a newer platform after an existing owner moved platforms (most commonly from Amiga to PC or Atari ST to PC) for little more than the cost of the media and postage (or even digitally over the Internet for free!).

Copyright owners aren't money grabbing monsters, but they do feel wronged by the prolific software piracy that seems to be a feature of modern society (in a recent article in the Times newspaper, an estimate was made that approximately one third of all software in the UK is illegal). In what other trade are people willing to steal the fruits of many man-years of people's hard work? The only other industry with such a huge piracy problem is the music business - and it doesn't take nearly as long to record an entire CD as it does to write a modern commercial computer program (even several years ago this was the case).

But the fact is that a lot of the software you people are arguing about is very old - even the copyright owners often don't have copies of it, and they certainly don't anticipate any further profits from it.

If you really want to be white as white, then go ahead and contact the publishers/copyright owners (if you can find them). It's very unlikely that they'll object to you copying their software. Maybe they'll even give you the source code (if they've got it) if you ask nicely ;-).

Regards,

Alastair Houghton.

Alastair Houghton ajhoughton@lineone.net

333. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <85j008$j2a$1@supernews.com>
Source record: 47297

```
----- Original Message -----
From: William Kendrick <nbs@bolt.sonic.net>
Newsgroups: comp.sys.atari.8bit
Sent: Wednesday, January 12, 2000 9:26 AM
Subject: Re: What are you using your Atari for?

> Squid <squidhm3@flash.net> wrote:
> : Well sir, what is the possiblity of running Linux/Unix on these
machines?
> : It'd be kinda neat to get online via my 600XL.
>
> It'd be extremely hard. :) Low memory and not very good memory
management.
> (Superuser wouldn't be very easy to enforce if anyone can write to any
part
> of memory ;) )
>
> -bill!

You could always write an x86 emulator in 6502 assembler ;-)
;-) ;-)!

(and besides, you can get RAM upgrades up to about 1MB)

--------------------------------------------------------------
Alastair Houghton ajhoughton@lineone.net
```

334. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Iv7f4.1869$in5.31369@news1.online.no>
Source record: 47298
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Didn't he make a better Centipede too ? I think I have that somewhere

Andrew Krieg <krieg@earth.execpc.com> wrote in message
news:387cc063$0$2955@news.execpc.com...
> I would like to compile a list of 5200 games that "Glenn" ported to the
Atari
> 8-bit computers. Here are the ones I know of so far:
>
> Berzerk
> Crystal Castles
> Gremlins
> Jr. Pac-Man
> Space Dungeon
> Vanguard
>
> I have seen Xevious on the 8-bit and think that was a 5200 port as well.
> Does anyone know what else he ported?
>
> What did he do with games that used the 2nd button, or parts of the key
pad?
> Did he map those keys to the 8-bit keyboard?
> --
> =__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant
=
> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com
=
> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth
=

335. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <120120001648383038%mcurrent@carleton.edu>
Source record: 47299

In article <38842e67.100857606@news>, TxResumes.Com
<rayford@NOSPAMmsn.com> wrote:

> If software copyrights are not defended by the owner for many years as
> is the case with the 8 bit software for some time now then it
> literally enters the Public Domain.

That's absolutely false. You may want to read up on copyright law.

> Add to this the fact that nobody owning those copyrights has made any
> money for many years on their software sales and you have another
> reason why they would not bother to legally defend the copyrights
> either.

Many classic gaming titles have been re-released in recent years. In
every case, whoever currently owns the rights has received royalties as
a result. When Atari was still an independent corp., they were making
more money from royalties on old stuff than they were on their current
products, as I recall.

Some people also feel its important to support those commercial vendors
still selling new-in-the-box software for the 8-bit Atari.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
StPaul Atari Computer Enthusiasts http://www.library.carleton.edu/space/

336. Re: BASIC Computer Games, David H. Ahl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Super Dave <dave@nospam.com>
Message-ID: <s7q7g0ekoj815@corp.supernews.com>
Source record: 47300
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.tandy,comp.sys.amiga.marketplace

I went to Furman Univ. in 1974 and played the HP Star Trek. When the TRS-80 LEVEL II came out I went back to Furman to take notes in preparation to write a TRS-80 version.

My version has all the features of the HP version plus a few new features and bug fixes (even planets that I never created a use for). Its formatted for the TRS-80 and even has some corrections to the targeting and navigation formulas.

As for the book, I would be happy to scan it and add it to the collection of TRS-80 manuals and books on my web site so every TRS-80 fan who wants one can have their own copy.

--
David
dmkeil@discover-net.net
http://discover-net.net/~dmkeil

337. Re: atari TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: "Jose Olivera Jr." <ace942@icanect.net>
Message-ID: <387D36C0.A30133C9@icanect.net>
Source record: 47301

I don't know if the site that I am about to mention has those
commercials that you are mentioning but this site does have Atari
commercials of different types: The URL is:

http://www.papabyrd.com/atari/

The other site that I am aware of is:

http://aegis.mcs.kent.edu/~clisowsk/8bit/movies.html

I hope that helps.

Patrice wrote:

> Hi and happy new year everybody
>
> Last year, i visisted a web site with atari commercials
>
> i remember of:
> -study.mov
> -entertain.mov
> -manage.mov
> .....
>
> And a link to download QUICKTIME rev 4 to play the video
>
> Does someone have the URL of this site ??
>
> Muller Patrice, french atari collector
> http://perso.wanadoo.fr/atari.fr/

--
Jose Olivera Jr.
<ace942@icanect.net>
http://members.icanect.net/~ace942/index.htm

338. Re: DONATIONS (part 3... *sigh*)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <85jfjb$jm4$1@gxsn.com>
Source record: 47302

Hi,

> Check out the "comp.sys.tandy" newsgroup for our 12-year-old friend's
>latest requests...

The scammer is hitting "comp.sys.dec.micro" too now....should prove
interesting knowing the crowd that hang out in there....

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

****
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
****

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

339. Re: SpartaDOS shareware?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Squid <squidhm3@flash.net>
Message-ID: <1zQe4.1465$ro4.140724@news.flash.net>
Source record: 47392

```
Wow, I'll check around for that. :-) Thanks friend. :-)
```

340. Re: SpartaDOS shareware?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Squid <squidhm3@flash.net>
Message-ID: <CzQe4.1469$ro4.140557@news.flash.net>
Source record: 47393

That's all fine, but how do I uncompress them once I get them off my PC and
onto the Atari? :-)

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
news:20000111171306.03861.00000623@ng-ft1.aol.com...
> >Anyone know if this is around at all? I just won a 1050 disk drive from
> >eBay, comes with DOS 3.0, but I've been told to go after Sparta instead
>
> Ver 3.2 F or G available here in .arc or .dcm formats:
> http://www.umich.edu/~archive/atari/8bit/Dos/Spartados/
>
> the tool kit & diskRx there too. BWdos is a sparta look-a-like for 800 or
XL/XE
> from another site. Sing out for help porting to the 1050 format.
>
> -Ron
>
> I started life with nothing, and still have most of it left...

341. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Squid <squidhm3@flash.net>
Message-ID: <yDQe4.1478$ro4.140777@news.flash.net>
Source record: 47394

Well sir, what is the possiblity of running Linux/Unix on these machines?
It'd be kinda neat to get online via my 600XL.

Zeder <mfogus@dcscorp.com> wrote in message
news:85fd6m$38m$1@nnrp1.deja.com...
> I am working on a website about alternate computer solutions and I'd
> like to know what people are using their Atari for? Of course there are
> the games, but what applications would appeal to a family that doesn't
> have a lot of money or someone that is interested in getting the most
> out of their old machines. I'm mainly interested in the 400, 800,
> 600XL, 800XL, 1200XL, and ST models, but anything would be useful.
>
> Thanks in advance.
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

342. Re: Topic: Atari Cassette Players...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Squid <squidhm3@flash.net>
Message-ID: <0FQe4.1482$ro4.141256@news.flash.net>
Source record: 47395

Ho boy I did not know that; no, I did not check it against the XL, and I dissected the sucker to see what was up; don't remember how the thing goes back together anymore. :-(

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message news:20000111170026.03861.00000617@ng-ft1.aol.com...
> >I'd agree with that - I inherited a 600XL with the 1010 drive, and it's dead;
> >goes ff and rew, but no play/record.
>
> Just to make certain, did you check it with the 600XL? The cassette motor is
> triggered by a signal from the computer. Poke 54018 (PACTL) with 52 ($34) for
> ON and 60 ($3C) for OFF.
>
> -Ron
>
> I started life with nothing, and still have most of it left...

343. Re: Help With Emulators - Alternate Reality!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <28ln7s4c08q6rodhninepfirkpb3u99p5m@4ax.com>
Source record: 47396

On Tue, 11 Jan 2000 14:50:40 -0500, "Dan Johnson" <@zoomnet.net>
drooled an embarassing wet spot in his lap as he typed:

>Earlier today I went on a searching frenzy and came across several pages on
>Atari Emulation. My first computer was a Atari 400 with a cassette drive.
>I soon graduated to a 800 with disk drive and one of the first games I
>purchased was Alternate Reality the City. I played this game for hours on
>end. As a matter of fact the morning I was supposed to pick my wife and
>newborn daughter up from the hospital I was late because I had been up all
>night playing the City! When Alternate Reality the Dungeon came out I
>snatched it up fast.
>
>Anyway, I've spent lots of time trying to get one of the many emulators to
>run the disk images of these two wonderful games with little success. With
>xFormer 2000 the opening scene and music load ok but nothing else...am I
>missing something? How do you change disks? I loaded all the disks into
>separate drives on the program but it doesn't seem to recognize them.
>
>Please help! I'm dying to play these great games again!
>
>
>

Only two emulators in existence that I know of will play both AR games
(City and Dungeon) almost flawlessly: Atari800 (both DOS and Win
versions), and XL-It! (DOS). Both AR games were my all-time
favourites (even to this day -- it took the PC 5 more years before it
discovered texture mapping), so I made a special point of making sure
I kept up to date on these two emus. Everything from the title right
through work unbelievably well. Both emus support multiple drives,
too; The City will recognise two drives, and The Dungeon will do four,
so you can just plunk the disk images in and forget about swapping in
the Dungeon, and have minimal swapping in The City.

Both emulators are available at
www.vintagegaming.com/emulators/atari8emu.html (the quasi-resurrection
of Dave's Video Game Classics)

344. A TRIBUTE TO ATARI USER GROUPS

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10001112129500.3799-100000@moose.erie.net>
Source record: 47397
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The Spectrum Atari Group of Erie is celebrating FIFTEEN YEARS of dedication to Atari enthusiasts with a unique multi-media CD, entitled "A Fresh Perspective". THIS IS NOT JUST ANOTHER SOFTWARE COLLECTION!

Everyone who appreciates the days of fun and friendship in their own user group will want to get this disc. Whether your interests were 8-bit, ST/TT, Jaguar or Lynx this CD has you covered. It has something for everyone!

It's filled (over 640 megs!) with Atari-related text files, pictures, videos, songs, sample web-pages and an HTML tour that helps you get familiar with the disc's contents. Order it today!

Log onto the SAGE website at http://www.erie.net/~sagedm or at sage.atari.org (if it's working!).

345. Re: GATO

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387bede1.167456228@news.ds.centuryinter.net>
Source record: 47398

On Tue, 11 Jan 2000 10:32:23 GMT, Jindroush <kubecj@asw.cz> wrote:

>In article <387c8bba.223746438@news.ds.centuryinter.net>,
> ssilicon@centuryinter.net wrote:
>> Anyone have a disk or binary file version of this title for the
>> Atari-8? I knew it was out for the Apple 2 but never heard of an
>> Atari-8 version. Now, going through someone's web site, I see they
>> have this on cart. Hmm.
>
>I've got 2x cart, binary image of it (and modified Atari800 to run it)
>and ATR image for Atari 130XE (must be 130XE comaptible memory upgrade
>AFAIK).

Cool. Some kind folks sent me the ATR. Couldn't get it to work
though until I put the emu into PAL mode.

Worked fine then.

346. WTB: Atari 400 with 48k

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <TiSe4.5993$Di.50623@typhoon1.tampabay.rr.com>
Source record: 47399

```
Please email me with description of your Atari 400 with 48k, along with the
price you need.
Thanks,
Mark
```

347. Re: Track and Field (2600) for trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387ef34a.168841841@news.ds.centuryinter.net>
Source record: 47400
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

On Mon, 10 Jan 2000 19:34:19 -0500, "Tempest" <reicher6@pilot.msu.edu>
wrote:

>I have an extra copy of Track and Field for the 2600 for trade. Its in good
>shape except a little hole has been punched in the front (you know that
>little rectangular slot in the middle of the cart) and the track guy on the

That's what is commonly known as a "cut out." It's done with media in
the music industry also.

348. Re: Active Surplus - web site problems?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387cf1da.168473021@news.ds.centuryinter.net>
Source record: 47401
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

On Tue, 11 Jan 2000 05:32:01 GMT, CUTblakeney@home.com (Jeff Blakeney)
wrote:

>I was there last week and almost picked up an IBM Pentium 75 with
>floppy, video, 16 MB RAM, 540 MB hard drive in a case but no keyboard,
>monitor, CD-ROM drive or anything else for $100 CDN.
>
>It would have made a nice Linux machine which is something I'm getting
>desperate to set up again. :-)

How about a Pentium 75, 32MB RAM, 1.2GB HDD, 4x CDROM, 14" SVGA
Monitor, Keyboard, Mouse for $199.00 U.S.?

Try www.maventech.com

I set these up for people on a super tight budget that want to
basically do internet and Office.

349. Re: Active Surplus - web site problems?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387df317.168790553@news.ds.centuryinter.net>
Source record: 47402
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

Huh? Where? This just a store somewhere or a web site? Sounds good
to me!

On Tue, 11 Jan 2000 10:39:24 -0500, Beyonder <beyonder@vrx.net> wrote:

>You should check out reboot, a store on queen near Dufferin. They have pentiums (or
>had) for about $60-$80 and that's with keyboard, cdrom and 15" monitor!
>
>they also have 486-66s, 100s, and even down to sx-25s... starting at about $20.
>
>Dan.
>
>Jeff Blakeney wrote:
>
>> On 11 Jan 2000 02:58:01 GMT, dfevans@bcr4.uwaterloo.ca (David Evans)
>> wrote:
>>
>> > Have you ever visited the place? In a way I wouldn't trust their web site to
>> >have much connection with reality. There's just so much crazy stuff there...
>>
>> Yeah, their stock is constantly fluctuating. It is the type of place
>> that you have to visit often to get the really good stuff.
>>
>> I was there last week and almost picked up an IBM Pentium 75 with
>> floppy, video, 16 MB RAM, 540 MB hard drive in a case but no keyboard,
>> monitor, CD-ROM drive or anything else for $100 CDN.
>>
>> It would have made a nice Linux machine which is something I'm getting
>> desperate to set up again. :-)
>>
>> +---+
>> | Jeff Blakeney - Dean of the Apple II University in A2Pro on Delphi |
>> | Delphi Apple II Forums Web Pages |
>> | A2: http://www.delphi.com/apple2 A2Pro: http://www.delphi.com/a2pro |
>> +---+

350. Re: Need atari 800XL video cable help!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387ff4bc.169211569@news.ds.centuryinter.net>
Source record: 47403

One BNC connector or 3+? The 800XL has a composite out as part of the
monitor jack, just like the regular video out on a VCR.

On Tue, 11 Jan 2000 01:50:04 -0800, Heavy G <heavyg@evcom.net> wrote:

>Hello, ive been an atarian for many years, going back into the early
>80's (my first computer was an 800xl) but have recently been pulling out
>the ole atari hardware and playing with it. what I need is help for
>video cable. I acquired a video minotor (no TV tuner, just a monitor,
>for such as video camera, and its color) it has a bnc connector for
>video, I got an adapter, but have a prob: the 800XL's switchbox sends
>the signal on channel 2 or 3, so the monitor wont pick up the signal, so
>I was wondering if the video port ON the 800xl will work with this. and
>if so, what would the pinouts be to work with this standard color video
>monitor? any help would be appreciated! thanks
>

351. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3880f532.169329567@news.ds.centuryinter.net>
Source record: 47404

Well for me now it's the games. I remember a time when I did
everything on my Atari. Diskbase is an awesome database for it.
There are WP and other good things to do with it as well.

On Tue, 11 Jan 2000 14:03:11 GMT, Zeder <mfogus@dcscorp.com> wrote:

>I am working on a website about alternate computer solutions and I'd
>like to know what people are using their Atari for? Of course there are
>the games, but what applications would appeal to a family that doesn't
>have a lot of money or someone that is interested in getting the most
>out of their old machines. I'm mainly interested in the 400, 800,
>600XL, 800XL, 1200XL, and ST models, but anything would be useful.
>
>Thanks in advance.
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

352. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3881f5c9.169481053@news.ds.centuryinter.net>
Source record: 47405

On Tue, 11 Jan 2000 23:19:18 GMT, "Peter Laing"
<NOSPAMsnailboy1@earthlink.net> wrote:

>Hi John
>
>Jon Melbo <ssilicon@centuryinter.net> wrote in message
>news:387b60b2.131308299@news.ds.centuryinter.net...
>> Maybe because the address bus part is 16-bits and a lot of the machine
>> instructions are designed to deal with / interact with 16-bit address
>> parameters. Just a thought.
>>
>
>Yeah but can you load the accumulator (the primary register) with a 16 bit
>quantity? Do you have 16 bit index registers ? Can you perform operations
>on 16 bit quantities? The answer to all these questions on a 6502 is no.

But that/those wasn't/weren't the question. The question is what is
the word size of the 6502. Answer: 16 bits.

>The "word size" of the 6502 is 8 bits.

No offense, but if Bill Wilkinson says the word size is 16 bits then I
tend to believe it.

>Lazy 6502 programmers like to use the term "word" to indicate an unsigned 16
>bit quantity (two bytes) ;)

I doubt it has anything to do with being lazy. What I think it has
everything to do with, is you being a very precise & technically
minded person, find yourself defining the criteria for word size
according to your standards and what makes sense to you. In other
words, the standard that you think "ought to be." Peter, I have read
lots of your posts and I respect your skill. I wish I had half as
much as you. That being said, I am never the less kind of a precise
and tech minded person as well, and I find myself often rationalizing
things the way _I_ think they should be. I'll often be almost done
convincing myself that what I feel the definition for something should
be actually _is_. Then I'll snap out of it and remember that the way
I think it ought to be isn't necessarily the way it is. Like it or
not. As it stands, I personally agree with and understand your idea
of what criteria defines a word size, but that isn't how it is
actually defined; even as much as we both want it to or no matter how
much better sense it makes.

6502 word size is 16-bits. Like it or not.

353. Preliminary version of Atari ROM source listing available.

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <387C037F.E3AC5A2C@ch.twi.tudelft.nl>
Source record: 47406

Hi everybody,

As of now, a preliminary version of the Atari XL/XE ROM sources I made
(BASIC, Self-Test ROM and OS) is available.

You can get them them from my Atari page at
http://ch.twi.tudelft.nl/~sidney/atari. The sources can be assembled
(using TASM 3.1 from http://www.halcyon.com/squakvly/ for now) back into
the XL/XE ROM files, as required by
emulators such as Atari800.

This is very much a work-in-progress, although progress has been slowed
down to a crawl due to the fact that I am
very busy. I don't know if I'll ever finish it. I secretly hope some
dedicated Atarian will take over...

To forestall an argument: me publishing the ROM sources may not be 100%
legal (I honestly don't know). However, legal
issues aside, and without wanting to start a flame war, I think it is
morally acceptable, since

(a) nobody can seriously claim to have a commercial interest in these
ROM sources;
(b) the binary versions are available in the XFormer 3.8 package, that
can be downloaded for free from
www.emulators.com;
(c) the only purpose for an electronic ROM source listing is education
and preservation.

Notwithstanding that, if you are the holder of the copyright to the
source (if it is still in place - I don't know)
and object to these sources being electronically available, I will
remove them forthwith. I would have contacted
you if I knew who you were. A note saying it's ok would be very much
appreciated. Please consider it a favour to a bunch of people with an
admittedly strange, but otherwise innocent hobby :-)

I would make the source public domain if it was up to me. As far as I
have a say in this, you're free to do whatever
you see fit with the sources I made. Then again, this may not be up to
me.

Have fun, all!

Sidney Cadot

354. Re: technical information request (6502 word size, to be a bit more precise)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <387C0A00.3022A61F@ch.twi.tudelft.nl>
Source record: 47407

Hi,

> 6502 word size is 16-bits. Like it or not.

Just jumping in half-way, sorry about that, but this statement _does_
draw my attention.

As far as I can see the only thing that's 16 bits about the 6502 is the
address bus and
therefore addresses themselves. Just about everything else is 8 bits. We
surely agree on that.

I am very curious about your definition of word size (may have missed
it). At least 4
possibilities spring to mind:

* register width (8)
* data-bus width (8)
* address-bus width (16)
* ALU width (8)

I'd say the address-bus width is a rather peculiar pick. Intuitively I'd
say the register width or ALU width
are most important. Somehow a "word" sounds to me like the amount of
bits the processor is most efficient at
handling. But I don't have a textbook at hand stating a definition;
besides that, yours, Bill Wilkinson's,
or anybody else's definition is as good as mine I suppose.

We could just settle on calling the 6502 an 8/8/16/8-bit processor. Or,
being politically correct and taking
averages, a 10.000 bits processor :-)

- Sidney

PS: pop quiz: what microcomputer featured a 19.000-bit processor?

355. Re: A message from Computer Software Services

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000112015353.27512.00000108@ng-bd1.news.cs.com>
Source record: 47408

>Bottom line, is if you want one of these rare items, you better get one before they are gone....>

Ok, I ordered one yesterday. And am considering making it two. FWIW, the Black Box/Floppy Board is one of the very best things that one can get for the A8. I tried to buy another FB a couple of years ago as a "spare", but of course, CSS has been out of stock until now.
You can use readily available, modern 3-1/2" SCSI hard drives, SCSI ZIP drives, and the FB gives you parallel speed for up to 4 drives, including High Density. A 1.44 HD floppy gives 5760 DD sectors (less directory/ VTOC). And if you think that Ultra Speed is fast, you ought to hear parallel speed from a FB. Screen Dumps from the BB. Read and Write PC disks...
It's quite a pair of devices, and CSS has not raised the price on this run of FB!
Larry

356. Re: Atari 8-bit Emulation on PCs

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: rayford@NOSPAMmsn.com
Message-ID: <38822ba7.100153588@news>
Source record: 47409

So what is the BEST emulator for the 8 bit. I've been playing with XFormer 2000 and the big problem I have with it is that I can only find SpartaDOS 3.3 16 meg partitions which can run with it and they dont seem to like the SpartaDs 3.2D MENU.COM which I am most familiar with and dont like typing DOS commands that much to DO stuff

(I'm apparently Windows 95 Spoiled by now)

Any ideas anyone? I just need a working SpartaDos X32D 16 meg bootable partition which can work with the MENU.COM to be happy with the darn emulators but none seem to like this DOS.

The other thing I wanted was a version of TurboBasic for SpartaDos which would work but so far all I have found is FrostBasic which does not seem to work either but it looks like it has its own Dos with it. Any interest in Frost Basic anyone I can post it if so.. Suposedly a custom version of TurboBasic by Frank Ostrowski which worked on the old 800/400 machines where TurboBasic only works on XL/XE machines.

On Tue, 28 Dec 1999 20:38:05 GMT, mr_maddog@my-deja.com wrote:

>I play games on my 8-bit emu from time to time. But I'm getting into
>assembly programming as well. With Atari800Win, cross assembler, and
>Notepad I can have a complete intergrated enviroment that makes things
>faster and easier. I'm also have plans for adding an APE interface so
>I can use my 130XE as well.
>
>Don't think I use any applications since I never did on my 8-bit,
>except for Mighty Lister from Antic :) but I would love to run Diamond
>OS on an emulator with mouse support.
>
>
>Eric Noss
>a.k.a
>Mr. Maddog
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

357. Re: transfering files from PC to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: rayford@NOSPAMmsn.com
Message-ID: <38832d15.100520088@news>
Source record: 47410

Actually I have been using ATARIDSK.EXE on the PC with an old 1.2 meg 5.25 inch floppy to read most of my 8 bit software. If will read single or double density and can even write XL disks too.

The reliability is mediocre and not all disks can be read. The IBM floppy does not read disks which were written to the flip back side because it needs the little round timing hole which Atari drives apparently did not use! I wind up using the old 1050's to burn fresher copies to the fronts of the disks so the IBM can read them.

Stuff written on the 1.2 meg floppy has a very narrow track and so fresh disks or bulk erased disks work better and I usually have to copy from floppy to floppy on the 8 bit 1050's to clean up the data and make it reliable on the 8 bit after transfering it over. Why would anyone want to go PC to 8 Bit is a mystery I've been migrating everything to burn to a CDR for safe keeping to run under emulators years from now :) myself. 1050's and 551's will eventually all burn out, die or run out of belt drive rubber bands.

358. Re: Master Disk for Atare ST&8bit, from Scott Adams's Adventure International, Masters, prototypes, Alpha's and Misc.

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: rayford@NOSPAMmsn.com
Message-ID: <387d2a20.99763208@news>
Source record: 47411

Actually most of the Atari 8 bit software has literally been moved into what is often called "Tentatively Public Domain" for reasons of non-enforcement of copyrights over the past few years.

I've seen many an FTP and HTTP site with loads of 8bit software titles nicluding the 12 Adventures by Scott Adams such as Ghost Town and all that ancient obsolete stuff.

Most of the value is for those too people lazy or slow to find what they seek on the net or for the simple nostalgia of having something they wanted years ago and never had (Then when it was of value) and therein lies the only real value left to most of it.

Me I want to find a working MIO to read what is on this old 20 Meg SCSI drive? Was there any intersting source code on it hmm the world may never know... Alas 20 year old computers are tough to find stuff for.

Good Luck!

> I got only about 1/3 of what was available- but it includes Atari 8
>bit, St, Commodore, 64, Amiga, IBM, Apple, TRS-80 etc. But still
>there are about 8- or so separate plastic cases- and maybe 400
>separate disc.
> There is also some finished cassette based software.
>
> My interest is primarily the cartridge based games....
>Any idea what this stuff is worth?
>Offers? ....

359. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: rayford@NOSPAMmsn.com
Message-ID: <38842e67.100857606@news>
Source record: 47412

If software copyrights are not defended by the owner for many years as
is the case with the 8 bit software for some time now then it
literally enters the Public Domain.

Add to this the fact that nobody owning those copyrights has made any
money for many years on their software sales and you have another
reason why they would not bother to legally defend the copyrights
either.

To sue they would have to prove a financial loss which would be a HUGE
joke on 8 bit software trying to prove that you were robbed of
millions in profits by this theft of copyrighted software.

Very humorous if you think about it. Who in their right mind would
spend legal dollars even trying to push this into an actual court?

Only fairly big companies with big bucks (many thousands or Millions)
being stolen will usually find it worth their while to invest in legal
actions to recoup losses on Software (C) theft.

Smaller companies and CERTAINLY anyone holding rights to Wizard of Wor
(laughing) or Zaxxon for the Atari 400 will have had no recent sales
and its NOT because anyone is actively stealing their software hehehe.

Nuf said - Case closed.

On Wed, 29 Dec 1999 17:26:53 -0600 (CST), Video61@webtv.net (Lance
Ringquist) wrote:

>thanks for the tip jason,but i contacted virgin,and mastertronics is
>gone,they are no longer in operation,so does anyone know if a company is
>folded,what happens then,i fully intend to release any game of theres
>that i can port over on cart,they did not seem to care what i do with
>any mastertronic game,any one have a favorite that they want
>done?thanks,
>lance
>
>Video 61 & Atari Sales
> 22735 Congo ST NE
>Stacy MN 55079
>

360. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-SJhvHPlNeoBJ@di08-ks.cth.com.au>
Source record: 47413

On Sun, 10 Jan 3900 16:31:52, Alastair Houghton <ajh8@doc.ic.ac.uk>
wrote:

> The size of a 'word' is set by *convention* on any
> architecture and/or system; on 6502 based systems it is
> usually considered to be a 16-bit quantity. Another example
> where the size of a 'word' doesn't follow your argument is
> on MC680x0 platforms, where a 'word' is 16-bit despite the
> fact that the registers and much of the internal hardware
> in *all* 68K processors (even 68000) was fully 32-bit.

I have always been told that
8 bits is a Byte.
16 bits is a Word.
32 bits is a Long Word.

I don't know what 64 bits is.

James B

361. Re: Conner CFA540S on 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Jp4IIUTwtkV0@di08-ks.cth.com.au>
Source record: 47414

On Sun, 10 Jan 3900 12:23:02, jeking@NOSPAM.com wrote:

> I have 5 Conner CFA540S 50pin SCSI hard drives. I can get none of them to
> work on my BlackBox. Does anybody have one of these drives functioning on
> an 8bit Atari?

Just woundering if things like parity are dissabled.

James B

362. Re: Gumball

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <85hfqo$167i$1@nntp6.u.washington.edu>
Source record: 47415

In article <387A0B02.EB00B018@vt4.net>,
Denis Leroy <denis_leroy@vt4.net> wrote:

>Was just playing Gumball on the Atari800/Linux emulator. love that game.
>But does anyone know what to do at the 4th level when the warning sign
>goes off and a bomb comes down the pipe ? Couldn't find the docs for the
>game on the web.

There is a cross-hair which allows you to destroy the bombs.

Press the space bar to turn it on and off.

Use the joystick to move it (when it's on).

I don't think I ever figured out how to actually fire it once you've aimed
it. Maybe someone else has more info about the game.

-- Derek

363. Re: do you like the screen-shots?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <QLXe4.1567$X8.18120@typhoon.sonic.net>
Source record: 47416

karolj_nadj@web.de wrote:
: please tell me what do you think of the screen-shots... too small???
: http://www.s-direktnet.de/homepages/k_nadj/i.html

Nice! :)

Ever consider releasing the unreleased stuff!? :)

-bill!

364. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <0NXe4.1568$X8.18120@typhoon.sonic.net>
Source record: 47417

Squid <squidhm3@flash.net> wrote:
: Well sir, what is the possiblity of running Linux/Unix on these machines?
: It'd be kinda neat to get online via my 600XL.

It'd be extremely hard. :) Low memory and not very good memory management.
(Superuser wouldn't be very easy to enforce if anyone can write to any part
of memory ;))

-bill!

365. Re: Koronis rift

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Alberto BARSELLA <ishark@lsh01.univ-lille1.fr>
Message-ID: <m3vh4ztxf7.fsf@mokulen.univ-lille1.fr>
Source record: 47418

"Thomas Meyer" <i03a@zfn.uni-bremen.de> writes:

> Alberto BARSELLA <ishark@lsh01.univ-lille1.fr> schrieb in im Newsbeitrag:
>
> > Is it available anywhere on the web?
> > (what language was it in? german? :(( )
>
> Yes, it is German and I don't think it's on the web. I have it right in
> front of me now, it's the Game Test Edition #3 from 1987.

I'll do a search to see if I find anything. I already tried to search
for "koronis rift" and came up with the doc file and an "historical"
Lucasfilm page telling about their old games.

> > BTW what should happen when you've cleared rift 20? I managed to kill
> > everything, including the "base" (a 2-floor saucer standing on the
> > ground), but nothing happens and saucers keep attacking me...
>
> The article (written by Fahlstein) says that the alien base is not
> destroyable by laser.

I destroyed it with the RT robot. Trying to loot it kills the robot
(it freezes in mid-air) but the base goes bang. Is this what I am
supposed to do?

> There's also a table about the "chroma quantisation":
[......]

Hmm....I need to check this more in detail by looking at the damage
that is inflicted. I'll grab some different shields and see how well
they protect against a given saucer.

> There is a logical pattern behind which laser is used by the saucers on each
> Rift. The colors of the saucers also have a pattern to allow the player to
> select the correct laser early.

The docs said this, but I never took it very seriously. I think I
should try to play the game writing down the color of the saucer and
its weapon for every rift, to locate non-randomness.
Does it say that the pattern is fixed or it "adapts" to the player?

> The article mentions a special way through the game, which includes only ONE
> hulk and an "oversight" by the Ancients on Level 20. This allows one to
> complete the game in 10 minutes (disk version). This trick was supposed to
> be printed in a later issue, which I don't have.

Ack.

> All of this is much longer, but I don't have time to translate all of it.

How many pages is it long? I don't want to abuse of your time, but if
you could scan the pages and put them somewhere I can donwload them
and have them translated by someone here.....

Bye and thanks for your replies,
Alberto
--
Alberto BARSELLA
PGP fingerprint = 13 3F 22 D2 0B 0A D3 25 F1 89 FE B5 82 AD 75 2A
** Beliefs are dangerous. Beliefs allow the mind to stop functioning.
A non-functioning mind is clinically dead. Believe in nothing... **

366. Re: Koronis rift

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <85hm24$14f$1@kohl.informatik.uni-bremen.de>
Source record: 47419

Alberto BARSELLA <ishark@lsh01.univ-lille1.fr> wrote:
>> The article (written by Fahlstein) says that the alien base is not
>> destroyable by laser.

> I destroyed it with the RT robot. Trying to loot it kills the robot
> (it freezes in mid-air) but the base goes bang. Is this what I am
> supposed to do?

You are supposed to destroy it. The article doesn't say how, but it
ALSO mentions that the RT can be used as a bomb... Hm.

> Does it say that the pattern is fixed or it "adapts" to the player?

I think it is fixed.

> How many pages is it long? I don't want to abuse of your time, but if
> you could scan the pages and put them somewhere I can donwload them
> and have them translated by someone here.....

It's four pages with some of the maps, which are quite big. Maybe I'll
get around translating it on the weekend.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

367. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <387C6EB0.3176F5B8@ch.twi.tudelft.nl>
Source record: 47420

Hi James,

> I have always been told that
> 8 bits is a Byte.
> 16 bits is a Word.
> 32 bits is a Long Word.

> I don't know what 64 bits is.

It would probably be a long long word (GNU C terminology) or a quadword (Intel and Motorola terminology). Intel-minded folks would refer to a 32-bit quantity as a double word. PowerPC adepts on the other hand call 64 bits a double-word, since this processor has, and always has had, 32-bits words.

I guess the reason 8-bit people usually refer to 16 bits as a "word", is that there is a perfectly good word for 8-bit quantities. But from a hardware perspective, I'd say the 6502 is an 8-bit processor, handling 8-bit words.

Even your statement of 8 bits to the byte is perhaps overly optimistic. In high-quality specs, 8 bit quantities are called "octets" (for example, internet RFC's). A byte is more like the smallest amount of data the processor can fetch from/store in memory, which just happens to be 8 bits on most machines. There used to be exceptions though. For precisely this reason, the C header file "limits.h" defines a macro CHAR_BIT, that holds the number of bits to the byte.

All in all, what's in a word?

Regards, Sidney

PS. we could of course agree to disagree, but you 16-bit people should really go to comp.sys.atari.16bit then ;-)

368. = atari/aids 1999/2000 =

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: wuerpe <warp@atari.org>
Message-ID: <mg_e4.14866$X3.282697@news.tpnet.pl>
Source record: 47421

```
feel free 2 take a look at newest atari demozz:
* www.atari-area.scanner.eu.org/aids *

[ better looks at real atari...! - hehehehe ]

--
* fucking up atari scene 2000 * wuerpe@viper.pl *
* www.atari-area.scanner.eu.org/aids * ha!ads2k *
```

369. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_947679555@rtfm.mit.edu>
Source record: 47422
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
```

370. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Zeder <mfogus@dcscorp.com>
Message-ID: <85i19evqo1@nnrp1.deja.com>
Source record: 47423

Does anyone know what's required to get an Atari (any model) setup as a
BBS?

Sent via Deja.com http://www.deja.com/
Before you buy.

371. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <7B0f4.1576$X8.18332@typhoon.sonic.net>
Source record: 47424

Zeder <mfogus@dcscorp.com> wrote:
: Does anyone know what's required to get an Atari (any model) setup as a
: BBS?

A modem (well, duh!) and one of numerous BBS programs.

I did a search for the keyword "bbs" on XL Search and got over 500
matches. Not all of them are relevant (for example, some matches
are documentation, some are terminals, etc.), but it's a good start.

You'll notice some Atari FTP sites have entire BBS directories.

Good luck!

PS - XL Search is at: http://www.newbreedsoftware.com/xlsearch/

Or you can access the search function by e-mail.
Send a blank message to: xlsearch@newbreedsoftware.com

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

372. Re: FA: BASIC Computer Games, David H. Ahl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: docuinn@cluke.demon.co.uk
Message-ID: <8EB99B1FBdocuinnclukedemoncou@news>
Source record: 47425
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.tandy,comp.sys.amiga.marketplace

danver@halcyon.com wrote in <85gjaobm1@nnrp1.deja.com>:

>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=233370943

heh, I used to love these old BASIC program books. There were a fair few Spectrum specific ones, but I also came a cross a few like the one you're hawking, which had programs in some obscure BASIC that no home computers actually seemed to use, so you had to port them 'on the fly' as you typed them in. Oh, nostalgia...

373. Re: FA: BASIC Computer Games, David H. Ahl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: drysdale@netstorm.net
Message-ID: <387c9d52.104059269@news.netstorm.net>
Source record: 47426
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.tandy,comp.sys.amiga.marketplace

On 12 Jan 2000 15:13:21 GMT, docuinn@cluke.demon.co.uk (Daithi
O'Cuinn) wrote:

>danver@halcyon.com wrote in <85gjaobm1@nnrp1.deja.com>:
>
>>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=233370943
>
>heh, I used to love these old BASIC program books. There were a fair few
>Spectrum specific ones, but I also came a cross a few like the one you're
>hawking, which had programs in some obscure BASIC that no home computers
>actually seemed to use, so you had to port them 'on the fly' as you typed
>them in. Oh, nostalgia...

i remember typing in STRTRD (star trader) at a decwriter-II attached
to a decsystem-10 via a 300-baud acoustically coupled modem and
translating from HP3000 basic to DEC basic as i went. i submitted the
final LIST output as homework for typing class :) this was in '77 or
'78, i think.

--
// scott drysdale // drysdale@netstorm.net
// amigas and panheads and guns, oh my!

374. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s7p90nscoj846@corp.supernews.com>
Source record: 47427

TxResumes.Com <rayford@NOSPAMmsn.com> wrote in message
news:38842e67.100857606@news...
> If software copyrights are not defended by the owner for many years as
> is the case with the 8 bit software for some time now then it
> literally enters the Public Domain.

Literally vs legally.
>
> Add to this the fact that nobody owning those copyrights has made any
> money for many years on their software sales and you have another
> reason why they would not bother to legally defend the copyrights
> either.
This is factually wrong, Hasbro has bought the rights to Atari game titles
and has released updated versions of them. My son snagged the issue of
Computer Gamer<?> that had the rankings, but I know Hasbro was listed as one
of the top ten grossing computer game companies.

Try coming out with a W98 version of Frogger for example and see how Hasbro
likes it. In their case, I really doubt if they care about older games, but
they wanted to get the rights to current and future updates.

Since Hasbro paid serious money for the copyrights of old games and
apparently made millions off of them, this may change everything.

I don't really care since I am not involved in any manner, but lets say you
are the holder of several old time copyrights like Zengi or Serpentine.
After seeing what happened with Hasbro, I would be knocking on their door
trying to peddle the copyrights. It may take a while for people to realize
this, they may never realize this, but it does seem like it will happen.
> Nuf said - Case closed.
It will never die, goes around and around and around.

375. Re: FA: BASIC Computer Games, David H. Ahl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: docuinn@cluke.demon.co.uk
Message-ID: <8EB9A0227docuinnclukedemoncou@news>
Source record: 47428
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.tandy,comp.sys.amiga.marketplace

drysdale@netstorm.net (Scott Drysdale) wrote in
<387c9d52.104059269@news.netstorm.net>:

>i remember typing in STRTRD (star trader) at a decwriter-II attached
>to a decsystem-10 via a 300-baud acoustically coupled modem and
>translating from HP3000 basic to DEC basic as i went. i submitted the
>final LIST output as homework for typing class :) this was in '77 or
>'78, i think.

Super! But much worse were the machine code programs that had to be typed
in as seemingly endless hex listings. As least with the Basic, every now
and again you could stop and run it to see what you had done so far.

Hurray for the coverdisk!

376. Black Box floppy board

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <BDF6CF056CD12B7A.CAE9A06864ABF1E4.9E5452BE6DEA896E@lp.airnews.net>
Source record: 47429

I just got a call from Bob Puff saying that he had more Black Box floppy boards available. If anyone else is interested in getting one, now is probably the time to call him.

Or mail him at bob@nleaudio.com.

Jason

377. Re: Track and Field (2600) for trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Marla's Guy <christrock99@MARLAyahoo.com>
Message-ID: <85ibg9$bf6s$1@newssvr03-int.news.prodigy.com>
Source record: 47430
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:387ef34a.168841841@news.ds.centuryinter.net...
> On Mon, 10 Jan 2000 19:34:19 -0500, "Tempest" <reicher6@pilot.msu.edu>
> wrote:
>
> >I have an extra copy of Track and Field for the 2600 for trade. Its in
good
> >shape except a little hole has been punched in the front (you know that
> >little rectangular slot in the middle of the cart) and the track guy on
the
>
> That's what is commonly known as a "cut out." It's done with media in
> the music industry also.

Yep...they're the cassettes you find in the $.96 bin at Wal-Mart...that
eventually get marked down to a quarter, at which point I buy them for
blanks.

--
Josh Marihugh NP:

On the Net:
http://www.geocities.com/christrock99/
http://listen.to/spoken
http://www.fortunecity.com/meltingpot/alexandra/1062/
and of course http://www.tollbooth.org

To e-mail me, do what the KKK did...

378. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: jainn@aol.com
Message-ID: <20000112125203.01556.00000188@ng-cb1.aol.com>
Source record: 47431

I thought you'd like to know about a cool newsite I just
found. It's the easiest way to shop for anything you
want online - and you can save a lot of money! I'm
sure you've tried to find things with the search engines,
so you know what a hassle that is. But not anymore.
With this new site, you can quickly find ANYTHING,
anywhere in the country - and you get really good prices.
Now shopping online is as easy as finding things in your
yellow pages. The site is free, and you can find products
and services anywhere in the country.
Here's the address: http://andersons.sbn.com
I love this site, and I'm sure you will too. Try it out, and
let me know what you think!

John

379. Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <387cc063$0$2955@news.execpc.com>
Source record: 47432
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I would like to compile a list of 5200 games that "Glenn" ported to the Atari
8-bit computers. Here are the ones I know of so far:

Berzerk
Crystal Castles
Gremlins
Jr. Pac-Man
Space Dungeon
Vanguard

I have seen Xevious on the 8-bit and think that was a 5200 port as well.
Does anyone know what else he ported?

What did he do with games that used the 2nd button, or parts of the key pad?
Did he map those keys to the 8-bit keyboard?
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

380. Re: GATO

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <r8cp7skpm8a5te9bcflhajpt9k6h99mc71@4ax.com>
Source record: 47433

The other Day ssilicon@centuryinter.net (Jon Melbo) wrote:

>On Tue, 11 Jan 2000 10:32:23 GMT, Jindroush <kubecj@asw.cz> wrote:
>
>>In article <387c8bba.223746438@news.ds.centuryinter.net>,
>> ssilicon@centuryinter.net wrote:
>>> Anyone have a disk or binary file version of this title for the
>>> Atari-8? I knew it was out for the Apple 2 but never heard of an
>>> Atari-8 version. Now, going through someone's web site, I see they
>>> have this on cart. Hmm.
>>
>>I've got 2x cart, binary image of it (and modified Atari800 to run it)
>>and ATR image for Atari 130XE (must be 130XE comaptible memory upgrade
>>AFAIK).
>
>Cool. Some kind folks sent me the ATR. Couldn't get it to work
>though until I put the emu into PAL mode.
>
>Worked fine then.

Any chance of it hitting the binaries group :)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

381. Re: Need atari 800XL video cable help! <-- PROBLEM SOLVED!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Heavy G <heavyg@evcom.net>
Message-ID: <387CF6F7.94F34AC7@evcom.net>
Source record: 47434

Yea, the video minotor has a bnc jack for video in, but a simple bnc-to-rca adapter I got at radio shack worked. AND speaking of my 800XL, I found my once precious "mapping the atari" book, found the pinouts, made ANOTHER trip to radio shack picked up a 5 pin DIN connector and an audio-video patch cable, and made a cable that works great. I used the composite video pin on the 800XL, and then the audio pin. plugged it in and it works like a dream :) I was thinking of modifiying the 800XL, say soldering wires directly to the pins on the back of the monitor jack inside, and putting a dual RCA jack above it thru the case, so if I ever lose the home made cable, I can use a normal rca audio-video cable, but really dont want to drill holes into it *grin*. thanks to all who e-mailed me with info! I appreciated it!

Jon Melbo wrote:

> One BNC connector or 3+? The 800XL has a composite out as part of the
> monitor jack, just like the regular video out on a VCR.
>
> On Tue, 11 Jan 2000 01:50:04 -0800, Heavy G <heavyg@evcom.net> wrote:
>
> >Hello, ive been an atarian for many years, going back into the early
> >80's (my first computer was an 800xl) but have recently been pulling out
> >the ole atari hardware and playing with it. what I need is help for
> >video cable. I acquired a video minotor (no TV tuner, just a monitor,
> >for such as video camera, and its color) it has a bnc connector for
> >video, I got an adapter, but have a prob: the 800XL's switchbox sends
> >the signal on channel 2 or 3, so the monitor wont pick up the signal, so
> >I was wondering if the video port ON the 800xl will work with this. and
> >if so, what would the pinouts be to work with this standard color video
> >monitor? any help would be appreciated! thanks
> >

382. Re: Any ATARI 8bit users in FINLAND???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <85ijlv$h7l$1@ssauraaa-i-1.production.compuserve.com>
Source record: 47435

On the 11th of febuary, i will be in sweden for a seminar..
if this is not too much problem maybe we can meet.. (if its ok with you)

nir
Cozy <cozy.remove.this@stormdragon.com> wrote in message
news:387ad585.345028@news.lin.foa.se...
> Start something yourself.
> I will join.
>
> Jan Gustavsson
> (Sweden)
>
>
> On Mon, 10 Jan 2000 18:38:34 GMT, karolj_nadj@web.de wrote:
>
> >sorry... never ever saw a demo from "above"... ;)
> >
> >even from sweden, too... or denmark... the cool atari st-demo-lands...
> >(carebears, omega and others)
> >
> >papa, heaven/taquart
> >
> >
> >On Mon, 10 Jan 2000 11:14:57 +0200, "Nir Dary" <ndary@bigfoot.com>
> >wrote:
> >
> >>Does anyone knows of any ATARI 8BIT users/activity in Finland?
> >>
> >>Nir Dary
> >>
> >>
> >
>

383. Re: Mouse on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <387CD485.CEB37EF4@cix.co.uk>
Source record: 47436

try the atari track ball, all it is realy is an upturned mouse, must be
a basic controler out there for it?

Velcro SPY wrote:
>
> I would like to use a mouse on the Atari 8bit. I can probably get an
> Amiga mouse which has a plug like an Atari joystick or paddles.
> VS
>
> To email me just remove the Xs and underline marks from my email address.

384. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Doug Wheeler <doug@fineideas.com>
Message-ID: <s7pl4n57oj889@news.supernews.com>
Source record: 47437

You are off track on many of your assertions. A good place to start learning about some of these issues is Brad Templeton's "10 Big Myths about copyright explained" at
http://www.templetons.com/brad/copymyths.html

TxResumes.Com <rayford@NOSPAMmsn.com> wrote in message
news:38842e67.100857606@news...
> If software copyrights are not defended by the owner for many years as
> is the case with the 8 bit software for some time now then it
> literally enters the Public Domain.

NOT TRUE

> Add to this the fact that nobody owning those copyrights has made any
> money for many years on their software sales and you have another
> reason why they would not bother to legally defend the copyrights
> either.

The copyright doesn't cover just the Atari 8-bit versions, but also the right create derivative works. Hasbro is making a lot of money on the copyrights they got with their purchase of Atari.

> To sue they would have to prove a financial loss which would be a HUGE
> joke on 8 bit software trying to prove that you were robbed of
> millions in profits by this theft of copyrighted software.

NOT TRUE

> Very humorous if you think about it. Who in their right mind would
> spend legal dollars even trying to push this into an actual court?
>
> Only fairly big companies with big bucks (many thousands or Millions)
> being stolen will usually find it worth their while to invest in legal
> actions to recoup losses on Software (C) theft.

OPINION that doesn't affect legality (is it OK to break the law if you know you won't get caught?)

> Smaller companies and CERTAINLY anyone holding rights to Wizard of Wor
> (laughing) or Zaxxon for the Atari 400 will have had no recent sales
> and its NOT because anyone is actively stealing their software hehehe.
>
>
> Nuf said - Case closed.

385. Re: Mouse on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <387CD73B.5F5D8FF9@cix.co.uk>
Source record: 47438

And I have just rememberd there was a graphics tablet with pen producesd
for the XL series as well which may suit your needs more?
Just an Idea

JP

386. Re: Atari 8-bit Emulation on PCs

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000112142808.01932.00002375@ng-fv1.aol.com>
Source record: 47439

> I've been playing with XFormer 2000

Where is this emulator available? Which OS does it require?

>custom version of TurboBasic by Frank Ostrowski which worked on the
>old 800/400 machines

T.A.C.E had a copy of that TurboBasic which did not use XL RAM under the ROM
and conflict with Sparta; will try to locate it...

-Ron

I started life with nothing, and still have most of it left...

387. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000112163415.01011.00001701@ng-cj1.aol.com>
Source record: 47440

>> 8 bits is a Byte.
>> 16 bits is a Word.

>All in all, what's in a word?

>I'd say the 6502 is an 8-bit processor, handling 8-bit words.

By convention and usage, the 6502 manages 8 bit "bytes" and all (to my knowledge) of the Atari assemblers and 6502 manuals refer to 16 bit values as either "words" (Lo byte - Hi byte) or "double bytes" (Hi byte - Lo byte).

-Ron

I started life with nothing, and still have most of it left...

388. Re: Preliminary version of Atari ROM source listing available.

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001121634530.114-100000@TT030>
Source record: 47441

Don't suppose anyone has the original sources to Turbo Basic XL?

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

389. FA: BASIC Computer Games, David H. Ahl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <85givm$g$1@nnrp1.deja.com>
Source record: 47488
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.tandy,comp.sys.amiga.marketplace

BASIC Computer Games
David H. Ahl (Creative Computing), 1978, 183 pages.

The classic of all classic BASIC games books. I've spent hours with this one back in the 80's and would never consider selling my copy, but I happened to come across a second copy. The illustrations throughout the book are great! My all time favorite games from this book are: Animal, Hammurabi, Life, Life For Two, and Lunar LEM Rocket, Orbit, 3D-Plot, and many others.

But of course the source for the all-time greatest game is contained in this book as well: SUPER STAR TREK. This is the original of originals. Converted directly from Mike Mayfield's HP2000C source code, which was the "standard" Star Trek in 1973, that was put in the HP contributed program library and onto a number of HP Data Center machines.

here's the header file from the extensive full source code listing in the book:

```
10 REM SUPER STARTREK - MAY 16, 1978 - REQUIRES 24K MEMORY
30 REM
40 REM **** **** STAR TREK **** ****
50 REM **** SIMULATION OF A MISSION OF THE STARSHIP ENTERPRISE,
60 REM **** AS SEEN ON THE STAR TREK TV SHOW.
70 REM **** ORIGINAL PROGRAM BY MIKE MAYFIELD, MODIFIED VERSION
80 REM **** PUBLISHED IN DEC'S "101 BASIC GAMES", BY DAVE AHL.
90 REM **** MODIFICATIONS TO THE LATTER (PLUS DEBUGGING) BY BOB
100 REM *** LEEDOM - APRIL & DECEMBER 1974,
110 REM *** WITH A LITTLE HELP FROM HIS FRIENDS . . .
120 REM *** COMMENTS, EPITHETS, AND SUGGESTIONS SOLICITED --
130 REM *** SEND TO: R. C. LEEDOM
140 REM *** WESTINGHOUSE DEFENSE & ELECTRONICS SYSTEMS CNTR.
150 REM *** BOX 746, M.S. 338
160 REM *** BALTIMORE, MD 21203
170 REM ***
180 REM *** CONVERTED TO MICROSOFT 8 K BASIC 3/16/78 BY JOHN BORDERS
190 REM *** LINE NUMBERS FROM VERSION STREK7 OF 1/12/75 PRESERVED AS
200 REM *** MUCH AS POSSIBLE WHILE USING MULTIPLE STATMENTS PER LINE
205 REM *** SOME LINES ARE LONGER THAN 72 CHARACTERS; THIS WAS DONE
210 REM *** BY USING "?" INSTEAD OF PRINT WHEN ENTERING LINES
```

In addition to full instructions and a sample run, is an excellent discussion on the origin of the quadrant nomenclature adopted by the game.

From back cover: "101 imaginative and challenging games for one, two, or more players -- Basketball, Craps, Gomoko, Blackjack, Even Wins, Digits, Bombs Away, Horserace. Simulate lunar landings. Play the stock market. Write poetry. Draw Pictures. All games come complete with step-by-step programs and sample runs. All programs run on Microsoft 8K Basic, Rev. 4.0. Basic conversion table included. David H. Ahl is the founder and publisher of Creative Computing."

Sent via Deja.com http://www.deja.com/
Before you buy.

390. Re: FA: BASIC Computer Games, David H. Ahl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <85gjaobm1@nnrp1.deja.com>
Source record: 47489
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.tandy,comp.sys.amiga.marketplace

sorry, here's the link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=233370943

Sent via Deja.com http://www.deja.com/
Before you buy.

391. Re: Help With Emulators - Alternate Reality!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: Denis Leroy <denis_leroy@vt4.net>
Message-ID: <387BC7AE.BBA69010@vt4.net>
Source record: 47490

Dan Johnson wrote:
>
> Earlier today I went on a searching frenzy and came across several pages on
> Atari Emulation. My first computer was a Atari 400 with a cassette drive.
> I soon graduated to a 800 with disk drive and one of the first games I
> purchased was Alternate Reality the City. I played this game for hours on
> end. As a matter of fact the morning I was supposed to pick my wife and
> newborn daughter up from the hospital I was late because I had been up all
> night playing the City! When Alternate Reality the Dungeon came out I
> snatched it up fast.
>
> Anyway, I've spent lots of time trying to get one of the many emulators to
> run the disk images of these two wonderful games with little success. With
> xFormer 2000 the opening scene and music load ok but nothing else...am I
> missing something? How do you change disks? I loaded all the disks into
> separate drives on the program but it doesn't seem to recognize them.
>
> Please help! I'm dying to play these great games again!

They both work fine with Atari800 (which is the most compatible emulator
currently).

Check the excellent Atari Emulator Homepage for more info.

http://people.ne.mediaone.net/asmolar/atari8/index.html

(btw,emulators.atari.org has never worked for me).

-denis

392. Re: Active Surplus - web site problems?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-12 00:00:00 UTC
From: CUTblakeney@home.com
Message-ID: <387bbedd.11458190@news>
Source record: 47491
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

On Tue, 11 Jan 2000 10:39:24 -0500, Beyonder <beyonder@vrx.net> wrote:

>You should check out reboot, a store on queen near Dufferin. They have pentiums (or
>had) for about $60-$80 and that's with keyboard, cdrom and 15" monitor!
>
>they also have 486-66s, 100s, and even down to sx-25s... starting at about $20.

Whoa! Thanks for the tip. I think I'll have to plan another trip to
Toronto in the very near future. :-)

Actually, I may be going down there next Tuesday evening for my users
group meeting so maybe I should just head down earlier and go
shopping. :-)

+---+
| Jeff Blakeney - Dean of the Apple II University in A2Pro on Delphi |
| Delphi Apple II Forums Web Pages |
| A2: http://www.delphi.com/apple2 A2Pro: http://www.delphi.com/a2pro |
+---+

393. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <387D0FDC.7281997A@ch.twi.tudelft.nl>
Source record: 47303

"Alastair J. Houghton" wrote:

> > Even your statement of 8 bits to the byte is perhaps overly optimistic.
> > In high-quality specs, 8 bit quantities are called "octets" (for
> > example, internet RFC's). A byte is more like the smallest amount of
> > data the processor can fetch from/store in memory, which just happens to
> > be 8 bits on most machines. There used to be exceptions though. For

> There's still argument about this. The UNIX fraternity tends
> to insist on the use of octet as opposed to byte - but that's
> mainly because they are the only group that has had to use machines
> with 4 or 9 bit bytes.

I wonder what the introduction of Unicode characters will do to this.
Perhaps, in twenty years time, the smallest unit-of-computation will be
16 bits. With low-priced memory, there would be little reason to retain
8-bit bytes then, except to support legacy code.

Quite a shame really, this Unicode thing, when at last the whole
computing community seemed to do the impossible: reach a de facto
(ASCII) standard :-)

> There are RISC chips (e.g. early ARM processors)
> on which it is impossible to access anything other than 32-bit words;
> but they don't call 32 bits a byte ;-).

Good point. My definition goes out the window... These questions of
"definition" are tricky indeed.

> I tend to think the "octet" purists are being a little silly these days; after all,
everything
> works in terms of bytes - just imagine trying to read a text file from
> a PC into a machine with 9 bits in each byte. Or even trying to load
> an image file.

I respectfully disagree. When it comes to writing standards, it's hard
to be overly precise. As long as there is the possibility of discussion
about bits/byte and bits/word, I'd hope the standard-writing people keep
on using the word "octet" instead of "byte". In practice, this would
mean putting something like

```
#include <limit.h>
#if (CHAR_BIT!=8)
#error Go buy a normal computer!
#endif
```

into header files, which would solve (or at least intercept) most
potential problems.

> I think the 16-bitters are talking at cross purposes with
> the 8-bitters. 16-bits -> size of "word". 8-bits -> hardware
> word size. The two aren't the same, so there's no
> disagreement.

To that I agree :-)

Regards, Sidney

394. strange layout of character set on 8-bit ataris

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <387D10B4.1082AC51@ch.twi.tudelft.nl>
Source record: 47304

Hi people,

Just out of curiosity: does anybody know a reason why the ATARI
character set definitions (the bits that make up the character glyphs)
are not in ASCII order? I cannot think of a good reason for this. I
think it would be entirely possible to rewrite the OS in such a way that
the character defs _do_ conform to ASCII order, and save a few dozens of
bytes in the process.

Regards, Sidney

395. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Squid <squidhm3@flash.net>
Message-ID: <fh9f4.2128$ro4.227811@news.flash.net>
Source record: 47305

Ackeroos! Well I'm not a coder =D

Alastair J. Houghton <ajh8@doc.ic.ac.uk> wrote in message
news:85j008$j2a$1@supernews.com...
> ----- Original Message -----
> From: William Kendrick <nbs@bolt.sonic.net>
> Newsgroups: comp.sys.atari.8bit
> Sent: Wednesday, January 12, 2000 9:26 AM
> Subject: Re: What are you using your Atari for?
>
>
> > Squid <squidhm3@flash.net> wrote:
> > : Well sir, what is the possiblity of running Linux/Unix on these
> machines?
> > : It'd be kinda neat to get online via my 600XL.
> >
> > It'd be extremely hard. :) Low memory and not very good memory
> management.
> > (Superuser wouldn't be very easy to enforce if anyone can write to any
> part
> > of memory ;))
> >
> > -bill!
>
> You could always write an x86 emulator in 6502 assembler ;-)
> ;-) ;-)!
>
> (and besides, you can get RAM upgrades up to about 1MB)
>
> ____
> Alastair Houghton ajhoughton@lineone.net
>
>
>
>

396. Re: strange layout of character set on 8-bit ataris

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <85j825$f2k$1@nntp6.u.washington.edu>
Source record: 47306

In article <387D10B4.1082AC51@ch.twi.tudelft.nl>,
Sidney Cadot <sidney@ch.twi.tudelft.nl> wrote:

>Hi people,
>
>Just out of curiosity: does anybody know a reason why the ATARI
>character set definitions (the bits that make up the character glyphs)
>are not in ASCII order? I cannot think of a good reason for this. I
>think it would be entirely possible to rewrite the OS in such a way that
>the character defs _do_ conform to ASCII order, and save a few dozens of
>bytes in the process.

If you wanted efficiency in the OS that way, you would have to give up
efficiency in the hardware.

Consider the graphics modes where you get a restricted character set of 32
(or is it 64?) characters. I believe you get the first 64 (or 32)
characters from the hardware ordering. If you change a bit in memory you
can get the second 32 (or 64) characters.

Now say you made the hardware use the ATASCII order. Either the small
character sets would consist of useless control characters and no letters,
or you would have to make a more complicated ANTIC that could take
characters out of the middle of the set.

-- Derek

397. Re: strange layout of character set on 8-bit ataris

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <387D28E6.89886DBB@ch.twi.tudelft.nl>
Source record: 47307

Derek Peschel wrote:

> Consider the graphics modes where you get a restricted character set of 32
> (or is it 64?) characters. I believe you get the first 64 (or 32)
> characters from the hardware ordering. If you change a bit in memory you
> can get the second 32 (or 64) characters.

It's 64, if memory serves... And you are probably right about this being
the reason. Thanks.

regards, Sidney

398. Turbo Basic XL article/source: any owners of Happy Computer magazine out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <387D27B2.1AC28223@ch.twi.tudelft.nl>
Source record: 47308

Lonny Pursell wrote:

> Don't suppose anyone has the original sources to Turbo Basic XL?

Unfortunately I don't. I used to have copies of the original article that appeared in the German "Happy Computer" magazine, but I lost them... Does anybody have the original magazine or copies? It may be nice to have these scanned and put on the Internet, as Turbo Basic was (in my view of things) such a breakthrough program at the time.

I believe it was in the December 1985 issue; the compiler was published in a special issue of Happy Computer, early in 1986 I think.

Strange thing is that Frank Ostrowski, the author of TB/XL, doesn't seem to have a net-presence, according to AltaVista.

Regards, Sidney

399. Re: Active Surplus - web site problems?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: CUTblakeney@home.com
Message-ID: <387d32b7.38254208@news>
Source record: 47309
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

On Wed, 12 Jan 2000 03:20:37 GMT, ssilicon@centuryinter.net (Jon
Melbo) wrote:

>On Tue, 11 Jan 2000 05:32:01 GMT, CUTblakeney@home.com (Jeff Blakeney)
>wrote:
>
>>I was there last week and almost picked up an IBM Pentium 75 with
>>floppy, video, 16 MB RAM, 540 MB hard drive in a case but no keyboard,
>>monitor, CD-ROM drive or anything else for $100 CDN.
>>
>>It would have made a nice Linux machine which is something I'm getting
>>desperate to set up again. :-)
>
>How about a Pentium 75, 32MB RAM, 1.2GB HDD, 4x CDROM, 14" SVGA
>Monitor, Keyboard, Mouse for $199.00 U.S.?

Well, that's a fair bit more than I'm looking to spend. I already
have a lot of parts lying around here including an extra keyboard, 14"
SVGA monitor, RAM, some small hard drives, ethernet cards, etc.

If I can get one of those machines at Reboot, I'll be more than happy.
:-)

+--+
| Jeff Blakeney - Dean of the Apple II University in A2Pro on Delphi |
| Delphi Apple II Forums Web Pages |
| A2: http://www.delphi.com/apple2 A2Pro: http://www.delphi.com/a2pro |
+--+

400. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387d47b3.255999617@news.ds.centuryinter.net>
Source record: 47310

I am UNBELIEVABLY tired of this same old rehash argument. Anyone else sick of it?

401. Re: Help With Emulators - Alternate Reality!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: rayford@NOSPAMmsn.com
Message-ID: <387d4e71.174607700@news>
Source record: 47311

I've had trouble getting some things to work with XF2000 although it
is one of the best as far as ease of use but alas is less compatible
for some reason.. Changing disks on it is EASY just right click and
your menu comes back up then switch disk image files and click
continue works like a charm. Its especially nice with 16 meg HD image
files which give you loads of 8 bit space like a SUPER MIO or black
box.

I am myself seeking MYDOS 4.6 which I am told by a well known source
should be out very soon and support 48 meg partition files!?
Anyone else hear this?

>Earlier today I went on a searching frenzy and came across several pages on

>Please help! I'm dying to play these great games again!

402. Passionately

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10001122319140.20384-100000@moose.erie.net>
Source record: 47312

I'm sure many of you remember the old Atari 8-bit tune called "Passionately", by Gary Gilbertson I believe. Does anyone know where I can find this in MIDI format? I'd like to add this as background music on my web site.

403. Re: technical information request (6502 word size, to be a bit more precise)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <387f51fb.258632019@news.ds.centuryinter.net>
Source record: 47313

On Wed, 12 Jan 2000 05:58:40 +0100, Sidney Cadot
<sidney@ch.twi.tudelft.nl> wrote:

>
>Hi,
>
>> 6502 word size is 16-bits. Like it or not.
>
>Just jumping in half-way, sorry about that, but this statement _does_
>draw my attention.
>
>As far as I can see the only thing that's 16 bits about the 6502 is the
>address bus and
>therefore addresses themselves. Just about everything else is 8 bits. We
>surely agree on that.
>
>I am very curious about your definition of word size (may have missed
>it). At least 4
>possibilities spring to mind:
>
>* register width (8)
>* data-bus width (8)
>* address-bus width (16)
>* ALU width (8)
>
>I'd say the address-bus width is a rather peculiar pick. Intuitively I'd
>say the register width or ALU width
>are most important. Somehow a "word" sounds to me like the amount of
>bits the processor is most efficient at
>handling. But I don't have a textbook at hand stating a definition;
>besides that, yours, Bill Wilkinson's,
>or anybody else's definition is as good as mine I suppose.
>
>We could just settle on calling the 6502 an 8/8/16/8-bit processor. Or,
>being politically correct and taking
>averages, a 10.000 bits processor :-)
>
>- Sidney
>
>PS: pop quiz: what microcomputer featured a 19.000-bit processor?

I see many people have missed the point. Unlike some in here I never
claimed to know the definitive criteria of what sets the "word" size
on the 6502 platform. I took a stab at it, but that was just a guess
and I phrased it as such. Hell, my guess may even be right, or not!

If you want to know what my guess was you'll have to back track a couple of message cycles. But it doesn't matter anyway. See below for what DOES matter.

What I DO KNOW, is that all the official and even unofficial literature that I have ever read about 6502 assembly dictates a word as being 16 bits in size. Not 8 bits. Not 4 bits. Not chunky bits or Kibbles and bits. I'm talking about major and respectable sources included in that. Bill Wilkinson says 16. Lance A. Leventhal says 16. Everything else too, until here and now in this newsgroup where history is trying to be re-written according to the notions and rationalizations of certain people. I AM, and HAVE ALWAYS BEEN (at least long before we all were on the internet and certainly this thread) aware that the 6502 has 8 bit registers, an 8 bit data bus and a 16 bit address bus. I am not confused upon those concepts at all.

Unlike seemingly a few in here, I do not suffer from a denial of reality, just because I do not know for sure the original purpose of calling 16 bits a word on the 6502 and having my best attempts at rationalizing it not fit right with that. My rationalization is in AGREEMENT with those that say a 'word' should be defined as 8-bit in 6502 assembly. I just happen to realize that it is still 16 bits just the same. As it happens, my guess as to WHY it is 16 bits, falls very much into line with what someone else (sorry I forget who exactly) said in here about 8 bits being too puny for many workable number sizes, and the fact that addresses (which are 16 bit) are very often used in assembly instructions. You cannot go through very much 6502 machine code without hitting upon instructions that are accompanied by 16 bit addresses. Sure, you can have some incrementing or shift instructions, but before long you are blasting out references to addresses. Unless you are in page 0, those addresses are 16-bit. With so many 16 bit items in 6502 assembly being treated as a unit, it is my guess that is why 16 bits is the chosen word size. It is an arbitrary, or at least flexible choice. In other words (catch the pun? hehehe) 'word' size is more a function of the conventions of coding in machine code or assembly than it is the actual parameters of the hardware. In my estimation at least. I am not stating this as a known factual reason for it being the 16 bits THAT IT IS.

404. Re: do you like the screen-shots?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <387d6ed9.994237@news.s-direktnet.de>
Source record: 47314

On Wed, 12 Jan 2000 09:25:04 GMT, William Kendrick
<nbs@bolt.sonic.net> wrote:

>karolj_nadj@web.de wrote:
>: please tell me what do you think of the screen-shots... too small???
>: http://www.s-direktnet.de/homepages/k_nadj/i.html
>
>Nice! :)
>
>Ever consider releasing the unreleased stuff!? :)
>
>-bill!

hi bill...

well... i guess you can download it from my site!?!? but 99,9% surely
from taquart-ftp-server...

papapa, hve

405. Re: WTB: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: rayford@NOSPAMmsn.com
Message-ID: <387e742e.184270012@news>
Source record: 47315

I tried making one of those cables and it didnt work. I wound up
using a 5.25 inch floppy drive purchased for $2 on my PC to read the 8
bit floppies. Works great just use the ATARIDSK program to read them
and it only reads the FRONT sides because IBM floppy uses teh little
round timing hole which 1050 did not use.

On Sat, 08 Jan 2000 06:41:45 GMT, nexar@my-deja.com wrote:

>Yep, I need one of the cables as well!
>
>If anyone can sell me one or tell me where to get one
>please email me at xnexar_net_x@yahoo.com =)
>
>ALso, where to get the software so I can use it properly
>(I'm new to all this =)
>
>Thanks,
>
>Clint
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

406. Re: Atari 8-bit Emulation on PCs

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: rayford@NOSPAMmsn.com
Message-ID: <387f7795.185140899@news>
Source record: 47316

On 12 Jan 2000 19:28:08 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>> I've been playing with XFormer 2000
>
>Where is this emulator available? Which OS does it require?
>

try this link to grab it http://www.emulators.com/freefile/xf2000.zip
Right click anytime once inside the program to access the disk ATR
load utility menu to swap disks and it runs on Windows 95 PC's

>>custom version of TurboBasic by Frank Ostrowski which worked on the
>>old 800/400 machines
>
>T.A.C.E had a copy of that TurboBasic which did not use XL RAM under the ROM
>and conflict with Sparta; will try to locate it...
>
>-Ron
>
>I started life with nothing, and still have most of it left...

407. Re: Mouse on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <wAff4.152$6d.2130@typhoon.sonic.net>
Source record: 47317

Jon-Paul <pockets@cix.co.uk> wrote:
: And I have just rememberd there was a graphics tablet with pen producesd
: for the XL series as well which may suit your needs more?
: Just an Idea

You speak of Koala Pads. They're cool.
One hint - If you see a C=64 Koala Pad, don't get it (unless there's a hack
to make it work). It's wired a little differently.

I was so disappointed when I was a kid and my brother's C=64 Koala pad,
while it connected to my 1200XL, didn't do anything interesting. <:^(

-bill!

408. need info on power supplies for 1050 and 1010

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: sheex@iname.com
Message-ID: <MPG.12e7c4e96a9411879896a1@141.11.194.4>
Source record: 47318

Hi there!

Yesterday i finally was able to get a 800XL with a 1050 drive and a 1010 datasette. But the power supplies of both peripherals are missing. I can build them on my own, but i need the voltage and current of the devices (and if it's AC or DC).

So, if anyone of you with this HW would be so kind to look at his power supplies and tell me these parameters.

Thanks alot!

Greetings,
Michael

--
Reply to:
mailto:maioranom@thmulti.com (office)
or mailto:majo@earthling.net (home)
or mailto:jav@thmulti.com (Jugend & Azubivertretung DTB)
or mailto:sheex@iname.com (mails go to both home and office)

ICQ: 22040126 (home)

409. 6502-CrossAssembler for ATARI ST or MiNT/LINUX

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Daniel Pralle <Daniel.Pralle@stud.uni-hannover.de>
Message-ID: <85k9mv$i8g$1@newsserver.rrzn.uni-hannover.de>
Source record: 47319

Hi Everybody!
I had downloaded the NASM - CrossAssembler for the ATARI ST, but I can't use it!
1.) It should be MAC65 compatible. I never used MAC and therefore I didn't know
anything about it's features or Sourcecode _Layout_!
Is there a MAC65-Manual online available?
2.) The two demosourcecodes will not be assembled! The assembler claimes he can't
find the include-files. I set the EnviromentVariable correctly (MiNT)
and I also tried
the "-h" option.

Did anybody manage to use the NASM without Problems?

Is there another CrossAssembler available? The NASM is just a one-Pass-ASM, so that
you are restricted in the use of Lables.

Salut,
daniel

410. Re: strange layout of character set on 8-bit ataris

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <387DBD44.B28DAD9B@ix.netcom.com>
Source record: 47320

Derek Peschel wrote:
>
> In article <387D10B4.1082AC51@ch.twi.tudelft.nl>,
> Sidney Cadot <sidney@ch.twi.tudelft.nl> wrote:
>
> >Hi people,
> >
> >Just out of curiosity: does anybody know a reason why the ATARI
> >character set definitions (the bits that make up the character glyphs)
> >are not in ASCII order? I cannot think of a good reason for this. I
> >think it would be entirely possible to rewrite the OS in such a way that
> >the character defs _do_ conform to ASCII order, and save a few dozens of
> >bytes in the process.
>
> If you wanted efficiency in the OS that way, you would have to give up
> efficiency in the hardware.
>
> Consider the graphics modes where you get a restricted character set of 32
> (or is it 64?) characters. I believe you get the first 64 (or 32)
> characters from the hardware ordering. If you change a bit in memory you
> can get the second 32 (or 64) characters.
>
> Now say you made the hardware use the ATASCII order. Either the small
> character sets would consist of useless control characters and no letters,
> or you would have to make a more complicated ANTIC that could take
> characters out of the middle of the set.
>
> -- Derek

Sort of... The most used characters on the 8-bit are the letters A-Z
(caps), punctuation and numbers then the lowercase.
BTW there are 3 sets of numbers. the Internal Code (the list in
question here), ATASCII, and key code. The keycode set is what I like to
use in BASIC programs for single key press menus (Peek (764)). very
useful. I rarely ventured into the I-Code. Not necessary unless you are
redefining the characters.
--
Robert S Ely
BICSI Registered Cabling Technician
Communications Systems Technician
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

411. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <85kik2$6r7$1@supernews.com>
Source record: 47321

Sidney Cadot <sidney@ch.twi.tudelft.nl> wrote in message
news:387D0FDC.7281997A@ch.twi.tudelft.nl...
>
> "Alastair J. Houghton" wrote:
>
> > > Even your statement of 8 bits to the byte is perhaps overly
optimistic.
> > > In high-quality specs, 8 bit quantities are called "octets" (for
> > > example, internet RFC's). A byte is more like the smallest amount of
> > > data the processor can fetch from/store in memory, which just happens
to
> > > be 8 bits on most machines. There used to be exceptions though. For
>
> > There's still argument about this. The UNIX fraternity tends
> > to insist on the use of octet as opposed to byte - but that's
> > mainly because they are the only group that has had to use machines
> > with 4 or 9 bit bytes.
>
> I wonder what the introduction of Unicode characters will do to this.
> Perhaps, in twenty years time, the smallest unit-of-computation will be
> 16 bits. With low-priced memory, there would be little reason to retain
> 8-bit bytes then, except to support legacy code.
>
> Quite a shame really, this Unicode thing, when at last the whole
> computing community seemed to do the impossible: reach a de facto
> (ASCII) standard :-)

I don't think 8-bit bytes will ever really disappear - they're really quite
ingrained into current systems. This is why I think the "octet" brigade are
barking up the wrong tree - not that there's anything wrong with calling
bytes "octets" (indeed, the French speaking world doesn't do anything else
as far as I can see); it's just that it's unrealistic to suggest that
anyone would implement a new system where bytes don't have eight bits.
At least 99.9% of the operational computers on the planet are systems on
which "byte" was defined as 8 bits. And most people (especially those in
this group, many of whom learned to program on Atari 8-bit micros - I know
I did ;-)) were always taught that 8 bits = byte = 8 bits. (and also
4 bits = nybble [not "nibble"] = 4 bits).

Besides, Unicode is a *good thing*. Well except for the fact that they
have too many different encodings ;-).

> > There are RISC chips (e.g. early ARM processors)
> > on which it is impossible to access anything other than 32-bit words;
> > but they don't call 32 bits a byte ;-).

>
> Good point. My definition goes out the window... These questions of
> "definition" are tricky indeed.

Especially with things like this. I think it's mostly convention (and
in particular convention local to particular platforms). Your definition
makes sense - but so do many others. There aren't any standards governing
the sizes of "byte", "word" et al. - though popular convention dictates
that byte is eight bits (which makes 8-bit bytes a de facto standard -
of course, people are free to ignore standards, especially de facto ones,
but at their own risk), then word and any further derivatives are *usually*
multiples thereof.

> > I tend to think the "octet" purists are being a little silly these days;
> > after all, everything works in terms of bytes - just imagine trying to
> > read a text file from a PC into a machine with 9 bits in each byte. Or
> > even trying to load an image file.
>
> I respectfully disagree. When it comes to writing standards, it's hard
> to be overly precise. As long as there is the possibility of discussion
> about bits/byte and bits/word, I'd hope the standard-writing people keep
> on using the word "octet" instead of "byte". In practice, this would
> mean putting something like
>
> #include <limit.h>
> #if (CHAR_BIT!=8)
> #error Go buy a normal computer!
> #endif
>
> into header files, which would solve (or at least intercept) most
> potential problems.

Ah, but you're confusing the standards world with the real world ;-).
One of the primary things for the standards people is that they have
to be consistent, and they initially started using "octet" because of
some machines with odd-sized bytes. Hence they now have to stick with
that decision - but it doesn't mean that the rest of us should ;-)

Yes, the C standard says something about the size of a "char" being one
"byte" - and it does not define the size of a "byte"; but IMHO this
is a mistake and the word "byte" shouldn't have been used in this way.
Bytes *by convention* nowadays are eight bits. Frankly, the C language
is in dire need of some fixed size data types in any case. The variable
sized types are great for "ordinary" programs, but they're useless for
saving binary files or sending messages across networks in a machine
independent way.

The "octet" thing only really irritates me when it's used outside
the standards world and only then because the actual reason for it is
rather obtuse and isn't actually relevant these days anyway. Back in
the '70s it may have been necessary, but the machines that caused the
problem aren't even available any more, so "byte" is no longer

confusing.

I dispute that we should change popular convention and use "octet" just because of a very few obsolete machines that had bytes with other than eight bits. The standards people *should* continue to use "octet", though, because it is best for them to be consistent with their previous documents, many of which had to use "octet" because they were intended to cover machines with 4 and 9-bit bytes. But as for the rest of us, I think >80% of people would agree that "byte" for all practical intents and purposes means 8 bits.

No-one's ever likely to create another machine with a non-eight-bit byte anyway - that would just be unnecessarily obtuse.

Regards,

Alastair.

_____
Alastair Houghton ajhoughton@lineone.net

412. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: "Edward A. Brunner" <tedb@masu.wwa.com>
Message-ID: <0dlf4.4550$h3.115553@ord-read.news.verio.net>
Source record: 47322
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In rec.games.video.classic Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
: Didn't he make a better Centipede too ? I think I have that somewhere

ya, he ported the better 5200 version of centipede back to 8bit.

I believe he also did Super pac man, but i cant remember...
Oh wait, super pac was not released for 5200 ;)
but neither was CC or Jrpac.

I do recall on Jr Pac that Glenn states that this was a file saved from
the trash bin due to atari's incompitence....

Ted B

: Andrew Krieg <krieg@earth.execpc.com> wrote in message
: news:387cc063$0$2955@news.execpc.com...
:> I would like to compile a list of 5200 games that "Glenn" ported to the
: Atari
:> 8-bit computers. Here are the ones I know of so far:
:>
:> Berzerk
:> Crystal Castles
:> Gremlins
:> Jr. Pac-Man
:> Space Dungeon
:> Vanguard
:>
:> I have seen Xevious on the 8-bit and think that was a 5200 port as well.
:> Does anyone know what else he ported?
:>
:> What did he do with games that used the 2nd button, or parts of the key
: pad?
:> Did he map those keys to the 8-bit keyboard?
:> --
:> =__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant
: =
:> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com
: =
:> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
:> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth
: =

413. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Doug Wheeler <doug@fineideas.com>
Message-ID: <s7ron559oj8123@news.supernews.com>
Source record: 47323

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:387d47b3.255999617@news.ds.centuryinter.net...
> I am UNBELIEVABLY tired of this same old rehash argument. Anyone else
> sick of it?

I think most of us are sick of it. But when someone states something as fact
that is absolutely wrong, it needs to be corrected before others (who aren't
aware of the facts) spread the inaccuracies as truth.

--Doug

414. Re: Turbo Basic XL article/source: any owners of Happy Computer magazine out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <387DEC0D.41DFE7F7@mail.uni-mainz.de>
Source record: 47324

```
Sidney Cadot schrieb:
>
> Lonny Pursell wrote:
>
> > Don't suppose anyone has the original sources to Turbo Basic XL?
>
> Unfortunately I don't. I used to have copies of the original article
> that appeared in the German "Happy Computer" magazine, but I lost
> them... Does anybody have the original magazine or copies? It may be
> nice to have these scanned and put on the Internet, as Turbo Basic was
> (in my view of things) such a breakthrough program at the time.
>
> I believe it was in the December 1985 issue; the compiler was published
> in a special issue of Happy Computer, early in 1986 I think.
>
> Strange thing is that Frank Ostrowski, the author of TB/XL, doesn't seem
> to have a net-presence, according to AltaVista.
>
> Regards, Sidney

Since I am from Germany and do own the Happy Computer magazines and
"Atari Sonderhefte 1+2" I could do you a copy of the TB articles ...
When searching for Frank Ostrowski, maybe a search string like GFA Basic
or Omikron Basic (both for the ST) helps. As fas as I know, he wrote one
(!) of these Basics shortly after TB... Greets - Andreas
```

415. Re: need info on power supplies for 1050 and 1010

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <85ks6o$1c8$1@bgtnsc02.worldnet.att.net>
Source record: 47325

Michael,

I still have a few NEW power supplies in stock for the 1050 drive. Price is $12 each with Priority Mail shipping INCLUDED. Email me at s.winick@worldnet.att.net if interested. I may also have a used power supply for the 1010 recorder lying around, but will have to check the back room to verify that if you're interested.

Sheldon

"Michael Maiorano" <sheex@iname.com> wrote in message news:MPG.12e7c4e96a9411879896a1@141.11.194.4...
> Hi there!
>
> Yesterday i finally was able to get a 800XL with a 1050 drive and a 1010
> datasette. But the power supplies of both peripherals are missing. I can
> build them on my own, but i need the voltage and current of the devices
> (and if it's AC or DC).
>
> So, if anyone of you with this HW would be so kind to look at his power
> supplies and tell me these parameters.
>
> Thanks alot!
>
> Greetings,
> Michael
>
> --
> Reply to:
> mailto:maioranom@thmulti.com (office)
> or mailto:majo@earthling.net (home)
> or mailto:jav@thmulti.com (Jugend & Azubivertretung DTB)
> or mailto:sheex@iname.com (mails go to both home and office)
>
> ICQ: 22040126 (home)

416. Re: 6502-CrossAssembler for ATARI ST or MiNT/LINUX

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s7s06b4qoj8166@corp.supernews.com>
Source record: 47326

Daniel Pralle <Daniel.Pralle@stud.uni-hannover.de> wrote in message
news:85k9mv$i8g$1@newsserver.rrzn.uni-hannover.de...
> Hi Everybody!
> I had downloaded the NASM - CrossAssembler for the ATARI ST, but I can't
use
> it!
> 1.) It should be MAC65 compatible. I never used MAC and therefore I
didn't
> know
> anything about it's features or Sourcecode _Layout_!
> Is there a MAC65-Manual online available?
> 2.) The two demosourcecodes will not be assembled! The assembler claimes
he
> can't
> find the include-files. I set the EnviromentVariable correctly
(MiNT)
> and I also tried
> the "-h" option.
>
> Did anybody manage to use the NASM without Problems?
>
> Is there another CrossAssembler available? The NASM is just a
one-Pass-ASM,
> so that
> you are restricted in the use of Lables.
>
>
> Salut,
> daniel
You may want to try using ST Xformer, the ST Atari 8 bit emulator, with one
of the 8 bit assemblers that are available. The disk based version of MAC/65
is freely available and John Harris has put his MAE assembler at umich
archive for download.

417. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <130120001053165240%mcurrent@carleton.edu>
Source record: 47327

In article <387d47b3.255999617@news.ds.centuryinter.net>, Jon Melbo
<ssilicon@centuryinter.net> wrote:

> I am UNBELIEVABLY tired of this same old rehash argument. Anyone else
> sick of it?

I've seen the thread come and go here for more than 10 years, but I'm
not sick of it yet!

There are always new people who benefit from learning some facts, and
also from learning of people's various opinions and perspectives. As
long as it stays civil I think it's a good thing.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
StPaul Atari Computer Enthusiasts http://www.library.carleton.edu/space/

418. Re: need info on power supplies for 1050 and 1010

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <130120001058535526%mcurrent@carleton.edu>
Source record: 47328

In article <MPG.12e7c4e96a9411879896a1@141.11.194.4>, Michael Maiorano
<sheex@iname.com> wrote:

> Hi there!
>
> Yesterday i finally was able to get a 800XL with a 1050 drive and a 1010
> datasette. But the power supplies of both peripherals are missing. I can
> build them on my own, but i need the voltage and current of the devices
> (and if it's AC or DC).

9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010

9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
StPaul Atari Computer Enthusiasts http://www.library.carleton.edu/space/

419. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s7s1do5roj899@corp.supernews.com>
Source record: 47329

Just set the filter on your newsreader to killfile anything with copyright
in the subject.

Some things like Christmas, The Wizard of Oz, good sex, and copyright
debates just never seem to get tired for some people.

It will never stop, it will always be here, death, taxes, and copyright
debates.<grin>

But some people like Bob Wooley have suggested alternative methods for
handling software i.e. no software should be given legal protection unless
it is distributed with the source code which would be a similar situation to
how patents are granted. I know I argue for a shorter term for software
protection, something like 7 years from commercial release would be
appropriate. Personally, I don't think software should even be covered under
the copyright laws.

Thing is, we are still in the stone age of software. Kind of like arguing
over what is going into the Constitution or Bill of Rights: Trandsends law
and becomes a combination of religion and politics.

Things will change, but not until the laws are changed to reflect reality a
little better.
Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:387d47b3.255999617@news.ds.centuryinter.net...
> I am UNBELIEVABLY tired of this same old rehash argument. Anyone else
> sick of it?
>

420. Re: need info on power supplies for 1050 and 1010

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s7s2ctrmoj829@corp.supernews.com>
Source record: 47330

Michael Maiorano <sheex@iname.com> wrote in message
news:MPG.12e7c4e96a9411879896a1@141.11.194.4...
> Hi there!
>
> Yesterday i finally was able to get a 800XL with a 1050 drive and a 1010
> datasette. But the power supplies of both peripherals are missing. I can
> build them on my own, but i need the voltage and current of the devices
> (and if it's AC or DC).
They are both 9V AC ~31 watts IIRC. The cassette could probably get away
with a less robust transformer then the 1050, but if you can find any 9V
transformer that delivers around 3 amps you should be ok.

421. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s7s2vr4poj8160@corp.supernews.com>
Source record: 47331

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
news:20000112163415.01011.00001701@ng-cj1.aol.com...
> >> 8 bits is a Byte.
> >> 16 bits is a Word.
>
> >All in all, what's in a word?
>
> >I'd say the 6502 is an 8-bit processor, handling 8-bit words.
>
> By convention and usage, the 6502 manages 8 bit "bytes" and all (to my
> knowledge) of the Atari assemblers and 6502 manuals refer to 16 bit values
as
> either "words" (Lo byte - Hi byte) or "double bytes" (Hi byte - Lo byte).
>
> -Ron
Kind of funny though, I was playing golf with some Intel employees back in
the 80s and the topic of the 8088 came up. I talked about it as an 8 bit
processor, and they corrected me saying it was a 16 bit processor. I pointed
out to them that the Intel Data Sheets called it an 8 bit processor and they
replied, "Oh? We will have to change the documentation then."

I was flipping through a really old text on the 6800 micro, copyright 1975.
In it Motorola defines micros by the width of the buss it uses for data.
Never talked to a Motorola engineer, but I imagine they changed that
definition when they came out with the 68008<or was it 68010? 680xx anyway>
with an 8 bit data buss.

The micro manufacturers can't even get it right in their own shops so it is
hopeless here.

422. Re: need info on power supplies for 1050 and 1010

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000113124651.22622.00000060@ng-fu1.aol.com>
Source record: 47332

>800XL with a 1050 drive and a 1010 datasette. But the power supplies
>of both peripherals are missing.

The XL uses 5V DC, 1.5 Amp; pin outs are here:

http://www.atari8bit.tmfweb.nl/pinouts.htm

the 1050 & 1010 both use 9V AC, 31 VA

-Ron

I started life with nothing, and still have most of it left...

423. Re: 6502-CrossAssembler for ATARI ST or MiNT/LINUX

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000113124902.22622.00000061@ng-fu1.aol.com>
Source record: 47333

> Is there a MAC65-Manual online available?

try here:
http://www.crestviewfl.com/~richard/atari-docs.htm

-Ron

I started life with nothing, and still have most of it left...

424. Re: Need atari 800XL video cable help!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000113125851.22622.00000065@ng-fu1.aol.com>
Source record: 47334

>. I acquired a video minotor (no TV tuner,

>wondering if the video port ON the 800xl will work with this. and if so,
>what would the pinouts be to work with this standard color video monitor?

workd GREAT; pin outs are here:

http://www.atari8bit.tmfweb.nl/pinouts.htm#monitor

DIN 5, 1=comp lum, 2=grnd, 3=audio, 4=comp video, 5=comp chroma; sometimes #1 &
#5 not connected inside XL - see here for even greater video mods:

http://www.redshift.com/~cdyson/atari.html

-Ron

I started life with nothing, and still have most of it left...

425. Re: Turbo Basic XL article/source: any owners of Happy Computer magazine out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001131609470.91-100000@TT030>
Source record: 47335

Yes, Frank went on to code GFA-Basic. I have the entire Turbo Basic XL
article from "Happy Computer" but it is not the source. It is a basic
loader that creates a binary. Someone from Germany kindly photocopied the
entire thing and sent it to me. That was darn nice. However I seek
the actual assembler source code. One can disassemble it but that
is alot more work so finding the sources would be nice.

On Thu, 13 Jan 2000, Andreas Magenheimer wrote:

>
>
> Sidney Cadot schrieb:
> >
> > Lonny Pursell wrote:
> >
> > > Don't suppose anyone has the original sources to Turbo Basic XL?
> >
> > Unfortunately I don't. I used to have copies of the original article
> > that appeared in the German "Happy Computer" magazine, but I lost
> > them... Does anybody have the original magazine or copies? It may be
> > nice to have these scanned and put on the Internet, as Turbo Basic was
> > (in my view of things) such a breakthrough program at the time.
> >
> > I believe it was in the December 1985 issue; the compiler was published
> > in a special issue of Happy Computer, early in 1986 I think.
> >
> > Strange thing is that Frank Ostrowski, the author of TB/XL, doesn't seem
> > to have a net-presence, according to AltaVista.
> >
> > Regards, Sidney
>
> Since I am from Germany and do own the Happy Computer magazines and
> "Atari Sonderhefte 1+2" I could do you a copy of the TB articles ...
> When searching for Frank Ostrowski, maybe a search string like GFA Basic
> or Omikron Basic (both for the ST) helps. As fas as I know, he wrote one
> (!) of these Basics shortly after TB... Greets - Andreas
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

426. Re: Turbo Basic XL article/source: any owners of Happy Computer magazine out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001131613580.91-100000@TT030>
Source record: 47336

I was talking to someone on IRC who thought they heard at one time
(a very long time ago) that possibly one of the guys who was involved
with an 816 mod to the XE had the actual source code to Turbo Basic XL.
Would of been cool to see it recoded for the 816 mod if that were true.

On Thu, 13 Jan 2000, Sidney Cadot wrote:

>
> Lonny Pursell wrote:
>
> > Don't suppose anyone has the original sources to Turbo Basic XL?
>
> Unfortunately I don't. I used to have copies of the original article
> that appeared in the German "Happy Computer" magazine, but I lost
> them... Does anybody have the original magazine or copies? It may be
> nice to have these scanned and put on the Internet, as Turbo Basic was
> (in my view of things) such a breakthrough program at the time.
>
> I believe it was in the December 1985 issue; the compiler was published
> in a special issue of Happy Computer, early in 1986 I think.
>
> Strange thing is that Frank Ostrowski, the author of TB/XL, doesn't seem
> to have a net-presence, according to AltaVista.
>
> Regards, Sidney
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

427. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-13 00:00:00 UTC
From: Peter Perpetua III <news@usaor.net>
Message-ID: <JNxf4.413$jt6.168105@news.sgi.net>
Source record: 47337
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I have a disc that when loading says "Glenn The 5200 man presents JR.
Pac-Man (another buried cart thanks to the mismanagement at Atari)"

I would bet he hangs out at this newsgroup.

stonic <scottith@ptd.net> wrote in message
news:01bf5e2e$302faa80$490ebacc@sstilphen...
> Just who and where is the mysterious 'Glenn the 5200 man' today?

428. Re: technical information request (6502 word size, to be a bit more precise)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <387e65ce.5408298@207.106.92.52>
Source record: 47338

My 2 cents:

I too have always known a WORD to be 16 bits. I have also heard it
called a CARD. 8 bits is called a char, unsigned char, or BYTE. I
have never heard of a WORD being 8-bits.

Regarding the other message: If my memory serves me correctly an 8bit
processor is not called an 8bit processor because it handles 8bits
best. Its called that because it can only deal with 8bits at a time.
Even though its addresses can be 16bits its still handling that 16bit
address as two separate bytes. The above comes from what I read in a
Michael Abrash programming book.

Eric

>On Wed, 12 Jan 2000 05:58:40 +0100, Sidney Cadot
><sidney@ch.twi.tudelft.nl> wrote:
>
>>
>>Hi,
>>
>>> 6502 word size is 16-bits. Like it or not.
>>
>>Just jumping in half-way, sorry about that, but this statement _does_
>>draw my attention.
>>
>>As far as I can see the only thing that's 16 bits about the 6502 is the
>>address bus and
>>therefore addresses themselves. Just about everything else is 8 bits. We
>>surely agree on that.
>>
>>I am very curious about your definition of word size (may have missed
>>it). At least 4
>>possibilities spring to mind:
>>
>>* register width (8)
>>* data-bus width (8)
>>* address-bus width (16)
>>* ALU width (8)
>>
>>I'd say the address-bus width is a rather peculiar pick. Intuitively I'd
>>say the register width or ALU width
>>are most important. Somehow a "word" sounds to me like the amount of
>>bits the processor is most efficient at
>>handling. But I don't have a textbook at hand stating a definition;

>>besides that, yours, Bill Wilkinson's,
>>or anybody else's definition is as good as mine I suppose.
>>
>>We could just settle on calling the 6502 an 8/8/16/8-bit processor. Or,
>>being politically correct and taking
>>averages, a 10.000 bits processor :-)
>>
>>- Sidney
>>
>>PS: pop quiz: what microcomputer featured a 19.000-bit processor?
>
>I see many people have missed the point. Unlike some in here I never
>claimed to know the definitive criteria of what sets the "word" size
>on the 6502 platform. I took a stab at it, but that was just a guess
>and I phrased it as such. Hell, my guess may even be right, or not!
>If you want to know what my guess was you'll have to back track a
>couple of message cycles. But it doesn't matter anyway. See below
>for what DOES matter.
>
>What I DO KNOW, is that all the official and even unofficial
>literature that I have ever read about 6502 assembly dictates a word
>as being 16 bits in size. Not 8 bits. Not 4 bits. Not chunky bits
>or Kibbles and bits. I'm talking about major and respectable sources
>included in that. Bill Wilkinson says 16. Lance A. Leventhal says
>16. Everything else too, until here and now in this newsgroup where
>history is trying to be re-written according to the notions and
>rationalizations of certain people. I AM, and HAVE ALWAYS BEEN (at
>least long before we all were on the internet and certainly this
>thread) aware that the 6502 has 8 bit registers, an 8 bit data bus and
>a 16 bit address bus. I am not confused upon those concepts at all.
>
>Unlike seemingly a few in here, I do not suffer from a denial of
>reality, just because I do not know for sure the original purpose of
>calling 16 bits a word on the 6502 and having my best attempts at
>rationalizing it not fit right with that. My rationalization is in
>AGREEMENT with those that say a 'word' should be defined as 8-bit in
>6502 assembly. I just happen to realize that it is still 16 bits just
>the same. As it happens, my guess as to WHY it is 16 bits, falls very
>much into line with what someone else (sorry I forget who exactly)
>said in here about 8 bits being too puny for many workable number
>sizes, and the fact that addresses (which are 16 bit) are very often
>used in assembly instructions. You cannot go through very much 6502
>machine code without hitting upon instructions that are accompanied by
>16 bit addresses. Sure, you can have some incrementing or shift
>instructions, but before long you are blasting out references to
>addresses. Unless you are in page 0, those addresses are 16-bit.
>With so many 16 bit items in 6502 assembly being treated as a unit, it
>is my guess that is why 16 bits is the chosen word size. It is an
>arbitrary, or at least flexible choice. In other words (catch the
>pun? hehehe) 'word' size is more a function of the conventions of

>coding in machine code or assembly than it is the actual parameters of
>the hardware. In my estimation at least. I am not stating this as a
>known factual reason for it being the 16 bits THAT IT IS.
>

429. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: stonic <scottith@ptd.net>
Message-ID: <01bf5e2e$302faa80$490ebacc@sstilphen>
Source record: 47339
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Just who and where is the mysterious 'Glenn the 5200 man' today?

430. Re: Track and Field (2600) for trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Frank Traut <save2600@my-deja.com>
Message-ID: <85mdkg$8n6$1@nnrp1.deja.com>
Source record: 47340
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

In article <85ibg9$bf6s$1@newssvr03-int.news.prodigy.com>,
"Marla's Guy" <christrock99@MAR:Ayahoo.com> wrote:
>
> Yep...they're the cassettes you find in the $.96 bin at Wal-
> Mart...that eventually get marked down to a quarter, at
> which point I buy them for blanks.

Yuck, store-bought tapes being used as blanks?!? I guess if
you are the type to listen to tapes, the quality of the audio
isn't a concern for you ;-)

Oh - and we are not talking about "cut-out" tapes or records...
Matt has a cart that SumGuy actually "ruined" the label by
touching it with his fingers as he inserted it into the cartridge
slot. I hate that!!

Hold the cart by the sides folks - you'll be surprised at the
re-sale value if you never touch the label with your greasy
cheezy poof ridden paws =P

-Frank
(who just reminded himself of all the rat bastards who refuse
to wash their hands before playing video games - get a clue!)

Sent via Deja.com http://www.deja.com/
Before you buy.

431. FS: 2 Mac Pluses, Epson Printer, Atari Plotter

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: mjj14@aol.com
Message-ID: <20000113225857.02797.00000323@ng-fs1.aol.com>
Source record: 47341

Hi,
I have the following items for sale:
-2 Macinotsh Pluses - one of them has a non working floppy drive, other than that it is in perfect condition and the other one has a bad picture tube (you have to let it warm up for 5 - 10 mins before it will come on), other than that, the second one also works perfectly. Both come with the original Mac Plus keyboard and mouse and the first one to get sold comes with a power cord (sorry I don't have 2) and some copies of system disks for the Plus. Any more questions, just e-mail me. You can see a pic of one of the Pluses (they both are actually very similar in condition) at:
http://members.aol.com/kjj58/MacPlus1.jpeg
I am asking $25 each for these plus shipping.
-Epson MX80FT Dot Matrix Printer - I have no clue if this printer works or not, I think it is for non-Apple computers anyway. It has not been tested whatsoever, so I can't guarantee anything. E-mail me if you have more questions. You can see pictures of it at:
http://members.aol.com/kjj58/EpsonMX80FT1.jpeg
http://members.aol.com/kjj58/EpsonMX80FT2.jpeg
http://members.aol.com/kjj58/EpsonMX80FT3.jpeg
I am asking $10 plus shipping.
-Atari 1020 Color Plotter Printer - this unit is also totally untested and it is for use with Atari's 8 bit computer series. This is for the printer only, no power adaptor, sorry. If you have any questions, e-mail me. You can see pictures of it at:
http://members.aol.com/kjj58/Atari10201.jpeg
http://members.aol.com/kjj58/Atari10202.jpeg
I am asking $5 plus shipping.
Thanks so much! I am flexible with the prices though if it comes down to a few dollars here or there.
-Matt

432. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <387ebeb4.674050@news.s-direktnet.de>
Source record: 47342
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

centipede 5200 is the best version i have seen so far! its like the
arcade...

as far as i can remember... there were more "glen 5200" games...
but maybe he is the same with "brought to you by steve and bruce"

can you remember? the same 2 gr.2 or gr.3 lines... one with comment
2nd with "steve and bruce"...

bye, heaven/taquart

433. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-jP7rT3gJXtIe@di04-ks.cth.com.au>
Source record: 47343

On Sun, 13 Jan 3900 10:12:42, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>
> Some things like Christmas, The Wizard of Oz, good sex, and copyright
> debates just never seem to get tired for some people.

Hey!!! what is wrong with good sex???????

I know a guy, the first program he ever wrote on his 800xl was about
sex. I won't go in to details here.

James B

434. Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: cozy@spamfilter.stormdragon.com
Message-ID: <387edccb.633198@news.lin.foa.se>
Source record: 47344

Hi
I once had an Atari 800 (not the XL) and now I want one again. I see a lot of 800's for sale on Ebay and in other places . The problem is that they always are of the American type (or maybe tha problem is that I live in Sweden =).
Anyway, the differences between the machines is the television standard NTSC/PAL and the power supply 110-60Hz/240-50Hz.

Now to the questions about NTSC/PAL:
If I buy an American Atari 800....
-would I get a good picture on a PAL-system TV?
-would it be possible and not to hard to change it from NTSC to PAL?
-does it have both a NTCS and a monitor connection?

And some questions about the powere supply:
-What is the voltage into the computer?
-Is it AC or DC into the computer ?
If it is for example 9V-DC into the computer, then I could easely get such a power supply where I live.

If it's AC (60Hz) what would happen if I plug in my own power supply with the correct voltages but with 50Hz instead of 60Hz?
If there is any problem, would it be easely fixed? How?

Thanks

Remove the "spamfilter" out of my emailaddress when making a reply or send to jan @ stormdragon . com

Jan Gustavsson
(Cozy on Drachenfels in UO)

435. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: rayford@NOSPAMmsn.com
Message-ID: <387ecde6.2588044@news>
Source record: 47345

On Wed, 12 Jan 2000 13:24:35 -0600, "Doug Wheeler"
<doug@fineideas.com> wrote:

>You are off track on many of your assertions. A good place to start learning
>about some of these issues is Brad Templeton's "10 Big Myths about copyright
>explained" at
>http://www.templetons.com/brad/copymyths.html
>
>TxResumes.Com <rayford@NOSPAMmsn.com> wrote in message
>news:38842e67.100857606@news...
>> If software copyrights are not defended by the owner for many years as
>> is the case with the 8 bit software for some time now then it
>> literally enters the Public Domain.
>
>NOT TRUE
>
Yes it is true. It's extremely simple!

Hasbro would not have the slimmest chance of winning a lawsuit or
enforcing a copyright on some physical copy of Atari PacMan (C) 1983
for the Atari 800 because someone found it on the internet and was
playing it on whatever say some PC 8bit emulator.

You know it, I know it, they know it and I'm sure Hasbro of course
knows it.

This in fact defines what is free and public domain. Copyrights
intent are to enforce the right to profit on an item in that

"you can have it but you must pay for it and buy it"

In the case of these ancient programs it invalidates the Copyright
because You CANT buy these old titles anymore, they are not SOLD in
that format anymore and this is where you cant tell someone to throw
it away because they didnt pay for it because it CANT BE BOUGHT
anymore and therefore nobody lost any profit and could NEVER make a
claim to having been robbed of profits because there is now financial
LOSS!

The Fact is Hasbro certainly hopes very much that people keep an
active interest in these old titles because it makes them more likely
to buy their new Playstation or N64 versions of them. Of course
nobody has the rights to make the new Playstation version of PACMAN
HASBRO owns the copyrights to the name and this was clearly their only
concern and area which will be defended if infringed upon.

Only a determined picker of nits would even waste bandwidth trying to explain or insist that these hundreds of web sites posting all the old 8 bit programs for years now are all about to be arrested or sued. You know thats a ridiculous assertion so why make it?

Thats quite nearly the most preposterous thing I have ever heard!

End of thread I will not reply to it again. Thank you and I'm sorry for you and anyone who believes you - how awful to live in fear of retaliation for trivial things and having to live with yourself always sweating the small stuff so seriously.

To never pick the flowers..

436. Atari sticks on PC/ Ostrowski/ (Speedscript) source

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bf5e76$4e3dfb60$47b879c3@richard>
Source record: 47346

Just a note to let everybody know I got my Atari joystick adapter. Thanks Emmanuel! (And others for helping me with my search).

I can recommend it to everyone. For the first time, I can play my favorite Atari games on my PC with the same "feeling" as a real 800XL. I mean, have you ever tried playing Bounty Bob Strikes Back with the keyboard? (OK, I'm using the cheats too).

Apropos Ostrowski: I used to have that German "Happy Computer Sonderheft" magazine too, but to be honest, the Turbo Basic articles weren't *that* informative, everything from the articles is available on the 'net (translated into English and all).

It *did* contain another Ostrowski masterpiece, however: "TwoMaze", a little PacMan-clone with alternating mazes, for two players, in 4Kb!! And thanks to Emmanuel, we can play it with two CX40's on a PC! :-) (Try it at level 12!)

And a final note on "source code": The only source code I ever typed in was "SpeedScript" by Charles Brannon (from Compute! magazine). Anybody wants it? Trade you for the Ostrowski code :-) (Seriously, I'll email it to anyone who wants it).

Richard

437. Re: Turbo Basic XL article/source: any owners of Happy Computer magazine out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <85n0c2$2hq$4@kohl.informatik.uni-bremen.de>
Source record: 47347

```
Lonny Pursell <atari@bright.net> wrote:
> Yes, Frank went on to code GFA-Basic. I have the entire Turbo Basic XL
> article from "Happy Computer" but it is not the source. It is a basic
> loader that creates a binary. Someone from Germany kindly photocopied the
> entire thing and sent it to me. That was darn nice. However I seek
> the actual assembler source code. One can disassemble it but that
> is alot more work so finding the sources would be nice.

Try my page, it has scans of the articles of TB XL and the compiler:
http://www.informatik.uni-bremen.de/~mnemo/atari/

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/
```

438. More Atari! Inventory Growing! FREE ST Monitors! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <85n1lg$t94$1@user2.teleport.com>
Source record: 47348
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

NOW! For a limited time offer! Buy an Atari ST Computer and receive,
your choice, for ***FREE*** an ST Color or MonoChrome Monitor. That's
right, you too can have a Color or MonoChrome Monitor, made by Atari
when you buy an Atari ST Computer. Thats an SC1224 or an SM124 Monitor.
Customer pays shipping. While supplies last.

e-mail: atari@benjamin.net

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. So checkout what's new on
my WebSite. In Fact, check it regularly as my Catalogs are updated
regularly. Customer's are served, first come, first serve! I have 6
different Catalogs, and my SoftWare Catalogs are my largest. They have
the biggest Byte Count. You should see my inventory! I have TruckLoads
of HardWare, Boxes & Boxes of Software & Libraries of Books & Reference
Material for the Classic Atari 8 Bit & Atari ST! And remember, if you
can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to
meet with other Atarians. Read the Ad near the bottom of this message.

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-
Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
http://www.atari.benjamin.net And Jump to my FTP site linked to my Web
Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, February 10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. We're trying to rebuild our club so we're looking for Atarians who wan't to get involved in supporting other Atarians. If your interested, call Ben at (503)256-9974 and by all means, come to our meetings on the 2nd Thursday of the Month. For more info, surf the Web@

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

You should know I regularly add more Atari stock items to my catalogs and this weekend is no exception. A list of my new ST Software I just added to my Catalog are listed below. In case your wondering why my Catalogs (below) are formatted to 38 Columns. They are made to be compatible with the lowest common denominator. Also known as the Atari 8 Bit. Once the Classic Atari User converts the Carriage Returns to Atari 8 Bit.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

439. Wanted: Atari xf551 Disk Drives! Dead or Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <85n2e3$18k$1@user2.teleport.com>
Source record: 47349
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. The Drives can have a damaged mechanism as I'm going to
replace the mechanism. If you have what I'm looking for, my E-Mail
address is bensmith@teleport.com.

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

440. Re: need info on power supplies for 1050 and 1010

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: maioranom@thmulti.com
Message-ID: <MPG.12e92da3ee9313b49896a2@141.11.194.4>
Source record: 47350

In article <s7s2ctrmoj829@corp.supernews.com>, ricortes@netmagic.net
says...
> Michael Maiorano <sheex@iname.com> wrote in message
> news:MPG.12e7c4e96a9411879896a1@141.11.194.4...
> > Hi there!
> >
> > Yesterday i finally was able to get a 800XL with a 1050 drive and a 1010
> > datasette. But the power supplies of both peripherals are missing. I can
> > build them on my own, but i need the voltage and current of the devices
> > (and if it's AC or DC).
> They are both 9V AC ~31 watts IIRC. The cassette could probably get away
> with a less robust transformer then the 1050, but if you can find any 9V
> transformer that delivers around 3 amps you should be ok.

Thanks for your offer, but your power supplies won't fit in our local
wall outlets (germany).

Greetings,
Michael

--
Reply to:
mailto:maioranom@thmulti.com (office)
or mailto:majo@earthling.net (home)
or mailto:jav@thmulti.com (Jugend & Azubivertretung DTB)
or mailto:sheex@iname.com (mails go to both home and office)

ICQ: 22040126 (home)

Mooniecode(0.7.15)
SM: 5+m+ F:sSa+++:vCc++ D:sTx- O:?d? P:a++:s+|:eGg:hBrBk++:y+:r-|+
SS: 6+ L:EyHa D:) F:0 P:a++ H:>10

441. Re: need info on power supplies for 1050 and 1010

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: maioranom@thmulti.com
Message-ID: <MPG.12e92dc2593dc14b9896a3@141.11.194.4>
Source record: 47351

```
In article <130120001058535526%mcurrent@carleton.edu>,
mcurrent@carleton.edu says...
> In article <MPG.12e7c4e96a9411879896a1@141.11.194.4>, Michael Maiorano
> <sheex@iname.com> wrote:
>
> > Hi there!
> >
> > Yesterday i finally was able to get a 800XL with a 1050 drive and a 1010
> > datasette. But the power supplies of both peripherals are missing. I can
> > build them on my own, but i need the voltage and current of the devices
> > (and if it's AC or DC).
>
> 9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
> 1010
>
> 9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
> 400,800,810,822,850,1010,1200XL,1020,1050,XF551

Thanks!

Michael

--
Reply to:
mailto:maioranom@thmulti.com (office)
or mailto:majo@earthling.net (home)
or mailto:jav@thmulti.com (Jugend & Azubivertretung DTB)
or mailto:sheex@iname.com (mails go to both home and office)

ICQ: 22040126 (home)
```

442. Re: need info on power supplies for 1050 and 1010

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: maioranom@thmulti.com
Message-ID: <MPG.12e92dddc40c22c79896a4@141.11.194.4>
Source record: 47352

In article <20000113124651.22622.00000060@ng-fu1.aol.com>,
rhamiiton5@aol.comedy.com says...
> >800XL with a 1050 drive and a 1010 datasette. But the power supplies
> >of both peripherals are missing.
>
> The XL uses 5V DC, 1.5 Amp; pin outs are here:
>
> http://www.atari8bit.tmfweb.nl/pinouts.htm
>
> the 1050 & 1010 both use 9V AC, 31 VA

Thanks!

Michael

--
Reply to:
mailto:maioranom@thmulti.com (office)
or mailto:majo@earthling.net (home)
or mailto:jav@thmulti.com (Jugend & Azubivertretung DTB)
or mailto:sheex@iname.com (mails go to both home and office)

ICQ: 22040126 (home)

443. SV: Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Benny Roger Gundersen <mms@c2i.net>
Message-ID: <EfEf4.1207$j6.80538@juliett.dax.net>
Source record: 47353

> Hi
> I once had an Atari 800 (not the XL) and now I want one again. I see a
> lot of 800's for sale on Ebay and in other places . The problem is
> that they always are of the American type (or maybe tha problem is
> that I live in Sweden =).
The problem can be solved by taking a look at the ebay in Germay (yes there is a german ebay) in germany the Atari also sold well just as in the US. I have had a look there today and there was a lot of atari 8bits for auction there. If you don't have to buy the 800 there is a auction page in Norway (where I live :-) at www.dinside.no you must understand a bit Norwegian, but since you are swedish I guess you can figure it out. Problem is that the only ones that sold well in Norway was the XE........

> Anyway, the differences between the machines is the television
> standard NTSC/PAL and the power supply 110-60Hz/240-50Hz.

Power supply can be bought from Fritjof Arngren Electronics in Oslo (they have a branch in sweden also) its a 100watt converter.
No problems to use it, I have bought diskdrives/tape drives from the US with US powersupply. It works great.

> Now to the questions about NTSC/PAL:
> If I buy an American Atari 800....
> -would I get a good picture on a PAL-system TV?
> -would it be possible and not to hard to change it from
> NTSC to PAL?
> -does it have both a NTCS and a monitor connection?

You will get a black and white picture if your television supports 60hz or more (all new TV's do), monitor connection on 800 is also NTSC so again it will be B/W on pal monitor.

Benny Roger Gundersen
Norway

444. Re: SV: Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: cozy@spamfilter.stormdragon.com
Message-ID: <387f13fc.14763787@news.lin.foa.se>
Source record: 47354

On Fri, 14 Jan 2000 12:02:44 GMT, "Benny Roger Gundersen"
<mms@c2i.net> wrote:

>> Hi
>> I once had an Atari 800 (not the XL) and now I want one again. I see a
>> lot of 800's for sale on Ebay and in other places . The problem is
>> that they always are of the American type (or maybe tha problem is
>> that I live in Sweden =).
>The problem can be solved by taking a look at the ebay in Germay (yes there
>is a german ebay) in germany the Atari also sold well just as in the US. I
>have had a look there today and there was a lot of atari 8bits for auction
>there. If you don't have to buy the 800 there is a auction page in Norway
>(where I live :-) at www.dinside.no you must understand a bit Norwegian, but
>since you are swedish I guess you can figure it out. Problem is that the
>only ones that sold well in Norway was the XE........
>
>> Anyway, the differences between the machines is the television
>> standard NTSC/PAL and the power supply 110-60Hz/240-50Hz.
>
>Power supply can be bought from Fritjof Arngren Electronics in Oslo (they
>have a branch in sweden also) its a 100watt converter.
>No problems to use it, I have bought diskdrives/tape drives from the US with
>US powersupply. It works great.
>
>> Now to the questions about NTSC/PAL:
>> If I buy an American Atari 800....
>> -would I get a good picture on a PAL-system TV?
>> -would it be possible and not to hard to change it from
>> NTSC to PAL?
>> -does it have both a NTCS and a monitor connection?
>
>You will get a black and white picture if your television supports 60hz or
>more (all new TV's do), monitor connection on 800 is also NTSC so again it
>will be B/W on pal monitor.
>
>
>Benny Roger Gundersen
>Norway
>
>
>
Thanks for your answere.
I have been looking for Atari at the Ebay in Germany but I tought that
there where none because I never get anything listed when searching

for Atari. This time I read what the message said (should always do that) and it said that there where to many hits and that I should try to be more specific. I then tried "Atari 800" and was rewarded with 2 hits (better then nothing).

I will loog at the site in Norway also.

Thanks again

Remove the "spamfilter" out of my emailaddress when making a reply or send to jan @ stormdragon . com

Jan Gustavsson
(Cozy on Drachenfels in UO)

445. Re: technical information request (6502 word size, to be a bit more precise)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: rgknott@earthlink.net
Message-ID: <qbnt7s87tjq7nihek9k03jbgpjl10os5pu@4ax.com>
Source record: 47355

On Thu, 13 Jan 2000 04:53:15 GMT, ssilicon@centuryinter.net (Jon Melbo) wrote:

>On Wed, 12 Jan 2000 05:58:40 +0100, Sidney Cadot
><sidney@ch.twi.tudelft.nl> wrote:
>
>>
>>Hi,
>>
>>> 6502 word size is 16-bits. Like it or not.
>>
>>Just jumping in half-way, sorry about that, but this statement _does_
>>draw my attention.
>>
>>As far as I can see the only thing that's 16 bits about the 6502 is the
>>address bus and
>>therefore addresses themselves. Just about everything else is 8 bits. We
>>surely agree on that.
>>
>>I am very curious about your definition of word size (may have missed
>>it). At least 4
>>possibilities spring to mind:
>>
>>* register width (8)
>>* data-bus width (8)
>>* address-bus width (16)
>>* ALU width (8)
>>
>>I'd say the address-bus width is a rather peculiar pick. Intuitively I'd
>>say the register width or ALU width
>>are most important. Somehow a "word" sounds to me like the amount of
>>bits the processor is most efficient at
>>handling. But I don't have a textbook at hand stating a definition;
>>besides that, yours, Bill Wilkinson's,
>>or anybody else's definition is as good as mine I suppose.
>>
>>We could just settle on calling the 6502 an 8/8/16/8-bit processor. Or,
>>being politically correct and taking
>>averages, a 10.000 bits processor :-)
>>
>>- Sidney
>>
>>PS: pop quiz: what microcomputer featured a 19.000-bit processor?
>
>I see many people have missed the point. Unlike some in here I never

>claimed to know the definitive criteria of what sets the "word" size
>on the 6502 platform. I took a stab at it, but that was just a guess
>and I phrased it as such. Hell, my guess may even be right, or not!
>If you want to know what my guess was you'll have to back track a
>couple of message cycles. But it doesn't matter anyway. See below
>for what DOES matter.
>
>What I DO KNOW, is that all the official and even unofficial
>literature that I have ever read about 6502 assembly dictates a word
>as being 16 bits in size. Not 8 bits. Not 4 bits. Not chunky bits
>or Kibbles and bits. I'm talking about major and respectable sources
>included in that. Bill Wilkinson says 16. Lance A. Leventhal says
>16. Everything else too, until here and now in this newsgroup where
>history is trying to be re-written according to the notions and
>rationalizations of certain people. I AM, and HAVE ALWAYS BEEN (at
>least long before we all were on the internet and certainly this
>thread) aware that the 6502 has 8 bit registers, an 8 bit data bus and
>a 16 bit address bus. I am not confused upon those concepts at all.
>
>Unlike seemingly a few in here, I do not suffer from a denial of
>reality, just because I do not know for sure the original purpose of
>calling 16 bits a word on the 6502 and having my best attempts at
>rationalizing it not fit right with that. My rationalization is in
>AGREEMENT with those that say a 'word' should be defined as 8-bit in
>6502 assembly. I just happen to realize that it is still 16 bits just
>the same. As it happens, my guess as to WHY it is 16 bits, falls very
>much into line with what someone else (sorry I forget who exactly)
>said in here about 8 bits being too puny for many workable number
>sizes, and the fact that addresses (which are 16 bit) are very often
>used in assembly instructions. You cannot go through very much 6502
>machine code without hitting upon instructions that are accompanied by
>16 bit addresses. Sure, you can have some incrementing or shift
>instructions, but before long you are blasting out references to
>addresses. Unless you are in page 0, those addresses are 16-bit.
>With so many 16 bit items in 6502 assembly being treated as a unit, it
>is my guess that is why 16 bits is the chosen word size. It is an
>arbitrary, or at least flexible choice. In other words (catch the
>pun? hehehe) 'word' size is more a function of the conventions of
>coding in machine code or assembly than it is the actual parameters of
>the hardware. In my estimation at least. I am not stating this as a
>known factual reason for it being the 16 bits THAT IT IS.

I guess these terms were defined long ago, and certainly predate the Motorola 6502. Since I come from the mainframe world. I'll offer this as a definition of the word, word. It is taken from the IBM Vocabulary for Data Processing, Telecommunications and Office Systems, which is a compilation of terms and definitions.

word. (1) * (ISO) A character string or a binary element string that is convenient for some purpose to consider as an entity. (2) * A character string or a bit-string considered as an entity. (3) In System/360 and System/370, 32

bits or 4 bytes. (4) In System/7, 16 bits or 2 bytes. (5) In COBOL, a string of not more than 30 bytes... (6) Synonymous with fullword. (7) * See alphabetic word, computer word, doubleword, halfword, index word, instruction word, numeric word, parameter word, reserved word.

word boundary. Any particular storage position at which data must be aligned for certain processing operations in System/360 and System/370. The halfword boundary must be divisible by 2, the fullword boundary must be divisible by 4, the doubleword boundary must be divisible by 8.

* computer word. (1) (ISO) A word stored in one computer location and capable of being treated as a unit. Synonymous with machine word. (2) See also halfword.

* doubleword. A contiguous sequence of bits or characters that comprises two computer words and is capable of being addressed as a unit.

* halfword. A contiguous sequence of bits or characters that comprises half a computer word and is capable of being addressed as a unit.

* American National Dictionary for Information Processing.

In the IBM PC, a word was two contiguous 8-bit bytes. I don't remember much about the 6502, I never even got around to opening the MAC/65 assembler I bought, and all my Atari books are in boxes for the last ten years. But I think the key in the definition of word is, "...being capable of being treated as a unit." and, "...is capable of being addressed as a unit."

Regarding how many bits are a byte: As far as I'm concerned, a byte is 8 bits. There may be a bit used or a bit added for parity, but who cares, unless you're a machine. Again, from the IBM Vocabulary for Data Processing, Telecommunications and Office Systems:

byte. (1) * A binary character operated upon as a unit and usually shorter than a computer word. (2) The representation of a character. (3) In System/3, System/360 and System/370, a sequence of eight adjacent binary digits that are operated upon as a unit and that constitute the smallest addressable unit in the system. (4) In System/7, eight adjacent bits plus a parity bit. (5) * See n-bit byte.

* n-bit byte. (ISO) A byte composed of n binary elements.

* American National Dictionary for Information Processing.

R.

446. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <85n64l$t3e$1@plutonium.compulink.co.uk>
Source record: 47356

In article <387ecde6.2588044@news>, rayford@NOSPAMmsn.com (TxResumes.Com)
wrote:

Your so wrong it's scary but I do agree on one thing namely:
> Only a determined picker of nits would even waste bandwidth trying to
> explain or insist that these hundreds of web sites posting all the old
> 8 bit programs for years now are all about to be arrested or sued.
> You know thats a ridiculous assertion so why make it?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

447. Re: Turbo Basic XL article/source: any owners of Happy Computer magazine out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <85nftc$f4$1@nnrp1.deja.com>
Source record: 47357

> Try my page, it has scans of the articles of TB XL and the compiler:
> http://www.informatik.uni-bremen.de/~mnemo/atari/

Hi Thomas,
did you know one of the turbo basic compiler links article links was
broken? I'm getting an HTTP 404 on hc-tbc4.zip, the article describing
the inner workings of the TB compiler.
These are great articles! Thanks for making them available. Now I just
have to go vist my German friend here in Seattle...
-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

448. Is there a PC emulator that can run Necromancer and Flip & Flop?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Lux <luxinterior@bigfoot.com>
Message-ID: <85ncc1$p5g$1@uranium.btinternet.com>
Source record: 47358

Cheers

Lux

449. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s7udp866oj8164@corp.supernews.com>
Source record: 47359

TxResumes.Com <rayford@NOSPAMmsn.com> wrote in message
news:387ecde6.2588044@news...
> Hasbro would not have the slimmest chance of winning a lawsuit or
> enforcing a copyright on some physical copy of Atari PacMan (C) 1983
> for the Atari 800 because someone found it on the internet and was
> playing it on whatever say some PC 8bit emulator.
>
> You know it, I know it, they know it and I'm sure Hasbro of course
> knows it.
Actually, all you need is one example to prove your theory doesn't hold and
I have several.

Recently<in the last year> OSI forced a web site that was distributing
Ultima IV to take it down. AFAIK, it was because they wanted to use it on a
cover disk as a freebie and for promotional purposes themselves.

Sierra recently re-released Betrayal at Krondor on a cover disk to promote
their latest game in the series.

You can go to Fry's today and buy a copy of Ultima compilation, 1-8.

The situation is exactly the same as we had in the movie and early
television industries. No effort was made to preserve early films or
television shows because it was thought that having been seen, no one would
want to watch them a second time.

For instance, all those "I Love Lucy" reruns you see? story goes something
like Desi Arnez asked for the tapes of the shows at the time they were being
made, and was told if he reimbursed the studio for the cost of the tape<they
were going to record over the previous shows> he could have them.
>
> This in fact defines what is free and public domain. Copyrights
> intent are to enforce the right to profit on an item in that
I would predict as the net become more commercialized, yes you will be able
to get old programs for free, but it will be from whoever holds the current
copyrights such that they generate hits.

Academic argument since free will be free if the copyright is not defended
or if it is defended and you just have to go to the copyright holders web
site or get the material as a cover disk freebie.

For instance, the B@K came with a demo of Betrayal at Antara and IIRC,
opening any help would auto start your browser and point you to the Sierra
web site where you were hit over the head with adverts and sales pitches.
>
> "you can have it but you must pay for it and buy it"

>
> In the case of these ancient programs it invalidates the Copyright
> because You CANT buy these old titles anymore, they are not SOLD in
> that format anymore and this is where you cant tell someone to throw
> it away because they didnt pay for it because it CANT BE BOUGHT
> anymore and therefore nobody lost any profit and could NEVER make a
> claim to having been robbed of profits because there is now financial
> LOSS!
This is wrong too, B&C ComputerVisions is still in business. Last time I
checked they had virtually every game you would want to buy.

>
> Only a determined picker of nits would even waste bandwidth trying to
> explain or insist that these hundreds of web sites posting all the old
> 8 bit programs for years now are all about to be arrested or sued.
> You know thats a ridiculous assertion so why make it?
Well, what would you call someone such as yourself who makes statements that
are completely inaccurate or missleading?
>
> Thats quite nearly the most preposterous thing I have ever heard!
>

I have a vested interest in intellectual property. I am currently on just
over 50 patents and the concept of me losing my rights to the patents
because I don't stop every idiot that decides to infringe on my inventions
is preposterous. I may not be able to hunt people down and sue them, but
that doesn't make it legal! Sheesh!

> End of thread I will not reply to it again. Thank you and I'm sorry
> for you and anyone who believes you - how awful to live in fear of
> retaliation for trivial things and having to live with yourself always
> sweating the small stuff so seriously.
Good, I have only killfiled one person in the last year, you really have to
have nothing of value to say and be a complete waste of bandwidth for me to
kf. You are dancing on the edge of the abyss right now.

450. atari 2600 cart copier

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: GRèPHx / Arjet Aafjes <arjet@grephx.demon.nl>
Message-ID: <387F40DF.6EA818CD@grephx.demon.nl>
Source record: 47360

Only 2 hours to go..... reserve is low (only $35 dollar!)

Rare item!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=233991499

451. Communicator acoustic modem

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <20000114120855.25067.00000442@nso-fe.aol.com>
Source record: 47361

I see a Communicator Starter Kit for auction on ebay with an acoustic modem.
Does anyone know if this modem will work with today's phones?

badbob1952@aol.com

452. Does anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Lux <luxinterior@bigfoot.com>
Message-ID: <85nm2i$271$1@neptunium.btinternet.com>
Source record: 47362

There was a demo created by a bunch of guys at Atari that was essentially a ball bouncing round a 3D area, each time it hit a wall it made a different sound.

You could control the speed and direction of the ball to make different sounds.

Does anyone know what it was called (or better still could send me it in either XFD or ATR format)

Cheers

Lux

453. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Doug Wheeler <doug@fineideas.com>
Message-ID: <s7unq4mtoj8107@news.supernews.com>
Source record: 47363

TxResumes.Com <rayford@NOSPAMmsn.com> wrote in message
news:387ecde6.2588044@news...
> On Wed, 12 Jan 2000 13:24:35 -0600, "Doug Wheeler"
> <doug@fineideas.com> wrote:
>
> >You are off track on many of your assertions. A good place to start
learning
> >about some of these issues is Brad Templeton's "10 Big Myths about
copyright
> >explained" at
> >http://www.templetons.com/brad/copymyths.html
> >
> >TxResumes.Com <rayford@NOSPAMmsn.com> wrote in message
> >news:38842e67.100857606@news...
> >> If software copyrights are not defended by the owner for many years as
> >> is the case with the 8 bit software for some time now then it
> >> literally enters the Public Domain.
> >
> >NOT TRUE
> >
> Yes it is true. It's extremely simple!

No, it's not. Copyrights are valid even if they aren't defended. In fact,
with the duration of copyrights being extended fairly often by Congress,
it's likely that copyright protection will be extended indefinitely.

You may be thinking of trademarks, which can be lost of not defended.

> Hasbro would not have the slimmest chance of winning a lawsuit or
> enforcing a copyright on some physical copy of Atari PacMan (C) 1983
> for the Atari 800 because someone found it on the internet and was
> playing it on whatever say some PC 8bit emulator.

If Hasbro sued a website for having old Atari software available for
download, they would win the suit easily.

> You know it, I know it, they know it and I'm sure Hasbro of course
> knows it.
>
> This in fact defines what is free and public domain.

Once a work is copyrighted (under current law, that happens automatically
upon publication), it remains copyrighted until the copyright holder
EXPLICITLY declares the work to be in the public domain, at which point
he/she loses all protection and interest in the work.

> Copyrights intent are to enforce the right to profit on an item in that

Copyrights have NOTHING to do with money, profit, etc. The only time money comes into play is if a copyright has not been registered, the copyright holder can only sue for actual damages. If the copyright has been registered, the holder can sue for actual AND punitive damages.

> "you can have it but you must pay for it and buy it"
>
> In the case of these ancient programs it invalidates the Copyright
> because You CANT buy these old titles anymore, they are not SOLD in
> that format anymore and this is where you cant tell someone to throw
> it away because they didnt pay for it because it CANT BE BOUGHT
> anymore and therefore nobody lost any profit and could NEVER make a
> claim to having been robbed of profits because there is now financial
> LOSS!

They can still sue for punitive damages even if there was no financial loss.

> The Fact is Hasbro certainly hopes very much that people keep an
> active interest in these old titles

This is just your opinion and doesn't change the legality of distributing their copyrighted works.

> because it makes them more likely
> to buy their new Playstation or N64 versions of them. Of course
> nobody has the rights to make the new Playstation version of PACMAN
> HASBRO owns the copyrights to the name

Names can't be copyrighted. Names are trademarked (which they can lose if they don't enforce them). The copyright covers the actual game, the characters (trademarks can cover characters as well), and other creative expressions.

> and this was clearly their only
> concern and area which will be defended if infringed upon.
>
> Only a determined picker of nits would even waste bandwidth trying to
> explain or insist that these hundreds of web sites posting all the old
> 8 bit programs for years now are all about to be arrested or sued.

I never said that anyone would be sued. In fact, it is extremely unlikely that Hasbro or anyone else would take legal action against those who distribute 15 year old software. But that doesn't change the fact that they COULD sue, and would most certainly win.

> You know thats a ridiculous assertion so why make it?
>
> Thats quite nearly the most preposterous thing I have ever heard!

Whether you think it's preposterous or not does not change the law and the legal status of copyrighted works.

> End of thread I will not reply to it again. Thank you and I'm sorry
> for you and anyone who believes you - how awful to live in fear of
> retaliation for trivial things and having to live with yourself always
> sweating the small stuff so seriously.

I am not "in fear" or "sweating." I am simply correcting the FACTUAL ERRORS
in your assertations.

> To never pick the flowers..

454. Re: Does anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10001141252570.4308-100000@moose.erie.net>
Source record: 47364

Ballsong

On Fri, 14 Jan 2000, Lux wrote:

> There was a demo created by a bunch of guys at Atari that was essentially a
> ball bouncing round a 3D area, each time it hit a wall it made a different
> sound.
>
> You could control the speed and direction of the ball to make different
> sounds.
>
> Does anyone know what it was called (or better still could send me it in
> either XFD or ATR format)
>
> Cheers
>
>
> Lux
>
>
>
>

455. Re: Does anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000114133217.00562.00000438@ng-fv1.aol.com>
Source record: 47365

```
>
>Does anyone know what it was called (or better still could send me it in
>either XFD or ATR format)
>

Hmmm.... Ballsong???
B'rgds,
Vinnie

"Can't means don't want to!"
```

456. Re: Communicator acoustic modem

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000114133541.00562.00000440@ng-fv1.aol.com>
Source record: 47366

>Does anyone know if this modem will work with today's phones?

If I recall... it should work.. I think its 300 baud.... and, requires an 850 interface - although it should work with most other serial interfaces... a big hurdle is that it consists of 2 'cups' that you fit your handset into... so you'd need an old style telephone to properly fit....

457. Re: Turbo Basic XL article/source: any owners of Happy Computer magazine out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <85nus6erh1@kohl.informatik.uni-bremen.de>
Source record: 47367

<danver@halcyon.com> wrote in message: 85nftc$f4$1@nnrp1.deja.com...
> > Try my page, it has scans of the articles of TB XL and the compiler:
> > http://www.informatik.uni-bremen.de/~mnemo/atari/

> did you know one of the turbo basic compiler links article links was
> broken? I'm getting an HTTP 404 on hc-tbc4.zip, the article describing
> the inner workings of the TB compiler.

Thanks. I just fixed the link.

> These are great articles! Thanks for making them available. Now I just
> have to go vist my German friend here in Seattle...

Have fun. ;)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

458. How Do I Load Basic Programs???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: "Dan Johnson"
Message-ID: <s7v257cgoj824@corp.supernews.com>
Source record: 47368

I found a great site with tons of the old Antic Magazine type in programs.
I can load basic on the emulator (Atari800) but I can't figure out how to
load the basic programs! Any help will be greatly appreciated.

459. Re: Track and Field (2600) for trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Marla's Guy <christrock99@MARLAyahoo.com>
Message-ID: <85o2f3$4m1i$1@newssvr04-int.news.prodigy.com>
Source record: 47369
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Frank Traut <save2600@my-deja.com> wrote in message
news:85mdkg$8n6$1@nnrp1.deja.com...
> In article <85ibg9$bf6s$1@newssvr03-int.news.prodigy.com>,
> "Marla's Guy" <christrock99@MAR:Ayahoo.com> wrote:
> >
> > Yep...they're the cassettes you find in the $.96 bin at Wal-
> > Mart...that eventually get marked down to a quarter, at
> > which point I buy them for blanks.
>
> Yuck, store-bought tapes being used as blanks?!? I guess if
> you are the type to listen to tapes, the quality of the audio
> isn't a concern for you ;-)
>

For the record, I have a CD recorder and most of my stuff that REALLY matters is going on CD. My cassettes are largely radio broadcasts, car mixes, crap like that.

And a pro cut-out cassette of reasonable length (King's X's _Dogman_ and _Faith Hope Love_ both clock in at 60+ min., and they're both ones I scored from the cutout bin) at 25 cents is a way better deal for nonessential recordings than, say a Maxell UD60, or even the Wal-Mart brand (Magnetics).

--
Josh Marihugh NP: Street Legal

On the Net:
http://www.geocities.com/christrock99/
http://listen.to/spoken
http://www.fortunecity.com/meltingpot/alexandra/1062/
and of course http://www.tollbooth.org

To e-mail me, do what the KKK did...

460. Re: Preliminary version of Atari ROM source listing available.

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24904-387F9420-51@storefull-178.iap.bryant.webtv.net>
Source record: 47370

you could not have said it better,i would not post the source for
centipede,but i might for action biker,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

461. Will Buy Atari XL XE Game Carts!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: "Mr. Lee" <garystv@brightok.net>
Message-ID: <85o5tt$8r6$1@sooner.brightok.net>
Source record: 47371

sega_master_system@yahoo.com

462. Re: Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-whdwDxMRdwT7@di09-ks.cth.com.au>
Source record: 47372

On Sun, 14 Jan 3900 08:36:34, cozy@spamfilter.stormdragon.com (Cozy)
wrote:

> Hi
> I once had an Atari 800 (not the XL) and now I want one again. I see a
> lot of 800's for sale on Ebay and in other places . The problem is
> that they always are of the American type (or maybe tha problem is
> that I live in Sweden =).
> Anyway, the differences between the machines is the television
> standard NTSC/PAL and the power supply 110-60Hz/240-50Hz.
>
> Now to the questions about NTSC/PAL:
> If I buy an American Atari 800....
> -would I get a good picture on a PAL-system TV?
> -would it be possible and not to hard to change it from
> NTSC to PAL?
> -does it have both a NTCS and a monitor connection?

not hard. A new PAL processor board, A Main board crystal. If you want
to use a tv (rf cable), an Inductor on the main board needs to be
changed. Am not sure about the silver box on the power board..

>
>
> And some questions about the powere supply:
> -What is the voltage into the computer?
> -Is it AC or DC into the computer ?
> If it is for example 9V-DC into the computer, then I could easely get
> such a power supply where I live.

You can make your own. A 220 > 9v transformer will do the job.

>
> If it's AC (60Hz) what would happen if I plug in my own power supply
> with the correct voltages but with 50Hz instead of 60Hz?
> If there is any problem, would it be easely fixed? How?

Nothing what so ever. Will work just the same.

James B

463. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <85o6ou$20t$1@gxsn.com>
Source record: 47373

> Yes it is true. It's extremely simple!

Yes, it is very simple - copyright is copyright!

Just because it's an old game which the company is no longer selling or making money out of in no way invalidates the copyright!

> Hasbro would not have the slimmest chance of winning a lawsuit
>or enforcing a copyright on some physical copy of Atari PacMan
>(C) 1983 for the Atari 800 because someone found it on the
>internet and was playing it on whatever say some PC 8bit emulator.

Before you start making such ridiculous assertions try actually learning something about copyright law.

> You know it, I know it, they know it and I'm sure Hasbro of course
>knows it.

Absolutely, we ALL know just how wrong YOU are....companies like Hasbro don't make an issue of such things because it's not going to make them any appreciable amount of money.

> In the case of these ancient programs it invalidates the Copyright
>because You CANT buy these old titles anymore....

Are you for real?

If you really believe that then you're living in a dream world!

> Only a determined picker of nits would even waste bandwidth trying
>to explain or insist that these hundreds of web sites posting all the
>old 8 bit programs for years now are all about to be arrested or sued.

So far that's the only thing you've actually gotten right, but that doesn't mean that these sites are not technically in breach of copyright.

> End of thread I will not reply to it again....

Good for you, you're finally realising you can't defend an undefendable position.

>....I'm sorry for you and anyone who believes you....

I'm sorry for anyone who believes your fantasies.

>....how awful to live in fear of retaliation for trivial things
>and having to live with yourself always sweating the small stuff
>so seriously.

I don't see anyone "living in fear", however it's better to be forewarned
than to simply bury your head in the sand.

> To never pick the flowers..

But they're not yours to pick....

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

****
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
****

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

464. Re: Will Buy Atari XL XE Game Carts!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <%iNf4.3602$in5.59920@news1.online.no>
Source record: 47374

I have some at : http://home.sol.no/~olavese/atari/trad8bit.htm
Please feel free to make an offer. I would rather trade, but offers are
welcome.

Mr. Lee <garystv@brightok.net> wrote in message
news:85o5tt$8r6$1@sooner.brightok.net...
> sega_master_system@yahoo.com
>
>

465. Re: How Do I Load Basic Programs???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <NkNf4.3609$in5.59921@news1.online.no>
Source record: 47375

```
LOAD "D:FILENAME.BAS"

If you use drive 2, use LOAD "D2:FILENAME.BAS"

Some might use ENTER "D:FILENAME.BAS", but that's unlikely.

Good luck

Dan Johnson <@zoomnet.net> wrote in message
news:s7v257cgoj824@corp.supernews.com...
> I found a great site with tons of the old Antic Magazine type in programs.
> I can load basic on the emulator (Atari800) but I can't figure out how to
> load the basic programs! Any help will be greatly appreciated.
>
>
>
>
```

466. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: rayford@NOSPAMmsn.com
Message-ID: <387f934d.53130433@news>
Source record: 47376

DOUG> Copyrights have NOTHING to do with money, profit, etc. The only time money comes into play is if a copyright has not been registered, the copyright holder can only sue for actual damages. If the copyright has been registered, the holder can sue for actual AND punitive damages.
<End DOUG

I ABSOUTELY PROMISE to everyone in this group I will NOT reply again and I WILL give DOUG here the last word because he NEEDS it. First, lets take a moment to analyze his above statement. In one sentance he claims it (C) has nothing to do with MONEY and in the very next sentance he says they can sue for damages. What sort of damages Doug? Hmm. Monetary? Right which has EVERYTHING and EXCLUSIVELY just everything to do with MONEY!

Following the early days of the internet these historical software works were posted on many EDU servers such as UMICH for their educational value and preservation to keep them from being lost on floppies in peoples garages. Just because one law may state specifically that A must be so there are often other laws B C D which have overlap and conflict with law A and this is why we have courts to decide. Since I am unaware of EVER seeing or hearing about UMICH or ANYONE else ever being sued because they posted MULE on the web you really should feel free to stop sounding like a retentive retard anytime now.

END OF TOPIC.

467. Re: Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000114175845.24272.00000570@ng-fn1.aol.com>
Source record: 47377

> Not bad! That would explain the response but not character on the
>screen. Do you know how you could take advantage of that PEEK to redefine it?

There was info in an old ANALOG re: the mapping of the keys and redefination
(ie. dvorak, etc keyboards). I don't think you could add any characters above
the 128 we have; you can change appearance with custom set.

-Ron

I started life with nothing, and still have most of it left...

468. Re: SpartaDOS shareware?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000114181227.24272.00000573@ng-fn1.aol.com>
Source record: 47378

>That's all fine, but how do I uncompress them once I get them off my PC and
>onto the Atari? :-)

If Discomm32 will run under DOS 3, then the .dcm image would convert to a
bootable sparta disk. Can you transfer PC > 8bit? I can e-mail you the
Discomm32 executable.

-Ron

I started life with nothing, and still have most of it left...

469. Need help with Pitfall!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Mathematatin@webtv.net
Message-ID: <14468-387FF882-101@storefull-134.iap.bryant.webtv.net>
Source record: 47379

I have the game Pitfall! for my Atari 800XL computer. I am having a very hard time jumping the scorpions. I used to play this game for the Atari 2600 many years ago. I don't remember jumping the scorpions being that difficult though. Perhaps it is more difficult on the 8 bit game. Not sure?

I consider myself a skilled video game player, yet I cannot master jumping the scorpions without dying every once in a while. Even when I think I'm making the perfect jump, I will still die sometimes. I seem to be having so much trouble that I cannot even run out time in my game because the scorpions always claim all my lives. Are there any tips or tricks someone might be able to give me so I can jump every scorpion every time without dying? Or am I just that bad?

470. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-14 00:00:00 UTC
From: Edward Franks <fortran@earthlink.net>
Message-ID: <MPG.12e9ae5280a321fd989f81@news.alt.net>
Source record: 47380

My glass typewriter shows Velcro SPY typing...
[Snip]
> I would bet there was no legal action to "force" the website to take
> down the Ultima IV image, if that is what you are saying. I think
> TxResumes is correct that the copyright holder must defend the
> copyright,

No, that is a trademark.

--

Fortran Dragon -==(UDIC)==-
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>

471. OT: PB165 8/80 FS $120

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: gp429@aol.com
Message-ID: <20000114235541.02807.00000540@ng-fs1.aol.com>
Source record: 47243

I have for sale a PowerBook 165 that has 8 megs of RAM (4 megs is built-in to the computer). I am selling it specifically to those who do not want spend a lot on a portable computer and also because it is an old laptop using a 68xxx era CPU, more specifically a 68030 running at 33 megahertz. The Mac OS is version 7.5.3 and I will include the setup diskettes (19 disks). This laptop is possible for light Internet use i.e. e-mailing and reading newsgroups but it is possible for web browsing.
This is the perfect portable computer to write that Great American Novel or writing your school papers because included in the 80 megs of hard-drive space is MS Works version 4.0. Write anywhere your mood takes you. You will be able to write on the train maybe on your way towards California where the wide open vistas of the West could inspire you to write a Western novel. Other uses of this perfectly running laptop computer is personal budgeting such as tracking your credit card usage with MS Excel version 5.0 which also included in the HD or use it for light business financial tacks. There is also the built-in 9600 data/14.4k fax modem from Global Village with ZTerm modem software. Possible uses of this built-in modem is exchanging e-mail with your writing agent now that you have sold that Western Romance novel <grin> to the highest bidder figuring out the royalty fees using, of course, the spreadsheet that is in the laptop or perhaps e-mailing your teacher to confirm what your next writing assignment is going to be about.
All the cables i.e. the telephone cord to plug into the phone jack is included along with the power supply for the laptop. There are other extras such as a microphone and an audio cable to hookup to an audio source and additional software is in the hard-drive. This laptop does not have any of the support manuals. This means you must be an experienced computer user or familiar with the Macintosh and its operating system. Price: $120. For more information or if you want to buy the PowerBook 165 e-mail me at gp429@aol.com
--thanx

472. Re: SpartaDOS shareware?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Squid <squidhm3@flash.net>
Message-ID: <q4Uf4.5416$ro4.419219@news.flash.net>
Source record: 47244

No, do not have those capabilities (yet). Just bought a 1050 disk drive, I did bid on an SIO cable but I got outbid so I didn't pursue it..

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message news:20000114181227.24272.00000573@ng-fn1.aol.com...
> >That's all fine, but how do I uncompress them once I get them off my PC and
> >onto the Atari? :-)
>
> If Discomm32 will run under DOS 3, then the .dcm image would convert to a
> bootable sparta disk. Can you transfer PC > 8bit? I can e-mail you the
> Discomm32 executable.
>
> -Ron
>
> I started life with nothing, and still have most of it left...

473. Word size on the 6502

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Peter Laing <NOSPAMsnailboy1@earthlink.net>
Message-ID: <A8Vf4.361$%Y3.25347@newsread2.prod.itd.earthlink.net>
Source record: 47245

Hi Everyone.

I originally said I considered it brain damaged to call a 'word' on the 6502 16 bits. Anybody who picks up a textbook
on computer architecture would come to the same conclusion. The 6502 has a word size of 8 bits. Sidney produced a good summary from the computer architecture point of view why.

Whats a 'word'

A word in the 6502 universe has nothing to do with word size. It's a 16 bit unsigned quantity. Two bytes/octets ;)
Thats the historical truth and nobody can change that. I knew that when I made my original post and I should have probably explained I was looking at the 6502 from an architecture standpoint.

So as for a summary:

6502 microprocessor

16 bit address bus
8 bit ALU
8 bit accumlator
2 8 bit index registers
256 entry hard wired stack
Word size 8 bits. Just like the 6800 and 8080

Size of a word when programming it: 16 bits, same as the size of an address.

eg STA $D20F ; $D20F is a 16 bit address or a word.

Does this make everyone happy ?

Peter

474. Data sheets, 68000, Whats in a word anyway ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Peter Laing <NOSPAMsnailboy1@earthlink.net>
Message-ID: <tBVf4.379$%Y3.28088@newsread2.prod.itd.earthlink.net>
Source record: 47246

Hi People

Richard Cortese <ricortes@netmagic.net> wrote in message
news:s7s2vr4poj8160@corp.supernews.com...
> RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
> news:20000112163415.01011.00001701@ng-cj1.aol.com...
> > >> 8 bits is a Byte.
> > >> 16 bits is a Word.
> >
> > >All in all, what's in a word?
> >
> > >I'd say the 6502 is an 8-bit processor, handling 8-bit words.
> >
> > By convention and usage, the 6502 manages 8 bit "bytes" and all (to my
> > knowledge) of the Atari assemblers and 6502 manuals refer to 16 bit
values
> as
> > either "words" (Lo byte - Hi byte) or "double bytes" (Hi byte - Lo
byte).
> >
> > -Ron
> Kind of funny though, I was playing golf with some Intel employees back in
> the 80s and the topic of the 8088 came up. I talked about it as an 8 bit
> processor, and they corrected me saying it was a 16 bit processor. I
pointed
> out to them that the Intel Data Sheets called it an 8 bit processor and
they
> replied, "Oh? We will have to change the documentation then."
>
Old data sheets/books are fun things to read. I always get a great kick
when I read the 'advantages' of segmented design in the iAPX286 programming
docs. Motorola's 68000 book I had as a kid had the grooviest rainbow color
deal I have seen.

> I was flipping through a really old text on the 6800 micro, copyright
1975.
> In it Motorola defines micros by the width of the buss it uses for data.
> Never talked to a Motorola engineer, but I imagine they changed that
> definition when they came out with the 68008<or was it 68010? 680xx
anyway>
> with an 8 bit data buss.

68008 ;) I think it only had 20 bits of external addressing and 8 bits of
data.

68010 : From memory they fixed the non-restartable instruction problem.
This was the first 68K that you could do proper
restartable exception handling on. Before that the solution was to run two
68000's one clock cycle apart and if your leading 68K went into never never
land stop the trailing one in time.

I think using external bus size is the worst way of measuring the size of a
word on a processor. I once read a description of a MIPS R4xxx processor
that addressed (sic) this very issue. The author was comparing relative
RISC architectures and got stuck on the R4xxx. It had a 256 bit cache bus,
32 bit address bus, and was 64 bits internally. He ended up using something
like 128 or 192. Or 176 ???

>
> The micro manufacturers can't even get it right in their own shops so it
is
> hopeless here.
>
Yeah I agree 100%

Back to Player/Missile graphics for me.

Peter

475. Re: Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <85p6clobf1@news.netvision.net.il>
Source record: 47247

H Jan ,

i already did what you are trying to do...

Simply connect the 800 NTSC machine to a Multysystem TV, those tv can View PAL, Secam and NTSC sources. i have one of those 15" tv's that acts as my monitor. you can use the RF cable but most TV's also have VIDEO/AUDIO IN RCA connectors.

you will need to change the power supply to a 220v power supply or use a simple 220v to 110v transformer.

let me know if you have more questions..

IF i will find an PAL 800 computer here i will let you know

NIR

Cozy <cozy@spamfilter.stormdragon.com> wrote in message
news:387edccb.633198@news.lin.foa.se...
> Hi
> I once had an Atari 800 (not the XL) and now I want one again. I see a
> lot of 800's for sale on Ebay and in other places . The problem is
> that they always are of the American type (or maybe tha problem is
> that I live in Sweden =).
> Anyway, the differences between the machines is the television
> standard NTSC/PAL and the power supply 110-60Hz/240-50Hz.
>
> Now to the questions about NTSC/PAL:
> If I buy an American Atari 800....
> -would I get a good picture on a PAL-system TV?
> -would it be possible and not to hard to change it from
> NTSC to PAL?
> -does it have both a NTCS and a monitor connection?
>
>
> And some questions about the powere supply:
> -What is the voltage into the computer?
> -Is it AC or DC into the computer ?
> If it is for example 9V-DC into the computer, then I could easely get
> such a power supply where I live.
>
> If it's AC (60Hz) what would happen if I plug in my own power supply
> with the correct voltages but with 50Hz instead of 60Hz?
> If there is any problem, would it be easely fixed? How?
>

>
> Thanks
>
>
> Remove the "spamfilter" out of my emailaddress when making a reply
> or send to jan @ stormdragon . com
>
> Jan Gustavsson
> (Cozy on Drachenfels in UO)

476. Re: Does anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <j1Xf4.3819$in5.63216@news1.online.no>
Source record: 47248

Are you sure of that Jon ? The changing of the speed and different sounds,
appears more like Douglas Crockfords Ballsong to me.

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:3881f2c6.91809534@news.ds.centuryinter.net...
> It was called "Boink." Another version which had a Fuji symbol
> instead of the ball was called, aptly enough, "Fuji Boink."
>
> "Ball Song" was a different demo that played music while a ball
> bounced around. That ball was smaller and faster, and the 'depth' of
> the room was greater.
>
>
>
> On Fri, 14 Jan 2000 17:26:15 -0000, "Lux" <luxinterior@bigfoot.com>
> wrote:
>
> >There was a demo created by a bunch of guys at Atari that was essentially
a
> >ball bouncing round a 3D area, each time it hit a wall it made a
different
> >sound.
> >
> >You could control the speed and direction of the ball to make different
> >sounds.
> >
> >Does anyone know what it was called (or better still could send me it in
> >either XFD or ATR format)
> >
> >Cheers
> >
> >
> >Lux
> >
>

477. Re: Does anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: TashaEwokSpy <Natasha83NONaSPAM@usa.net.invalid>
Message-ID: <0146ce5a.66fd4221@usw-ex0101-006.remarq.com>
Source record: 47249

```
In article <j1Xf4.3819$in5.63216@news1.online.no>, "Vidar \"Hawk\"
Olavesen" <olavese@online.no> wrote:
> Are you sure of that Jon ? The changing of the speed and different
> sounds,
> appears more like Douglas Crockfords Ballsong to me.
> Jon Melbo <ssilicon@centuryinter.net> wrote in message
> news:3881f2c6.91809534@news.ds.centuryinter.net...
> > It was called "Boink." Another version which had a Fuji symbol
> > instead of the ball was called, aptly enough, "Fuji Boink."
> >
> > "Ball Song" was a different demo that played music while a ball
> > bounced around. That ball was smaller and faster, and the
> 'depth' of
> > the room was greater.
> >
> >
> >
> > On Fri, 14 Jan 2000 17:26:15 -0000, "Lux"
> <luxinterior@bigfoot.com>
> > wrote:
> >
> > >There was a demo created by a bunch of guys at Atari that was
> essentially
> a
> > > >ball bouncing round a 3D area, each time it hit a wall it made a
> different
> > > >sound.
> > > >
> > > >You could control the speed and direction of the ball to make
> different
> > > >sounds.
> > > >
> > > >Does anyone know what it was called (or better still could send
> me it in
> > > >either XFD or ATR format)
> > > >
> > > >Cheers
> > > >
> > > >
> > > >Lux
> > > >
> >
```

Hmmmm...the only other one I can think of thtat close to that
description was one named SteelyBoink(sp?).

Tasha

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

478. Re: Does anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Lux <luxinterior@bigfoot.com>
Message-ID: <85pn88qdp1@uranium.btinternet.com>
Source record: 47250

Well thanks to everyone for replying, I have been trying to locate 'Ballsong' on the net but cannot find it - it does appear to be the one I remember from so long ago (I think it bounced in a yellowish area). I tried Boink which although impressive is not what I was after.

If anyone has it on a PC disk, please can they send it me.

Thanks

Lux

TashaEwokSpy <Natasha83NONaSPAM@usa.net.invalid> wrote in message news:0146ce5a.66fd4221@usw-ex0101-006.remarq.com...
> In article <j1Xf4.3819$in5.63216@news1.online.no>, "Vidar \"Hawk\" > Olavesen" <olavese@online.no> wrote:
> > Are you sure of that Jon ? The changing of the speed and different > > sounds,
> > appears more like Douglas Crockfords Ballsong to me.
> > Jon Melbo <ssilicon@centuryinter.net> wrote in message
> > news:3881f2c6.91809534@news.ds.centuryinter.net...
> > > It was called "Boink." Another version which had a Fuji symbol
> > > instead of the ball was called, aptly enough, "Fuji Boink."
> > >
> > > "Ball Song" was a different demo that played music while a ball
> > > bounced around. That ball was smaller and faster, and the > > 'depth' of
> > > the room was greater.
> > >
> > >
> > >
> > > On Fri, 14 Jan 2000 17:26:15 -0000, "Lux" > > <luxinterior@bigfoot.com>
> > > wrote:
> > >
> > > >There was a demo created by a bunch of guys at Atari that was > > essentially
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> > > > >ball bouncing round a 3D area, each time it hit a wall it made a > > different
> > > > >sound.
> > > > >
> > > > >You could control the speed and direction of the ball to make > > different
> > > > >sounds.
> > > > >

> > > >Does anyone know what it was called (or better still could send
> > me it in
> > > >either XFD or ATR format)
> > > >
> > > >Cheers
> > > >
> > > >
> > > >Lux
> > > >
> > >
>
> Hmmmm...the only other one I can think of thtat close to that
> description was one named SteelyBoink(sp?).
>
> Tasha
>
>
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network
*
> The fastest and easiest way to search and participate in Usenet - Free!
>

479. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s81bqel3eh628@corp.supernews.com>
Source record: 47251

Velcro SPY <X_velcro_X@netunlimited.net> wrote in message
news:38797a30.3770421@news.netunlimited.net...
> On Fri, 14 Jan 2000 07:55:56 -0000, "Richard Cortese"
> <ricortes@netmagic.net> wrote:
> >Recently<in the last year> OSI forced a web site that was distributing
> >Ultima IV to take it down. AFAIK, it was because they wanted to use it on
a
> >cover disk as a freebie and for promotional purposes themselves.
>
> I would bet there was no legal action to "force" the website to take
> down the Ultima IV image, if that is what you are saying. I think
> TxResumes is correct that the copyright holder must defend the
> copyright, in other words Atari 8bit copyright holders can't come back
> after <ahem> 20 years of letting those rights gather dust and just
> pounce on fans who kept those titles alive on their web-sites. Not
> that anyone is doing that.
In practice it seldom gets that far. Since a lot of the internet still runs
through .edu sites or places that have otherwise vested interest in
preserving the copyright laws, they will cut anyone off at the knees they
see violating copyright laws.

There are more examples, but I didn't and still don't think they relate
close enough to the current debate to have a lot of relevancy, but Origin
Systems Incorporated recently targetted two sites, Lum the Mad and Dr.
Twister IIRC over copyrighted material. In this case, it was because of
releasing confidential in house documents. Note that these in house
documents had no commercial value so that was not an issue. After the web
sites were roughed up by the OSI lawyers, they buckled.
>
> >You can go to Fry's today and buy a copy of Ultima compilation, 1-8.
>
> I can't. I think we are talking about American copyright law for many
> of these 8bit titles.
Good point, we do have international copyright aggreements with most western
countries, but AFAIK the laws have not been extended to the former soviet
block yet.
>
> >For instance, all those "I Love Lucy" reruns you see? story goes
something
> >like Desi Arnez asked for the tapes of the shows at the time they were
being
> >made, and was told if he reimbursed the studio for the cost of the
tape<they
> >were going to record over the previous shows> he could have them.

>
> Did he get them? I recall reading that many early Tonight Show with
> Johnny Carson tapes are gone forever because the network taped over
> them.
Yes! It is one of those "makes me feel all warm and fuzzy inside" kind of stories. Desi and his family ended up becoming very well off relative to the other early tv stars because of it. I think he may have ended up buying the old RKO studios with the profits.

FWIW, the old Tonight shows that were saved are currently being shown on pay per view satelite broadcasts. Only about a buck a show I think, but they are still making someone money 20+ years later.
>
> In light of that, the activities of 8bit enthusiasts posting disk
> images etc. safeguards the programs against being lost forever. To
> prove that I would remind you that Phillip Price who authored
> Alternate Reality once posted on this news-group asking someone to
> give him a cracked copy of his game.
I don't recall that. I do remember Gary Gilberson making all of the songs and even unpublished ones available, but the only things I have ever seen from Philip himself were all along the lines of being in favor of copyright laws and AR copyrighted. Thing is, I am not sure about the copyright situation and what Price's deal was with Datasoft so I can't comment. I mean it could be Price assigned all the right to Datasoft or it could be they only had a limited term of distribution like a book publisher.

I believe Dan Pinal<sp> was the one of the programmers who did "The Dungeon" and came through the newsgroup, but I don't think he is the holder of all of the copyrights.

If you or anyone else has a copy of a Philip Price post or email saying "distribute away" I would really love to see it so this can be cleared up.

I don't really care if you get a copy off the net unless it really pisses the Copyright holder off, we just haven't figured out who that is yet. I got a copy of both City and Dungeon myself for SIO2PC use, but I have 1 real copy of City and 2 of Dungeon. My real drive often bombs out during copy protection checks with "Insert disk 1" ad nauseum so I prefer the cracked copies. This is particularily annoying when it checks for copy protection after stomping on you character during load and won't let you save w/o a check.
>
> >This is wrong too, B&C ComputerVisions is still in business. Last time I
> >checked they had virtually every game you would want to buy.
>
> No, you are the one who is wrong. B&C do not offer Alternate Reality
> or AR the Dungeon. They have a long text of titles but it is unclear
> if the titles have the box and docs, or are they just pulling disks
> from a stack of old floppies. They appear to be offering second hand
> software which would have a whole different set of copyright
> implications I should think!

OK, I got a copy from American TV, but they are out of Atari now so point made for those titles. But for other titles, it still holds.
>
> >I have a vested interest in intellectual property. I am currently on just
> >over 50 patents and the concept of me losing my rights to the patents
> >because I don't stop every idiot that decides to infringe on my inventions
> >is preposterous. I may not be able to hunt people down and sue them, but
> >that doesn't make it legal! Sheesh!
>
> Yeah, but all you have to do is demonstrate a reasonable effort to
> protect your copyrights over time. Then you are covered.
This is the trademark vs patents vs copyright thing.

For a patent, all you have to do is ~"show due effort". That is, if you patent a widget all the information and technology about the invention is published as a way of promoting information and technology exchange. Very old law, founding fathers kind of thing where they wanted to move us from a farming/rural country to science and technology.

The "due effort" is kind of a gray area. You don't have to make, sell, or file "Continuation in Part" subsequent patents on the invention, but you seem to have to keep fiddling with it on some level. I should know, but I haven't a clue just what "due effort" means. I think it means, "I was thinking about it" if they like you, but spending all your money and waking hours on it will not cut it if they don't.

Trade mark almost goes without saying, email a Xerox of the law while drinking a Coke to wash down some Aspirin kind of thing.

But copyrights have the lowest standard of all intellectual property. Let's say your wife/husband/mother/father died and left a diary that became a million seller. It was never their intent to have the material published, but I think there would be an implied copyright under the current law where you as the heir would be entitled to all the profits. Really low stand IMO.

You really don't want this tied to profits or effort because it leaves holes for abuse. For instance, let's say you franchise a series of 1,000 book stores. Each book store only sells 5 copies of someones copyrighted book xxx a year w/o paying royalties. Even have the books printed in China to circumvent the copyright laws for the printing. Now for the author, it should not be your responsibilty to sue 1,000 different stores for $5 each in order to stop them from violating copyright laws.

480. Re: Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000115185342.18561A@ilaskey.compulink.co.uk>
Source record: 47252

In article <85p6clobf1@news.netvision.net.il>, ndary@bigfoot.com (Nir Dary) wrote:
> Simply connect the 800 NTSC machine to a Multysystem TV, those tv can
A multisytem TV that can handle the different inputs via teh RF (Aerial) connector is rare/non-existent in Europe. Is it different in the US? Most TVs sold here are multisystem and have been for some years but only via SCART/video connections, not RF.

Iain

481. Re: Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Di4g4.4197$in5.68880@news1.online.no>
Source record: 47253

My Sony does it fine, as does the Thompson. The sound is the part that's not working to well here in Norway. I get very noisy sound or no sound at all.

Iain Laskey <ilaskeyremoveme@cix.co.uk> wrote in message news:memo.20000115185342.18561A@ilaskey.compulink.co.uk...
> In article <85p6clobf1@news.netvision.net.il>, ndary@bigfoot.com (Nir
> Dary) wrote:
> > Simply connect the 800 NTSC machine to a Multysystem TV, those tv can
> A multisytem TV that can handle the different inputs via teh RF (Aerial)
> connector is rare/non-existent in Europe. Is it different in the US? Most
> TVs sold here are multisystem and have been for some years but only via
> SCART/video connections, not RF.
>
> Iain

482. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000115151253.16042.00000022@ng-fx1.aol.com>
Source record: 47254

>remember a time when I did everything on my Atari.

Same here; now just mostly relive old times. Have a room full of Atari equipment, magazines, reference manuals and diskettes. It is a genuine "Personal" Computer because it is easily programmed by the user and much preferred over QBasic for generating applications that access any peripheral beyond the printer. Still use my ML cryptoquote solver and ocasionally enjoy Mr Do, JumpMan and LodeRunner.

-Ron

I started life with nothing, and still have most of it left...

483. Re: Does anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3880d506.149738601@news.ds.centuryinter.net>
Source record: 47255

Hell no I ain't sure. I know what all those demos are like but I
admit maybe I didn't interpret the original description correctly. In
addition to "Ball Song," didn't he also do "Hollywood Mideival?"

I do remember in Boink you could chage the spin and speed, so I
thought that's the one that was meant.

On Sat, 15 Jan 2000 10:25:01 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>Are you sure of that Jon ? The changing of the speed and different sounds,
>appears more like Douglas Crockfords Ballsong to me.
>
>Jon Melbo <ssilicon@centuryinter.net> wrote in message
>news:3881f2c6.91809534@news.ds.centuryinter.net...
>> It was called "Boink." Another version which had a Fuji symbol
>> instead of the ball was called, aptly enough, "Fuji Boink."
>>
>> "Ball Song" was a different demo that played music while a ball
>> bounced around. That ball was smaller and faster, and the 'depth' of
>> the room was greater.
>>
>>
>>
>> On Fri, 14 Jan 2000 17:26:15 -0000, "Lux" <luxinterior@bigfoot.com>
>> wrote:
>>
>> >There was a demo created by a bunch of guys at Atari that was essentially
>a
>> >ball bouncing round a 3D area, each time it hit a wall it made a
>different
>> >sound.
>> >
>> >You could control the speed and direction of the ball to make different
>> >sounds.
>> >
>> >Does anyone know what it was called (or better still could send me it in
>> >either XFD or ATR format)
>> >
>> >Cheers
>> >
>> >
>> >Lux
>> >
>>

>

484. Re: Atari 2600-5200-7800 Sega Master System Intellivision Games For Auction Yahoo

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <09WAOP=zAHLJBSunCKs1Ir2sP60i@4ax.com>
Source record: 47256

```
You are in an empty room with "Mr. Lee" <garystv@brightok.net>.
There's a rock in the middle with "Y2" written on. A hollow voice
says:

>http://auctions.yahoo.com/user/sega_master_system
>

And YOU can piss off as well.
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer collection.
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.
```

485. Re: Word size on the 6502

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3881d64b.150063380@news.ds.centuryinter.net>
Source record: 47257

Thrilled. :)

On Sat, 15 Jan 2000 07:15:44 GMT, "Peter Laing"
<NOSPAMsnailboy1@earthlink.net> wrote:

>Hi Everyone.
>
>I originally said I considered it brain damaged to call a 'word' on the 6502
>16 bits. Anybody who picks up a textbook
>on computer architecture would come to the same conclusion. The 6502 has a
>word size of 8 bits. Sidney produced a good summary from the computer
>architecture point of view why.
>
>Whats a 'word'
>
>A word in the 6502 universe has nothing to do with word size. It's a 16 bit
>unsigned quantity. Two bytes/octets ;)
>Thats the historical truth and nobody can change that. I knew that when I
>made my original post and I should have probably explained I was looking at
>the 6502 from an architecture standpoint.
>
>So as for a summary:
>
>6502 microprocessor
>
>16 bit address bus
>8 bit ALU
>8 bit accumlator
>2 8 bit index registers
>256 entry hard wired stack
>Word size 8 bits. Just like the 6800 and 8080
>
>Size of a word when programming it: 16 bits, same as the size of an address.
>
>eg STA $D20F ; $D20F is a 16 bit address or a word.
>
>Does this make everyone happy ?
>
>Peter
>
>

486. Re: Need help with Pitfall!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Yuval Rabinovich <yovalr@zahav.net.il>
Message-ID: <3880CC78.2C4E17EA@zahav.net.il>
Source record: 47258

Thomas Bafia wrote:

> I have the game Pitfall! for my Atari 800XL computer. I am having a
> very hard time jumping the scorpions.

...

> Are there any tips or tricks someone might be able to give me so I can
> jump every scorpion every time without dying? Or am I just that bad?

It seems to me that you probably have a bad joystick. Try replacing it.

487. Re: Word size on the 6502

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Peter Laing <NOSPAMsnailboy1@earthlink.net>
Message-ID: <Tz7g4.1537$%Y3.95422@newsread2.prod.itd.earthlink.net>
Source record: 47259

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:3881d64b.150063380@news.ds.centuryinter.net...
> Thrilled. :)

:)

488. lynx othello is done

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <4382-38814B68-38@storefull-175.iap.bryant.webtv.net>
Source record: 47260

hi every one,
please go to,
http://oeonline.com/~hdodgson/
for screen shots of the finished othello game,we are know working on documentation,and package artwork,and are shooting for a early feburary release date,it will carry a list price of $39.95,and there will be dealer pricing soon,thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

489. i Conference Access in Dallas Area

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Bob Hoffman <Bob.Hoffman@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.388204a5@fmlynet.org>
Source record: 47261

FamilyNet HQ: Telnet:\\209.217.2.202

> From: Greg Goodwin <lady-aramis@geocities.com>

Greg,

Per your request, have set up both Atari Newsgroups on the Dallas BBS, anyone in the Dallas area with an Atari could theoretically dial in (972-496-0650) and access these two newsgroups, as well as the two counterpart echoes in Fidonet.

If you are having problems connecting (I am still building this system from scratch) or have found another way of accessing, I understand. No problem, I will continue to port these newsgroups into the BBS.

All participants on this BBS also get an automatic free Internet E-Mail address to do Internet E-mail with (possibly a good benefit for Atari Users).

Also available as:

telnet://209.217.2.202
http://209.217.2.202
nntp://209.217.2.203

Have a good one...

Bob
Dallas Texas (972)-496-0650

490. Re: How Do I Load Basic Programs???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000114190706.24272.00000585@ng-fn1.aol.com>
Source record: 47381

>I found a great site with tons of the old Antic Magazine type in programs.
>I can load basic on the emulator (Atari800) but I can't figure out how to
>load the basic programs! Any help will be greatly appreciated.
>

Some emulators allow you to specify a hard drive subdirectory as one of the
8-bit drives (haven't used A800?) and I can LOAD"D2:file.BAS"
at the READY prompt or go to DOS and copy them to an ATR or XFD image for
loading from the READY prompt.

-Ron

I started life with nothing, and still have most of it left...

491. Re: Question about the 1200/1400XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000114191442.24272.00000587@ng-fn1.aol.com>
Source record: 47382

> Do you know how you could take advantage of that PEEK to redefine it?

My index says the article is in ANALOG # 15; there is a lookup table you can replace with your custom mapping.

-Ron

I started life with nothing, and still have most of it left...

492. Re: technical information request (6502 word size, to be a bit more precise)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <85oecn$r7i$1@supernews.com>
Source record: 47383

```
----- Original Message -----
From: <rgknott@earthlink.net>
Newsgroups: comp.sys.atari.8bit
Sent: Friday, January 14, 2000 12:35 PM
Subject: Re: technical information request (6502 word size, to be a bit more
precise)

> I guess these terms were defined long ago, and certainly predate the
> Motorola 6502. Since I come from the mainframe world. I'll offer
> this as a ...

[snip]

Motorola 6502? You obviously come from some alternate universe.
The 6502 was developed by MOSTEK in my reality ;-).

_____________________________________________________________
Alastair Houghton ajhoughton@lineone.net
```

493. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: rayford@msn.com
Message-ID: <3880bb00.63295270@news>
Source record: 47384

>Your so wrong it's scary but I do agree on one thing namely:
>> Only a determined picker of nits would even waste bandwidth trying to
>> explain or insist that these hundreds of web sites posting all the old
>> 8 bit programs for years now are all about to be arrested or sued.
>> You know thats a ridiculous assertion so why make it?

Same thread different guy: Scary? Hey How wrong is this?

I actually went and read his 10 myths of Copyrights page because unlike DOUG I am open minded. The guy who wrote it is clearly biased in favor of defending Copyrights (and even says so himself on his 10 myths web page) Despite that he also clearly says that it is Civil law and that only current valuable works ever typically get defended in court for obvious reasons. His item #11 on his list of 10 Myths also supports much of what I said and keep in mind all of this comes from some web page essay from a guy who looks like a bowler who misplaced his razor and is clearly biased IN FAVOR of stopping (C) violations of any kind!

Here is another last pass at this since I have two guys going now :)

There are a dozen other perfectly viable defenses against being charged for having a web site with OLD 8 bit titles lets call this the

TEN REASONS WHY THE STUPID 10 MYTHS SITE DOESNT APPLY TO ATARI 8BIT CRAP WEB USENET PAGE (grin)

1) Financial loss for civil suit does not apply

So say We have Microsoft and someone posts maybe Office 2000 on their web site. Within a week they are shut down and Microsoft sues the owners for a million dollars. How does this work. Well Microsoft can claim they have damages for every copy downloaded which someone now did not have to go pay $200 at the store for, so you owe Microsoft THAT money and we are taking this to court.

2) 8bit crap is not a colectors stamp or 1st edition book

Old junk software does NOT go up in value because it is old or out of print. People dont buy MINT floppies and save them until the value goes up. So the least of these defenses is the fact that this stuff aint made or SOLD any longer anywhere, so proving financial loss would be way-past impossible.

3) Implausible civil case grounds and no basis in logic
4) If it's been on UMICH.EDU for ten years why bother now defense

Other defenses would certainly include why would anyone take on Billies House of Atari (fictional web site for illustration) and fault them for posting stuff they themselves probably downloaded from UMICH.EDU which had the same garbage posted there for ten years!?

5) It was all but lost if it were not for these brave electronic archivalists who preserved the art for us all to still enjoy and learn from defense

Another pretty good defense might be Historical preservation! yes! People going to school now might not know how even PIII-700's use the same 64k memory bank switching internally or why. Why Visual Basic is the way it is even has roots traced back to the Atari Microsoft Basic! Why are FAT tables made the way they are? Why was there a 2 Gig limit on FAT16? What were the old Atari Assemblers or the syntax of PILOT or ACTION languages and why were they invented? How did old FAT tables work on all those old DOS's and a million other questions all answered by familiarity with this old commercially worthless junk and almost impossible to answer without it!

6) We tried but COULDN'T ask for their permission so the world could no stand still and wait for them to answer us.
7) There are SO many authors and publishers who are out of business now it is impossible to KNOW who owns the rights to this stuff

It would be nearly impossible to track down one tenth of the old Authors to even ask permission and combined with their lack of any defense of their copyrights where people say on their sites (ask me to remove this and I will) for way over seven years now would clearly even surpass any statute of limitations on their right to step forward so many years later to try to resume the defense of their (C).

8) Educational need to know and learn and innovate and progress in the field REQUIRES knowledge of older software and hardware and the good of the many does sometimes exceed the greed of the few or the one!

We are doomed to repeat the same mistakes if we can't review what was done in the past and what worked well and what did not work so well. Historical educational value of this stuff SO VERY FAR exceeds its "gameplay" value (have you played any of those games they suck!) and just as a three hundred year old church is more important than some billionaires wish to build another parking garage in a downtown area EXACTLY SO is this old code.

9) Paranoia is EASY having gaul is NOT always so easy but we must dig down and find it in us to tell the Y2K type fear mongers where to get off (DOUG!)
10) THE LIBRARY defense used by all of the far more serious sites which traffic in more current software.

Many of these sites have now even gone paranoid because of guys like our buddy DOUG scaring them with a load of BS and they added the other defense of saying people must delete them within 24 hours unless the own them. Like as if anyone can FIND them in their attic anymore I

think my 8 bit floppies are still at the GOODWILL and after five years now they are probably trying to sell them as coasters. They then even have the "Library defense" to use if they wanted heck I'm no lawyer but I could even defend this case.

Ask me why I think you have never and WILL NEVER see Hasbro try to sue a web site for ole 8 bit trash and this becomes more clear. They have nothing to gain financially and would not wish to risk losing in court because then that skinny sliver of legal letter of the (C) law to which they cling might be lost plus the backlash would be far more costly to their image than anything they might even have a super slim chance of winning. THEN, have you ever won a lawsuit against anyone? Collecting is another issue unless Billies House of Atari web site is run by Bill Gates they wont ever see a dime and if it IS run by Gates they will fight in court for twelve years and maybe win damages of a dollar fifty!

11) Last but not least and JUST like the 10 Myths site NUMBER ELEVEN is the UP YOURS DOUG defense! I did it because I had to prove that annoying little turd WRONG!

Why do I waste the bandwidth? Because guys like DOUG annoy the crap out of me. They would work so hard to scare people just like the Y2K morons who did their best and it actually SLOWS our progress as a civilization when we heed their many fearful scary warnings.

It reduces INNOVATION because people sit around wondering if they can do things without getting in trouble or breaking some rule, rather than JUST DOING THEM and moving the world forward!

If it were up to these guys we'd all be sitting in a cave reading the scribbles on the WALLS wondering if it says we were permitted to GO OUTSIDE.

Nuf Said!

494. Re: technical information request (6502 word size, to be a bit more precise)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <387FD0AA.8979692D@ch.twi.tudelft.nl>
Source record: 47385

"Alastair J. Houghton" wrote:

> Motorola 6502? You obviously come from some alternate universe.

Would that be the universe where the 6502 word size is 16-bits?

<ducks as objects are thrown at high speed from all directions>

:-) Regards, Sidney

495. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <387FD9B9.E4BD31C2@ch.twi.tudelft.nl>
Source record: 47386

> If it were up to these guys we'd all be sitting in a cave reading the
> scribbles on the WALLS wondering if it says we were permitted to GO
> OUTSIDE.

You do seem to have a severe problem with people disagreeing with you. I guess if it was up to the likes of you, we'd never have gotten to the stage where we'd be reading scribblings on the wall... We'd still be banging each other on the head with mammoth bones.

Your point may be a valid one; I guess we won't see until a company like Hasbro decides to take it's chances. You think it won't, and if it will, it would lose. So be it. You got your fifteen minutes, now would you _please_ cut it out. If you feel inclined to swear and curse your guts out at me, please do so - by sending me private e-mail.

> Nuf Said!

Promises, promises...

Regards,
Sidney Cadot
sidney@janis.pds.twi.tudelft.nl

496. Re: technical information request (6502 word size, to be a bit more precise)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3880e6ad.88712406@news.ds.centuryinter.net>
Source record: 47387

On Fri, 14 Jan 2000 04:35:40 -0800, rgknott@earthlink.net wrote:

>On Thu, 13 Jan 2000 04:53:15 GMT, ssilicon@centuryinter.net (Jon Melbo) wrote:

>>the same. As it happens, my guess as to WHY it is 16 bits, falls very
>>much into line with what someone else (sorry I forget who exactly)
>>said in here about 8 bits being too puny for many workable number
>>sizes, and the fact that addresses (which are 16 bit) are very often
>>used in assembly instructions. You cannot go through very much 6502
>>machine code without hitting upon instructions that are accompanied by
>>16 bit addresses. Sure, you can have some incrementing or shift
>>instructions, but before long you are blasting out references to
>>addresses. Unless you are in page 0, those addresses are 16-bit.
>>With so many 16 bit items in 6502 assembly being treated as a unit, it
>>is my guess that is why 16 bits is the chosen word size. It is an
>>arbitrary, or at least flexible choice. In other words (catch the
>>pun? hehehe) 'word' size is more a function of the conventions of
>>coding in machine code or assembly than it is the actual parameters of
>>the hardware. In my estimation at least. I am not stating this as a
>>known factual reason for it being the 16 bits THAT IT IS.
>
>
>I guess these terms were defined long ago, and certainly predate the Motorola
>6502. Since I come from the mainframe world. I'll offer this as a definition
>of the word, word. It is taken from the IBM Vocabulary for Data Processing,
>Telecommunications and Office Systems, which is a compilation of terms and
>definitions.

Just a mild correction here... the 6502 was originally made by MOS
Technologies. Later, NEC, Rockwell, maybe others. Possibly even
Motorola I suppose.

>word. (1) * (ISO) A character string or a binary element string that is
>convenient for some purpose to consider as an entity. (2) * A character string

Well, there we have it. That pretty much solidifies my guess into
legitimacy. Also, remember, that definitions are weighted and
assigned their numbers accordingly.

>or a bit-string considered as an entity. (3) In System/360 and System/370, 32
>bits or 4 bytes. (4) In System/7, 16 bits or 2 bytes. (5) In COBOL, a string
>of not more than 30 bytes... (6) Synonymous with fullword. (7) * See alphabetic
>word, computer word, doubleword, halfword, index word, instruction word, numeric
>word, parameter word, reserved word.
>
>word boundary. Any particular storage position at which data must be aligned

>for certain processing operations in System/360 and System/370. The halfword
>boundary must be divisible by 2, the fullword boundary must be divisible by 4,
>the doubleword boundary must be divisible by 8.
>
>* computer word. (1) (ISO) A word stored in one computer location and capable of
>being treated as a unit. Synonymous with machine word. (2) See also halfword.
>
>* doubleword. A contiguous sequence of bits or characters that comprises two
>computer words and is capable of being addressed as a unit.
>
>* halfword. A contiguous sequence of bits or characters that comprises half a
>computer word and is capable of being addressed as a unit.
>
>* American National Dictionary for Information Processing.
>
>
>In the IBM PC, a word was two contiguous 8-bit bytes. I don't remember much
>about the 6502, I never even got around to opening the MAC/65 assembler I
>bought, and all my Atari books are in boxes for the last ten years. But I
>think the key in the definition of word is, "...being capable of being treated
>as a unit." and, "...is capable of being addressed as a unit."
>
>Regarding how many bits are a byte: As far as I'm concerned, a byte is 8 bits.
>There may be a bit used or a bit added for parity, but who cares, unless you're
>a machine. Again, from the IBM Vocabulary for Data Processing,
>Telecommunications and Office Systems:
>
>byte. (1) * A binary character operated upon as a unit and usually shorter than
>a computer word. (2) The representation of a character. (3) In System/3,
>System/360 and System/370, a sequence of eight adjacent binary digits that are
>operated upon as a unit and that constitute the smallest addressable unit in the
>system. (4) In System/7, eight adjacent bits plus a parity bit. (5) * See
>n-bit byte.
>
>* n-bit byte. (ISO) A byte composed of n binary elements.
>
>* American National Dictionary for Information Processing.
>
>R.

Did you type all that in or scan it? If you typed it then thanks for
making the effort to bring us all at least some bit of authority on
the subject (finally).

497. Re: Does anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3881f2c6.91809534@news.ds.centuryinter.net>
Source record: 47388

It was called "Boink." Another version which had a Fuji symbol
instead of the ball was called, aptly enough, "Fuji Boink."

"Ball Song" was a different demo that played music while a ball
bounced around. That ball was smaller and faster, and the 'depth' of
the room was greater.

On Fri, 14 Jan 2000 17:26:15 -0000, "Lux" <luxinterior@bigfoot.com>
wrote:

>There was a demo created by a bunch of guys at Atari that was essentially a
>ball bouncing round a 3D area, each time it hit a wall it made a different
>sound.
>
>You could control the speed and direction of the ball to make different
>sounds.
>
>Does anyone know what it was called (or better still could send me it in
>either XFD or ATR format)
>
>Cheers
>
>
>Lux
>

498. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <387eac13.3356934@trumpet.uni-mannheim.de>
Source record: 47389

On Thu, 13 Jan 2000 08:38:37 -0600, "Doug Wheeler" <doug@fineideas.com> wrote:

>Jon Melbo <ssilicon@centuryinter.net> wrote in message
>news:387d47b3.255999617@news.ds.centuryinter.net...
>> I am UNBELIEVABLY tired of this same old rehash argument. Anyone else
>> sick of it?
>
>I think most of us are sick of it. But when someone states something as fact
>that is absolutely wrong, it needs to be corrected before others (who aren't
>aware of the facts) spread the inaccuracies as truth.
>
>--Doug
>
>
that's what I was just doing at another newsgroup (different
subject, similar situation) but it seems they aren't willing to
understand that point of view...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

499. Re: Where can I find an 8bit emulator which will run SPARTADOS 3.2 ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000114233935.23634.00000610@ng-fw1.aol.com>
Source record: 47390

Here is an 8-bit links site, emulators are about half way down; have used Sparta on XL-it & XFormer & Atari800. The disk images are found on other sites like UMich & XL Search.

-Ron

I started life with nothing, and still have most of it left...

500. Re: Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-15 00:00:00 UTC
From: Joe Kennedy <jsk@home.com>
Message-ID: <NYSf4.69$Sd1.1457@news.rdc1.nj.home.com>
Source record: 47391

If you're looking for a PAL Atari 8 bit why not check the "Inserat" on the
ABBUC web page www.atari-compter.de/abbuc/

Regards,
Joe

"Cozy" <cozy@spamfilter.stormdragon.com> wrote in message
news:387edccb.633198@news.lin.foa.se...
> Hi
> I once had an Atari 800 (not the XL) and now I want one again. I see a
> lot of 800's for sale on Ebay and in other places . The problem is
> that they always are of the American type (or maybe tha problem is
> that I live in Sweden =).
> Anyway, the differences between the machines is the television
> standard NTSC/PAL and the power supply 110-60Hz/240-50Hz.
>
> Now to the questions about NTSC/PAL:
> If I buy an American Atari 800....
> -would I get a good picture on a PAL-system TV?
> -would it be possible and not to hard to change it from
> NTSC to PAL?
> -does it have both a NTCS and a monitor connection?
>
>
> And some questions about the powere supply:
> -What is the voltage into the computer?
> -Is it AC or DC into the computer ?
> If it is for example 9V-DC into the computer, then I could easely get
> such a power supply where I live.
>
> If it's AC (60Hz) what would happen if I plug in my own power supply
> with the correct voltages but with 50Hz instead of 60Hz?
> If there is any problem, would it be easely fixed? How?
>
>
> Thanks
>
>
> Remove the "spamfilter" out of my emailaddress when making a reply
> or send to jan @ stormdragon . com
>
> Jan Gustavsson
> (Cozy on Drachenfels in UO)

501. Re: NEW Meeting Night! Atari Club Meeting in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: mrballistic@my-deja.com
Message-ID: <85r5jqhnq1@nnrp1.deja.com>
Source record: 47262
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

at least we know that ataris are not y2k compliant:

http://pac.pdxweb.net/

:)

t

In article <853due$e7m$1@user2.teleport.com>,
bensmith@user2.teleport.com (Benjamin Smith) wrote:
> Please direct all replies through E-Mail at bensmith@teleport.com or

Sent via Deja.com http://www.deja.com/
Before you buy.

502. Cosmic Tunnels : 2 versions ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Denis Leroy <denis_leroy@vt4.net>
Message-ID: <38810D91.D1751536@vt4.net>
Source record: 47263

I have found several images of the game Cosmic Tunnels (DataSoft, 83) on various ftp sites (some ATRs, some file images) and run them with Atari800. They are all identical, and yet they are different from the version I have on floppy disk :
the ATR version does not have an intro music, just some lame sound effect, but the version I have on floppy has a really really great intro music.

Does anyone know about this ? Does anyone have an ATR of the version with music ? I'd like to rip a SAP file from it.

Cheers,
-denis

503. FA: LAST DAY Atari, Intellevision, TG-16 ++++

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Burke <chrisadcock@rocketmail.com>
Message-ID: <85r400$66ae$1@mercury.vcu.edu>
Source record: 47264

I have an two Atari 2600 systems, cleaned and tested, as well as a cleaned and tested Intellevision, Turbografx 16, Atari 2600 Keyboard controller w/Braingames... All auctions have pics.

Just click here.

504. FA: LAST DAY ATARI FIXED LINK

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Burke <chrisadcock@rocketmail.com>
Message-ID: <85r46p$34bs$1@mercury.vcu.edu>
Source record: 47265

I have an two Atari 2600 systems, cleaned and tested, as well as a cleaned and tested Intellevision, Turbografx 16, Atari 2600 Keyboard controller w/Braingames... All auctions have pics.

Just click here.

505. Qwerty to Azerty ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Marceau Mallard <MMallard@hemisphere.fr>
Message-ID: <388117D7.9A7E337A@hemisphere.fr>
Source record: 47266

Hi!

Is it possible on a 800Xl (NTSC) to have an AZERTY keyboard instead of
the qwerty one ?
As far as i can remember it should be possible because when i was
younger i remember that i had stickers on my keys to hide the QWERTY
letters with the AZERTY set...

Thanks,

Marceau

506. Re: Need help with Pitfall!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <85ra37$e4h$1@dailyplanet.wam.umd.edu>
Source record: 47267

Velcro SPY (X_velcro_X@netunlimited.net) wrote:
: On Fri, 14 Jan 2000 23:33:06 -0500 (EST), Mathematatin@webtv.net
: (Thomas Bafia) wrote:

: >I have the game Pitfall! for my Atari 800XL computer. I am having a
: >very hard time jumping the scorpions. I used to play this game for the

: It was always way difficult to jump those scorpions. You need a
: responsive joystick. You must run directlly at the scorpion and not
: jump until you almost smack into it. Try waiting a split second longer
: befor jumping.

It's been a long time since I last played it, but I believe one trick to
jumping the scorpions is to face the opposite direction of the scorpion
(e.g., look away from it). Then as the scorpion approaches you, you jump
over it. It's all a matter of timing, really. I remember how frustrating
it was for me at first, too.

507. Re: Does anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <85ra9l$e4h$2@dailyplanet.wam.umd.edu>
Source record: 47268

Jon Melbo (ssilicon@centuryinter.net) wrote:
: It was called "Boink." Another version which had a Fuji symbol
: instead of the ball was called, aptly enough, "Fuji Boink."

Boink was a clever response to a demo that was used to showcase the Amiga,
to boot.

508. FS: SpartaDos 4.20, 4.21 and 4.22 ROMS

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <85re73$i27$1@news.xmission.com>
Source record: 47269

I have for sale the original (as provided by Mike Hoemann), the roms
for SpartaDos 4.20, 4.21 and 4.22 (Latest).

Contact me now before they go up on Ebay!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

509. Re: Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <85rs2jmqt1@news.netvision.net.il>
Source record: 47270

Iain,

In the USA those multysystem TV'S are RARE, most tv's there are NTSC only...
but i Live in ISREAL. and all tv's here are Multysystems... it's very
uncommon to buy today a PAL only TV
sepcially the NEW ones... and i assume this is applu to the rest of europe
too.

NIR

Iain Laskey <ilaskeyremoveme@cix.co.uk> wrote in message
news:memo.20000115185342.18561A@ilaskey.compulink.co.uk...
> In article <85p6clobf1@news.netvision.net.il>, ndary@bigfoot.com (Nir
> Dary) wrote:
> > Simply connect the 800 NTSC machine to a Multysystem TV, those tv can
> A multisytem TV that can handle the different inputs via teh RF (Aerial)
> connector is rare/non-existent in Europe. Is it different in the US? Most
> TVs sold here are multisystem and have been for some years but only via
> SCART/video connections, not RF.
>
> Iain

510. Re: Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <38818539.3F62BBD@ch.twi.tudelft.nl>
Source record: 47271

Nir Dary wrote:

> but i Live in ISREAL. and all tv's here are Multysystems... it's very
> uncommon to buy today a PAL only TV
> sepcially the NEW ones... and i assume this is applu to the rest of europe
> too.

As far as The Netherlands are concerned: most stores only sell PAL-only
TV's. I id buy a multisystem VCR recently hough, so perhaps the TV's
will get there soon.

-- Sidney

511. Clock cycles missing!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <38819B53.301D051A@ch.twi.tudelft.nl>
Source record: 47272

Be forewarned! This is going to be technical up to and beyond the point of nerdiness... :-)

I set out to reverse-engineer the POKEY random generator of my PAL 800 XL last night. It's now 10am in the morning here, so things did not go as smootlhly as planned. I will outline the steps I took, and describe the problems I encountered. As of yet, I think I can predict the POKEY random value as read by peeking address 53770. But aye, there's the rub...! Rarely, but evidently, clock-cycles go missing.

To measure clock-cycle precise, it is important to do two things:

(a) --> disable interrupts; this can be accomplished by poking zero into NMIEN (54286), which disables
non-maskable interrupts, and executing a SEI, which disables maskable interrupts.
(n) --> disable ANTIC DMA: this can be accomplished by poking zero into DMACTL (54272).

The next thing to do is to get a contigious list of values as can be read from the RANDOM (53770) register. It is then hoped that staring at those numbers will gain some insight into the inner workings of the random generator.

Unfortunately, reading bytes from 53770 and writing the sampled bytes into a memory list takes time. For this reason,
I programmed a loop that would read one byte of random data, write it to a list, adjust the list pointer, and check whether the list capacity was reached. All this is achieved in 35 clockcycles per sample using the following loop:

```
SAMPLE LDA #$00
STA WRBYTE+1
LDA #$50
STA WRBYTE+2
LOOP LDA 53770
WRBYTE STA $5000 ; the absolute address here is modified...
LDA WRBYTE+1
CLC
ADC #1
STA WRBYTE+1
LDA WRBYTE+2
ADC #0
STA WRBYTE+2
CMP #$90
BNE LOOP
```

```
RTS
```

It is important to realise that something like

```
LOOP LDA RANDOM
STA (PTR),Y
INY
BNE LOOP
INC PTR+1
DEC PAGECNT
BNE LOOP
```

is not usable, since the number of cycles used is different for a sample when Y reaches zero. That would be very, very inconvenient.

The next thing to do is to get in sync with the POKEY. That's quite easy actually, one simply does something like

```
SYNC: LDA 53770
CMP #$VAL1
BNE SYNC
LDA 53770
CMP #$VAL2
BNE SYNC
...
... repeat a couple of times ...
...
LDA 53770
CMP #$VALn
BNE SYNC
RTS
```

One can find these values by putting a LDA 53770/STA NEWVAL before the RTS. After a certain point, all new values found will be the same for multiple runs; in that case, one has obtained synchronisation of the processor with the pokey. From that point onwards (let's call it "cycle zero"), reading POKEY a given number of clockcycles later relative to cycle zero yields the same value.

Now let's draw a picture of what we're going to measure

```
#0 #1 #2 #3 #33#34 #0 #1 #2 #33#34 #0 #1 #2
00 01 02 03 ...... 33 34 35 36 37 ...... 68 69 70 71 72 ......
```

below are the actual clock-counts, relative to cycle-zero. On top are the runs of the program. If we jump into to sample loop directly, we'll sample pokey values 0, 35, 70, 105 and so on. If we wait for one cycle before entering,
we get pokey values 1, 36, 71, 106 and so on.

So if we do 35 runs with different starting points, with each run sampling 16K points (cf. the sample loop given above), we get 573440 contigious POKEY random values, which will enable us to find (hopefully)

the pattern we're after.

A side note about the issue of waiting N cycles before entering the loop: This is not quite trivial, since no 6502 instruction takes just 1 cycle. I used a subroutine like this:

```
WAIT: SEC
SBC #37
LSR
BCS .1
.1 LSR
BCS .2
.2 BCS .3
.3 LSR
.4 BCS .5
.5 BCS .6
.6 BCS .7
.7 BCS .8
.8 SEC
LOOP JMP .9
.9 SBC #1
BNE LOOP
RTS
```

...which enables me to insert code like

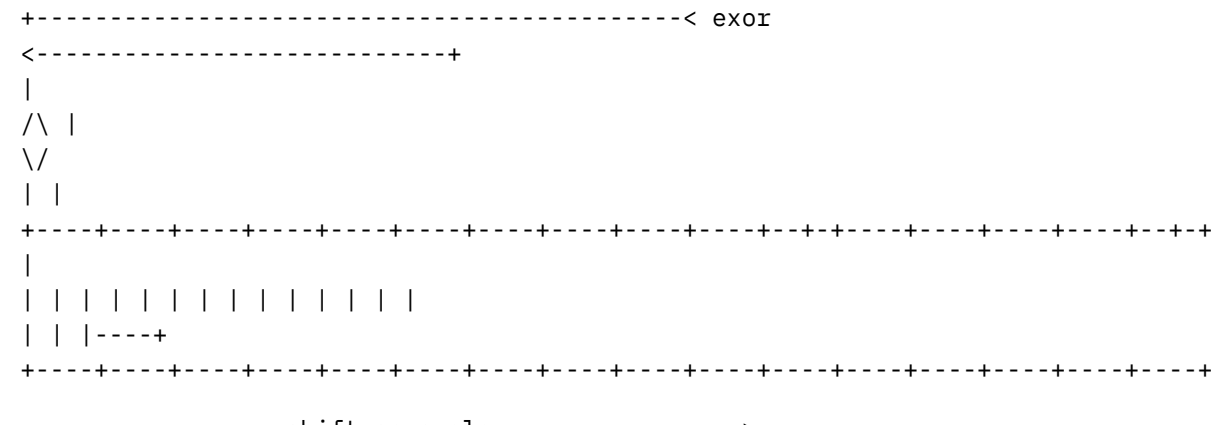
```
LDA #100
JSR WAIT
```

and these two lines now take exactly 100 CPU cycles to execute. The WAIT subroutine is quite interesting; it uses the fact that "taken" branches take 3 cycles while "non-taken" branches execute in two to strip off the lower 3 bits of cycles-to-wait; it then loops around an 8-cycle loop for the rest (the JMP .9 serves to get the loop cycle count to eight: a power of two). I would be curious about smarter solutions to this problem of cycle-accurate waiting; does anybody have a clue?

Ok, that's all the machinery I needed. So now I did 35 runs, 35 bsaves, and 35 transfers to my PC to get the data. On the PC, the data can be simply unpacked using a small program. Lo and behold: a 573440 byte file of cycle-accurate POKEY-produced random numbers are there.

"Mapping the Atari" mentions that the POKEY uses "17-bit polynomial counters". I happen to have done a course about those devices; they are also known as "linear feedback shift registers". The basic trick is this:

The POKEY holds a 16-bit register. On each cycle, it shifts all 16 bits to the right; one falls out, and a new bit is shifted in. This bit is calculated as the exclusive or of the bit that is falling out ("bit 0") and the bit at position #5, before the shift:



All this can be deduced from the data in the 573440-byte file. It takes
a little twiddling with bits and some math, but once you recognise the
shifting bit-patterns in the data-file (it's easy to see in hexadecimal
numbers!), and
know the "Mapping the Atari" story about it basically being a circuit as
shown above, figuring out which bits get XOR'red is basically the only
thing left to do.

(One note: Mapping the Atari talks about a 17-bit polynomial counter;
the register is really only 16 bits wide. That's because there's some
math underlying all this that can associate circuits like these with a
so called "polynomial",
which is always of 'degree' #bits + 1. A bit confusing...)

If only life were that easy...! It seems to be that there is a problem
with clockcycles getting lost.

My Atari is a PAL version. In every horizontal scan line, it does 105
processor cycles. It does 240 scan-lines per display period, plus 72x(1
scan-line-time) for the vertical blank, when the electron beam sweeps
back during vblank.

Now when you look at the datafile (as I did...) It is noticeable that
there is a pattern where the POKEY random values deviate from what one
would predict using the shift register.

Every 105 cycles, there is a group of 9 random values, 3 values apart,
where the shift register seems to SKIP one value: a value that was
expected is not read.

This is my first problem. I suspect this has got something to do with
keeping the PAL version somehow "similar" from a (software? hardware?)
perspective to the NTSC version. If, during every vblank, there are 9
consecutive periods of four cycles, the first of which is *kept away*
from the processor (i.e., the processor would be stalled during such a
cycle!), this would explain the pattern perfectly. But *WHY* does this
happen!?

Then the second thing, which is most unnerving. Very rarely, with no
discernable pattern, a "stall-cycle" doesn't happen! The pattern,

however, continues normally afterwards. Now *that is odd*!

I reran the full 35-step process to check my measurements. The Atari had been of and on in between. I managed to reproduce the EXACT SAME result, except for *****ONE***** sample out of 573440!!!

Now how can this possibly happen? One theory would be that the circuits for generating the stall-cycles sometimes "miss a beat". But frankly, I am completely flabbergasted by this.

So there... Does anybody know anything about these 9 eerly cycles? Or perhaps even about some of them going astray? It would certainly make last night more worthwile to me. I would also like it a lot if somebody could perform the same kind of timing experiments on an NTSC Atari. It surely takes some effort, but its actually quite nice to try to pin down every last cycle of the Atari...

Regards, Sidney

PS. a very net trick for getting up to speed with timing the atari is disabling interrupts and DMA, then doing a loop like

```
LOOP
LDA #14
STA 53274
LDA #0
STA 53274
LDA #90
JSR WAIT
JMP LOOP
```

This will show a vertical white bar on the screen, a sort of CPU-maintained Player Missile Graphic. Especially if you don't disable IRQ's it's pretty cool, you can then use the keyboard (which burns a few dozen cycles per keypress) to move the bar horizontally. And *darn*, those nasty 9 missing cycles are visible then! On certain horizontal positions, the white bar is wider: -- you can actually see the 6502 stalling between the two STA 53274's !! :-))

512. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Sarah Ferguson <wombat94@worldnet.att.net>
Message-ID: <85s75b$9cv$1@bgtnsc02.worldnet.att.net>
Source record: 47273
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I always wondered this myself. Maybe it's Glenn Saunders? :) I first started reading this group in 1995, and awhile after, while hunting through a bin full of Atari floppies, I found a game programmed by Jim Nitchals. That was pretty cool.

Ferg

--
"The robot.... took my sandwich."
-Chester
stonic <scottith@ptd.net> wrote in message
news:01bf5e2e$302faa80$490ebacc@sstilphen...
> Just who and where is the mysterious 'Glenn the 5200 man' today?

513. Re: Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bf6010$cbeccbe0$76b979c3@richard>
Source record: 47274

```
> In the USA those multysystem TV'S are RARE, most tv's there are NTSC
only...
> but i Live in ISREAL.
^^^^^^

That is REAL? :-)

Sorry, couldn't resist.
```

514. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s83o40meh6112@corp.supernews.com>
Source record: 47275
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I don't think so, mainly because Saunders never mentioned anything about it
in the newsgroup and the topic had come up when he was participating.

At one time someone posted that they knew Glen the 5200 man and foggy memory
but I think they described his set up as ~"A hacked Atari 8 bit with wires
going everywhere". Not sure about what model he used, but for some reason
130XE comes to mind. I can't remember where the poster was from, maybe
Pacific North West.
Sarah Ferguson <wombat94@worldnet.att.net> wrote in message
news:85s75b$9cv$1@bgtnsc02.worldnet.att.net...
> I always wondered this myself. Maybe it's Glenn Saunders? :) I first
started
> reading this group in 1995, and awhile after, while hunting through a bin
> full of Atari floppies, I found a game programmed by Jim Nitchals. That
was
> pretty cool.
>
> Ferg
>
> --
> "The robot.... took my sandwich."
> -Chester
> stonic <scottith@ptd.net> wrote in message
> news:01bf5e2e$302faa80$490ebacc@sstilphen...
> > Just who and where is the mysterious 'Glenn the 5200 man' today?
>
>

515. Re: How Do I Load Basic Programs???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000116110545.03825.00000168@ng-fb1.aol.com>
Source record: 47276

>LOAD "D:FILENAME.BAS" or LOAD "D2:FILENAME.BAS" or D3: or D4:

>Some might use ENTER "D:FILENAME.BAS"

Actually that would be:
ENTER "D:FILENAME.LST" if extender conventions were followed.

-Ron

I started life with nothing, and still have most of it left...

516. Re: Qwerty to Azerty ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <85svtq$61b$1@news.netvision.net.il>
Source record: 47277

Sure it possible..

but you will need to reprogram the OS, (actually the keyboard mapping)

NIR

Marceau Mallard <MMallard@hemisphere.fr> wrote in message
news:388117D7.9A7E337A@hemisphere.fr...
> Hi!
>
> Is it possible on a 800Xl (NTSC) to have an AZERTY keyboard instead of
> the qwerty one ?
> As far as i can remember it should be possible because when i was
> younger i remember that i had stickers on my keys to hide the QWERTY
> letters with the AZERTY set...
>
> Thanks,
>
> Marceau
>
>

517. Call me an idiot-basic programs still won't load!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: "Dan Johnson"
Message-ID: <s845trfbeh6180@corp.supernews.com>
Source record: 47278

I'm no idiot when it comes to computers...but for whatever reason I can't get basic programs to load! Tried everyone's advise (which I appreciate very much) but it won't load!

518. Re: Clock cycles missing!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Adam Bienias <nauplay@free.polbox.pl>
Message-ID: <38823894.920939AA@free.polbox.pl>
Source record: 47279

Sidney Cadot wrote:
>
> So there... Does anybody know anything about these 9 eerly cycles? Or

I didn't read whole post, bcoz Your post is tooooooo long ;)
I can only tell You how exactly that "cycling thing" looks:

In PAL, one screen has 312 lines. Each line is 114 CPU cycles long.
ANTIC ALWAYS(!!!) steals 9 cycles: 25,29,33,37,41,45,49,53,57.

--
--- Adam Bienias / SoTe ---
Metropolis Software Co-Programmer

First address: mailto:nauplay@free.polbox.pl
Second address: mailto:adam@metropolis.com.pl

519. Re: technical information request (6502 word size, to be a bit more precise)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: rgknott@earthlink.net
Message-ID: <br838s0r7gefftte372fug2cia5sqsc7ka@4ax.com>
Source record: 47280

On Sat, 15 Jan 2000 03:26:04 GMT, ssilicon@centuryinter.net (Jon Melbo) wrote:

>On Fri, 14 Jan 2000 04:35:40 -0800, rgknott@earthlink.net wrote:
>
>>On Thu, 13 Jan 2000 04:53:15 GMT, ssilicon@centuryinter.net (Jon Melbo) wrote:
>
>>>the same. As it happens, my guess as to WHY it is 16 bits, falls very
>>>much into line with what someone else (sorry I forget who exactly)
>>>said in here about 8 bits being too puny for many workable number
>>>sizes, and the fact that addresses (which are 16 bit) are very often
>>>used in assembly instructions. You cannot go through very much 6502
>>>machine code without hitting upon instructions that are accompanied by
>>>16 bit addresses. Sure, you can have some incrementing or shift
>>>instructions, but before long you are blasting out references to
>>>addresses. Unless you are in page 0, those addresses are 16-bit.
>>>With so many 16 bit items in 6502 assembly being treated as a unit, it
>>>is my guess that is why 16 bits is the chosen word size. It is an
>>>arbitrary, or at least flexible choice. In other words (catch the
>>>pun? hehehe) 'word' size is more a function of the conventions of
>>>coding in machine code or assembly than it is the actual parameters of
>>>the hardware. In my estimation at least. I am not stating this as a
>>>known factual reason for it being the 16 bits THAT IT IS.
>>
>>
>>I guess these terms were defined long ago, and certainly predate the Motorola
>>6502. Since I come from the mainframe world. I'll offer this as a definition
>>of the word, word. It is taken from the IBM Vocabulary for Data Processing,
>>Telecommunications and Office Systems, which is a compilation of terms and
>>definitions.
>
>Just a mild correction here... the 6502 was originally made by MOS
>Technologies. Later, NEC, Rockwell, maybe others. Possibly even
>Motorola I suppose.
>

I didn't know that. Never even thought about it. I always just assumed it was
a Motorola.

>>word. (1) * (ISO) A character string or a binary element string that is
>>convenient for some purpose to consider as an entity. (2) * A character string
>
>Well, there we have it. That pretty much solidifies my guess into
>legitimacy. Also, remember, that definitions are weighted and
>assigned their numbers accordingly.
>

>
>>or a bit-string considered as an entity. (3) In System/360 and System/370, 32
>>bits or 4 bytes. (4) In System/7, 16 bits or 2 bytes. (5) In COBOL, a string
>>of not more than 30 bytes... (6) Synonymous with fullword. (7) * See alphabetic
>>word, computer word, doubleword, halfword, index word, instruction word, numeric
>>word, parameter word, reserved word.
>>
>>word boundary. Any particular storage position at which data must be aligned
>>for certain processing operations in System/360 and System/370. The halfword
>>boundary must be divisible by 2, the fullword boundary must be divisible by 4,
>>the doubleword boundary must be divisible by 8.
>>
>>* computer word. (1) (ISO) A word stored in one computer location and capable of
>>being treated as a unit. Synonymous with machine word. (2) See also halfword.
>>
>>* doubleword. A contiguous sequence of bits or characters that comprises two
>>computer words and is capable of being addressed as a unit.
>>
>>* halfword. A contiguous sequence of bits or characters that comprises half a
>>computer word and is capable of being addressed as a unit.
>>
>>* American National Dictionary for Information Processing.
>>
>>
>>In the IBM PC, a word was two contiguous 8-bit bytes. I don't remember much
>>about the 6502, I never even got around to opening the MAC/65 assembler I
>>bought, and all my Atari books are in boxes for the last ten years. But I
>>think the key in the definition of word is, "...being capable of being treated
>>as a unit." and, "...is capable of being addressed as a unit."
>>
>>Regarding how many bits are a byte: As far as I'm concerned, a byte is 8 bits.
>>There may be a bit used or a bit added for parity, but who cares, unless you're
>>a machine. Again, from the IBM Vocabulary for Data Processing,
>>Telecommunications and Office Systems:
>>
>>byte. (1) * A binary character operated upon as a unit and usually shorter than
>>a computer word. (2) The representation of a character. (3) In System/3,
>>System/360 and System/370, a sequence of eight adjacent binary digits that are
>>operated upon as a unit and that constitute the smallest addressable unit in the
>>system. (4) In System/7, eight adjacent bits plus a parity bit. (5) * See
>>n-bit byte.
>>
>>* n-bit byte. (ISO) A byte composed of n binary elements.
>>
>>* American National Dictionary for Information Processing.
>>
>>R.
>
>Did you type all that in or scan it? If you typed it then thanks for
>making the effort to bring us all at least some bit of authority on

>the subject (finally).

I can type faster than scan, anyway since it was taken from several different pages. With the fussing over it, I was curious to look it up for myself, and just decided to post it for what its worth.

R.

520. Re: Call me an idiot-basic programs still won't load!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <q2rg4.5106$in5.83010@news1.online.no>
Source record: 47281

Oh, another thing, might have been mentioned, but you need DOS loaded first.
Try getting an ATR with DOS and boot that as drive 1, then the basic
programs in drive 2

THEN hopefully you can
LOAD "D2:FILENAME.BAS"
and RUN it

Good luck again :-/

Dan Johnson <@zoomnet.net> wrote in message
news:s845trfbeh6180@corp.supernews.com...
> I'm no idiot when it comes to computers...but for whatever reason I can't
> get basic programs to load! Tried everyone's advise (which I appreciate
> very much) but it won't load!
>
>

521. Re: Clock cycles missing!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <38823FAE.BAA151AC@ch.twi.tudelft.nl>
Source record: 47282

Adam Bienias wrote:

> In PAL, one screen has 312 lines. Each line is 114 CPU cycles long.
> ANTIC ALWAYS(!!!) steals 9 cycles: 25,29,33,37,41,45,49,53,57.

Ok, so these are stolen by the ANTIC.... Is there a reason for this this kleptomanic behavior? Does it actually _do_ something on the system bus as far as you know?

Regards, Sidney

522. Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000116180050.19140.00000617@ng-cf1.aol.com>
Source record: 47283

Does anyone still manufacture 5.25's? I noticed that MEI has not listed them
for some time. The last 100 I got from them is dwindling.....

-Ron

I started life with nothing, and still have most of it left...

523. Re: Call me an idiot-basic programs still won't load!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <85tid7$i6i$1@nw001t.infi.net>
Source record: 47284

are you seeing the ready prompt at the top of the screen? like this

READY

LO."D1:MYFILE.BAS"

Dan Johnson <@zoomnet.net> wrote in message
news:s845trfbeh6180@corp.supernews.com...
> I'm no idiot when it comes to computers...but for whatever reason I can't
> get basic programs to load! Tried everyone's advise (which I appreciate
> very much) but it won't load!
>
>

524. Re: Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <18168-3882658B-60@storefull-174.iap.bryant.webtv.net>
Source record: 47285

we have them in stock,10 to a box,for $2.50 per box,they are ds
dd,thanks,
lance
www.atarisalescom

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

525. Re: Does anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <38828131@news.iglou.com>
Source record: 47286

On 2000-01-15 olavese@online.no said:
> Are you sure of that Jon ? The changing of the speed and
>different sounds, appears more like Douglas Crockfords Ballsong to
>me.
>Jon Melbo <ssilicon@centuryinter.net> wrote in message
>news:3881f2c6.91809534@news.ds.centuryinter.net...
>> It was called "Boink." Another version which had a Fuji symbol
>> instead of the ball was called, aptly enough, "Fuji Boink."
>> "Ball Song" was a different demo that played music while a ball
>> bounced around. That ball was smaller and faster, and the
>>'depth' of the room was greater.

It might have been Ballsong or Boink, but there was another one called Ping, where you used the joystick to move a dot around the walls of a cube. When the ball touched this dot it would bounce faster, and if it didn't hit the dot it would gradually slow down and stop. It was sort of a 3-dimensional, one-player Pong. To find this, I fired up my 8-bit for the first time in months; the hard disk had lots of bad sectors! Maybe I'll finally get around to building that SIO2PC cable...

>> On Fri, 14 Jan 2000 17:26:15 -0000, "Lux" <luxinterior@bigfoot.
>>com> wrote:
>> >There was a demo created by a bunch of guys at Atari that was
>essentially a
>> >ball bouncing round a 3D area, each time it hit a wall it made a
>different
>> >sound.
>> >
>> >You could control the speed and direction of the ball to make
>>different >sounds.
>> >
>> >Does anyone know what it was called (or better still could send
>>me it in >either XFD or ATR format)

Net-Tamer V 1.08X - Test Drive

526. Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <388299DD.84F7A199@usa.net>
Source record: 47287

My husband and I have made this cable according to instructions found at www.emulators.com, and checked carefully each pin/socket for opens and shorts. It tests out perfectly, but it will not allow me to access my Atari XF551 using any of the Xformer programs. In case the fault lay with the drive, I borrowed a friend's 1050 drive, but it won't work either. Does anyone have an idea of where we may have gone wrong? (We are following the pinout for the I/O port from a 130XE manual - reversed for the plug, of course.)

527. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38829D71.B74444E9@usa.net>
Source record: 47288

Are you by any chance doing all his converting by hooking up your 1050 to your PC by means of the Xformer cable? I have been unable to have any success with mine. Do you have any hints for using this cable?

Frank Rachel wrote:

> I'm doing a mass conversion of all my disks (500+ of em) to ATR/PRO's, and
> need another 1050 to speed up the process. Cable and Power Supply required
> with it.
>
> I'm not paying $50+ (like on some sites) when I can get a 130xe + 1050 +
> other stuff for like $50 on eBay anytime..

528. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <3881e2c5.733534@news.netunlimited.net>
Source record: 47289

On 17 Jan 2000 22:05:13 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>Carolyn Hoglin (choglin@usa.net) writes:
>> Just checked another posting on this problem, and it appears I only made matters
>> worse (for using the Xformer cable) when I upgraded from a 133mhz to a 500mhz
>> computer! Some days you can't win for losing!
>
> The problem with the XFormer cable is that the program is trying
> to do serial i/o on a parallel port, one bit at a time. Build yourself
> an SIO2PC/APE interface, or even better an ProSystem interface, both
> of which attach to a serial port.

The APE solution requires an actual 8bit Atari. What Carolyn is trying
to do is plug a 1050 into her PC, to read old Atari floppy diskettes
she found in a closet.

VS

To email me just remove the Xs and underline marks from my email address.

529. Ribbon for Atari 825 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <3881f5b6.5583356@news.netunlimited.net>
Source record: 47290

Anyone know where I may purchase a ribbon for the 825?

VS
To email me just remove the Xs and underline marks from my email address.

530. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-16 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <3881f9d1.893525@news.netunlimited.net>
Source record: 47291

On Mon, 17 Jan 2000 20:13:58 -0500, Carolyn Hoglin <choglin@usa.net>
wrote:

>Why would anyone want Atari DOS 3? It was simply awful and was soon replaced
>by Atari DOS 2.5. (I know, I know. You'd think the higher number was newer
>and better. Not so!) Everyone happily reformatted their old ver. 3 disks.

Yes, everyone hated DOS 3 all the way around. I mean it was
universally hated, read the old mags. I wonder who the programmer was?
Lets get him, haha!

VS
To email me just remove the Xs and underline marks from my email address.

531. Re: Qwerty to Azerty ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Marceau Mallard <MMallard@hemisphere.fr>
Message-ID: <38827D78.15E1546@hemisphere.fr>
Source record: 47193

Nir Dary a écrit :

> Sure it possible..
>
> but you will need to reprogram the OS, (actually the keyboard mapping)

I'm sure there is another easier solution. The AZERTY stickers i had where
provided by Atari here in France !
It should be a jumper or a poke to do it...

Regards,
Marceau

532. Re: Qwerty to Azerty ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Marceau Mallard <MMallard@hemisphere.fr>
Message-ID: <38827E3F.5AB05EEC@hemisphere.fr>
Source record: 47194

Greg Goodwin a écrit :

> > As far as i can remember it should be possible because when i was
> > younger i remember that i had stickers on my keys to hide the QWERTY
> > letters with the AZERTY set...
> >
> > Thanks,
> >
> > Marceau
>
> Interesting! Never heard of the AZERTY keyboard. Where are those
> used?

Here in France. But it was not an AZERTY keyboard. It was a QWERTY keyboard
but mapped as an
AZERTY with plastic AZERTY stickers pasted on the keyboard.

Any idea of a poke or jumper to change ?
Thanks and regards,
Marceau

533. Re: Qwerty to Azerty ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <388db069.8396821@202.42.236.100>
Source record: 47195

On Mon, 17 Jan 2000 02:30:32 GMT, Marceau Mallard <MMallard@hemisphere.fr>
wrote:

>Greg Goodwin a ï¿½crit :
>
>> > As far as i can remember it should be possible because when i was
>> > younger i remember that i had stickers on my keys to hide the QWERTY
>> > letters with the AZERTY set...
>> >
>> > Thanks,
>> >
>> > Marceau
>>
>> Interesting! Never heard of the AZERTY keyboard. Where are those
>> used?
>
>Here in France. But it was not an AZERTY keyboard. It was a QWERTY keyboard
>but mapped as an
>AZERTY with plastic AZERTY stickers pasted on the keyboard.
>
>Any idea of a poke or jumper to change ?
>Thanks and regards,
>Marceau
>
It's fairly easy: you copy the keytable to RAM, then modify it
accordingly, then poke the new address into the vector...
You see, tne vector is called KEYDEF and lies at addresses 121/122
(LSB/MSB). It normally points to location 64337.
The table itself is 192 bytes long: the first 32 for the keys,
the next 32 for the SHIFTed keys and the next 32 for the CTRL'ed
keys. Now, I don't remember if the table gives ATASCII values
for the characters to be generated by the keypress, or the
internal character set values... In any case, the order in which
the table is sorted is the one of the values returned by the
internal keycodes which you can read by peeking location 764.
Note: this works only in XL and XE models (including the 1200XL),
not on the older 400 and 800.

--
_________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

534. Re: Atari 800, PAL/NTSC 50/60Hz ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: cozy@spamfilter.stormdragon.com
Message-ID: <3882c22c.1433424@news.lin.foa.se>
Source record: 47196

On Sun, 16 Jan 2000 11:56:57 +0100, "Richard Douwes"
<rdouwes@hetnet.nl> wrote:

Thanks for all the answeres.

Remove the "spamfilter" out of my emailaddress when making a reply
or send to jan @ stormdragon . com

Jan Gustavsson
(Cozy on Drachenfels in UO)

535. Re: Clock cycles missing!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-wZDdIrnJC9SM@di10-ks.cth.com.au>
Source record: 47197

On Sun, 16 Jan 3900 11:20:03, Sidney Cadot <sidney@ch.twi.tudelft.nl>
wrote:

>
> Be forewarned! This is going to be technical up to and beyond the point
> of nerdiness... :-)
>

The old Antic steeling cycles for memory refresh trick. It cannot be
stopped.
Don't forget that there 2 versions of Antic for each tv standard.
The difference is in the refresh rate. Something along the lines of a
9 bit refresh for the latter antic. The earlier one has 8?bit recycle?

Your programme would get a different result on a 400/800 as to an XE.
Am not sure about XL's. I think early ones have the old antic, newer
ones have new antic.
I seam to recall, if a branch instruction branches across a 256 byte
boundry, Add one cycle

Was just woundering how random the antic random number generator is.
ie, If I wrote a program that read the random number, read a second
and looped that number of times, stored that in a table and used that
to encript something with a simple EOR, Would any body be able to
crack it? Of course, all interupts would be enabled.

James B

536. Re: Call me an idiot-basic programs still won't load!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-32NhGdJzbZ4l@di10-ks.cth.com.au>
Source record: 47198

On Sun, 16 Jan 3900 14:07:38, "Dan Johnson" <@zoomnet.net> wrote:

> I'm no idiot when it comes to computers...but for whatever reason I can't
> get basic programs to load! Tried everyone's advise (which I appreciate
> very much) but it won't load!
>

First things first. No point at taking wild gueses here. What error if
any do you get??

James B

537. Re: Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Soi3lFqBBBn0@di10-ks.cth.com.au>
Source record: 47199

On Sun, 16 Jan 3900 23:00:50, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> Does anyone still manufacture 5.25's? I noticed that MEI has not listed them
> for some time. The last 100 I got from them is dwindling.....
>
> -Ron

I hate to piss every one off here, but I had about 1000 given to me.
Sure they had some ibm software on them, but a quick format soon fixes
that.

James B
(About to hide from the flames and people saying they are HD disks)

538. Rare Thorn EMI cartridge games for Atari cheap! Plus more ER!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <85upircbs1@nnrp02.primenet.com>
Source record: 47200

Also "Pool 400" for Atari 400 or 800, also extremely rare! Please go to:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=satcom2

for more info. Thanks!

539. Re: Clock cycles missing!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Sidney Cadot <sidney@janis.pds.twi.tudelft.nl>
Message-ID: <3882EDF5.FAC8609B@janis.pds.twi.tudelft.nl>
Source record: 47201

sup8pdct@mail.cth.com.au wrote:

> Your programme would get a different result on a 400/800 as to an XE.
> Am not sure about XL's. I think early ones have the old antic, newer
> ones have new antic.

I ran my program on an 800 XL... Unfortunately, I do not have access to
a 400 or 800.

> I seam to recall, if a branch instruction branches across a 256 byte
> boundry, Add one cycle

That's true, but that's not an issue in my program.

> Was just woundering how random the antic random number generator is.

This is C code generating the clockcycle-wise PEEK(53770) value as
produced by the ANTIC:

```
unsigned short STATE=0xffff;
while(1)
{
printf("%d",STATE&255);
STATE = (STATE >> 1) ^ ((STATE&0x8000) ? 32768 : 0) ^ ((STATE&0x0200)
? 32768 : 0);
}
```

As stated before, the processor doesn't get all these values: 9 out of
every 114 go missing due to ANTIC memory refresh cycles, and then there
are the spurious missing cycles I think I'm detecting.

Nevertheless, it's definitely not random. In a cryptology course I heard
that the military used stuff like this for codes up to a decade or so
ago, but they stopped doing that for security reasons.

Although in practise it wouldn't be easy to crack a code based on this,
it isn't unfeasable, especially if a binary of your encryption software
is available. Enabling the interrupts could make things a lot harder,
but a security system that depends on that type of protection is
inherently flawed.

One of the largest problems is the small number of "state bits" in the
counter. It only has 65535 states (the all-zero state is not used). The
114-cycle pattern really only adds just under 7 bits to this. It is
embarassingly easy to enumerate all these states (interrupt hassles
aside - but that can be overcome). Furthermore, if your loop cycle count
happens to be divisible by three, the additional complexity as gained by
the 9 refresh cycles is a lot less. In short, it's a mess.

> ie, If I wrote a program that read the random number, read a second
> and looped that number of times, stored that in a table and used that
> to encript something with a simple EOR, Would any body be able to
> crack it? Of course, all interupts would be enabled.

I think even I could, so I wouldn't recommend using it for issues of national security. The NSA would have a field day with this :-)

You could put me to the test on this... Just encrypt a file of, let's say 5Kb, containing only the characters A-Za-z0-9.,;:!? and spaces, with a further restriction of it being written in English, using the method you describe. If you provide me with the encrypted version as well as the code you use (in a real crypto environment, this would be assumed to be available to the enemy) I will have a go at cracking it. I'd appreciate having a source version of the code as well, which would be obtainable by reverse engineering the binary anyway.

You may say that the conditions I put on your encrypted file are rather strict; however, if an algorithm isn't capable of handling that kind of input safely, I think you would agree it isn't very good as an encryption algorithm.

Best regards,

Sidney

540. _[xl/xe demos updated]_

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3882EA23.14CD5758@mb1.tu-chemnitz.de>
Source record: 47202

```
Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari

demo section updated, mainly added productions by AiDS ...

note: if u can't use megaimages - grab atrai800win emulator, get a mydos
2.5 atr-image and set up atari800win emulator like thiz: D1 - mydos / D2
- your megaimage / H1: - c:\temp\atari
and here you go - just use mydos copy command to transfer from d2 to
your harddrive ...

/cube
```

541. Re: Is there a PC emulator that can run Necromancer and Flip & Flop?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: "Jose Olivera Jr." <ace942@icanect.net>
Message-ID: <38831F67.B4A4FA0A@icanect.net>
Source record: 47203

I know that Necromancer runs under the DOS version of Xformer but I am not aware of the other program since I have never heard of it. Xformer is now available for free so you can download it at http://www.emulators.com and click on the Atari 8-bit picture. I haven't tried it under the Windows version of Xformer so I don't know if it will work there. However since the Windows version of Xformer is now free as well, you could of course just download it and try it as well.

Lux wrote:

> Cheers
>
> Lux

--
Jose Olivera Jr.
<ace942@icanect.net>
http://members.icanect.net/~ace942/index.htm

542. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s8695fu9eh657@corp.supernews.com>
Source record: 47204

Carolyn Hoglin <choglin@usa.net> wrote in message
news:38829D71.B74444E9@usa.net...
> Are you by any chance doing all his converting by hooking up your 1050 to
your
> PC by means of the Xformer cable? I have been unable to have any success
with
> mine. Do you have any hints for using this cable?
Xformer cable relies on precise timing which I assume you can't get on a PC
because of the Windows multitasking. You could try to reboot in DOS mode.

There are several alternatives, anadisk if you have a PC with a 5.25" drive
and DEANA by Preston Crow IIRC will make an image.

In this case, the Prosystem cable the poster talks about lets you move both
normal and copy protected software to a IBM PC w/o an Atari computer being
needed. It is not a Xformer cable, that is a different beast.

The most popular solution seems to be a real 1050 and a real Atari 8 bit
with one of the variations of SIO2PC cables. Both SIO2PC and APE are rock
solid and turn your PC into a fast Atari drive.

There is a guy from Europe that sells SIO2PC cables on eBay for ~$25 or if
you can solder you could probably make one for <$5.
>
>
> Frank Rachel wrote:
>
> > I'm doing a mass conversion of all my disks (500+ of em) to ATR/PRO's,
and
> > need another 1050 to speed up the process. Cable and Power Supply
required
> > with it.
> >
> > I'm not paying $50+ (like on some sites) when I can get a 130xe + 1050 +
> > other stuff for like $50 on eBay anytime..
>

543. XE system for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Pete <endeavours@lineone.net>
Message-ID: <xOFg4.1128$6j2.30920@news3.cableinet.net>
Source record: 47205

```
Offers
Based in UK - Essex
Good condition
XE65 with light gun, joys, 1010 tape drive, some carts, some tapes, some
books
If interested send mail & I'll reply with list of carts or books or whatever
if required
U pay for shipping
Pete
```

544. XE system for sale (with e-mail address)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Pete <endeavours@lineone.net>
Message-ID: <kRFg4.1129$6j2.30954@news3.cableinet.net>
Source record: 47206

```
Offers
Based in UK - Essex
Good condition
XE65 with light gun, joys, 1010 tape drive, some carts, some tapes, some
books
If interested send mail or post message & I'll reply with list of carts or
books or whatever
if required
U pay for shipping
Pete

endeavours@lineone.net
```

545. Re: FS: SpartaDos 4.20, 4.21 and 4.22 ROMS

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-IbsG21zdIXdr@draco.home.earthlink.net>
Source record: 47207

OK, I dont know if you got my email but I did reply and ask about the
4.22 rom, is it still available and if so then what are you asking?

Ken

On Sun, 16 Jan 2000 03:33:55, jeking@NOSPAM.com wrote:

> I have for sale the original (as provided by Mike Hoemann), the roms
> for SpartaDos 4.20, 4.21 and 4.22 (Latest).
>
> Contact me now before they go up on Ebay!
>
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

546. csa8 Digest

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Eric Cron <ecron@symons.com>
Message-ID: <85vlrpamc1@eve.enteract.com>
Source record: 47208

I used to get daily summaries of this group mailed to me a couple of years back -

Does that sort of thing still exist somewhere?

Thanks
Eric

547. ATARI CLASSICS (JUMPSTART campaign)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000117133932.04673.00000515@ng-cn1.aol.com>
Source record: 47209

Mathy writes: Howdy folks

This has taken way to long and has to change, so I wanna start this campaign.

Let's JUMPSTART ATARI CLASSICS

Since Jim Hood died, Bob Woolley has to do everything that is somehow needed to publish ATARI CLASSICS by his own.

THIS HAS TO STOP!!!

I am looking for people who can help Bob put the magazin on paper.

I'd offer my services, but if I longer with a PC then I need to, either I or the PC or both will suffer from severe trauma. I'm totally incompatible with PC's.

Please folks, if you know how to do layout work and stuff like that, contact Bob or me. With the Internet, everybody can volunteer for jobs like that.

Please people. We make ATARI CLASSICS a reality, let's keep it alive.

CU Mathy van Nisselroy

PS Maybe even MAC or ST/TT or Amiga literate people can help.

PPS today I can only read and write via email. So if somebody could post this in c.s.a.8. that would be much appriciated (sp?)

PPPS I promise I will write articles for Atari Classics.

-Ron

I started life with nothing, and still have most of it left...

548. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000117143318.04673.00000519@ng-cn1.aol.com>
Source record: 47210

> It tests out perfectly, but it will not allow me to access my Atari XF551
> using any of the Xformer programs. In case the fault lay with the drive,
> I borrowed a friend's 1050 drive, but it won't work either.

Same experience; Darek Mihocka (the author at darekm@emulators.com) was kind enough to answer my e-mail and explain that this 4 year old technology has timing problems accessing the 8-bit floppys on the current processors running faster than 75-100 MHz. The emulator is just going too fast to catch the handshakes from the drive. I am hoping the new XFormer2000 remedies this but haven't tried yet.

-Ron

I started life with nothing, and still have most of it left...

549. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38838777.8D0F791F@usa.net>
Source record: 47211

Just checked another posting on this problem, and it appears I only made matters worse (for using the Xformer cable) when I upgraded from a 133mhz to a 500mhz computer! Some days you can't win for losing!

550. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <3883851C.C11EE977@usa.net>
Source record: 47212

Richard Cortese wrote:

> Xformer cable relies on precise timing which I assume you can't get on a PC
> because of the Windows multitasking. You could try to reboot in DOS mode.
>

I have already tried using the PC Xformer in DOS mode, but it still didn't work. The screen would say, "Calibrating cable," for quite some time, and then finally say, "Unable to calibrate cable." I can't use the anadisk because I don't have a 5.25" PC drive, and I can't go the SIO2PC route because I no longer have my Atari 130XE. I gave away my entire collection of hardware and software just before I heard about the Atari 8-bit emulators. Then I came across a spare XF551 and around 30 disks that had been deep in a closet. I've had real good experiences with the Xformer program, and the Xformer cable as described would seem to be exactly what I need. I fully expected it to work.. Since other folks are making it work, why can't I? I have a brand new 500mhz computer, so the "precise timing" you refer to should be available to me if others have success with their machines, don't you think?

I do appreciate your taking the time to answer me, and if you think of anything else, please let me know.

Thanks.
Carolyn

551. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8603mpqos1@freenet9.carleton.ca>
Source record: 47213

Carolyn Hoglin (choglin@usa.net) writes:
> Just checked another posting on this problem, and it appears I only made matters
> worse (for using the Xformer cable) when I upgraded from a 133mhz to a 500mhz
> computer! Some days you can't win for losing!

The problem with the XFormer cable is that the program is trying
to do serial i/o on a parallel port, one bit at a time. Build yourself
an SIO2PC/APE interface, or even better an ProSystem interface, both
of which attach to a serial port.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

552. Atari 8 Bit Catridges For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Two Fifty Records <info@twofiftyrecords.com>
Message-ID: <3883B5F8.CB04F70A@twofiftyrecords.com>
Source record: 47214

Boulders and Bombs
K-Star Patrol
Action!
Jumbo Jet Pilot
Smart Terminal
ChopLifter!
Kickback
Submarine Commander
Princess and Frog *PIRATE*

See here for these items and others:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=monkeyontheweb&include=0&since=-1&sort=2&rows=0

Thanks.

--
come buy cheap records - http://www.twofiftyrecords.com

--
come buy cheap records - http://www.twofiftyrecords.com

553. Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Mathematatin@webtv.net
Message-ID: <24083-3883B36E-36@storefull-134.iap.bryant.webtv.net>
Source record: 47215

Gene Ehrich posted a notice on this discussion group awhile ago saying he had Atari stuff for sale at his web site. I went to his web site, found a DOS 3 disk I wanted to order and contacted him. He replied back with:

I have put it aside for you.

Please send payment which includes shipping to address below: Please make payable to Gene Ehrich.

A pre-addressed mailing label would be greatly appreciated if possible.

Payment Amount: $7

Send To: Gene Ehrich
P.O. Box 209
Marlton NJ
08053-0209

Thanx for your order.

Gene

http://www.voicenet.com/~generic

Gene Ehrich

gene@ehrich.com
generic3@home.com

It has now been a month since I mailed my payment (money order). I have tried contacting him numerous times about it, and he has never replied. I just wanted everyone to know so others don't get ripped off.

By the way, does anyone have an extra Atari DOS 3 Master Diskette he can sell?

554. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38839A02.7B78@swbell.net>
Source record: 47216

Squid wrote:
>
> Well sir, what is the possiblity of running Linux/Unix on these machines?
> It'd be kinda neat to get online via my 600XL.
>

A very valid question, both to the roleo fo Linux and the 8-bit and what I do with my Atari8. Let me see if I can answer both.

Right now I have a fun setup going, and it is only going to get better in my opinion. I have an Atari 400 that has been upgraded to 48K with a 1400 XL keyboard on it, commonly referred to as the "Franken400". Got a laplink cable going between the 850 interface, the 14.4K modem and the ST. The ST translates the information coming through the BBS's in nice 80 column mode while all input is from the Atari 400. Soon I hope to get the SIO2PC cable to use the ST's hard drive. However, thanks to a A/B switch (the Atari8 and ST "module" share the same monitor) I can switch over for ST applications. Through the ST (controlled with a trackball) I control the CD rom player. With the Atari8 I have, of course, the ability to play cassettes. :)
Currently using a RGB monitor tuned through a broken VCR. The Atari8 and ST-Module are connected with a A/B switch to the RF port on the VCR and tuned to channel 3. Through the VCR my Atari8 setup can tune in the local TV channels when I'm not using it as a monitor for the computer.

Heheh.. I love my hodge-podge "multi-media" computer setup. :)

I've only been working with the Franken400 here in recent times (recently brought of retired) only since about December. However, I use...

Bobterm (Great use of dialups and macros (even using a joystick)
80 Column Reader
Atari Writer (nice, quick (cartridge) and simple)
A.M.S. Music player

Currently play (on cartridge) Star Raiders, Archon, Joust

Reading up on the Assembly Language about 7 pages a day. :)
(And sometimes give Basic a try)

That's it at the moment. BBS'ing, games, word processing.

On the "ST-Module" (1040 STE, 4 megs) I use:

Freeze dried term (to interpret the gibberish going on between the
BBS and the Atari8)
ExtenDOS (for the CD-Player)
{Considering using 800XLDJ so the Atari8 can use the ST-Mod's
harddrive.}

One thing I would like to do, speaking of Linux, is find the way to
make my Linux box that I am tinkering with into a server box for my
Atari8. (Hey, for a computer to work into my home life it has to
connect SOMEHOW with my Franken400). Linux is cool in the respect that
it does have a server logon just like some unix servers I have seen. I
am wondering if there is any way to connect an Atari8 through the serial
port, and log into the Linux box. This is something I am looking into.
The idea here is, since I can't find any shell accounts (or BBS's
with internet access) I am thinking of getting my Linux box to connect
to the internet and down load the mail I have, and then I can connect to
the Linux box with the Atari8 and read the mail through the screen of
the Atari8.
Write messages while still on the serial connection, and have the
Linux box send the new messages when I'm done.

Have it do that for E-mail and newsgroup messages. I know it's
possible, I just need to figure out how. :)

Take care folks,

Doctor Clu

PS: Of course with a Linux box you could just set up the Ape-interface
software and do all that stuff I just mentioned online :)

Now

555. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <3883BFAA.20D46965@usa.net>
Source record: 47217

Thanks for your response. Of course, it wasn't what I wanted to hear. (At least Darek Mihocka answered you. I wrote to him, also, but never received a reply.) I thought my chances for success would be better now that Santa brought me a brand new, faster, computer. From what you say, I'm in worse shape than before (as regards my ability to use the Xformer cable with the Xformer program). I have tried to get it to work with PC Xformer, Xformer 98, and Xformer 2000. I tried the DOS version in the Win98 DOS window, as well as restarting in DOS. Doesn't work no matter what.

Carolyn

RHamiIton5 wrote:

> Same experience; Darek Mihocka (the author at darekm@emulators.com) was kind
> enough to answer my e-mail and explain that this 4 year old technology has
> timing problems accessing the 8-bit floppys on the current processors running
> faster than 75-100 MHz. The emulator is just going too fast to catch the
> handshakes from the drive. I am hoping the new XFormer2000 remedies this but
> haven't tried yet.
>
> -Ron
>
> I started life with nothing, and still have most of it left...

556. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <3883BE55.FD84428F@usa.net>
Source record: 47218

Why would anyone want Atari DOS 3? It was simply awful and was soon replaced by Atari DOS 2.5. (I know, I know. You'd think the higher number was newer and better. Not so!) Everyone happily reformatted their old ver. 3 disks.

Thomas Bafia wrote:

> By the way, does anyone have an extra Atari DOS 3 Master Diskette he can
> sell?

557. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Mathematatin@webtv.net
Message-ID: <27076-3883E931-28@storefull-138.iap.bryant.webtv.net>
Source record: 47219

Carolyn Hoglin wrote:

"Why would anyone want Atari DOS 3? It was simply awful and was soon replaced by Atari DOS 2.5. (I know, I know. You'd think the higher number was newer and better. Not so!) Everyone happily reformatted their old ver. 3 disks. "

No, I don't think that DOS 3.0 is better. I recently aquired a brand new Atari 1050 disk drive in the box. Well, I guess not brand spankin' new: the drive was never used, but the box was opened and it was missing the DOS 3 Disk. I just want the disk for my collection.

Thomas Bafia

558. Re: Clock cycles missing!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-17 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <38825968.8F73052A@ch.twi.tudelft.nl>
Source record: 47292

Adam Bienias wrote:

> In PAL, one screen has 312 lines. Each line is 114 CPU cycles long.
> ANTIC ALWAYS(!!!) steals 9 cycles: 25,29,33,37,41,45,49,53,57.

Ok, I got out the 'ole 400/800 hardware manual, which states the
following:

"The ANTIC chip steals cycles from the 6502 in order to do memory
refresh and fetch graphics data when needed. [...] Memory refresh takes
9 cycles out of every line, unless pre-empted by a high resolution
graphics mode."

That's nice, it explains (most of the) skips in the RANDOM reads. Still,
I'm having difficulty understanding a few things... Maybe someone can
help out:

* Why do the refresh cycles occur 4 cycles apart? Why are there 9 of
them?
One possible explanation could be that the first eight are directed at
each of the 8 chips ("prepare for refresh"), and the ninth is an
"engage refresh" signal. But that's a wild stab in the dark; I know very
little about
hardware at this level of detail.

* when Adam says cycles 25,29,33,37,41,45,49,53,57 get stolen, what are
these numbers relative to?
start-of-horizontal-blank? end-of-horizontal-blank?

* What about those offbeat refresh cycles / refresh cycle misses I am
detecting? I will perform some measurements,
perhaps next weekend, to try to get some more insight into this. I
hope I don't need an oscilloscope, because
I don't have one :-)

* Is the number of scanlines (PAL: 312, NTSC: 262), together with
hardware modifications to make the colors appear
similar, the only difference between PAL and NTSC systems? The XL and
XE's have code in the ROM to detect
whether they are driving a PAL or NTSC machine; were there different
ROMs for PAL and NTSC machines in the
400/800? Were any SECAM Ataris produced?

Best regards,
Sidney

559. Re: Qwerty to Azerty ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38850675.6727108@202.143.64.20>
Source record: 47143

On Mon, 17 Jan 2000 02:30:32 GMT, Marceau Mallard <MMallard@hemisphere.fr>
wrote:

>Greg Goodwin a ï¿½crit :
>
>> > As far as i can remember it should be possible because when i was
>> > younger i remember that i had stickers on my keys to hide the QWERTY
>> > letters with the AZERTY set...
>> >
>> > Thanks,
>> >
>> > Marceau
>>
>> Interesting! Never heard of the AZERTY keyboard. Where are those
>> used?
>
>Here in France. But it was not an AZERTY keyboard. It was a QWERTY keyboard
>but mapped as an
>AZERTY with plastic AZERTY stickers pasted on the keyboard.
>
>Any idea of a poke or jumper to change ?
>Thanks and regards,
>Marceau
>
It's fairly easy: you copy the keytable to RAM, then modify it
accordingly, then poke the new address into the vector...
You see, tne vector is called KEYDEF and lies at addresses 121/122
(LSB/MSB). It normally points to location 64337.
The table itself is 192 bytes long: the first 32 for the keys,
the next 32 for the SHIFTed keys and the next 32 for the CTRL'ed
keys. Now, I don't remember if the table gives ATASCII values
for the characters to be generated by the keypress, or the
internal character set values... In any case, the order in which
the table is sorted is the one of the values returned by the
internal keycodes which you can read by peeking location 764.
Note: this works only in XL and XE models (including the 1200XL),
not on the older 400 and 800.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

560. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s891ptuqeh682@corp.supernews.com>
Source record: 47144

Velcro SPY <X_velcro_X@netunlimited.net> wrote in message
news:3881e2c5.733534@news.netunlimited.net...
> On 17 Jan 2000 22:05:13 GMT, ai123@FreeNet.Carleton.CA (Steven J.
> Tucker) wrote:
>
> >Carolyn Hoglin (choglin@usa.net) writes:
> >> Just checked another posting on this problem, and it appears I only
made matters
> >> worse (for using the Xformer cable) when I upgraded from a 133mhz to a
500mhz
> >> computer! Some days you can't win for losing!
> >
> > The problem with the XFormer cable is that the program is trying
> > to do serial i/o on a parallel port, one bit at a time. Build yourself
> > an SIO2PC/APE interface, or even better an ProSystem interface, both
> > of which attach to a serial port.
>
> The APE solution requires an actual 8bit Atari. What Carolyn is trying
> to do is plug a 1050 into her PC, to read old Atari floppy diskettes
> she found in a closet.
There are two different cables, they just look a lot alike but aren't
interchangable.

I am biased on the topic, but Steve is right, the Prosystem cable is the way
to go under the circumstances. He has plans posted on his web site for
people that want to build it themselves.

The Prosystem cable the same job as a Xformer cable i.e. you hook the cable
up to a serial port of your IBM and attach a 1050 to the other end, no 8 bit
computer is needed to transfer disks. The main difference is the Pro cable
uses the serial port so it should be compatible with any PC hardware vs the
Xformer cable that uses the printer port and relies on software timing.

561. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001181738460.208-100000@rakas>
Source record: 47145
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

On 18.1.2000, Greg Martin <gtmartin@abmlimited.clara.co.uk> wrote:

> >especially the connector's pinout (I also have the
> >SLMC804) because I want to use them on a PC.
>
> Are you sure you can do this, I maybe wrong here, but didn't
> the SLM804 rely on ASCI and ST RAM to work?

Precisely, so it cannot be done easily.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

562. FS: XEGS + carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: w Busse <bbaggins@charlotte.infi.net>
Message-ID: <8621nfqhh1@nw003t.infi.net>
Source record: 47146

Hello, I have the following for sale:

XEGS
keyboard / missile command on baord
(1) controller
(1) light gun
all cables/power supply etc...
manuals

Carts:

Davids Midnight magic /manual
Super breakout /manual
Blue Max /manual
Zaxxon
Space invaders
Bug Hunt / manual
Hardball
One on One Basketball / manual
Flight Simulator 2 / manuals / maps

This unit has been tested and works fine

Asking $50.00 + shipping
cert check or money orders only/refs available

Thanks, W Busse

563. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <388491ec.146048020@news.ds.centuryinter.net>
Source record: 47147

He was half right. The Pro Sys cable will allow the Atari drive to
hook directly to the PC. The APE cable lets the PC behave as a fancy
peripheral box for a real Atari computer.

On Sun, 16 Jan 2000 15:28:28 GMT, X_velcro_X@netunlimited.net (Velcro
SPY) wrote:

>On 17 Jan 2000 22:05:13 GMT, ai123@FreeNet.Carleton.CA (Steven J.
>Tucker) wrote:
>
>>Carolyn Hoglin (choglin@usa.net) writes:
>>> Just checked another posting on this problem, and it appears I only made matters
>>> worse (for using the Xformer cable) when I upgraded from a 133mhz to a 500mhz
>>> computer! Some days you can't win for losing!
>>
>> The problem with the XFormer cable is that the program is trying
>> to do serial i/o on a parallel port, one bit at a time. Build yourself
>> an SIO2PC/APE interface, or even better an ProSystem interface, both
>> of which attach to a serial port.
>
>The APE solution requires an actual 8bit Atari. What Carolyn is trying
>to do is plug a 1050 into her PC, to read old Atari floppy diskettes
>she found in a closet.
>
>VS
>
>To email me just remove the Xs and underline marks from my email address.

564. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s89djm46eh6171@corp.supernews.com>
Source record: 47148
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Jean-francois Simoneau <jfsim@step.polymtl.ca> wrote in message
news:NG_g4.832$L41.25889@carnaval.risq.qc.ca...
> Hi,
>
> I have two SLM804 printers gathering dust in a corner since I do not have
> any Atari system. I'd like to have any programming info available on
> those printers, especially the connector's pinout (I also have the
> SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
> Ghostscript) driver for it.
I think they were manufactured by QMS<?> and also made for other platforms.
I can't recall the exact model of QMS, but you should be able to find
drivers and support for them.

565. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3885bbc0.156758203@news.ds.centuryinter.net>
Source record: 47149

I have one but just curious, why would you want one? DOS 3 yeeeech!
Is it to pad out a collection? I would sell you mine if you want it.

You can email me direct as I have no spam deflector in use.

On Mon, 17 Jan 2000 19:27:26 -0500 (EST), Mathematatin@webtv.net
(Thomas Bafia) wrote:

>Gene Ehrich posted a notice on this discussion group awhile ago saying
>he had Atari stuff for sale at his web site. I went to his web site,
>found a DOS 3 disk I wanted to order and contacted him. He replied back
>with:
>
>I have put it aside for you.
>
>Please send payment which includes shipping to address below: Please
>make payable to Gene Ehrich.
>
>A pre-addressed mailing label would be greatly appreciated if possible.
>
>Payment Amount: ï¿½ $7
>
>Send To: ï¿½ Gene Ehrich
>ï¿½P.O. Box 209
>ï¿½Marlton NJ
>ï¿½08053-0209
>
>Thanx for your order.
>
>Gene
>
>http://www.voicenet.com/~generic
>
>Gene Ehrich
>
>gene@ehrich.com
>generic3@home.com
>
>It has now been a month since I mailed my payment (money order). I have
>tried contacting him numerous times about it, and he has never replied.
>I just wanted everyone to know so others don't get ripped off.
>
>By the way, does anyone have an extra Atari DOS 3 Master Diskette he can
>sell?

566. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3886bc76.156939492@news.ds.centuryinter.net>
Source record: 47150

I imagine he wants it for collector purposes. It sure isn't worth a
damn from a practical standpoint.

On Mon, 17 Jan 2000 20:13:58 -0500, Carolyn Hoglin <choglin@usa.net>
wrote:

>Why would anyone want Atari DOS 3? It was simply awful and was soon replaced
>by Atari DOS 2.5. (I know, I know. You'd think the higher number was newer
>and better. Not so!) Everyone happily reformatted their old ver. 3 disks.
>
>Thomas Bafia wrote:
>
>> By the way, does anyone have an extra Atari DOS 3 Master Diskette he can
>> sell?

567. f/s: Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: "John D. Czerwinski" <jczerwin@mindspring.com>
Message-ID: <862fui$7tc$1@nntp8.atl.mindspring.net>
Source record: 47151

```
Please forward any inquiries to: jczerwin@mindspring.com

Item Quantity left
Joysticks 6
800 1
1040st 3
800xl 1 (in box)
600xl 1
130xe 1
400 3
1050 2 (1 in box)
SF354 3
1027 printer 1
1025 printer 1
850 interface 2
410 tape drive 1
1030 modem 1
```

568. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <iy3h4.205$oz6.1337565@nnrp3.proxad.net>
Source record: 47152
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Jean-francois Simoneau <jfsim@step.polymtl.ca> a crit dans le message :
NG_g4.832$L41.25889@carnaval.risq.qc.ca...
> Hi,
>
> I have two SLM804 printers gathering dust in a corner since I do not have
> any Atari system. I'd like to have any programming info available on
> those printers, especially the connector's pinout (I also have the
> SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
> Ghostscript) driver for it.

This cannot be done. The SLM printers don't connect to the parallel port,
but to Atari's proprietary ACSI port. They are designed to work with an
Atari only, since they use the ST's RAM. This was Atari's way of providing a
cheap laser printing solution.

There is a software solution that allows you to print to an SLM by using an
Atari ST as an interface. The ST must have at least 2Mb of RAM to run an SLM
printer.

In any case, it is probably not worth it. You'll be very lucky to find
cartridges for this printer, and the quality is not up to that of a modern
deskjet type printer.

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

569. Newby disk (1050) question

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Ron Slaminko <ronald.slaminko@boeing.com>
Message-ID: <3884DB09.2D26774D@boeing.com>
Source record: 47153

I finally found what appears to be a working disk drive to add to my growing collection of Atari 8-bitters. If I turn the computer (800XL) on with the drive attached and powered up, I get a "Boot error" message - not surprising since there's no disk in the drive. I believe I need an operating system disk to boot up, but of course didn't get one with the drive. So I've got a 3-part question.
#1 - Where can I get a replacement disk? And, if the easy answer is that it's available online, then
#2 - What tools do I need to transfer this disk image into 1050 format using a PC with a 5.25" drive? I'd rather not mess with making a custom cable to hook the 1050 to the PC unless that's the only option.
#3 - What's the recommended s/w for making backup disks (using only 1 drive) and where might I find that?

Thanks in advance for your replies!

570. Re: Clock cycles missing!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Adam Bienias <nauplay@free.polbox.pl>
Message-ID: <3884E3BC.2E839F7B@free.polbox.pl>
Source record: 47154

Sidney Cadot wrote:
>
> Thanks for the info, great stuff. Did you time these yourself, or are
> these data published somehere?

No. Everything I figure out my self, when I was working on my own
Atari XL/XE Emulator.

--
--- Adam Bienias / SoTe ---
Metropolis Software Co-Programmer

First address: mailto:nauplay@free.polbox.pl
Second address: mailto:adam@metropolis.com.pl

571. Re: 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: farleigh@dis.anl.gov
Message-ID: <862p6b$q79$1@milo.mcs.anl.gov>
Source record: 47155

I remember the 1090 being the serial ports, parallel ports "thing"?

And, then bought all the parts and assembled it. It worked. I now
forget if it needed a rom burned - seemed so, but it was a long
time ago. I think I actually have a blank boardi, schematics, and
instructions; unfortunately, I just moved and EVERYTHING is in storage
for an undetermined time.

Sorry for no help, but thanks for the blast from the past.

Andreas Magenheimer (magea000@mail.uni-mainz.de) wrote:
: Yeah,
: this thing is really rare. But you can find the docs for this extension
: on some homepages. Now, anyone out there (hello Bob Puff, hello Bob
: Wooley and others !) who ever made a full functional 1090 clone ?!? Ok,
: the Black box looks fine, but how about a 1090 clone ??? Would love to
: see and buy such a clone... Andreas Magenheimer

--
Fred Farleigh
Systems and Network Engineering
Argonne National Laboratory
630.252.6642 farleigh@dis.anl.gov

572. Video Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Pokey <pokey@netsetter.net>
Message-ID: <862rn0pdc1@news.iwaynet.net>
Source record: 47156

Can someone supply me with a diagram, and pictures, of how to build a cable to hook my 130xe to a monitor? My monitor has a RCA video in and a pair of RCA audio in.
Thank you!
Steve.

573. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000118182506.03575.00000072@ng-cf1.aol.com>
Source record: 47157

>If you'll send me a self addressed/stamp disk envelope, I'll give you my DOS 3
>Master for free.

I'll make the same offer if you don't get his...

-Ron

I started life with nothing, and still have most of it left...

574. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Peter Perpetua III <news@usaor.net>
Message-ID: <IJ6h4.66$ep2.70465@news.sgi.net>
Source record: 47158
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Qix is also better.

575. Re: Video Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000118185158.03575.00000079@ng-cf1.aol.com>
Source record: 47159

>Can someone supply me with a diagram, and pictures, of how to build a cable
>to hook my 130xe to a monitor? My monitor has a RCA video in and a pair of
>RCA audio in.

Here is link to DIN-5 pinout:
http://www.atari8bit.tmfweb.nl/pinouts.htm
Connect #4 composite video to center of video rca pin and #2 ground to outer ring of both audio & video rca pins. Connect #3 audio to center pin (or maybe pins) of audio rca. Is it stereo with 2 audio inputs?

-Ron

I started life with nothing, and still have most of it left...

576. Re: SpartaDOS shareware?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Pokey <pokey@netsetter.net>
Message-ID: <8631pvrvk1@news.iwaynet.net>
Source record: 47160

I do believe that a guy, I think his name Jason Worley who posts on this
site, builds and sells the pc2sio cables to hook the PC to the 8 bit. I
bought one off him, and Steven Tucker sells the software to do it.
Good luck!
Squid <squidhm3@flash.net> wrote in message
news:q4Uf4.5416$ro4.419219@news.flash.net...
> No, do not have those capabilities (yet). Just bought a 1050 disk drive,
I
> did bid on an SIO cable but I got outbid so I didn't pursue it..
>
>
> RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
> news:20000114181227.24272.00000573@ng-fn1.aol.com...
> > >That's all fine, but how do I uncompress them once I get them off my PC
> and
> > >onto the Atari? :-)
> >
> > If Discomm32 will run under DOS 3, then the .dcm image would convert to
a
> > bootable sparta disk. Can you transfer PC > 8bit? I can e-mail you the
> > Discomm32 executable.
> >
> > -Ron
> >
> > I started life with nothing, and still have most of it left...
>
>

577. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: btomlin@NOSPAM.texas.net
Message-ID: <btomlin-1801001934470001@atuin.bruce>
Source record: 47161
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <8622nt$b43$1@nnrp1.deja.com>, mr_maddog@my-deja.com wrote:

> I like to know more on how Glenn ported the 5200 games to work on the 8-
> bit computer. I'm researching a project on running 5200 games on the
> 800 which basically "hacks" the game as you load it. Only because some
> of the 5200 carts are better than the 8-bit versions (i.e. Centipede)

Just a matter of a lot of work. The 5200 is a 400 with the insides
scrambled around to prevent the code from running without conversion.
Memory map is different, controller keypads replace the keyboard, analog
joysticks done using the paddle inputs instead of 8-way joysticks.

578. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <862r2g$m8p$1@news.storm.ca>
Source record: 47162
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

<mr_maddog@my-deja.com> wrote in message news:8622nt$b43$1@nnrp1.deja.com...
> In article <0dlf4.4550$h3.115553@ord-read.news.verio.net>,
> I like to know more on how Glenn ported the 5200 games to work on the 8-
> bit computer. I'm researching a project on running 5200 games on the
> 800 which basically "hacks" the game as you load it. Only because some
> of the 5200 carts are better than the 8-bit versions (i.e. Centipede)

I suspect Glenn was an Atari insider, who heisted source code and changed
the .DEF files. The 5200 hardware is identical to an 8-bit; the custom ICs
are just mapped into memory differently. All it would take would be
swapping a set of 800xl maps for labels and writing a controller handler.
With access to original source code, perhaps a one or two day effort.

David P.

579. Re: Hardware modification

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s8adqj7geh677@corp.supernews.com>
Source record: 47163

Anthony Rudzki <Arudzki@home.net> wrote in message
news:F39h4.1631$j63.361550@news1.rdc2.pa.home.com...
> > will be off. Some things are tolerable, like faster keyboard scanning,
but
> > if for instance you managed to double the clock rate of the 6502, video
> > interupts would occur 120 times a sec vs 60. All this could probably be
> > fixed by dual clocks and a rewrite of OS, but that is a lot of work:
> > Probably require more time then anyone has available.
>
> Why? The graphics SYSTEM is tied to the color clock, for its display
> creation scheme, not the 6502. I would think that since the chips have
DMA
> capabilities that you would be able to set them up and remove the 6502 if
> you wanted, Heck, they stop it anyway to do their thing.
Any read or write to the any of the existing hardware chips, which happens a
lot, would have to be done at 1.79 mHz.

The phase 0 and phase 1 clocks will come into play so the timing has to be
perfect.

There are other problems, like there aren't a lot of 3.6 mHz 6502Cs forsale.
We don't even have someone around that can consistantly make a living
selling daughter boards that let you use any 6502. Everyone that has tried
it in the past kind of got a rude awakening to the market.
>
> All I'm saying is if it were possible, and you ran the 6502 off a multiple
> of the 1.79MHz clock, but still ran the video system off the same 1.79MHz
> clock, wouldn't the 6502 just run say 3-4 times longer before being
> interrupted by the video system?
Welp, pull out pin 37 of your 6502C, attach it to the output of a 2 mHz
crystal oscilator. Attach the +5V and Ground pins of the oscilator to pins 8
and 1 of the 6502C respectively. GTIA<which kind of generates the system
clock in a stock system normally but not the phase clock> will still be
running with the existing 1.79 mHz signal.

3 connections to test it for first phase, maybe a fin for the oscillator.

Let us know how it works out. I pulled out my old soldering iron a few
months ago for a project and found out it is kaput. I haven't bothered to
get a replacement yet.

I've got a feeling it is going to end up being a lot more complicated then
that, but what the hey.

580. Re: Memory Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s8adujlveh6110@corp.supernews.com>
Source record: 47164

Anthony Rudzki <Arudzki@home.net> wrote in message
news:f59h4.1633$j63.362197@news1.rdc2.pa.home.com...
> Is there any reason to use DRAM for memory upgrades?
Its cheap and most upgrades use the existing chip sockets.
> Could an SRAM be used
> instead if the DRAMs were removed and the address/data and chip control
> lines were used?
Yes.
>
>
> tony
>
>
>

581. Re: Newby disk (1050) question

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s8aefsaneh6130@corp.supernews.com>
Source record: 47165

Ron Slaminko <ronald.slaminko@boeing.com> wrote in message
news:3884DB09.2D26774D@boeing.com...
> I finally found what appears to be a working disk drive to add to my
> growing collection of Atari 8-bitters. If I turn the computer (800XL)
> on with the drive attached and powered up, I get a "Boot error" message
> - not surprising since there's no disk in the drive. I believe I need
> an operating system disk to boot up, but of course didn't get one with
> the drive. So I've got a 3-part question.
> #1 - Where can I get a replacement disk? And, if the easy answer is
> that it's available online, then
Bootable disk images are availble with Xformer emulator. It can be found at
the archive at umich or several other spots. SIO2PC and APE both have
bootable images distributed with them too.
> #2 - What tools do I need to transfer this disk image into 1050 format
> using a PC with a 5.25" drive? I'd rather not mess with making a custom
> cable to hook the 1050 to the PC unless that's the only option.
It is a good option though because of your next question.

The real problem is your 1050 only supports 128 byte sectors and the only
people that seem to be able to consistantly read/write that format is
ANADISK. To compound this problem, Atari drives have their data in inverted
format which requires a utility to get it straightened out.
> #3 - What's the recommended s/w for making backup disks (using only 1
> drive) and where might I find that?
Normal DOS will duplicate a disk, you just have to swap the disks in and
out.

But if you do make a SIO2PC cable, the PC simulates another Atari drive so
you can just copy from your real 1050 to the PC simulating D2:
>
> Thanks in advance for your replies!
Your welcome.

582. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <863f3f$kq2$1@nw001t.infi.net>
Source record: 47166

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message
news:8639o2$e93$1@freenet9.carleton.ca...
> Velcro SPY (X_velcro_X@netunlimited.net) writes:
> > On Mon, 17 Jan 2000 20:13:58 -0500, Carolyn Hoglin <choglin@usa.net>
> > wrote:
> >
> I remember getting a brand new 800XL, 1050 and pinball
> construction set for christmas... my first atari :) The damn 1050
> came with DOS 3 and I must have spent a week trying to figure
> out why I couldn't save my custom pinball games.
>

I had a funny experience. My 1st 1050 came with DOS 3 and when I turned it on, I got a BOOT ERROR. Knowing nothing about the machine and thinking something was wrong with the drive, I returned it for another. When I turned this one on, I got another BOOT ERROR. Frustrated, I went to a local computer store and met one of the employees who eventually became my closest Atari compadre... He gave me a copy of DOS 2.6f and away I went. Those two bad DOS 3 disks probably saved me having a lot of compatibility headaches down the road. I probably still have one of those bad disks here somewhere.

583. Re: Wanted: Happy-Archiver software.

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <863f3k$kq2$2@nw001t.infi.net>
Source record: 47167

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message
news:863b88$f2k$1@freenet9.carleton.ca...
> Someone recently mentioned they found the Happy-Archiver
> software on the back of thier Happy r7 diskette. This is the
> software that lets you run the Archiver backup program on a
> Happy 1050.
>
> I have an original Rev 7 Happy Warp Speed Software
> diskette here, but no Happy-Archiver :(If anyone out there
> can send me an image of this software it would be greatly
> appricated!
>

I'd like to have that software too.

584. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38853E47.3951A5AB@usa.net>
Source record: 47168

Richard Cortese wrote:

> Velcro SPY <X_velcro_X@netunlimited.net> wrote in message
> news:3881e2c5.733534@news.netunlimited.net...
> > On 17 Jan 2000 22:05:13 GMT, ai123@FreeNet.Carleton.CA (Steven J.
> > Tucker) wrote:
> >
> > >Carolyn Hoglin (choglin@usa.net) writes:
> > >> Just checked another posting on this problem, and it appears I only
> made matters
> > >> worse (for using the Xformer cable) when I upgraded from a 133mhz to a
> 500mhz
> > >> computer! Some days you can't win for losing!
> > >
> > > The problem with the XFormer cable is that the program is trying
> > > to do serial i/o on a parallel port, one bit at a time. Build yourself
> > > an SIO2PC/APE interface, or even better an ProSystem interface, both
> > > of which attach to a serial port.
> >
> > The APE solution requires an actual 8bit Atari. What Carolyn is trying
> > to do is plug a 1050 into her PC, to read old Atari floppy diskettes
> > she found in a closet.
> There are two different cables, they just look a lot alike but aren't
> interchangable.
>
> I am biased on the topic, but Steve is right, the Prosystem cable is the way
> to go under the circumstances. He has plans posted on his web site for
> people that want to build it themselves.
>
> The Prosystem cable the same job as a Xformer cable i.e. you hook the cable
> up to a serial port of your IBM and attach a 1050 to the other end, no 8 bit
> computer is needed to transfer disks. The main difference is the Pro cable
> uses the serial port so it should be compatible with any PC hardware vs the
> Xformer cable that uses the printer port and relies on software timing.

Richard,

But will the Prosystem work with the Xformer emulator? I'm concerned that the program may be written to only look at the parallel port for a floppy drive. I don't want to go to all that work for another cable that won't do the job. Another question: I checked out the plan for the Prosystem interface. Why do the instructions say to connect to a DB25 and then use a DB25/DB9 adapter? Why not just wire to a DB9 to start with?

585. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <864517$lt9$1@news8.svr.pol.co.uk>
Source record: 47169
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Jean-francois Simoneau <jfsim@step.polymtl.ca> wrote in message
news:NG_g4.832$L41.25889@carnaval.risq.qc.ca...
> Hi,
>
> I have two SLM804 printers gathering dust in a corner since I do not have
> any Atari system. I'd like to have any programming info available on
> those printers, especially the connector's pinout (I also have the
> SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
> Ghostscript) driver for it.

Hmmm ... this will be hard work! The SLM804 (a page-printer) is designed to use the ST RAM to prepare the page image prior to printing. So, you not only need to emulate the printer interface but also the DMA (store-access) interface. Good luck!

Roger

586. Re: Clock cycles missing!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Adam Bienias <nauplay@free.polbox.pl>
Message-ID: <3883B255.A38B1229@free.polbox.pl>
Source record: 47220

Sidney Cadot wrote:
>
> * when Adam says cycles 25,29,33,37,41,45,49,53,57 get stolen, what are
> these numbers relative to?
> start-of-horizontal-blank? end-of-horizontal-blank?

When I was calculating those numbers, I was assuming that, cycle 0
is a cycle when ANTIC reads first byte in Display List. I was assuming
that this is a cycle number 0, because I was using sprite positions as
a base. Cycles 1 and 2 are used for reading address, when program counter
is readed (DL code 0x01, or 0x41) or when data counter is readen (when code
is a graphics mode number and bit 6 is set). For other cycles see description
bellow.

0 - read Display List code
1 - read counter LSB
2 - read counter MSB
3 - read missiles
4 - read player 0
5 - read player 1
6 - read player 2
7 - read player 3
8 - generate DLI if DL code has only one screen line
9 - free
10 - free
11 - free
12 - begin reading data (if needed)
.....

For graphics modes, ANTIC begins reading data, 4 CPU cycles before line will
be shown. Each display data byte is readen every second cycle.
Additionally in text modes in first line, ANTIC reads character
numbers. Each character number is readed one cycle before displayed data will
be readen. Also, when line has enabled horizontal scrolling, ANTIC delays reading
data, depending on scroll value in $D404. When horizontal scrolling is enabled,
ANTIC starts reading data, 6 cycles earlier. For example: BASIC's Graphics 15,
Normal screen. First byte will be readen in cycle 20. When horizontal scrolling
is enabled, first byte will be readen in cycle 14 but only when $D404 is 0 !!!.
If $D404 is 4, ANTIC starts reading data with one "reading cycle" delay (one
"reading cycle" takes two CPU cycles). Value in $D404 is divided into 2 parts.
Bits 0 and 1, delays displaying pixels in current data byte. Bits 2 and 3, delays
reading data from memory (0-no delay, 1-delay 1 "reading cycle", 2-delay 2 "reading
cycles", 3-delay 3 "reading cycles"). So cycle stealing depends also on current
horizontal scrolling (if enabled).

--
--- Adam Bienias / SoTe ---
Metropolis Software Co-Programmer

First address: mailto:nauplay@free.polbox.pl
Second address: mailto:adam@metropolis.com.pl

587. FS: Atari 1020 Printer and Epson MX80FT Printer

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: mjj14@aol.com
Message-ID: <20000117192708.25918.00000354@ng-ff1.aol.com>
Source record: 47221

Hi,
I have the following items for sale:
-2 Macinotsh Pluses - one of them has a non working floppy drive, other than that it is in perfect condition and the other one has a bad picture tube (you have to let it warm up for 5 - 10 mins before it will come on), other than that, the second one also works perfectly. Both come with the original Mac Plus keyboard and mouse and the first one to get sold comes with a power cord (sorry I don't have 2) and some copies of system disks for the Plus. Any more questions, just e-mail me. You can see a pic of one of the Pluses (they both are actually very similar in condition) at:
http://members.aol.com/kjj58/MacPlus1.jpeg
I am asking $25 each for these plus shipping.
-Epson MX80FT Dot Matrix Printer - I have no clue if this printer works or not, I think it is for non-Apple computers anyway. It has not been tested whatsoever, so I can't guarantee anything. E-mail me if you have more questions. You can see pictures of it at:
http://members.aol.com/kjj58/EpsonMX80FT1.jpeg
http://members.aol.com/kjj58/EpsonMX80FT2.jpeg
http://members.aol.com/kjj58/EpsonMX80FT3.jpeg
I am asking $10 plus shipping.
-Atari 1020 Color Plotter Printer - this unit is also totally untested and it is for use with Atari's 8 bit computer series. This is for the printer only, no power adaptor, sorry. If you have any questions, e-mail me. You can see pictures of it at:
http://members.aol.com/kjj58/Atari10201.jpeg
http://members.aol.com/kjj58/Atari10202.jpeg
I am asking $5 plus shipping.
Thanks so much! I am flexible with the prices though if it comes down to a few dollars here or there.
-Matt

588. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <3883B927.E6D5EAC@ch.twi.tudelft.nl>
Source record: 47222

> I am wondering if there is any way to connect an Atari8 through the serial
> port, and log into the Linux box.

This should be straightforward once you have the SIO2PC cable and some experience with linux system maintenance. The linux manual pages you'd want to consult are those of "inittab" and "setserial".

I did some twiddling with serial comms between the Atari and from the linux point of view, it works just like any other serial device (I modified Preston Crows driver which enables the Linux box to be used as one or several diskdrives for the atari).

I don't know about the atari side though. The Atari serial driver really expects command frames and data frames, and a direct serial link works on a lower level. It should be relatively straightforward to implement nevertheless...

I have no experience using BobTerm, I would guess it works through the R: device (850 -- which I have also never seen). But maybe it has a "drive serial bus directly" mode, in which case it should work out of the box.

Best regards,

Sidney

589. Re: Clock cycles missing!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <3883BA59.CE3FEC30@ch.twi.tudelft.nl>
Source record: 47223

Adam Bienias wrote:

> is a graphics mode number and bit 6 is set). [...] For other cycles see description
> bellow.

Thanks for the info, great stuff. Did you time these yourself, or are
these data published somehere?

Best regards,

Sidney

590. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <860fjqkos1@news.xmission.com>
Source record: 47224

Thomas Bafia <Mathematatin@webtv.net> wrote:

> It has now been a month since I mailed my payment (money order). I have
> tried contacting him numerous times about it, and he has never replied.
> I just wanted everyone to know so others don't get ripped off.

> By the way, does anyone have an extra Atari DOS 3 Master Diskette he can
> sell?

It's always advisable to get a phone number when purchasing from
strangers. Regarding the DOS 3 diskette. If you'll send me a self
addressed/stamp disk envelope, I'll give you my DOS 3 Master for free.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

591. Re: 6502-CrossAssembler for ATARI ST or MiNT/LINUX

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Daniel Pralle <Daniel.Pralle@stud.uni-hannover.de>
Message-ID: <860h6l$rg6$1@newsserver.rrzn.uni-hannover.de>
Source record: 47225

Richard Cortese schrieb in Nachricht ...

>You may want to try using ST Xformer, the ST Atari 8 bit emulator, with one
>of the 8 bit assemblers that are available. The disk based version of
MAC/65
>is freely available and John Harris has put his MAE assembler at umich
>archive for download.
>
I have tried to use the 130xe+ Assembler with some Emulators on the
Win98-PC, but it didn't worked.
Further I am interessted in using the speed of the Falcon and the Harddrive
for Assembling bigger Sources!
I mentioned that I use MiNT, to tell the people that I can use *any*
UNIX/LINUX CrossCompiler as long as the Sources of the Compiler come along.

Hope somebody can help me...

Salut,
Daniel

592. Re: Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <860icj$8ob$3@mohawk.hwcn.org>
Source record: 47226

sup8pdct@mail.cth.com.au wrote:
: On Sun, 16 Jan 3900 23:00:50, rhamiiton5@aol.comedy.com (RHamiIton5)
: wrote:

: > Does anyone still manufacture 5.25's? I noticed that MEI has not listed them
: > for some time. The last 100 I got from them is dwindling.....
: >
: > -Ron

: I hate to piss every one off here, but I had about 1000 given to me.
: Sure they had some ibm software on them, but a quick format soon fixes
: that.

: James B

Me too! And, I would be willing to sell a bunch for 10 cents each plus
shipping........mostly Word Perfect disks.....

593. Re: Qwerty to Azerty ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <3883D3AE.3B3CD084@ch.twi.tudelft.nl>
Source record: 47227

Hi,

.> Look for a copy of Mapping The Atari, revised edition. As i recall,
the
> XL/XE computers have a memory location that points to a table which maps
> key scan codes to ASCII. Normally it points to a QWERTY table in ROM,
> but you could have a table in RAM for AZERTY, Dvorak or other keyboards.

This is the keymap as found in the ROMs. The pointer you're looking for
is at addresses 121 and 122.

```
KEYMAP: .BYTE $6C,$6A,$3B,$8A,$8B,$6B,$2B,$2A
.BYTE $6F,$80,$70,$75,$9B,$69,$2D,$3D
.BYTE $76,$80,$63,$8C,$8D,$62,$78,$7A
.BYTE $34,$80,$33,$36,$1B,$35,$32,$31
.BYTE $2C,$20,$2E,$6E,$80,$6D,$2F,$81
.BYTE $72,$80,$65,$79,$7F,$74,$77,$71
.BYTE $39,$80,$30,$37,$7E,$38,$3C,$3E
.BYTE $66,$68,$64,$80,$82,$67,$73,$61
.BYTE $4C,$4A,$3A,$8A,$8B,$4B,$5C,$5E
.BYTE $4F,$80,$50,$55,$9B,$49,$5F,$7C
.BYTE $56,$80,$43,$8C,$8D,$42,$58,$5A
.BYTE $24,$80,$23,$26,$1B,$25,$22,$21
.BYTE $5B,$20,$5D,$4E,$80,$4D,$3F,$81
.BYTE $52,$80,$45,$59,$9F,$54,$57,$51
.BYTE $28,$80,$29,$27,$9C,$40,$7D,$9D
.BYTE $46,$48,$44,$80,$83,$47,$53,$41
.BYTE $0C,$0A,$7B,$80,$80,$0B,$1E,$1F
.BYTE $0F,$80,$10,$15,$9B,$09,$1C,$1D
.BYTE $16,$80,$03,$89,$80,$02,$18,$1A
.BYTE $80,$80,$85,$80,$1B,$80,$FD,$80
.BYTE $00,$20,$60,$0E,$80,$0D,$80,$81
.BYTE $12,$80,$05,$19,$9E,$14,$17,$11
.BYTE $80,$80,$80,$80,$FE,$80,$7D,$FF
.BYTE $06,$08,$04,$80,$84,$07,$13,$01
```

The first 64 values are ATASCII for "normal" chars, the second 64 for
shifted chars, and the next 64 for CTRL-chars.

For example, to change the key-mapping for the "q" key to a, you'd have
to...
--> replace the occurrence of the ascii value for "Q" ($51) with "A"
($41)
--> replace the occurrence of the ascii value for "q" ($71) with "a"
($61)

Now poke these new values at page-6 (address 1536 and up), then type

POKE 121,0 : POKE 122,6

(remember to do this on the same line , then hit "enter", or you'll be stuck with quite a strange keyboard mapping after the first poke).

I could make a simple machine language program to do this that would be usable at bootup, if this seems to be problematic. However, I'd need some additional info:

* what are the exact differences between the "standard " querty and the azerty keyboard? In other words, what keys would you like to have replaced by other keys? Does this include the characters that you get when you press "control"?

* what type of software do you plan on using? This is important because pressing "reset" will normally restore the default keymap. In fact, restoring the default keymap is done when opening any of the "E:", "S:" or "K:" devices. I could probably work around this, but I'd have to know that the mechanism I use in order to alter the keymap at reset does not conflict to the software you're using.

* what's the type of ROM's you're using? If you could provide the numbers as given by the ROMCRC program I wrote (see http://ch.twi.tudelft.nl/~sidney/atari), I could make the patch more robust.

* for the sake of completeness: if you happen to own an EPROM programmer, you could of course produce a ROM with the AZERTY mapping as default. Please contact me privately if you plan to do this (because you would also have to change some ROM checksums).

Best regards, Sidney

PS. It's also possible to modify function key mappings, but you probably don't own a 1200 XL and furthermore, the azerty keyboard should be no different in that respect.

594. Action! to trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000117222458.27023.00000746@ng-bj1.news.cs.com>
Source record: 47228

Have a new in the box Action! cart and
manual. Shrink wrap has been removed to
permit testing of the cart (worked fine).

Will trade for similar new Basic XL cart/manual
package. Must be Black cart, version
1.03 or later. (Actually, I don't think there
is a "later").

If interested, email me.
Thanks,
Larry White

595. Hardware modification

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <oDSg4.1215$j63.262039@news1.rdc2.pa.home.com>
Source record: 47229

IF, the 6502 could be run at a multiple of 1.79MHz, (like...7.16MHz) and
that frequency was divided back down to 1.79MHz to feed to the video
processors, would that buy anything to the system?

My guess is that it would allow the processor more cycles before it was
interrupted with DMA stuff (60X a second)

true? or not?

tony

596. Airball Manual online

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <860u97$35k$1@news.ihug.co.nz>
Source record: 47230

For those who are interested,
I had many requests to put the Airball manual online, so I've made it into
a Acrobat PDF file on my web page. Feel free to grab it there...

http://homepages.ihug.co.nz/~aaronat/atariman.html

mainpage at :

http://homepages.ihug.co.nz/~aaronat/atari.html

Aaron
Maintainer of Holmes Atari 8bit games archive since Feb 1998

597. Re: Hardware modification

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <38842257.BE3A54EB@ch.twi.tudelft.nl>
Source record: 47231

.
> IF, the 6502 could be run at a multiple of 1.79MHz, (like...7.16MHz) and
> that frequency was divided back down to 1.79MHz to feed to the video
> processors, would that buy anything to the system?

Extra CPU cycles, obviously... But the problems are quite overwhelming.
Some I can think of:

* as you state, you'd have to multiply processor speed only.
* the bus, RAM and ROM were never designed for faster CPU access. You'd
have to allow for wait states on memory access, which basically destroys
all advantage on a processor like the 6502. It doesn't have a cache, so
if memory can't be overclocked (which I presume it can't), your maximum
speed gain would be only two (as every instruction needs at least 1
memory access for the fetch)
* in the ROM's, there are a few places where timed loops are used, i.e.
the correct workings seem to depend on an exact time spent in the loop.
Things could get hopelessly complicated here.

Personally, if someone pointed a gun at me and said "choose between
making the Atari into a 7.16 MHz computer and making the Atari a
dual-6502 system", I guess I'd go for the latter :-)

I'd probably even offer to make a 6502 with 16-bit word size rather than
quadrupling it's clock speed, if that be a measure of how desperate I
think it is :-))

Best regards,

Sidney

598. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: cybpunks@earthlink.net
Message-ID: <38842a1b.2583373@news.earthlink.net>
Source record: 47232
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Sun, 16 Jan 2000 05:35:47 -0500, "Sarah Ferguson"
<wombat94@worldnet.att.net> wrote:
>I always wondered this myself. Maybe it's Glenn Saunders? :) I first started
>reading this group in 1995, and awhile after, while hunting through a bin
>full of Atari floppies, I found a game programmed by Jim Nitchals. That was
>pretty cool.

I wish I could take credit, but it's not me.

599. Re: Hardware modification

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <YgZg4.1266$j63.303940@news1.rdc2.pa.home.com>
Source record: 47233

Sidney Cadot <sidney@ch.twi.tudelft.nl> wrote in message
news:38842257.BE3A54EB@ch.twi.tudelft.nl...
> .
> > IF, the 6502 could be run at a multiple of 1.79MHz, (like...7.16MHz) and
> > that frequency was divided back down to 1.79MHz to feed to the video
> > processors, would that buy anything to the system?
>
> Extra CPU cycles, obviously... But the problems are quite overwhelming.
> Some I can think of:
>
> * as you state, you'd have to multiply processor speed only.
> * the bus, RAM and ROM were never designed for faster CPU access. You'd
> have to allow for wait states on memory access, which basically destroys
> all advantage on a processor like the 6502.

New RAM and ROM. Wouldn't the faster access simply free up the bus faster?
since the Atari basically shares the bus with the peripheral chips? either
they have the bus, or the CPU does.

>It doesn't have a cache, so if memory can't be overclocked (which I
presume it can't), your maximum
> speed gain would be only two (as every instruction needs at least 1
> memory access for the fetch)

I would assume a replacement for the -250 or whatever speed the ram & roms
are.

> * in the ROM's, there are a few places where timed loops are used, i.e.
> the correct workings seem to depend on an exact time spent in the loop.
> Things could get hopelessly complicated here.

And since we're replacing the ROMs.....but your point of increasing timings
from 8-bit values (256 counts) to a 16 bit count, WOULD complicate things.
>
> Personally, if someone pointed a gun at me and said "choose between
> making the Atari into a 7.16 MHz computer and making the Atari a
> dual-6502 system", I guess I'd go for the latter :-)

Geez........
>
> I'd probably even offer to make a 6502 with 16-bit word size rather than
> quadrupling it's clock speed, if that be a measure of how desperate I
> think it is :-))

But 16 bit word sizes don't help the video chips since they access memory
with 8 bits of data.

tony

600. Re: Does anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <3884661B.8B71A3B7@ix.netcom.com>
Source record: 47234

Sage wrote:
>
> Ballsong
>
> On Fri, 14 Jan 2000, Lux wrote:
>
> > There was a demo created by a bunch of guys at Atari that was essentially a
> > ball bouncing round a 3D area, each time it hit a wall it made a different
> > sound.
> >
> > You could control the speed and direction of the ball to make different
> > sounds.
> >
> > Does anyone know what it was called (or better still could send me it in
> > either XFD or ATR format)
> >
> > Cheers
> >
> >
> > Lux
> >
> >
> >
> >

No... Ballsong was from the CES demo from ICD.
--
Robert S Ely
BICSI Registered Cabling Technician
Communications Systems Technician
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

601. 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <388468EC.ACC2063D@mail.uni-mainz.de>
Source record: 47235

Yeah,
this thing is really rare. But you can find the docs for this extension on some homepages. Now, anyone out there (hello Bob Puff, hello Bob Wooley and others !) who ever made a full functional 1090 clone ?!? Ok, the Black box looks fine, but how about a 1090 clone ??? Would love to see and buy such a clone... Andreas Magenheimer

602. Covox Documentation ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <388467E5.48B786A7@mail.uni-mainz.de>
Source record: 47236

Hello,
anyone there who knows where to find the documentation for the Covox
sound extension ?? Some time ago I found it on a polish or czech
homepage, but it seems to have disappeared. Andreas Magenheimer

603. SLM804 printer info needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: jfsim@step.polymtl.ca
Message-ID: <NG_g4.832$L41.25889@carnaval.risq.qc.ca>
Source record: 47237
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Hi,

I have two SLM804 printers gathering dust in a corner since I do not have any Atari system. I'd like to have any programming info available on those printers, especially the connector's pinout (I also have the SLMC804) because I want to use them on a PC. Maybe even write a Linux (or Ghostscript) driver for it.

Thanks.

--
"How should I know if it works? That's what beta testers are for. I only coded it."
- Attributed to Linus Torvalds, somewhere in a posting

Jean-Fran&#65533;ois Simoneau
jfsim@step.polymtl.ca
VE2JEW

604. Re: SLM804 printer info needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Greg Martin <gtmartin@abmlimited.clara.co.uk>
Message-ID: <F__g4.7965$UL1.165542@nnrp4.clara.net>
Source record: 47238
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.8bit

Jean-francois,

>those printers, especially the connector's pinout (I also have the
>SLMC804) because I want to use them on a PC. Maybe even write a Linux (or
>Ghostscript) driver for it.

Are you sure you can do this, I maybe wrong here, but didn't the SLM804 rely
on ASCI and ST RAM to work?

Regards,
Greg

605. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <8622nt$b43$1@nnrp1.deja.com>
Source record: 47239
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <0dlf4.4550$h3.115553@ord-read.news.verio.net>,
"Edward A. Brunner" <tedb@masu.wwa.com> wrote:
> In rec.games.video.classic Vidar \"Hawk\" Olavesen
<olavese@online.no> wrote:
> : Didn't he make a better Centipede too ? I think I have that
somewhere
>
> ya, he ported the better 5200 version of centipede back to 8bit.

Centipede for 5200 kicks butt! I like how it has the same sound
effects as the arcade game since both use the POKEY chip. As a matter
of fact, I rather run the "Glenn the 5200 Man" on my 8-bit emulator
instead of the actual 5200 emulator :)

I like to know more on how Glenn ported the 5200 games to work on the 8-
bit computer. I'm researching a project on running 5200 games on the
800 which basically "hacks" the game as you load it. Only because some
of the 5200 carts are better than the 8-bit versions (i.e. Centipede)

Eric Noss
a.k.a.
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

606. Re: XE system for sale (with e-mail address)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Pete <endeavours@lineone.net>
Message-ID: <f0%g4.101$ZV2.1209@news3.cableinet.net>
Source record: 47240

```
test
Pete <endeavours@lineone.net> wrote in message
news:kRFg4.1129$6j2.30954@news3.cableinet.net...
> Offers
> Based in UK - Essex
> Good condition
> XE65 with light gun, joys, 1010 tape drive, some carts, some tapes, some
> books
> If interested send mail or post message & I'll reply with list of carts or
> books or whatever
> if required
> U pay for shipping
> Pete
>
> endeavours@lineone.net
>
>
>
>
```

607. Re: Mouse on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: jeff herson <blugg@email.msn.com>
Message-ID: <eI1xVTcY$GA.273@cpmsnbbsa04>
Source record: 47241

i Am interested in a mouse for an Atari 8bit.

Blugg

Nir Dary wrote in message
<85er7saob1@ssauraac-i-1.production.compuserve.com>...
>Hi
>
>i am currently working on an adaptor that will allow you to connect
>a PC ps/2 mice to the atari joystic port.
>
>and the ATARI computer will see the PS/2 mice as it were a joystic, meaning
>you will not need a special driver...
>
>more info will be on a web site i am building soon
>
>NIR
>Velcro SPY <X_velcro_X@netunlimited.net> wrote in message
>news:3878922a.664506@news.netunlimited.net...
>> I would like to use a mouse on the Atari 8bit. I can probably get an
>> Amiga mouse which has a plug like an Atari joystick or paddles. Would
>> it be possible to utilize an Amiga mouse with the paddle commands in
>> Atari BASIC? Mouse left-right = paddle 1, mouse up-down = paddle 2,
>> mouse buttons correspond to paddle buttons?
>>
>> On that note is anyone familiar with a vendor for Amiga mouses, and
>> did other systems use Amiga-style mouses?
>>
>> I am really enamored of the BBK Artist paint program which appeared in
>> Analog magazine. I think it is the best paint program for the Atari
>> 8bit. It would be infinitely superior if you could use a mouse with
>> it.
>>
>> VS
>>
>> To email me just remove the Xs and underline marks from my email address.
>
>

608. Re: Hardware modification

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s890su4oeh6176@corp.supernews.com>
Source record: 47242

Anthony Rudzki <Arudzki@home.net> wrote in message
news:YgZg4.1266$j63.303940@news1.rdc2.pa.home.com...
>
> Sidney Cadot <sidney@ch.twi.tudelft.nl> wrote in message
> news:38842257.BE3A54EB@ch.twi.tudelft.nl...
> > .
> > > IF, the 6502 could be run at a multiple of 1.79MHz, (like...7.16MHz)
and
> > > that frequency was divided back down to 1.79MHz to feed to the video
> > > processors, would that buy anything to the system?
> >
> > Extra CPU cycles, obviously... But the problems are quite overwhelming.
> > Some I can think of:
> >
> > * as you state, you'd have to multiply processor speed only.
> > * the bus, RAM and ROM were never designed for faster CPU access. You'd
> > have to allow for wait states on memory access, which basically destroys
> > all advantage on a processor like the 6502.
>
> New RAM and ROM. Wouldn't the faster access simply free up the bus
faster?
> since the Atari basically shares the bus with the peripheral chips?
either
> they have the bus, or the CPU does.
Problem is all the other chips count cycles or derive their functionality
from the system clock. When manufacturers of the chipsets in the Atari say
they are 2 mHz devices, they are pretty much 2 mHz devices.

So, things like SIO timing will be munged, all sounds out of the POKEY chip
will be off. Some things are tolerable, like faster keyboard scanning, but
if for instance you managed to double the clock rate of the 6502, video
interupts would occur 120 times a sec vs 60. All this could probably be
fixed by dual clocks and a rewrite of OS, but that is a lot of work:
Probably require more time then anyone has available.

Deviating just a pinch from 1.79 mHz means you lose the color coding so IMO,
you lose more then you gain.

609. Re: New Atari 8-bit collector

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Kgkh4.7605$in5.125654@news1.online.no>
Source record: 47043

I love the 800, a tank that stands most beating. I also love the 130XE, but only if the keyboard is good. I have one with good keyboard and two with not so good responses. They work, but are not responsive.

The 130XE was the last I know that Atari released, but I think there was a 800XE or something from Germany.

If you want to trade, please check my pages at :
http://home.sol.no/~olavese/

I collect mostly anything.

Good luck and welcome to the wonderful world of Atari 8-bits

Russell G. Bader Jr. <rnr11599@mindspring.com> wrote in message news:864fph$q9o$1@nntp3.atl.mindspring.net...
> Hi there.....I have been interested in collecting 8-bit computers for a
> while now,mainly Coleco Adam and commodore.I have been wanting
> to start collecting Atari computers.Can anyone tell me which is a good
> starter computer? Which was the latest? Sorry for the silly questionsbut i
> dont know much about them right now.Thanks alot!
>
> Russ
>
> --
>
>
>

610. M.U.L.E. question...?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <lalh4.4561$283.36298@typhoon2.tampabay.rr.com>
Source record: 47044

I know that M.U.L.E. is "paddle-compatible" -- so does that mean that with an 800XL's *TWO* joystick ports, you could hook up two sets of paddles and play a simultaneous 4-player game of M.U.L.E.?

--mb

611. Re: M.U.L.E. question...?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <864rtf$d8k$1@nnrp1.deja.com>
Source record: 47045

> I know that M.U.L.E. is "paddle-compatible" -- so does that mean that
with
> an 800XL's *TWO* joystick ports, you could hook up two sets of
paddles and
> play a simultaneous 4-player game of M.U.L.E.?
>

Nope.. at least 1 joystick is required for the "planting" phase
where you lead the mule around. For the "market" phase where
you sell stuff to the other players you can use the paddles because
all that's required is up & down motion and a button. This means
that you can only have a max of 3 human players on an 800XL.
Also, IMO, the paddles don't work quite as well during the selling
and buying when you want to fiddle around and fake out your opponents
to drive the price up, or bring it down. This is definitely one
reason to keep around a working 800, as there is no game in existence
that I've seen that compares to 4 player mule.
-Dan Vernon

Sent via Deja.com http://www.deja.com/
Before you buy.

612. Re: New Atari 8-bit collector

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <m9lh4.4560$283.36457@typhoon2.tampabay.rr.com>
Source record: 47046

For maximum versatility (and they're relatively "cheap" to buy, also!) you should probably get an Atari 800XL. It has 64k memory. However, it has two joystick ports, as opposed to *four* joystick ports on the Atari 800. Most Atari 800s have 48k memory, however, and thus you could not play games that require 64k.
--Mark

Russell G. Bader Jr. wrote in message
<864fph$q9o$1@nntp3.atl.mindspring.net>...
>Hi there.....I have been interested in collecting 8-bit computers for a
>while now,mainly Coleco Adam and commodore.I have been wanting
>to start collecting Atari computers.Can anyone tell me which is a good
>starter computer? Which was the latest? Sorry for the silly questionsbut i
>dont know much about them right now.Thanks alot!
>
>Russ
>
>--
>
>
>

613. Looking for 75C189 or 14C189 IC

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <864qt2$9g1$1@news.netvision.net.il>
Source record: 47047

I am looking or 75C189 or 14C189 ICs to build a SIO2PC cable
any idea where I can buy them?

NIR

614. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3886002c.54455251@news.ds.centuryinter.net>
Source record: 47048

To be fair, it probably wasn't the programmer's fault. It could have
been I suppose, but I suspect some marketing wonk wanted a whole new
"easier" look and feel to the DOS. As proved later by DOS 2.5, the
good old DOS 2 user interface could be adapted perfectly well to
supporting the enhanced density 1050, so it must have been some
marketing wanker.

On Sun, 16 Jan 2000 17:05:43 GMT, X_velcro_X@netunlimited.net (Velcro
SPY) wrote:

>On Mon, 17 Jan 2000 20:13:58 -0500, Carolyn Hoglin <choglin@usa.net>
>wrote:
>
>>Why would anyone want Atari DOS 3? It was simply awful and was soon replaced
>>by Atari DOS 2.5. (I know, I know. You'd think the higher number was newer
>>and better. Not so!) Everyone happily reformatted their old ver. 3 disks.
>
>Yes, everyone hated DOS 3 all the way around. I mean it was
>universally hated, read the old mags. I wonder who the programmer was?
>Lets get him, haha!
>
>VS
>To email me just remove the Xs and underline marks from my email address.

615. Re: 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38870216.54945319@news.ds.centuryinter.net>
Source record: 47049

Wasn't the 1090 supposed to be like a card slot expansion chasis?

On 18 Jan 2000 22:24:11 GMT, farleigh@dis.anl.gov (Fred Farleigh)
wrote:

>
> I remember the 1090 being the serial ports, parallel ports "thing"?
>
>And, then bought all the parts and assembled it. It worked. I now
>forget if it needed a rom burned - seemed so, but it was a long
>time ago. I think I actually have a blank boardi, schematics, and
>instructions; unfortunately, I just moved and EVERYTHING is in storage
>for an undetermined time.
>
>Sorry for no help, but thanks for the blast from the past.
>
>
>Andreas Magenheimer (magea000@mail.uni-mainz.de) wrote:
>: Yeah,
>: this thing is really rare. But you can find the docs for this extension
>: on some homepages. Now, anyone out there (hello Bob Puff, hello Bob
>: Wooley and others !) who ever made a full functional 1090 clone ?!? Ok,
>: the Black box looks fine, but how about a 1090 clone ??? Would love to
>: see and buy such a clone... Andreas Magenheimer

616. Re: New Atari 8-bit collector

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <AATRDCBEUP@cabal.shnet.org>
Source record: 47050

In <Kgkh4.7605$in5.125654@news1.online.no> "Vidar \"Hawk\" Olavesen" wrote:
>The 130XE was the last I know that Atari released, but I think there was a
>800XE or something from Germany.

According to the FAQ, the 800XE was nothing but a 65XE with Enhanced
Cartridge Interface (like the 130XE). Quite popular in Germany (and
Eastern Europe, IIRC) in the late 80's, mostly due to the low price
(since the Tramiels took over, the 8 bit series always was cheaper than
the C=64).

Thorsten

617. Re: Newby disk (1050) question

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <388802f3.55165995@news.ds.centuryinter.net>
Source record: 47051

Normally you get get a disk stored as a file in a DCM format. Then
you run DCM on your Atari and make a new disk from it. But you can't
do that since you have no DOS whatsoever or terminal software, DCM or
anything. What you need is to have a system disk mailed to you
(preferably more than one, like DOS 2.5, MyDOS, maybe even SpartaDOS
and also some terminal software and DCM utility). Otherwise the only
way is really to hook up a 360KB PC floppy drive to your PC and use a
special utility to write a disk image out to a real disk. Heck, I'm
not even sure the program can write like that. I've heard of one that
can read Atari disks in such a drive and make ATR files out of them or
something.

Otherwise you need to build Steve Tucker's ProSys cable, hook the 1050
up to you PC and make your disk that way.

On Tue, 18 Jan 2000 21:28:41 GMT, Ron Slaminko
<ronald.slaminko@boeing.com> wrote:

>I finally found what appears to be a working disk drive to add to my
>growing collection of Atari 8-bitters. If I turn the computer (800XL)
>on with the drive attached and powered up, I get a "Boot error" message
>- not surprising since there's no disk in the drive. I believe I need
>an operating system disk to boot up, but of course didn't get one with
>the drive. So I've got a 3-part question.
>#1 - Where can I get a replacement disk? And, if the easy answer is
>that it's available online, then
>#2 - What tools do I need to transfer this disk image into 1050 format
>using a PC with a 5.25" drive? I'd rather not mess with making a custom
>cable to hook the 1050 to the PC unless that's the only option.
>#3 - What's the recommended s/w for making backup disks (using only 1
>drive) and where might I find that?
>
>Thanks in advance for your replies!
>

618. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s8c25ttpeh685@corp.supernews.com>
Source record: 47052

Carolyn Hoglin <choglin@usa.net> wrote in message
news:38853E47.3951A5AB@usa.net...
> Richard,
>
> But will the Prosystem work with the Xformer emulator? I'm concerned that
the
> program may be written to only look at the parallel port for a floppy
drive. I
Been a long time since I fooled with it, but you should be able to get
something compatable that works with just one or two extra steps.

Better come clean up front, I don't currently have a Pro cable, I took it
apart to convert it into a SIO2PC cable for someone<???>. I don't currently
have a copy of APE either, so a lot of stuff is from foggy memory.

But if memory serves, once you get a copy of the disk with the Pro cable,
you can move files to and from a normal .ATR disk or your IBM with either
APE or several utilities. Every emulator except Xformer uses the .ATR
format. To convert between an .ATR and .XFD format, you just strip the 16
byte header off of the .ATR. It is pretty easy to do this with DEBUG.COM,
all you have to do is set the start of save location and file size by 16
bytes and save the file. Someone probably has a utility that does it by now.

But for all I know Xformer has .ATR support now. I know there was a problem
with emulators being able to use the proprietary .PRO format, but for some
reason no emulator writer every bothered to add support for the Pro cable so
you could do what you are talking about w/o jumping through hoops.
> don't want to go to all that work for another cable that won't do the job.
> Another question: I checked out the plan for the Prosystem interface. Why
do the
> instructions say to connect to a DB25 and then use a DB25/DB9 adapter? Why
not
> just wire to a DB9 to start with?
I don't know, first ones had DB9s. Maybe Steve Tucker is secretly the heir
to a DB25/DB9 adapter empire and all this stuff with APE and PRO is just
part of his master plan to take over the universe.<grin>

You still won't be able to get useable images of copy protected disks. But
worst case, if there is no sensitive material in the data, you could put the
stuff on a web page and someone with a real Atari and Pro cable could copy
the files to Xformer ready XFDs for you. At one time, there even was someone
advertizing the service, something like send him all your disks and he will
convert them to .ATRs on 1.4 meg floppy.

619. Re: Newby disk (1050) question

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000119143443.03677.00000447@ng-fw1.aol.com>
Source record: 47053

> What you need is to have a system disk mailed to you >(preferably more than one,
>like DOS 2.5, MyDOS, maybe even SpartaDOS >and also some terminal
>software and DCM utility). Otherwise the only >way is really to hook up a 360KB
>PC floppy drive to your PC and use a
special utility to write a disk image out
>to a real disk. Heck, I'm not even sure the
program can write like that.

It can write with the resident disk handler which is internal to the 8-bit and needs no disk operating system; this is how DOS is booted and how DCM writes out those images from a file. We could e-mail him the data statements and BASIC program code to type in for generating a bootable disk but the frustration factor would be enormous! I prefer to just mail him a floppy or so.

-Ron

I started life with nothing, and still have most of it left...

620. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000119144231.03677.00000453@ng-fw1.aol.com>
Source record: 47054

>> ya, he ported the better 5200 version of centipede back to 8bit.
>
>Centipede for 5200 kicks butt! I like how it has the same sound
>effects as the arcade game since both use the POKEY chip. As a matter
>of fact, I rather run the "Glenn the 5200 Man" on my 8-bit emulator
>instead of the actual 5200 emulator :)

Have heard about these; where are these converted images available?
Thanks-

-Ron

I started life with nothing, and still have most of it left...

621. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38861B11.D3253F32@usa.net>
Source record: 47055
Cross-posted to: comp.sys.atari.8bit,

Richard: Thanks for the feedback. FYI, Xformer does support .atr files with no need to convert to .xfd. I no longer have any protected software, so no problem there. Years ago I dabbled in some programming for the Atari, and a lot of what I found in the closet was my own stuff. I'd just like to have it on disk images for posterity. When I gave all my Atari stuff away, I hadn't used it for so long I didn't think I would miss it, but now that it's gone, I wish it weren't! But I'm not about to get started again in actual Atari equipment, as our house is already bulging at the seams with four computers! My Atari corner was immediately usurped by my husband and his Compaq! I also have an almost complete collection of Antic and Analog Magazines (with disks) and quite a few old Compute!s with disks also. Haven't decided just what to do with this stuff. The other stuff I gave away included the 130XE, Astra Big-D Drive, Commodore monitor, Alien Voice Box, Koala Pad, PR-Connection, Midi Interface, etc., and software galore.

Just made a trip to Skycraft and couldn't get the exact chip required for the ProSystem cable. Got the next thing to it, and it was only 75 cents, so guess I'll give it a try. I sure don't want to pay $59.99 plus shipping for the readymade cable.

Richard Cortese wrote:

> Carolyn Hoglin <choglin@usa.net> wrote in message
> news:38853E47.3951A5AB@usa.net...
> > Richard,
> >
> > But will the Prosystem work with the Xformer emulator? I'm concerned that
> the
> > program may be written to only look at the parallel port for a floppy
> drive. I
> Been a long time since I fooled with it, but you should be able to get
> something compatable that works with just one or two extra steps.
>
> Better come clean up front, I don't currently have a Pro cable, I took it
> apart to convert it into a SIO2PC cable for someone<???>. I don't currently
> have a copy of APE either, so a lot of stuff is from foggy memory.
>
> But if memory serves, once you get a copy of the disk with the Pro cable,
> you can move files to and from a normal .ATR disk or your IBM with either
> APE or several utilities. Every emulator except Xformer uses the .ATR
> format. To convert between an .ATR and .XFD format, you just strip the 16
> byte header off of the .ATR. It is pretty easy to do this with DEBUG.COM,
> all you have to do is set the start of save location and file size by 16
> bytes and save the file. Someone probably has a utility that does it by now.

>
> But for all I know Xformer has .ATR support now. I know there was a problem
> with emulators being able to use the proprietary .PRO format, but for some
> reason no emulator writer every bothered to add support for the Pro cable so
> you could do what you are talking about w/o jumping through hoops.
> > don't want to go to all that work for another cable that won't do the job.
> > Another question: I checked out the plan for the Prosystem interface. Why
> do the
> > instructions say to connect to a DB25 and then use a DB25/DB9 adapter? Why
> not
> > just wire to a DB9 to start with?
> I don't know, first ones had DB9s. Maybe Steve Tucker is secretly the heir
> to a DB25/DB9 adapter empire and all this stuff with APE and PRO is just
> part of his master plan to take over the universe.<grin>
>
> You still won't be able to get useable images of copy protected disks. But
> worst case, if there is no sensitive material in the data, you could put the
> stuff on a web page and someone with a real Atari and Pro cable could copy
> the files to Xformer ready XFDs for you. At one time, there even was someone
> advertizing the service, something like send him all your disks and he will
> convert them to .ATRs on 1.4 meg floppy.

622. Re: SpartaDOS TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000119151046.03677.00000459@ng-fw1.aol.com>
Source record: 47056

>Look for SpartaDOS 2.3g on the net. An updated TDLINE shouldn't be that far
>away. FTe updated it way back when....

Did you mean 3.2g?

-Ron

I started life with nothing, and still have most of it left...

623. Re: New Atari 8-bit collector

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000119152854.03677.00000465@ng-fw1.aol.com>
Source record: 47057

>Hi there.....I have been interested in collecting 8-bit computers

>Sorry for the silly questionsbut i
>dont know much about them right now.

There are several info sites around; here is one:
http://www.atari-history.com/

-Ron

I started life with nothing, and still have most of it left...

624. Re: Appending?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000119151903.03677.00000463@ng-fw1.aol.com>
Source record: 47058

>NOOOOOOOOOOOOOOOOO!!

>Get MyDOS 4.53/x, that way you NEVER, EVER, EVER AGAIN have to >append
ANYTHING to you AUTORUN.SYS file.

>I believe this *.ARx thing David (I forgot his last name) added into MyDOS
>4.5x is one of THE best things added to MyDOS in years.

Mathy is absolutely correct!
But IF you ever do want to append, it is nearly the same in MyDOS:
<C> for copy
respond <D2:KEYPAD.EXE, AUTORUN.SYS/A> <RETURN>
this copies keypad.exe onto the end of autorun.sys as a single file.

-Ron

I started life with nothing, and still have most of it left...

625. Re: M.U.L.E. question...?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Denis Leroy <denis_leroy@vt4.net>
Message-ID: <38862F28.9869D57E@vt4.net>
Source record: 47059

danver@halcyon.com wrote:
>
> as there is no game in existence
> that I've seen that compares to 4 player mule.
> -Dan Vernon

Couldn't agree more. Definitely one of the best multi-player game ever designed. Someone write a distributed internet multi-player version please.

-denis

626. Re: M.U.L.E. question...?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-1901001405580001@dt045n10.san.rr.com>
Source record: 47060

In article <864rtf$d8k$1@nnrp1.deja.com>, danver@halcyon.com wrote:

> > I know that M.U.L.E. is "paddle-compatible" -- so does that mean that
> with
> > an 800XL's *TWO* joystick ports, you could hook up two sets of
> paddles and
> > play a simultaneous 4-player game of M.U.L.E.?
> >
>
> Nope.. at least 1 joystick is required for the "planting" phase
> where you lead the mule around. For the "market" phase where
> you sell stuff to the other players you can use the paddles because
> all that's required is up & down motion and a button. This means
> that you can only have a max of 3 human players on an 800XL.
> Also, IMO, the paddles don't work quite as well during the selling
> and buying when you want to fiddle around and fake out your opponents
> to drive the price up, or bring it down. This is definitely one
> reason to keep around a working 800, as there is no game in existence
> that I've seen that compares to 4 player mule.
> -Dan Vernon
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

It's just plain disturbing to here people still talking about playing the
game M.U.L.E., in the year 2000 no less.
:)

[as a side note, isn't that the one that you can play on the 800Xl with
four players, and two of them will just randomly do stuff because there
are only 2 joystick ports, and the memory locations for joysticks 3 and 4
are used for other things?]

627. Re: M.U.L.E. question...?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <vNqh4.5444$283.37275@typhoon2.tampabay.rr.com>
Source record: 47061

>It's just plain disturbing to here people still talking about playing the
>game M.U.L.E., in the year 2000 no less.
>:)

Yep...and can 'ya believe that they also play PONG and Missile Command and
Enduro and Asteroids and...well, you get the idea...
:)

--mb

628. Video Cable missing, help!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Bernie <bbalit@netscape.net>
Message-ID: <etrh4.3641$x7.107859@sandstorm.neo.rr.com>
Source record: 47062

I recently moved and in the move I somehow misplaced my Video/Audio cable (5pin) and was wondering if anybody knows of a place where I can pick up a cable.

Thank you for your assistance
Bernie

629. looking for boards

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: gkd38@aol.com
Message-ID: <20000119182911.03689.00000475@ng-fd1.aol.com>
Source record: 47063

I'm looking for two boards for a 1980 Centipede coin operated .
The boards that iam looking for are
1)regulator/audio II PCB Assembly part # A035435-02 E and
2) centipede game PCB Assembly part # A037241-01H

Will pay top $ for twocomplete, working boards for this game.

GKD38@aol.com

630. Atari 65XE for trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Erik Closson <neofreud@ix.netcom.com>
Message-ID: <865rc5klq1@nntp9.atl.mindspring.net>
Source record: 47064

I have an atari 65xe I just got and was not what I wanted. I wanted an atari st or mega st but couldn't find them around here anywhere and they go for too much on ebay. so i was wondering if anyone would like to trade me an atari st for my atari 65xe. All that I have with it is the power cable. All I ask is that the st has at least the power cable.

631. Re: Atari 65XE for trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Erik Closson <neofreud@ix.netcom.com>
Message-ID: <865rpg$1k3$1@nntp9.atl.mindspring.net>
Source record: 47065

An email address might be nice......
neofreud@ix.netcom.com

"Erik Closson" <neofreud@ix.netcom.com> wrote in message
news:865rc5klq1@nntp9.atl.mindspring.net...
> I have an atari 65xe I just got and was not what I wanted. I wanted an
> atari st or mega st but couldn't find them around here anywhere and they
go
> for too much on ebay. so i was wondering if anyone would like to trade me
> an atari st for my atari 65xe. All that I have with it is the power
cable.
> All I ask is that the st has at least the power cable.
>
>

632. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e4oa0m.17pcopl105txdsN%rlcolli@ibm.net>
Source record: 47066

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:
> I remember getting a brand new 800XL, 1050 and pinball
> construction set for christmas... my first atari :) The damn 1050
> came with DOS 3 and I must have spent a week trying to figure
> out why I couldn't save my custom pinball games.

I also got my 800XL and 1050 with DOS 3. I used that combination for
YEARS! I guess I just didn't know better at the time.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

633. Re: New Atari 8-bit collector

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: "Jose Olivera Jr." <ace942@gate.net>
Message-ID: <388681E1.1EBC3EB7@gate.net>
Source record: 47067

There are two sites that I would recommend that you visit. The first is:

http://www.best.com/~hmk/index.shtml

This is a virtual museum dedicated to both Atari and Commodore Computers.

The other site that I would recommend is the Atari Historical Society. The web page address is:

http://www.atari-history.com/

I hope that you enjoy the sites! :)

"Russell G. Bader Jr." wrote:

> Hi there.....I have been interested in collecting 8-bit computers for a
> while now,mainly Coleco Adam and commodore.I have been wanting
> to start collecting Atari computers.Can anyone tell me which is a good
> starter computer? Which was the latest? Sorry for the silly questionsbut i
> dont know much about them right now.Thanks alot!
>
> Russ
>
> --

--
Jose Olivera Jr.
<ace942@icanect.net>
http://members.icanect.net/~ace942/index.htm

634. Re: TI-99 HELP PLEASE ???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: "Jose Olivera Jr." <ace942@gate.net>
Message-ID: <3886832B.629CCB5E@gate.net>
Source record: 47068

I suggest that you try the following web site:

http://www.ti.com/calc/docs/994a.htm

This is Texas Instruments web site with regards to the TI-99 and it mentions
an address to contact for parts. Hopefully they have the part that you need.

Good luck.

Alan_Depalo wrote:

> Hello I am looking for some info for the TI-99
>
> I need to buy the cable that conects a TI Color moniter to the TI-99. I
> need to know where I can buy one ??? Please help...Also need to know if
> I can hook up my Tandy color computer to a moniter if so where can I buy
> that cable ??
>
> Thanks alot
>
> Alan

--
Jose Olivera Jr.
<ace942@icanect.net>
http://members.icanect.net/~ace942/index.htm

635. Re: TI-99 HELP PLEASE ???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38868566.AF42B24@worldnet.att.net>
Source record: 47069

Hi Alan,

Try Redmont "Weird" Cables, if they don't have it, they can make it. In
fact they stock a full line of cables for Atari computers, all types:

http://www.redcab.com

Curt

Alan_Depalo wrote:

> Hello I am looking for some info for the TI-99
>
> I need to buy the cable that conects a TI Color moniter to the TI-99. I
> need to know where I can buy one ??? Please help...Also need to know if
> I can hook up my Tandy color computer to a moniter if so where can I buy
> that cable ??
>
> Thanks alot
>
> Alan

636. Re: Video Cable missing, help!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000119234444.29606A-100000@vtn1>
Source record: 47070

Assuming you know the hot from cool ends on a soldering iron, it's pretty
easy to build your own. The monitor port pin-out (looking at the port) is:

v ----- this is supposed to indicate the notch on the plug/bump
on the port
3 1 1=composite luminance 2=ground ("earth" for Brits :)
3=audio out 4=composite video 5=composite chroms
5 4

2

If you buy a Radio Shack DIN-to-RCA adapter: 1=red, 2=n/c (shielding only)
3=black, 4=white, 5=yellow

BTW if you use a mono monitor (my own favourite), you get better results
by hooking up just the luminance to the monitor's video input

Alternatively, the cables for the Commodore 64 work just fine.

jkp

On Wed, 19 Jan 2000, Bernie wrote:

> I recently moved and in the move I somehow misplaced my Video/Audio cable
> (5pin) and was wondering if anybody knows of a place where I can pick up a
> cable.
>
> Thank you for your assistance
> Bernie
>
>
>
>

637. TI-99 HELP PLEASE ???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Chairmanalan@juno.com
Message-ID: <862v84$qbp@cocoa.brown.edu>
Source record: 47170

Hello I am looking for some info for the TI-99

I need to buy the cable that conects a TI Color moniter to the TI-99. I need to know where I can buy one ??? Please help...Also need to know if I can hook up my Tandy color computer to a moniter if so where can I buy that cable ??

Thanks alot

Alan

638. Re: 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <mZ8h4.1630$j63.360907@news1.rdc2.pa.home.com>
Source record: 47171

Fred Farleigh <farleigh@dis.anl.gov> wrote in message
news:862p6b$q79$1@milo.mcs.anl.gov...
>
> I remember the 1090 being the serial ports, parallel ports "thing"?
>

Do you mean the 850 interface?

tony

639. Re: Hardware modification

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <F39h4.1631$j63.361550@news1.rdc2.pa.home.com>
Source record: 47172

> Problem is all the other chips count cycles or derive their functionality
> from the system clock. When manufacturers of the chipsets in the Atari say
> they are 2 mHz devices, they are pretty much 2 mHz devices.

But they would be running at 1.79MHz just like they are now.
>
> So, things like SIO timing will be munged, all sounds out of the POKEY
chip
> will be off. Some things are tolerable, like faster keyboard scanning, but
> if for instance you managed to double the clock rate of the 6502, video
> interupts would occur 120 times a sec vs 60. All this could probably be
> fixed by dual clocks and a rewrite of OS, but that is a lot of work:
> Probably require more time then anyone has available.

Why? The graphics SYSTEM is tied to the color clock, for its display
creation scheme, not the 6502. I would think that since the chips have DMA
capabilities that you would be able to set them up and remove the 6502 if
you wanted, Heck, they stop it anyway to do their thing.

All I'm saying is if it were possible, and you ran the 6502 off a multiple
of the 1.79MHz clock, but still ran the video system off the same 1.79MHz
clock, wouldn't the 6502 just run say 3-4 times longer before being
interrupted by the video system?

tony

>
> Deviating just a pinch from 1.79 mHz means you lose the color coding so
IMO,
> you lose more then you gain.
>
>

640. Memory Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <f59h4.1633$j63.362197@news1.rdc2.pa.home.com>
Source record: 47173

Is there any reason to use DRAM for memory upgrades? Could an SRAM be used instead if the DRAMs were removed and the address/data and chip control lines were used?

tony

641. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8639o2$e93$1@freenet9.carleton.ca>
Source record: 47174

Velcro SPY (X_velcro_X@netunlimited.net) writes:
> On Mon, 17 Jan 2000 20:13:58 -0500, Carolyn Hoglin <choglin@usa.net>
> wrote:
>
>>Why would anyone want Atari DOS 3? It was simply awful and was soon replaced
>>by Atari DOS 2.5. (I know, I know. You'd think the higher number was newer
>>and better. Not so!) Everyone happily reformatted their old ver. 3 disks.
>
> Yes, everyone hated DOS 3 all the way around. I mean it was
> universally hated, read the old mags. I wonder who the programmer was?
> Lets get him, haha!

I remember getting a brand new 800XL, 1050 and pinball
construction set for christmas... my first atari :) The damn 1050
came with DOS 3 and I must have spent a week trying to figure
out why I couldn't save my custom pinball games.

I agree, lets get um :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

642. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <863a0uefh1@freenet9.carleton.ca>
Source record: 47175

Velcro SPY (X_velcro_X@netunlimited.net) writes:
> On 17 Jan 2000 22:05:13 GMT, ai123@FreeNet.Carleton.CA (Steven J.
> Tucker) wrote:
>
>>Carolyn Hoglin (choglin@usa.net) writes:
>>> Just checked another posting on this problem, and it appears I only made matters
>>> worse (for using the Xformer cable) when I upgraded from a 133mhz to a 500mhz
>>> computer! Some days you can't win for losing!
>>
>> The problem with the XFormer cable is that the program is trying
>> to do serial i/o on a parallel port, one bit at a time. Build yourself
>> an SIO2PC/APE interface, or even better an ProSystem interface, both
>> of which attach to a serial port.
>
> The APE solution requires an actual 8bit Atari. What Carolyn is trying
> to do is plug a 1050 into her PC, to read old Atari floppy diskettes
> she found in a closet.

A ProSystem interface will do exactly what she wants, without
an Atari 8-bit computer. Youre right about the APE part, I missed
the bit where she said she didnt have an Atari :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

643. Wanted: Happy-Archiver software.

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <863b88$f2k$1@freenet9.carleton.ca>
Source record: 47176

Someone recently mentioned they found the Happy-Archiver
software on the back of thier Happy r7 diskette. This is the
software that lets you run the Archiver backup program on a
Happy 1050.

I have an original Rev 7 Happy Warp Speed Software
diskette here, but no Happy-Archiver :(If anyone out there
can send me an image of this software it would be greatly
appricated!

Thanks!

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

644. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <863pv6jeu1@ssauraac-i-1.production.compuserve.com>
Source record: 47177

On the "dead" tape drive-If the tape is turning, but nothing happens, turn up the volume, there should be squawking-if not something is dead.

Next check the tape head-it may be covered with oxide. Clean it with a swab and alcohol.

Rick D.

--

645. Re: strange layout of character set on 8-bit ataris

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <863qi5jeu2@ssauraac-i-1.production.compuserve.com>
Source record: 47178

In most applications, clearing memory, displays, buffers, you usually write zeros to each byte. To clear the default text screen, you fill it with spaces, ASCII 32, so the internal chset is rearranged so that the space character in the font is number zero. Number-Caps moved down by 64, gfx chars up by 64, lower case not moved. It all just takes a little bit twiddling in assembly.

Rick D.

--

646. Re: Video Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <3885766F.D3C7B816@agel.ucl.ac.be>
Source record: 47179

Check also the following site :

http://users.swing.be/atari/monitor.html

Bye,

Emmanuel.

Pokey wrote:
>
> Can someone supply me with a diagram, and pictures, of how to build a cable
> to hook my 130xe to a monitor? My monitor has a RCA video in and a pair of
> RCA audio in.
> Thank you!
> Steve.

--
****
Emmanuel Fernandes Tel : 32-10-456330 (home)
Institut de Mathematique 32-10-473175 (office)
Universite Catholique de Louvain
Chemin du Cylotron, 2
B-1348 Louvain-la-Neuve
BELGIUM e-mail: fernandes@agel.ucl.ac.be
****

647. Since we are talking different versions, is there two of Mario

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <e_eh4.7194$in5.121388@news1.online.no>
Source record: 47180

I have an old Mario Bros. on my 8-bit. I think I saw a new and updated version of that in the old days. Anybody know ?

648. Re: Glenn the 5200 Man

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-nhgeLr4O1BnN@di03-ks.cth.com.au>
Source record: 47181
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

On Sun, 18 Jan 3900 17:22:49, "David A. Paterson" <david_p@storm.ca>
wrote:

> <mr_maddog@my-deja.com> wrote in message news:8622nt$b43$1@nnrp1.deja.com...
> > In article <0dlf4.4550$h3.115553@ord-read.news.verio.net>,
> > I like to know more on how Glenn ported the 5200 games to work on the 8-
> > bit computer. I'm researching a project on running 5200 games on the
> > 800 which basically "hacks" the game as you load it. Only because some
> > of the 5200 carts are better than the 8-bit versions (i.e. Centipede)
>
> I suspect Glenn was an Atari insider, who heisted source code and changed
> the .DEF files. The 5200 hardware is identical to an 8-bit; the custom ICs
> are just mapped into memory differently. All it would take would be
> swapping a set of 800xl maps for labels and writing a controller handler.
> With access to original source code, perhaps a one or two day effort.

All chips expect Antic that is.

James B

649. Re: Wanted: Happy-Archiver software.

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-O2sybCwPZd9K@di03-ks.cth.com.au>
Source record: 47182

On Sun, 19 Jan 3900 03:32:24, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

> Someone recently mentioned they found the Happy-Archiver
> software on the back of thier Happy r7 diskette. This is the
> software that lets you run the Archiver backup program on a
> Happy 1050.
>
> I have an original Rev 7 Happy Warp Speed Software
> diskette here, but no Happy-Archiver :(If anyone out there
> can send me an image of this software it would be greatly
> appricated!

I have it somewhere along with other happy utils on a atr image. Must find it.

James B

650. Re: SpartaDOS TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8643ec$je3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 47183

Howdy folks

>You noticed too eh? My BBS software now thinks its the wrong day of the
>week
>
>"Marshall Walker" <mwalker@mc.net> wrote

>> HI all,
>>
>> I was wondering where I can get an updated version of the SpartaDOS TDLINE
>> or TD program for the year 2000 and beyond?

Look for SpartaDOS 2.3g on the net. An updated TDLINE shouldn't be that far
away. FTe updated it way back when....

CU Mathy van Nisselroy

651. Re: Appending?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86442v$je3$2@nets3.rz.RWTH-Aachen.DE>
Source record: 47184

Howdy Greg

>Currently trying to hook up a numerical keypad to use with my BBS
>activities, and I have been instructed to "Append the keypad.obj file to
>the 850 autorun.sys handler."
>
> This involves the copy command on the DOS I've heard, but I was
>instructed to consult the DOS manual. :) Well not only can I not find
>my manual after all this time, but I'm using MyDos 4.5 at this time.
>
> Anywho, anyone know this one off hand?

NOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO

Get MyDOS 4.53/x, that way you NEVER, EVER, EVER AGAIN have to append ANYTHING
to you AUTORUN.SYS file.

You rename AUTORUN.SYS to SOMETHIN.AR0 (A AHR ZERO) and KEYPAD.OBJ to
KEYPAD.AR1

I believe this *.ARx thing David (I forgot his last name) added into MyDOS
4.5x is one of THE best things added to MyDOS in years.

CU Mathy van Nisselroy

652. Re: A message from Computer Software Services

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8644mt$je3$3@nets3.rz.RWTH-Aachen.DE>
Source record: 47185

Howdy Chris, folks

>CSS has received enough demand for its Floppy Board product that they've
>produced a brand new batch of the boards. The Floppy Board, for those
>who haven't heard of it, is an add-on card for CSS' Black Box product
>that lets you connect floppy drives of any size, and access them at very
>high speeds. It also has a number of other features that enhance the
>Black Box it's attached to.

If I had the money, my order would already be on it's way. Great piece of
hardware. It also has the BlackBox enhancer built in.

BTW, aren't you the guy that worked at CSS for a while? After Ron Bryant?

Cu Mathy van Nisselroy

653. Re: Mouse on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86457d$je3$4@nets3.rz.RWTH-Aachen.DE>
Source record: 47186

Howdy folks

>Without additional software, no. With additional software, yes. I've some
>"mouse drivers" which do exactly this for you. There are two possible
>solutions, one "without additional hardware" which costs huge amounts of
>CPU time to poll the joystick ports (about 50% of the CPU time is lost) or
>another with some additional electronics that provides the "counter logic"
>for the mice. (Basically, 4 4 bit counters, two shift registers and one
>quad EXOR gate in CMOS technology). The last one requires "driver software",
>too, but it can be handled more conveniently.

I do not know if you can get to alt.binaries.atari but I posted a really fast
and not very "CPU time consuming" mousedriver (plus the docs on how it works)
there a month ago. Traffic isn't high, so it might still be there.

IIRC Missile Command works with the mouse (switch MC to "TB") and the AMIGA
mouse has some pins reversed.

CU Mathy van Nisselroy

654. Re: Video chips

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8645k6$je3$5@nets3.rz.RWTH-Aachen.DE>
Source record: 47187

Howdy Alastair, folks

>Why not use something more powerful - e.g. ET4000? I haven't
>looked, but I don't suppose it'd be much harder to build
>a parallel expansion card for one of the older graphics
>accelerators than it would be for the V9990...

Please tell us more. Never heard of this baby.

CU Mathy van Nisselroy

PS I've seen pictures on the net produced by the V9990. I'm impressed. And that for a computer that isn't really that fast. (MSX2 with 3.58MHz or MSX Turbo R with twice that much. Both use Z80's)

655. Re: do you like the screen-shots?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8645o4$je3$6@nets3.rz.RWTH-Aachen.DE>
Source record: 47188

Howdy Velcro Spy

>ABBUC is the german user group that is still going strong right?
>
>VS

Yes they are. If you can read German (or if you wanna see some pictures of the last JHV (meeting)) www.atari-computer.de/abbuc

CU Mathy van Nisselroy

656. Re: Wanted: Happy-Archiver software.

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <3885AA22.53E5FC33@ix.netcom.com>
Source record: 47189

"Steven J. Tucker" wrote:
>
> Someone recently mentioned they found the Happy-Archiver
> software on the back of thier Happy r7 diskette. This is the
> software that lets you run the Archiver backup program on a
> Happy 1050.
>
> I have an original Rev 7 Happy Warp Speed Software
> diskette here, but no Happy-Archiver :(If anyone out there
> can send me an image of this software it would be greatly
> appricated!
>
> Thanks!
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

Steve,
The disk and docs are at the Umich archive!
--
Robert S Ely
BICSI Registered Cabling Technician
Communications Systems Technician
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

657. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <Ksih4.4396$283.35843@typhoon2.tampabay.rr.com>
Source record: 47190

Aside from pricing his stuff way too high, I think Gene is probably mostly an honest seller. I have bought from him before. Since he was preparing to "move" to a different location, it is fairly likely that he has gotten the order screwed up in the confusion of his "move". I'm just guessing here, but that's my opinion. I think you will probably be able to resolve your order -- either with a refund, or with receipt of the merchandise -- within the next few weeks. You may have to "track him down" if he gets a new address (either geographic or "email") though.
--mb

658. New Atari 8-bit collector

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: "Russell G. Bader Jr." <rnr11599@mindspring.com>
Message-ID: <864fph$q9o$1@nntp3.atl.mindspring.net>
Source record: 47191

Hi there.....I have been interested in collecting 8-bit computers for a while now,mainly Coleco Adam and commodore.I have been wanting to start collecting Atari computers.Can anyone tell me which is a good starter computer? Which was the latest? Sorry for the silly questionsbut i dont know much about them right now.Thanks alot!

Russ

--

659. Re: SpartaDOS TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <864j0k$6p1$1@bob.news.rcn.net>
Source record: 47192

Can you telnet to Tom Hunt's site (telnet://cth.tzo.com)?

He has this problem licked.

Alan

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:8643ec$je3$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> >You noticed too eh? My BBS software now thinks its the wrong day of the
> >week
> >
> >"Marshall Walker" <mwalker@mc.net> wrote
>
> >> HI all,
> >>
> >> I was wondering where I can get an updated version of the SpartaDOS
TDLINE
> >> or TD program for the year 2000 and beyond?
>
> Look for SpartaDOS 2.3g on the net. An updated TDLINE shouldn't be that
far
> away. FTe updated it way back when....
>
> CU Mathy van Nisselroy
>

660. Re: TI-99 HELP PLEASE ???

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <388964d2.80224600@news.ds.centuryinter.net>
Source record: 47071

You might do better to ask in a different newsgroup. Be glad to tell
ya how to hook up a monitor to an Atari 8-bit computer though.

On 19 Jan 2000 00:07:32 GMT, Chairmanalan@juno.com (Alan_Depalo)
wrote:

>Hello I am looking for some info for the TI-99
>
>I need to buy the cable that conects a TI Color moniter to the TI-99. I
>need to know where I can buy one ??? Please help...Also need to know if
>I can hook up my Tandy color computer to a moniter if so where can I buy
>that cable ??
>
>Thanks alot
>
>Alan

661. 6520 availability

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <OIuh4.2647$j63.425593@news1.rdc2.pa.home.com>
Source record: 47072

Are 6520s still being made?

tony

662. Munoz's SIOCopy

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000119221346.03579.00000335@ng-cn1.aol.com>
Source record: 47073

Does anyone know anything about functionality of Mike Munoz's SIOCopy from '94?
It was a PC .exe utility which used a cable similar to the XFormer. He also did
some SIO2PC stuff but this is different. Plans are shown below:
Cable specifications: << Pinouts:
IBM Parallel Port Atari SIO name

1 -----------------> 7 command/
14 <---------------- 5 dataout
16 -----------------> 10 vcc/rdy
17 -----------------> 3 datain
24 ----------------- 4 gnd
25 ----------------- 6 gnd

Connector Specs:
IBM Parallel Port DB25M 25 pin male d-shell
(view as if you were plugging the connector into your face)
1 2 3 4 5 6 7 8 9 10 11 12 13
14 15 16 17 18 19 20 21 22 23 24 25

Atari SIO Molex 13 pin
(view as if you were plugging the connector into your face)
1 3 5 7 9 11 13
2 4 6 8 10 12
Notes:
(1) Keep the wire length less than 3 feet. >>

-Ron

I started life with nothing, and still have most of it left...

663. 130XE schematics

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <Gnwh4.2679$j63.434327@news1.rdc2.pa.home.com>
Source record: 47074

Does someone have a scan of the memory section of the 130XE? I have a schematic for the 800XL, but it doesn't show the bank switching circuitry, which is what I'm interested in.

OR...

Did someone do a 1 Meg SIMM upgrade for the 800XL?

Thanks

Tony

Arudzki@home.net

664. Re: 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-1SLdxBVQg38F@di15-ks.cth.com.au>
Source record: 47075

On Sun, 19 Jan 3900 18:28:10, ssilicon@centuryinter.net (Jon Melbo)
wrote:

> Wasn't the 1090 supposed to be like a card slot expansion chasis?
>
> On 18 Jan 2000 22:24:11 GMT, farleigh@dis.anl.gov (Fred Farleigh)
> wrote:
>
yes. I have one here but with no cards. Damm shame really.

James B

665. Re: Munoz's SIOCopy

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <3886C41F.3F1A00CD@ch.twi.tudelft.nl>
Source record: 47076

RHamiIton5 wrote:

> Cable specifications: << Pinouts:
> IBM Parallel Port Atari SIO name
>
> 1 -----------------> 7 command/
> 14 <---------------- 5 dataout
> 16 -----------------> 10 vcc/rdy
> 17 -----------------> 3 datain
> 24 ----------------- 4 gnd
> 25 ----------------- 6 gnd

Are you sure? PC parallel ports are TTL devices (approx. 0V..5V) while SIO is (I think) -12..12V ... On first sight, this looks to me like it would destroy the parallel port.

- Sidney

666. Complete Site Update...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: nexar@my-deja.com
Message-ID: <866o9kpie1@nnrp1.deja.com>
Source record: 47077

I have updated my site a great deal...
Please visit and sign the guestbook =)

Thanks in advance,

Clint
Nexar_Net

http://members.tripod.com/Nexar_Net

Sent via Deja.com http://www.deja.com/
Before you buy.

667. Re: Munoz's SIOCopy

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <866h42spt1@freenet9.carleton.ca>
Source record: 47078

```
Sidney Cadot (sidney@ch.twi.tudelft.nl) writes:
> RHamiIton5 wrote:
>
>> Cable specifications: << Pinouts:
>> IBM Parallel Port Atari SIO name
>>
>> 1 -----------------> 7 command/
>> 14 <----------------- 5 dataout
>> 16 -----------------> 10 vcc/rdy
>> 17 -----------------> 3 datain
>> 24 ----------------- 4 gnd
>> 25 ----------------- 6 gnd
>
> Are you sure? PC parallel ports are TTL devices (approx. 0V..5V) while
> SIO is (I think) -12..12V ... On first sight, this looks to me like it
> would destroy the parallel port.

Actually POKEY uses 0/5V for serial comms, which I believe is
the root of this facination for attaching a serial port to a
parellel port :)

And I thought only XFormer did this...

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
```

668. Re: 6520 availability

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: Steven Tucker <classics@nacs.net>
Message-ID: <866ieb$561$1@tracy.nacs.net>
Source record: 47079

Anthony Rudzki <Arudzki@home.net> wrote in message
news:OIuh4.2647$j63.425593@news1.rdc2.pa.home.com...
> Are 6520s still being made?

You can order this part new from Jameco. www.jameco.com.

Steve

669. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_948365243@rtfm.mit.edu>
Source record: 47080
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
```

670. Re: SpartaDOS TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <867015bgp1@news.xmission.com>
Source record: 47081

Here's another question.. Can I run the TDLINE.COM from SpartaDos 3.2d or whatever under SDX?

SDX 4.22's TDLINE is not Y2K compliant.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

671. Re: 130XE schematics

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <86706jbgp2@news.xmission.com>
Source record: 47082

Anthony Rudzki <Arudzki@home.net> wrote:
> Does someone have a scan of the memory section of the 130XE? I have a
> schematic for the 800XL, but it doesn't show the bank switching circuitry,
> which is what I'm interested in.

If you're capable of viewing a large TIFF image, I could scan my 130xe
schematics and fax/email to you.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

672. Re: Looking for 75C189 or 14C189 IC

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <867704$3vi$1@nnrp1.deja.com>
Source record: 47083

> I am looking or 75C189 or 14C189 ICs to build a SIO2PC cable
> any idea where I can buy them?
>

Hi Nir,
I always get mine at Radio Shack. They have one called a
Quad-Line Receiver and another called a Quad-Line Driver.
You want the Receiver.
-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

673. Re: M.U.L.E. question...?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: cozy@spamfilter.stormdragon.com
Message-ID: <38871a5a.113453840@news.lin.foa.se>
Source record: 47084

On Wed, 19 Jan 2000 22:05:57 GMT, cryorunner@yahoo.com (Rhett James Barnes) wrote:

>In article <864rtf$d8k$1@nnrp1.deja.com>, danver@halcyon.com wrote:
>
>> > I know that M.U.L.E. is "paddle-compatible" -- so does that mean that with
>> > an 800XL's *TWO* joystick ports, you could hook up two sets of paddles and
>> > play a simultaneous 4-player game of M.U.L.E.?
>> >
>>
>> Nope.. at least 1 joystick is required for the "planting" phase
>> where you lead the mule around. For the "market" phase where
>> you sell stuff to the other players you can use the paddles because
>> all that's required is up & down motion and a button. This means
>> that you can only have a max of 3 human players on an 800XL.
>> Also, IMO, the paddles don't work quite as well during the selling
>> and buying when you want to fiddle around and fake out your opponents
>> to drive the price up, or bring it down. This is definitely one
>> reason to keep around a working 800, as there is no game in existence
>> that I've seen that compares to 4 player mule.
>> -Dan Vernon
>>
>>
>> Sent via Deja.com http://www.deja.com/
>> Before you buy.
>
With my M.U.L.E. you did not need any joystick.

Remove the "spamfilter" out of my emailaddress when making a reply
or send to jan @ stormdragon . com

Jan Gustavsson
(Cozy on Drachenfels in UO)

674. Re: A message from Computer Software Services

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <867bks$7ov$1@nnrp1.deja.com>
Source record: 47085

> You can use readily available, modern 3-1/2" SCSI hard drives, SCSI ZIP drives,

OK Larry, you've got me interested. I'd really like to use my SCSI zip drive for my 8 bit, but don't you need some modifications to use a SCSI zip in a typical SCSI bus because a zip doesn't provide termination power? Also, I suppose I'd need to find a 50-to-25 pin coversion cable (and probably a gender changer too). Do you (or anyone else reading this) know of anyone who has actually done this and has a working black box with zip drive? Thanks! -Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

675. Re: FS: SpartaDos 4.20, 4.21 and 4.22 ROMS

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-MWgipQ6cZKF5@draco.home.earthlink.net>
Source record: 47086

OK, I have sent you 2 emails now. Are you ignoring me or are you
simply insulted by my offer? The least you could do is respond.

Ken

On Sun, 16 Jan 2000 03:33:55, jeking@NOSPAM.com wrote:

> I have for sale the original (as provided by Mike Hoemann), the roms
> for SpartaDos 4.20, 4.21 and 4.22 (Latest).
>
> Contact me now before they go up on Ebay!
>
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

676. Re: 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <388730D4.3C7B57D2@mail.uni-mainz.de>
Source record: 47087

sup8pdct@mail.cth.com.au wrote:
>
> On Sun, 19 Jan 3900 18:28:10, ssilicon@centuryinter.net (Jon Melbo)
> wrote:
>
> > Wasn't the 1090 supposed to be like a card slot expansion chasis?
> >
> > On 18 Jan 2000 22:24:11 GMT, farleigh@dis.anl.gov (Fred Farleigh)
> > wrote:
> >
> yes. I have one here but with no cards. Damm shame really.
>
> James B

Let`s clone it, please !! Maybe a collector (B+E Schreurs, M. Current, etc.) can provide us with the cards and clone them too !! Greets - Andreas Magenheimer...

677. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s8edvh34eh6157@corp.supernews.com>
Source record: 47088

Carolyn Hoglin <choglin@usa.net> wrote in message
news:38861B11.D3253F32@usa.net...
> Just made a trip to Skycraft and couldn't get the exact chip required for
the
> ProSystem cable. Got the next thing to it, and it was only 75 cents, so
guess
> I'll give it a try. I sure don't want to pay $59.99 plus shipping for the
> readymade cable.
The cables are fun to make, one, maybe two. But by the time you've made 2 dozen or so the prospect of soldering another one makes my flesh crawl.<grin>

If you see someone offering a SIO2PC cable or PROSYS cable for more then ~$25 that just means they are already dizzy from sucking solder fumes and would really rather do anything but make another one. The 30 minutes it takes to put one together has to by offset by enough money for dinner at The Sizzler and a movie afterwards to motivate you.

If the 1489 doesn't work let me know. I live ~15 minutes away from JDR Microdevices so I stop by there almost weekly. They also have a net presence, something like www.jdr.com but minimum order is $5 or $20.

There really should be more PROSYS cables making it to the 2nd hand market, you buy or make the cable, transfer all your software, don't need the cable anymore. I don't know why more people aren't doing this.

678. Re: M.U.L.E. question...?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <AWGh4.4260$OV4.48654@typhoon1.tampabay.rr.com>
Source record: 47089

>With my M.U.L.E. you did not need any joystick.

Then what Controller -- or "Keys" -- did you use during the "planting"
stage?

--mb

679. 65c8 16

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: Jacek Zima II <jzima@microsystems.com.pl>
Message-ID: <60lh4.44925$X3.941056@news.tpnet.pl>
Source record: 47090

is there anyone who replaced orginal 6502 for 65c816 ??

680. Re: 65c8 16

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <MeIh4.8878$in5.146669@news1.online.no>
Source record: 47091

I haven't done it yet, I would like another PAL 130XE or a 256K 800XL to put
it in. Anybody want to sell one ?

Jacek Zima II <jzima@microsystems.com.pl> wrote in message
news:60Ih4.44925$X3.941056@news.tpnet.pl...
> is there anyone who replaced orginal 6502 for 65c816 ??
>
>

681. Brand New Atari XEGS System! Mint In Box @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: "Mr. Lee" <sega_master_system@yahoo.com>
Message-ID: <8alh4.1991$l81.103317@monger.newsread.com>
Source record: 47092
Cross-posted to:
alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc

http://auctions.yahoo.com/auction/15680225

682. Atari XE Video Game System XEGS New Condition

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: "Mr. Lee" <sega_master_system@yahoo.com>
Message-ID: <dblh4.1992$l81.103140@monger.newsread.com>
Source record: 47093
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc

http://auctions.yahoo.com/auction/15246857

683. Re: FS: SpartaDos 4.20, 4.21 and 4.22 ROMS

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38875f9b$0$2959@news.voyager.net>
Source record: 47094

JEKing probably isn't insulted nor ignoring you. He either hasn't seen
your e-mails yet, or you didn't use the right e-mail address for him.
Russg

684. Re: 65c8 16

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8681me$4iu$1@news.storm.ca>
Source record: 47095

AFAIK, there were two replacements sold commercially. The first was from DataQue, called the Turbo816. It included a modified OS to take advantage of some of the new opcodes, plus a memory expansion board (it's been a while, so some of this is a bit fuzzy).

The second was sold briefly by Fine Tooned Engineering. It was called the Sweet 16, and was a single, small PC board with a logic chip on the underside and the CPU on top. It plugged into the CPU socket.

I know of no software that took advantage of the 65816 other than a spreadsheet cart sold by DataQue. I have fiddled with programming the 65816, using John Harris' excellent MAE. But I never produced any usable code. Besides, any software would have to be CPU-aware because of the paucity of installed '816s.

Hope this helps,

David P.

Jacek Zima II <jzima@microsystems.com.pl> wrote in message
news:60Ih4.44925$X3.941056@news.tpnet.pl...
> is there anyone who replaced orginal 6502 for 65c816 ??
>
>

685. Re: What are you using your Atari for?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <86875i$s5s$1@news.huji.ac.il>
Source record: 47096

Greg Goodwin <drclu@swbell.net> wrote in message
news:38839A02.7B78@swbell.net...

> I've only been working with the Franken400 here in recent times
> (recently brought of retired) only since about December. However, I
> use...
>
> Bobterm (Great use of dialups and macros (even using a joystick)
> 80 Column Reader
^^^^^^^^^^^^^^^
Just wondering, is that MY 80 column reader?

-itay :)

686. More Atari! Inventory Growing! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <868i5i$f0d$1@user2.teleport.com>
Source record: 47097
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. So checkout what's new on
my WebSite. In Fact, check it regularly as my Catalogs are updated
regularly. Customer's are served, first come, first serve! I have 6
different Catalogs, and my SoftWare Catalogs are my largest. They have
the biggest Byte Count. You should see my inventory! I have TruckLoads
of HardWare, Boxes & Boxes of Software & Libraries of Books & Reference
Material for the Classic Atari 8 Bit & Atari ST! And remember, if you
can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to
meet with other Atarians. Read the Ad near the bottom of this message.

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-
Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
http://www.atari.benjamin.net And Jump to my FTP site linked to my Web
Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity,
you are cordially invited to attend a Meeting of the Portland Atari
Club. You don't have to be a member to attend. Now we've moved our
meeting to a new night. Same Bat Time! Same Bat Channel! We meet the
2nd Thursday of each Month. Our Next meeting will be Thursday, February
10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland,
Oregon. We're trying to rebuild our club so we're looking for Atarians

who wan't to get involved in supporting other Atarians. If your interested, call Ben at (503)256-9974 and by all means, come to our meetings on the 2nd Thursday of the Month. For more info, surf the Web@

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

You should know I regularly add more Atari stock items to my catalogs and this weekend is no exception. A list of my new ST Software I just added to my Catalog are listed below. In case your wondering why my Catalogs (below) are formatted to 38 Columns. They are made to be compatible with the lowest common denominator. Also known as the Atari 8 Bit. Once the Classic Atari User converts the Carriage Returns to Atari 8 Bit.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

687. Wanted: Atari xf551 Disk Drives! Dead or Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <868it5$g8l$1@user2.teleport.com>
Source record: 47098
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. The Drives can have a damaged mechanism as I'm going to
replace the mechanism. If you have what I'm looking for, my E-Mail
address is bensmith@teleport.com.

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

688. NEW Meeting Night! Atari Club Meeting in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-20 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <868iov$g06$1@user2.teleport.com>
Source record: 47099
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, February 10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

689. Re: Munoz's SIOCopy

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000120202047.02780.00000753@ng-ft1.aol.com>
Source record: 47100

Not sure at all about anything except that this was cut & pasted right from the
read.me in the .zip package

>> Cable specifications: << Pinouts:
>> IBM Parallel Port Atari SIO name
>>
>> 1 -----------------> 7 command/
>> 14 <---------------- 5 dataout
>> 16 -----------------> 10 vcc/rdy
>> 17 -----------------> 3 datain
>> 24 ----------------- 4 gnd
>> 25 ----------------- 6 gnd
>
>Are you sure? PC parallel ports are TTL devices (approx. 0V..5V) while
>SIO is (I think) -12..12V ... On first sight, this looks to me like it
>would destroy the parallel port.
>
>- Sidney
>

-Ron

I started life with nothing, and still have most of it left...

690. Re: M.U.L.E. question...?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: cozy@spamfilter.stormdragon.com
Message-ID: <38880abd.1675987@news.lin.foa.se>
Source record: 47101

On Thu, 20 Jan 2000 16:43:12 GMT, "bowling" <mbowlin1@tampabay.rr.com>
wrote:

>
>>With my M.U.L.E. you did not need any joystick.
>
>
>Then what Controller -- or "Keys" -- did you use during the "planting"
>stage?
>
>--mb
>
>
I think I used the paddle.
When turning the paddle the selected area scanned the whole screen
from the upper left corner over the screen to the right. Then down one
row and from the left to right again. And so on.

That is how I remember it. But it was some time I played it.

Remove the "spamfilter" out of my emailaddress when making a reply
or send to jan @ stormdragon . com

Jan Gustavsson
(Cozy on Drachenfels in UO)

691. Re: 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-smYGGuCIeTYp@localhost>
Source record: 47102

On Sun, 20 Jan 3900 16:59:16, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
> sup8pdct@mail.cth.com.au wrote:
> >
> > On Sun, 19 Jan 3900 18:28:10, ssilicon@centuryinter.net (Jon Melbo)
> > wrote:
> >
> > > Wasn't the 1090 supposed to be like a card slot expansion chasis?
> > >
> > > On 18 Jan 2000 22:24:11 GMT, farleigh@dis.anl.gov (Fred Farleigh)
> > > wrote:
> > >
> > yes. I have one here but with no cards. Damm shame really.
> >
> > James B
>
> Let`s clone it, please !! Maybe a collector (B+E Schreurs, M. Current,
> etc.) can provide us with the cards and clone them too !! Greets -
> Andreas Magenheimer...

I wounder who is going to make the steel box that it comes in? it is
basicly a steel box about 12" cube. has 5 slots and a circuit board
with buffer and power supply on it.
The only cards that I know of are a memory card with 64K on it and a
Z80 card with no software for it. You could apparently have 4 memory
cards. some thing to to with bank switching somehow. I got mine from a
guy who worked at Western Digital? they where going to make a
harddrive card for it.
James B

692. Re: A message from Computer Software Services

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <869l6ugds1@nets3.rz.RWTH-Aachen.DE>
Source record: 47103

Howdy Dan

>> You can use readily available, modern 3-1/2" SCSI hard drives, SCSI
>ZIP drives,
>
>OK Larry, you've got me interested. I'd really like to use my SCSI zip
>drive for my 8 bit, but don't you need some modifications to use a SCSI
>zip in a typical SCSI bus because a zip doesn't provide termination
>power? Also, I suppose I'd need to find a 50-to-25 pin coversion cable
>(and probably a gender changer too). Do you (or anyone else reading
>this) know of anyone who has actually done this and has a working black
>box with zip drive? Thanks! -Dan

I wrote a small article on this that somebody else put on the net.
Unfortunately I can not find it anymore.

And you can always wait for Atari Classics to come out. I sent Bob Woolley a
bigger article.

CU Mathy van Nisselroy

693. Re: SpartaDOS TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <869lb0gds2@nets3.rz.RWTH-Aachen.DE>
Source record: 47104

Howdy Ron

>>Look for SpartaDOS 2.3g on the net. An updated TDLINE shouldn't be that far
>>away. FTe updated it way back when....
>
>Did you mean 3.2g?

Oops, the latest. Guess that could be 3.2, not 2.3.

CU Mathy van Nisselroy

694. Update to Atari Software List

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <869qnd$1ib$1@nnrp1.deja.com>
Source record: 47105

Hi all! I just made a significant update to the Atari Software List. It now has over 2,100 titles and 177 box scans. Please take a look and let me know what you think. And if anyone has information or scans to contribute, please do!

http://home.earthlink.net/~dnoguero/atari

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

695. Re: A message from Computer Software Services

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <869qrv$1rf$1@nnrp1.deja.com>
Source record: 47106

In article <869l6ugds1@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
> Howdy Dan
> I wrote a small article on this that somebody else put on the net.
> Unfortunately I can not find it anymore.
>
> And you can always wait for Atari Classics to come out. I sent Bob
Woolley a
> bigger article.

Thanks for the tip Mathy... I'll have to get signed up for Atari
Classics. The only info I could find regarding subscriptions to Atari
Classics is here:
http://www.library.carleton.edu/staff/michael/ac.html
Is this still correct? Bob? Beuller? Anyone?
-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

696. USA:FS: ICD MULTI I/O 1 Meg Version

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <388890d1@athene.hdm-stuttgart.de>
Source record: 47107

I have a very nice ICD Multi I/O (MIO) 1 meg version for sale.
It's in excellent working condition.

It comes with lots of extras, including a Controller board for
connecting a hard drive to the MIO.

This item was suppose to be sold but things did not work out with
the buyer so I am putting it back up for sale again.

Price is $250.00 FIRM.

For detailed information about the MIO and what is included then
e-mail me at: phantomm@kih.net

Seriously interested folks only please.

697. Rare! Pool 400 cartridge for Atari 400 / 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <86aeoc$np6$1@nnrp03.primenet.com>
Source record: 47108

Also Submarine Commander and Jumbo Jet Pilot carts both by Thorn EMI

Click here:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=satcom2

Thanks! -Satcom2

698. Supra parallel printer interface cheap!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <86aeuknqd1@nnrp03.primenet.com>
Source record: 47109

Click here:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=satcom2

thanks! -Satcom2

699. atari 7800/2600 monitor cartridge announcement

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13862-3888D826-53@storefull-174.iap.bryant.webtv.net>
Source record: 47110

we are pleased to report that the very rare,and elusive 7800/2600 monitor carts are in stock now,if you were on the reserve list,you should have received a e-mail from us stating this fact,with ordering information,if you did not receive a e-mail,please contact us a.s.a.p.,for this is a limited time offer,and qauntities are very limited.
if you are interested in one of these actual licensed atari product for your collection,or use,please contact us now,we may have a few left,but time is of the essence.
the list price on this item is $99.95,this is a low end development system for your 7800,it will allow you to develop your own 2600 game,and store it in a 8k battery backed up ram,or 16k battery backed up ram for the 7800,it is cartridge based,using the 2 joystick ports of your 7800,and the 2600 keypads/touch pads,or sesame st. controllers for data input devices.
this cart development system also comes with a 200 page developers manual,and schematics of the7800,also it has 3 2600 games on board,also with a demo of a unreleased 7800 game on board. ordering information can be found on our web site at, www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

700. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: Doug Browning <wpg750@mb.imag.net>
Message-ID: <38890BBE.C539B457@mb.imag.net>
Source record: 47111
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

Actually, I believe you are mistaken. Elementary Electronics *did* morph into Creative Computing. My dad used to subscribe to EE (he was interested in refurbishing vintage radio receivers and they had a column called "Antique Radio Corner". Another favorite was "Kathi's CB Carousal"). For awhile, it was renamed Elementary Electronics-Including Creative Computing, and then eventually became just Creative Computing. My dad let his subscription run out after that, as he wasn't interested in a 100% computer magazine.

Michael Black wrote:

> In article <38791674.6F9EC400@mb.imag.net>, wpg750@mb.imag.net wrote:
>
> > Somewhere in each magazine, usually the contents page, there is usually
> > a legal paragraph which contains the info you're looking for. You will
> > find names like Hurst, Ziff-Davis, Gernsbeck, Time-Warner, etc. I
> > suggest you go to the library and look through a periodical index, or
> > the actual magazines themselves, if your library has them.
> >
> > BTW. Creative Computing was known as Elementary Electronics in the
> > 1960-70s. In those days, they covered a lot of basic electronics and
> > radio/audio material.
> >
> Creative Computing was the creation of David Ahl, in 1974. He had worked
> for the Digital Equipment Corporation, and had worked at introducing BASIC
> into schools, and had some scheme for a personal mini-computer. I gather
> Creative was an extension of that, and so the magazine was around when
> small computers hit the scene. As far as I know, it was an independent
> magazine, though eventually it was bought up by one of the big magazine
> publishers, Ziff-Davis, in the early eighties when there was a computer
> magaizine boom, and a lot of independent magazines were being bought up.
> I have the tenth anniversary issue, which was a retrospective and still
> a nice reference, dated November 1984. If that wasn't the last issue,
> it didn't last much longer.
>
> Elementary Electronics was a completely different magazine. I'm not sure
> when it started, but I think it morphed from some other magazine, maybe
> Radio-TV Electronics, both of which were published by Science & Mechanics
> Publishing. It morphed once, or more likely twice, before fading out,
> probably about the time Creative Computing died off. Science & Electronics
> is one name that comes to mind, though it might be a false remembrance.
> And I think it became something with "Computer" in the title. Unlike
> Popular Electronics, that changed it's name and tried to become a
> computer magazine, and non-technical at that, I don't remember a lot
> of change in Elementary Electronics as it changed name, though of

> course computers were added, just like every electronic magazine
> added computer coverage back then.
>
> Michael
>
> > Mr. Boffo wrote:
> >
> > > (Reposting.... sorry.. my clock was screwed up and messed up
> > > the message threading in the newsreader. Here it is again.)
> > >
> > > One of the recent developments in this age of cheap storage
> > > is the arrival of the CD-ROM magazine archive. Some comics
> > > and some magazines (like MAD Magazine) are making available
> > > on CD-ROM the pages from all their old magazines.
> > >
> > > It occurs to me that there may be a market for the old
> > > computer magazines from the 80's which have now died out..
> > > Nibble, Family Computing, A+, Compute!, SofTalk, Creative
> > > Computing, InCider...
> > >
> > > I would be VERY interested in buying a CD-ROM compendium of
> > > all pages from these old magazines. However, I have no idea
> > > who owns the copyright for the old magazines, so I have no
> > > way of approaching this idea.
> > >
> > > Maybe somebody in these newsgroups might know?
> > >
> > > Now, I COULD create a website and just upload scans from the
> > > magazines I have, but that would likely draw various legal
> > > problems which I'd rather not deal with. I would really much
> > > prefer that the actual copyright owners are involved in
> > > approving or doing something like this themselves.
> > >
> > > OTOH, posting those old mags on a website may be EXACTLY the
> > > way to find those copyright holders! ;)
> > >
> > > -Mr. Boffo
> > >
> > > Email: mister_boffo@hotmail.com
> >
> >
> >
> > --
> > Doug Browning
> > dougbrow@mb.imag.net
> > www.mb.imag.net/~wpg750

--
Doug Browning
dougbrow@mb.imag.net

www.mb.imag.net/~wpg750

701. Re: Update to Atari Software List

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <38884e6f.1620199@news.netunlimited.net>
Source record: 47112

On Fri, 21 Jan 2000 14:33:18 GMT, dnoguero@my-deja.com wrote:

>Hi all! I just made a significant update to the Atari Software List. It
>now has over 2,100 titles and 177 box scans. Please take a look and let
>me know what you think. And if anyone has information or scans to
>contribute, please do!
>
>http://home.earthlink.net/~dnoguero/atari

This is an interesting site. I see where you reduced all the images to bring down the bandwidth. IMO you would get better images at similar size by dithering down the original scans to 16 color GIF's. There are surely many programs which could batch process your 177 images if you stuck them all in a directory.

VS

To email me just remove the Xs and underline marks from my email address.

702. SPARTA & MYDOS manuals question

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@chilesat.net>
Message-ID: <388918FD.5F80EE0C@chilesat.net>
Source record: 47113

Hi everybody!
I've been messing around with SPARTA & MYDOS
I think I could do it better with their own manuals
Does anybody know where can I find in the iNet a .PDF, .DOC, .TXT, .*
with info about using these DOSes?

Thanks a lot!

Luis P. Baeza Q.

PD: Please post here or send eMail to lbaeza@yahoo.com

703. 1090 XL info from the Atari Museum

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38890CFF.896@swbell.net>
Source record: 47114

Hey folks,

Since we are talking about it, it seems as though we have some good
information to work with thanks to Curt Vendel and the Atari Historical
museum.
Seems we have some good material to work with. If we could create
the specs to the board, maybe a TRUE hard core Atari hobbyist could
build a 1090 XL module from scratch.

Anyway, the info...

Doctor Clu

http://www.atari-history.com/1090xl.html

THE ATARI 1090: XL EXPANSION SYSTEM

ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ This unit was designed to provide the Atari XL series of home
computers: 600XL, 800XL
(Unreleased 1400XL & 1450XLD) with expansion slots. The XL Expansion
System contained 5 8-bit PBI
(Parallel Bus Interface) slots which could accommodate a variety of
expansion options. Also a control line
was added to the PBI to allow a "BUS MASTERING" card such as an
alternative CPU card to take over the
Bus and in effect, take over the computer. This would have allowed for
alternative CPU configurations like
an Intel 8086 processor for IBM compatibility or the 65816 processor
which was the 16-bit version of the
6502 processor used in all of the Atari 8-bit series computers.

ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ The XL Expansion system appears to have been in a finished and
completed form.ï¿½ï¿½ The
case was complete and although they are scarce for one reason or another
the top covers were also
completed.ï¿½ï¿½ Several cards were completed or near completion and data on
the product was delivered to
all Atari dealers.ï¿½ï¿½ The XL Expansion system would have opened the doors
for the Atari 8-bits and
allowed them to grow in all new ways. However in 1984 Atari, Inc was
acquired by Jack Tramiel and like so
many innovative Atari projects, the 1090 XL Expansion system made it to
the garbage dumpster and not
the Atari Retailers shelves.

ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ The Atari 1090 XL had several expansion card specifications layed
out for it, however only a few

were ever fully designed and built, here are images of three of these
Atari made EXPANSION CARDS.
ï¿½

http://www.atari-history.com/cards.html
ï¿½
Atari 1090 XL Expansion Cards

EXPANSION CARD #1:

Atari 1090 CP/M Module.ï¿½ï¿½ (This was to be the 1090 version of the
"Sweet-Pea" which was
an external box called the Atari 1060 CP/M Add-on.ï¿½ï¿½ The 1090 CP/M card
is the Atari
1066.)ï¿½ï¿½ This expansion card would have allowed an Atari computer to run
software written
for Zilog Z-80 processor CP/M (Command Processor/Module) computers.ï¿½ï¿½
The card
contains a Zilog Z-80 processor and support circuitry.ï¿½ï¿½ However this
board has not been
able to be tested since no software drivers have yet been found.ï¿½ï¿½ The
card does contain an
expansion header, it is unknown whether or not this header may have been
used for a
daughter card with RAM or perhaps a floppy disk controller board or some
other feature.
ï¿½
ï¿½

EXPANSION CARD #2:

Atari 80 Column Video Module.ï¿½ï¿½ This is a bare unfinished board.ï¿½ï¿½ It
capabilities are
unknown.ï¿½ Whether or not it had character attributes and multiple split
screens similar to the
Atari Corp XEP80 80 column/parallel port module is unknown.ï¿½ï¿½ However it
is most likely a
necessary board in conjunction with the CP/M module since most CP/M
software would have
functioned more properly in an 80 column mode.
ï¿½
ï¿½

EXPANSION CARD #3:

Atari 64K Memory Module.ï¿½ Up to 3 of these modules could have resided
within the 1090XL
expansion chasis.ï¿½ They would be daisy chained together via the
expansion header located
in the top center of the card.ï¿½ The card had 2 "Personality" modes.ï¿½ One
mode was the "Bank
Switching" mode for use with the 800XL, 1400XL and 1450XLD.ï¿½ The second

mode was the
"1064" mode which would have allowed a single memory card to act as a
1064 expansion
module.ï¿½ (The 1064 Epansion module was a 64K box which could only plug
into an Atari
600XL giving it 80K of total memory).
ï¿½
@>-->----------------

Now that's interesting.. I didn't know the 600xl expanded to 80k.. I
thought it expanded to 64k. :)
ï¿½
ï¿½

704. Re: SpartaDOS TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <86bcii$c37$1@nw001t.infi.net>
Source record: 47115

I got the TDLINE from 3.2g and it reports the correct day of week but the
date looks like this:

01-21-:0

Note the colon in place of the first zero in the year. Is this how it
should look?

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:8643ec$je3$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> >You noticed too eh? My BBS software now thinks its the wrong day of the
> >week
> >
> >"Marshall Walker" <mwalker@mc.net> wrote
>
> >> HI all,
> >>
> >> I was wondering where I can get an updated version of the SpartaDOS
TDLINE
> >> or TD program for the year 2000 and beyond?
>
> Look for SpartaDOS 2.3g on the net. An updated TDLINE shouldn't be that
far
> away. FTe updated it way back when....
>
> CU Mathy van Nisselroy
>

705. Re: Mega/large disk images on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-21 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <86bcim$c37$2@nw001t.infi.net>
Source record: 47116

I can answer your fourth question... Yes... I use 16mb (65536secs x 256byte) ATR images all the time both with an emulator and my real 800xl going through APE. I am currently building a mega BBS which will have 8 16mb drives online - but at my rate of speed it will be 2010 before it goes online. Sometimes I run it late at night after 11pm EST. To get there go here > telnet://cabell.tzo.com

Sorry I really don't know the answers to your other questions.

Peter Laing <NOSPAMsnailboy1@earthlink.net> wrote in message news:TS7i4.2831$OT5.145198@newsread1.prod.itd.earthlink.net...
> Hi
>
> I'm looking for information about the format used for large disk images.
> By large I mean disk images of the order of 7200
> sectors (yes seven thousand two hundred not 720 sectors). I'm working on a
> project that requires large amounts of disk and I've been considering using
> a single massive disk image. I specifically need to know:
>
> - What format are these in if any (Are they just a linear sequence of bytes
> equal to the number of sectors*128 ?)
> - Can I access one via CIO with sector get's and put's (I dont need DOS).
> - Does the CIO stop you accessing all 65536 theoretical sectors available ?
> - Has anybody seen/used an 8 MB (65536 sector) disk image ?
>
> Thanks
> Peter
>
>
>

706. Mega/large disk images on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: Peter Laing <NOSPAMsnailboy1@earthlink.net>
Message-ID: <TS7i4.2831$OT5.145198@newsread1.prod.itd.earthlink.net>
Source record: 47117

Hi

I'm looking for information about the format used for large disk images.
By large I mean disk images of the order of 7200
sectors (yes seven thousand two hundred not 720 sectors). I'm working on a
project that requires large amounts of disk and I've been considering using
a single massive disk image. I specifically need to know:

- What format are these in if any (Are they just a linear sequence of bytes
equal to the number of sectors*128 ?)
- Can I access one via CIO with sector get's and put's (I dont need DOS).
- Does the CIO stop you accessing all 65536 theoretical sectors available ?
- Has anybody seen/used an 8 MB (65536 sector) disk image ?

Thanks
Peter

707. Re: Mega/large disk images on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: Peter Laing <NOSPAMsnailboy1@earthlink.net>
Message-ID: <PW7i4.6$IN4.231@newsread1.prod.itd.earthlink.net>
Source record: 47118

Whoops,

Change all references to CIO to 'Resident disk handler'. Sorry...

Peter

708. Re: Mega/large disk images on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <86bidb$7jm$1@freenet9.carleton.ca>
Source record: 47119

"Peter Laing" (NOSPAMsnailboy1@earthlink.net) writes:
> Hi
>
> I'm looking for information about the format used for large disk images.
> By large I mean disk images of the order of 7200
> sectors (yes seven thousand two hundred not 720 sectors). I'm working on a
> project that requires large amounts of disk and I've been considering using
> a single massive disk image. I specifically need to know:
>
> - What format are these in if any (Are they just a linear sequence of bytes
> equal to the number of sectors*128 ?)
> - Can I access one via CIO with sector get's and put's (I dont need DOS).
> - Does the CIO stop you accessing all 65536 theoretical sectors available ?
> - Has anybody seen/used an 8 MB (65536 sector) disk image ?

The ATR format is well documented in the SIO2PC documentation.
Using the page 3 registers and OS calls, you can directly access all
65535 sectors. Using a modern DOS like MyDos or Spartados, you
can access the entire image using regular dos file routines.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

709. Re: 130XE schematics

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <Gcci4.2118$8J4.8742@typhoon2.tampabay.rr.com>
Source record: 47120

http://www.atariworld.com/newell.html

"Anthony Rudzki" <Arudzki@home.net> wrote in message
news:Gnwh4.2679$j63.434327@news1.rdc2.pa.home.com...
> Does someone have a scan of the memory section of the 130XE? I have a
> schematic for the 800XL, but it doesn't show the bank switching circuitry,
> which is what I'm interested in.
>
> OR...
>
> Did someone do a 1 Meg SIMM upgrade for the 800XL?
>
>
> Thanks
>
> Tony
>
> Arudzki@home.net
>
>
>

710. Re: 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <388965BD.967EB388@worldnet.att.net>
Source record: 47121

Here's some info on the Atari 1090XL:

http://www.atari-history.com/1090xl.html

Curt

Jon Melbo wrote:

> Wasn't the 1090 supposed to be like a card slot expansion chasis?
>
> On 18 Jan 2000 22:24:11 GMT, farleigh@dis.anl.gov (Fred Farleigh)
> wrote:
>
> >
> > I remember the 1090 being the serial ports, parallel ports "thing"?
> >
> >And, then bought all the parts and assembled it. It worked. I now
> >forget if it needed a rom burned - seemed so, but it was a long
> >time ago. I think I actually have a blank boardi, schematics, and
> >instructions; unfortunately, I just moved and EVERYTHING is in storage
> >for an undetermined time.
> >
> >Sorry for no help, but thanks for the blast from the past.
> >
> >
> >Andreas Magenheimer (magea000@mail.uni-mainz.de) wrote:
> >: Yeah,
> >: this thing is really rare. But you can find the docs for this extension
> >: on some homepages. Now, anyone out there (hello Bob Puff, hello Bob
> >: Wooley and others !) who ever made a full functional 1090 clone ?!? Ok,
> >: the Black box looks fine, but how about a 1090 clone ??? Would love to
> >: see and buy such a clone... Andreas Magenheimer

711. Bellcom Catalogs

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000122070300.12528.00000396@ng-ck1.news.cs.com>
Source record: 47122

Did Bellcom ever publish a disk-format
catalog? I remember a regular paper catalog
plus at least one update. The had an Info
disk, but it was not a library catalog -- sort of a
FAQs and suppliers (resource catalog).
Thanks,
Larry White

712. Re: M.U.L.E. question...?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <3889349a.2539355@trumpet.uni-mannheim.de>
Source record: 47123

On Fri, 21 Jan 2000 07:31:33 GMT, cozy@spamfilter.stormdragon.com (Cozy) wrote:

>On Thu, 20 Jan 2000 16:43:12 GMT, "bowling" <mbowlin1@tampabay.rr.com>
>wrote:
>
>>
>>>With my M.U.L.E. you did not need any joystick.
>>
>>
>>Then what Controller -- or "Keys" -- did you use during the "planting"
>>stage?
>>
>>--mb
>>
>>
>I think I used the paddle.
>When turning the paddle the selected area scanned the whole screen
>from the upper left corner over the screen to the right. Then down one
>row and from the left to right again. And so on.
>
>That is how I remember it. But it was some time I played it.
>
You remember well, my fiend. So did I too.
But... this works for getting a claim, but when moving the character
around...

>
>Remove the "spamfilter" out of my emailaddress when making a reply
>or send to jan @ stormdragon . com
>
>Jan Gustavsson
>(Cozy on Drachenfels in UO)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

713. i Conference Access in Dallas Area (JYBOLAC Review)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <3889C1A2.3064@swbell.net>
Source record: 47124
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

REVIEW of this BBS / CONFERENCE area..

When I saw this on the Atari 8-bit Newsgroup, I was amazed. I couldn't figure out at first who this was that was kind enough to set up a local dialup shell that would do text versions of E-mail and newsgroups that an Atari 8-bit (or above) could dial into. Simply amazing!

Come to find out it was one of many BBS's I had contacted in the Dallas area called the FAMILY NET (972-496-0650). I wasn't sure that it was still running, and I didn't think a BBS would carry E-mail capibility anymore, but apparently once you get validated a few options open up. :)

The E-mail account works very quickly. I posted a test message from FAMILY NET to my PPP mailbox at swbell.net. The message arrived between the time I stepped from my Atari 400 to my Macintosh (the matter of only minutes). So the matter of minutes.

The newsgroup, both Atari 8-bit and ST are there. Knowing this is there, I would like to ask for the Atari video games newsgroup. (Have to keep up with the latest Lynx/Jaguar games!) I can at least say that the Atari 8-bit newsgroup was there and with some very recent messages. I have yet to see the messages that I posted on the newsgroup at the FAMILY NET arrive here, but given that the E-mail works, the Newsgroup messages are probably sent out but on a timed basis.

I tried the other ways of logging on...

> telnet://209.217.2.202

Works fine! Just like logging on to a BBS, and this one, once again, has the Atari-8bit and atari-st newsgroups.

> http://209.217.2.202

Interesting interface. Haven't had much luck getting it display the message areas, but still has potential.

> nntp://209.217.2.203

Not familiar with nntp. Would like to know more about that.

So that's the word. Atari 8-bit users in Dallas now have a place to go to check E-mail and newsgroup messages. With this feature, I now have 85% of what I need to do on the 8-bit. Better make it about 95% actually, since I do must web browsing, what little I do, at work. :)

Take care, and to all those Dallas Atari fans, contact me and I'll
let you know of our ATARI meeting happening Saturday the 29th!!

Look forward to hearing from you,

Doctor Clu
Leader of the Pack at JYBOLAC
(Just Your Basic Online Atari Computer)

Bob Hoffman wrote:
>
> FamilyNet HQ: Telnet:\\209.217.2.202
>
> > From: Greg Goodwin <lady-aramis@geocities.com>
>
> Greg,
>
> Per your request, have set up both Atari Newsgroups on the Dallas BBS, anyone
> in the Dallas area with an Atari could theoretically dial in (972-496-0650) and
> access these two newsgroups, as well as the two counterpart echoes in Fidonet.
>
> If you are having problems connecting (I am still building this system from
> scratch) or have found another way of accessing, I understand. No problem, I
> will continue to port these newsgroups into the BBS.
>
> All participants on this BBS also get an automatic free Internet E-Mail address
> to do Internet E-mail with (possibly a good benefit for Atari Users).
>
> Also available as:
>
> telnet://209.217.2.202
> http://209.217.2.202
> nntp://209.217.2.203
>
> Have a good one...
>
> Bob
> Dallas Texas (972)-496-0650

714. MIO HD problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <rSni4.10622$in5.176424@news1.online.no>
Source record: 47125

I just plugged up the MIO to try a little coding, but the HD didn't boot. My setup is a 256K and a 1Mb MIO connected to an Adaptec 4000a interface. I use a couple of KC-30 Kyocera drives and thought the MIO would set itself up as it was stored on the HD.

Any suggestions ? I think SCSI Lun and ID was 0,0 and 0,1 for the second drive. Is this correct ? I've tried others too, but can't seem to find the files that was stored on my HD. Actually nothing happes, except a 163 error I think it was.

Anything to help me on the track to get it up again would be greatly appreciated.

Thanks

715. Re: Since we are talking different versions, is there two of Mario

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <86d1qidgm1@nnrp02.primenet.com>
Source record: 47126

Yes, the XE cartridge came out in 1988 and looked way better than the old
5200 style version that went around on pirated disks earlier. The XE cart,
in fact, is the best version I have ever seen, with the possible exception
of the Nintendo NES version. -Satcom2
Vidar "Hawk" Olavesen wrote in message ...
>I have an old Mario Bros. on my 8-bit. I think I saw a new and updated
>version of that in the old days. Anybody know ?
>
>
>
>

716. Jumbo Jet Pilot, Submarine Commander on Cartridge, last day!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <86d1tqdhc1@nnrp02.primenet.com>
Source record: 47127

Click here:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=satcom2

Thanks! -Satcom2

717. Re: 65c8 16

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: Brix <Brix@Plush.DELETETHIS.de>
Message-ID: <MPG.12f4395b260ea8749896c7@news.netsurf.de>
Source record: 47128

In article <8681me$4iu$1@news.storm.ca>, David A. Paterson says...

> I know of no software that took advantage of the 65816 other than a
> spreadsheet cart sold by DataQue. I have fiddled with programming the
> 65816, using John Harris' excellent MAE. But I never produced any usable
> code. Besides, any software would have to be CPU-aware because of the
> paucity of installed '816s.

On The C64 the CMD SuperCPU Card is a very cute thing. The card gives you 16MB of directly adressable and programmable RAM and 20Mhz clock frequency. Amazing stuff! It is still being sold. Look at www.cmdweb.com for details. At the moment there are quite a lot of tools being optimized for it. One example is the Byte Boiler Cruncher, which uses a kind of LZ77 Algorithm and is as fast as an RLE-compressor on a usual C64 (which is very fast). As a comparison: Usual LZ77 or LZ78 crunchers need half an hour (some older ones even a whole night) to crunch... with this amount of memory and CPU Speed it was possible to shorten the time to a few seconds!

You should really try to get something like that for your Ataris!!!!

-Wanja-

--
In the 1960s you needed the power of two C64s to get a
rocket to the moon. Now you need a machine which is a vast
number of times more powerful just to run the most popular GUI.

Personal HP: http://www.plush.de/brix

GO64!/Commodore World Magazine:
CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
Tel:/Fax: +49(0)7195/61120, http://www.go64.de
--

718. Re: 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <388a2105.351333517@news.pipeline.com>
Source record: 47129

Actually, there are 4 cards that exist in prototype form.

Ram
CP/M
80-column video
serial/parallel interface

You could only use 2 memory cards in conjunction with each other.
The cards had a switch that let you select between "1064 mode" and
"Bank-select mode". By putting two cards in 1064 mode, I have been
able to generate a ram-disk using MyDos. If anyone wants some more
info, they can email me at: editor@atarihq.com

John

On Fri, 21 Jan 2000 13:33:22 GMT, sup8pdct@mail.cth.com.au wrote:

>I wounder who is going to make the steel box that it comes in? it is
>basicly a steel box about 12" cube. has 5 slots and a circuit board
>with buffer and power supply on it.
>The only cards that I know of are a memory card with 64K on it and a
>Z80 card with no software for it. You could apparently have 4 memory
>cards. some thing to to with bank switching somehow. I got mine from a
>guy who worked at Western Digital? they where going to make a
>harddrive card for it.
> James B
>
>

719. Re: MIO HD problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-22 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <86e0eeicg1@nw003t.infi.net>
Source record: 47130

Vidar "Hawk" Olavesen <olavese@online.no> wrote in message
news:rSni4.10622$in5.176424@news1.online.no...
> I just plugged up the MIO to try a little coding, but the HD didn't boot.
My
> setup is a 256K and a 1Mb MIO connected to an Adaptec 4000a interface. I
use
> a couple of KC-30 Kyocera drives and thought the MIO would set itself up
as
> it was stored on the HD.

It should as long as the two drives are physically addressed as 0 and 1
(with jumpers on the drive) and the drive addressed as 0 is the original one
that had the MIO cfg on it.

ID LUN PhysAddr
drive 0 0 0 0
(mio cfg on this one)
drive 1 0 1 1

This comes from my memory which doesn't serve me all that well anymore...

Of course make sure you are cabled properly

720. Re: manual 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000123094638.03690.00001456@ng-fr1.aol.com>
Source record: 46993

>i have lost my manual for the atari xl 850 interface.
>does anybody have the xio settings (xio34, xio36, xio38, xio40) for setting
>the speed, stopbits, even/odd bits etc. etc.
>
>greetings,
>
>Gerrit Prins
>gprins@kabelfoon.nl
>fax(prive): 020-8848278
>

http://www.pcc.net/dzone/atari850/atari850.htm try this site, it might have what your looking for

BG

721. Help - name of game please

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: dunxuk@aol.com
Message-ID: <20000123123820.28423.00000544@ng-fy1.aol.com>
Source record: 46994

Can anyone remember the name of a 3D game that involved flying along and shooting various alien craft as you tried to approach a large tower...?

Thanks, Dunx

722. Re: Help - name of game please

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <tAIi4.11341$in5.189129@news1.online.no>
Source record: 46995

Stealth by Br�derbund I guess

DunxUK <dunxuk@aol.com> wrote in message
news:20000123123820.28423.00000544@ng-fy1.aol.com...
> Can anyone remember the name of a 3D game that involved flying along and
> shooting various alien craft as you tried to approach a large tower...?
>
> Thanks, Dunx
>

723. Re: Memory Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <86g0f4$2mg31$1@fu-berlin.de>
Source record: 46996

Hi Tony,

> Is there any reason to use DRAM for memory upgrades?
>Could an SRAM be used instead....

Nothing stopping you using static RAM at all.

Most upgrades use DRAM because it's a LOT cheaper than SRAM, plus the chips
tend to be pin compatible enough to make such upgrades easy.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

****
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
****

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

Web: www.wintermute.org.uk
--

724. Re: WTB: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <388B8AD7.D8C666EA@usa.net>
Source record: 46997

Richard Cortese wrote:

> There really should be more PROSYS cables making it to the 2nd hand market,
> you buy or make the cable, transfer all your software, don't need the cable
> anymore. I don't know why more people aren't doing this.

Yeah, why aren't there? Because that's exactly what I intend to do. I guess
folks just hang on to junk, just in case...

Carolyn

725. Re: 65c8 16

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <86gbuc$2mfk3$1@fu-berlin.de>
Source record: 46998

Hi Jon,

> Not to pick a nit here but I read once somewhere that the
>computing power that we used for the moon project was about
>equivilent to a single average 486 class PC....

If we're talking about ALL the computers used during the design and implementation of the entire Apollo project combined then that's probably about right.... ;-)

The computer used on the Apollo space craft itself had little more computing power than the average digital watch of today. It was built using early discreet digital ICs (not dissimilar to TTL ICs, custom made for NASA) and was just powerful enough to do the job it was intended for (it had to be as small, light and power efficient as possible).

After all, all it was expected to do was make course/burn calculations and fire the main engine from time to time. Something most programmable calculators of the last decade could do.

Even the 5 computers running the shuttle have less computing power than your average 286. I don't know what they're using now, but ISTR that the original computers (which were designed in the late '70s) were actually 4-bit machines as they couldn't find any 8-bit processors which could stand up to the radiation etc.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

****
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
****

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

Web: www.wintermute.org.uk
--

726. Atari 1400XL or 1450XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: fletch@fast.net
Message-ID: <fletch-2301002203480001@ras01-74-phl.fast.net>
Source record: 46999

Does anyone know of either of these units for sale any where? I'd really like to find one of these.

Thanks,

Pete

727. Re: 1090 XL info from the Atari Museum

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-QtdDEL06WtmL@di09-ks.cth.com.au>
Source record: 47131

>
> Atari 64K Memory Module.&#65533; Up to 3 of these modules could have resided
> within the 1090XL
> expansion chasis.&#65533; They would be daisy chained together via the
> expansion header located
> in the top center of the card.&#65533; The card had 2 "Personality" modes.&#65533; One
> mode was the "Bank
> Switching" mode for use with the 800XL, 1400XL and 1450XLD.&#65533; The second
> mode was the
> "1064" mode which would have allowed a single memory card to act as a
> 1064 expansion
> module.&#65533; (The 1064 Epansion module was a 64K box which could only plug
> into an Atari
> 600XL giving it 80K of total memory).
> &#65533;
> @>-->----------
>
> Now that's interesting.. I didn't know the 600xl expanded to 80k.. I
> thought it expanded to 64k. :)

```
It is only 64K. total ram may be 80K but only 64k is ever seen. the
"missing" 16K is dissabled in hardware. Works like this.
0k <-> 16k. use internal ram in the 600xl.
16k -> use the external ram from 16k <-> 64k.
The first 16k in external ram is not used and there is no provision to
use it in any way what so ever.

James B
```

728. Re: 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-t32dxS1WKnwc@di09-ks.cth.com.au>
Source record: 47132

On Sun, 22 Jan 3900 21:33:19, jhardie@pipeline.com (John Hardie)
wrote:

> Actually, there are 4 cards that exist in prototype form.
>
> Ram
> CP/M
> 80-column video
> serial/parallel interface
>

Any chance of sending me one of the above cards???????

James B

729. Re: Mega/large disk images on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-C52sNER47OYH@di09-ks.cth.com.au>
Source record: 47133

On Sun, 22 Jan 3900 01:43:11, "Peter Laing"
<NOSPAMsnailboy1@earthlink.net> wrote:

> Whoops,
>
> Change all references to CIO to 'Resident disk handler'. Sorry...
>

I would use SIO directly rather then the resident disk handler. Not much more work, like about 5 bytes worth in the DCB. That way, you can use 256 byte sectors. If you where really ambitious, you could set up 512 or 1024 byte sectors all the way up to 64K sectors. of course that would require a some custom hardware/software to handle it. 64k sectors wouldn't be possiable unless a custom sio routine is written to buffer that amount into extra ram.

James B

730. Re: 65c8 16

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <388e4f7d.243993393@news.ds.centuryinter.net>
Source record: 47134

On Sat, 22 Jan 2000 22:02:37 +0100, Brix <Brix@Plush.DELETETHIS.de>
wrote:

>In the 1960s you needed the power of two C64s to get a
>rocket to the moon. Now you need a machine which is a vast
>number of times more powerful just to run the most popular GUI.

Not to pick a nit here but I read once somewhere that the computing
power that we used for the moon project was about equivilent to a
single average 486 class PC. That of course is substantially more
powerful than 2 C64s. It would also seem to be more likely since NASA
used state of the art for the moon project and we landed on the moon
in '69. The 65xx chip is basically 1970s technology.

731. FA: 4 Player M.U.L.E. Machine!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <86e28lvbk1@nnrp1.deja.com>
Source record: 47135

Just what you need to relive the days of your youth or teach your kids how to take the most advantage of a capitalist economy.

Seriously though, this is one of the greatest games I've ever played... I guess playing games against family and friends (or enemies) is just more fun to me than trying to beat my record of 1,000,000 on Defender (although I do try this at times too.)

As far as I know, the Atari 800 is the only stock computer of any platform in existence that you can play M.U.L.E. with 4 human players. (Note: you could also play with 4 human players on an upgraded Atari 400 w/48k, but as far as I know thats all).

If you are interested in purchasing such an Atari 800, I do have an extra one that I'm parting with (along with a M.U.L.E. disk) on ebay and you can check out the details here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243495953

-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

732. Re: Mega/large disk images on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <388a916a@news.iglou.com>
Source record: 47136

On 2000-01-21 NOSPAMsnailboy1@earthlink.net said:
>I'm looking for information about the format used for large disk
>images. By large I mean disk images of the order of 7200
>sectors (yes seven thousand two hundred not 720 sectors). I'm
>working on a project that requires large amounts of disk and I've
>been considering using a single massive disk image. I specifically
>need to know:
>- What format are these in if any (Are they just a linear sequence
>of bytes equal to the number of sectors*128 ?)
>- Can I access one via CIO with sector get's and put's (I dont need
>DOS). - Does the CIO stop you accessing all 65536 theoretical
>sectors available ? - Has anybody seen/used an 8 MB (65536 sector)
>disk image ?
The maximum size of an 8-bit Atari disk is 16 MB (256 bytes times 65536
sectors). I'm not sure about disk images, but I've used an actual disk
of that size (MIO + 20 meg hard drive, partitioned 16 meg + 4 meg). I
think, to accurately emulate most real disk drives, an emulator would use
256 byte sectors for images larger than 140K (the size of a 1050 enhanced
density disk).

Net-Tamer V 1.08X - Test Drive

733. Please help with Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: Bob Evans <BobEvanz@optonline.net>
Message-ID: <aNwi4.2078$Kp5.41662@news.optonline.net>
Source record: 47137

Does anyony remember if you can go back to the store to buy more equipment
and if you can how do you get back there?

734. Looking for Kenneth L. Siders author of the rverter interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: Heavy G <heavyg@evcom.net>
Message-ID: <388ADB91.6E0BD4FE@evcom.net>
Source record: 47138

anyone know a current email address to contact him? the one on the doc
of the rverter is invalid. or if someone has any updated info on this
interface, or possibly ANY sio to rs232 interface for the atari id
appreciate it :)

735. manual 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: gerrit <gprins@kabelfoon.nl>
Message-ID: <86ekae$j5l$1@news.kabelfoon.nl>
Source record: 47139

```
i have lost my manual for the atari xl 850 interface.
does anybody have the xio settings (xio34, xio36, xio38, xio40) for setting
the speed, stopbits, even/odd bits etc. etc.

greetings,

Gerrit Prins
gprins@kabelfoon.nl
fax(prive): 020-8848278
```

736. Any Atari 8bitter near Shtuttgart Germany?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <86ejsplgq1@news.netvision.net.il>
Source record: 47140

Hi

Any Atari 8bitter near Stuttgart Germany?

I will be there today and tomorrow

NIR

737. Re: A message from Computer Software Services

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000123081018.02716.00001819@ng-fz1.news.cs.com>
Source record: 47141

Hi Dan-
In my setup, I use a 210 MB Conner SCSI (I)
drive along with an Internal Zip SCSI drive.
These are inside a PC "Shoebox" case.
I assembled this about two years ago, maybe 3, so all the details aren't fresh
in mind. But,
my recollection is that since the first and last
device on the chain must be termininated,
I left the termination on both. It has always
worked *perfectly* -- never missed a beat,
never had a bad sector, etc.

Now, for the external SCSI. I have one, but
have only used it with my PC. SCSI 50 (2X25)
to DB25 adapters are common, and you also
probably could make your own. These are
typically set up on a PC card slot bracket,
although I have seen them without at Computer fests. Nice thing about the
external is that you could unplug it and use it
with a PC as well as the A8. Iomega's web
site has a TON of info, including manuals,
etc. http://www.iomega.com/
On the back of the ZIP is the ID and
termination on/off. I am not aware of any
differences in setup between the inside and outside ZIP SCSI drives. If power
was
required, wouldn't the drive furnish it?
You also might want to check out
http://www.jameco.com/ for adapters, etc.
--one of my favorite places/catalogs. A fair
amount of discussion has taken place about
ZIP drives, so you might also want to check
out the dejanews archives
http://www.deja.com/home_ps.shtml
This should be the "Power Search" page.
One thing that has been mentioned before,
but bears repeating. Nearly all modern
3-1/2" SCSI drives require parity. A stock
Black Box requires the addition of the parity
chip. If one uses a Floppy Board, the chip
must be mounted on the *bottom* of the BB
board, and there may be very little to solder to, so I left it to CSS to solder
it on. The
chip was about $15, including installation, but

the drives will not work without it, unless
one has a very rare drive that doesn't use parity, or allows it to be selected
with jumpers.
Hope this helps.
Larry

738. Tandon in a RANA?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-23 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000123085643.02716.00001827@ng-fz1.news.cs.com>
Source record: 47142

An article was written a long time ago about
putting a 1050 Tandon mechanism in an Indus GT drive.
It was pretty straight-forward once you figured out
the correspondence of the wires. Has anyone ever
done the same with a RANA? I have always hated the
"pull-down" clamping/closing mechanism that RANA used.
Seems like it would make a nice hack.
Larry

739. Re: SpartaDOS shareware?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: Squid <squidhm3@flash.net>
Message-ID: <ZTMi4.875$oX4.148016@news.flash.net>
Source record: 47000

Hey thanx for the info; I'll keep my eyeballs peeled for him

Pokey <pokey@netsetter.net> wrote in message
news:8631pvrvk1@news.iwaynet.net...
> I do believe that a guy, I think his name Jason Worley who posts on this
> site, builds and sells the pc2sio cables to hook the PC to the 8 bit. I
> bought one off him, and Steven Tucker sells the software to do it.
> Good luck!
> Squid <squidhm3@flash.net> wrote in message
> news:q4Uf4.5416$ro4.419219@news.flash.net...
> > No, do not have those capabilities (yet). Just bought a 1050 disk
drive,
> I
> > did bid on an SIO cable but I got outbid so I didn't pursue it..
> >
> >
> > RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
> > news:20000114181227.24272.00000573@ng-fn1.aol.com...
> > > >That's all fine, but how do I uncompress them once I get them off my
PC
> > and
> > > >onto the Atari? :-)
> > >
> > > If Discomm32 will run under DOS 3, then the .dcm image would convert
to
> a
> > > bootable sparta disk. Can you transfer PC > 8bit? I can e-mail you
the
> > > Discomm32 executable.
> > >
> > > -Ron
> > >
> > > I started life with nothing, and still have most of it left...
> >
> >
>
>

740. Re: manual 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000123195204.03671.00001132@ng-fx1.aol.com>
Source record: 47001

>does anybody have the xio settings (xio34, xio36, xio38, xio40) for setting
>>the speed, stopbits, even/odd bits etc. etc.

>http://www.pcc.net/dzone/atari850/atari850.htm try this site, it might have
it

Good site in progress but not yet complete; Sams Programmer's Reference lists:

Control Outgoing lines: XIO 34, #Chan, Aux1, 0, "RPort:"
DTR RTS XMT Aux1
----- ------ ------ -------
off off off 162
off off on 163
off on off 178
off on on 179
on off off 226
on off on 227
on on off 242
on on on 243

Baud, Word size, Stop bits: sum one value from each group to determine Aux1.
Test performed on incoming signal set by Aux2.
XIO 36, #Chan, Aux1, Aux2, "RPort:"
Stop Bits Value Aux1
1 0
2 128

Word Size Value Aux1
8 0
7 16
6 32
5 48

Baud Rate Value Aux1
300 0
45.5 1
50 2
56.875 3
75 4
110 5
134.5 6
150 7
300 8
600 9
1200 10
1800 11

2400 12
4800 13
9600 14
9600 15

Incoming Tests: Aux2
DSR CTS CRX Value Aux2
No No No 0
No No Yes 1
No Yes No 2
No Yes Yes 3
Yes No No 4
Yes No Yes 5
Yes Yes No 6
Yes Yes Yes 7

Translation Mode & Parity: sum one value from each group to determine Aux1.
Heavy Translation Character code value is Aux2 or zero if not heavy..
XIO 38, #Chan, Aux1, Aux2, "RPort:"
Line Feed Value Aux1
No 0
Yes 64

Translation Value Aux1
Light 0
Heavy 16
None 32

Input Parity Value Aux1
Ignore 0
Odd 4
Even 8
Ignore 12

Output Parity Value Aux1
Same 0
Odd 1
Even 2
Ignore 3

I don't understand all of it, but this is what it says...

-Ron

I started life with nothing, and still have most of it left...

741. Re: Mega/large disk images on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000123201653.03671.00001143@ng-fx1.aol.com>
Source record: 47002

>- What format are these in if any (Are they just a linear sequence of bytes
>equal to the number of sectors*128 ?)

Yes for XFD, MyDOS will even access DD with # sectors*256; just leave bottom half of 'sectors' 1-2-3 as zeroes. ATR is the same except for 16 byte header; read it once but no longer remember that header configuration. Have never generated MyDOS or Sparta mega-image with VTOC, etc...? Yogi has some 1MB ATR's (approx 8000 128 byte sectors) which I use; just make a copy, delete the files and add mine. Good luck

-Ron

I started life with nothing, and still have most of it left...

742. FA-several atari 400/800 cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: yendor3@aol.comnojunk
Message-ID: <20000123202305.03558.00001102@ng-cn1.aol.com>
Source record: 47003

```
All information is current as of Jan-23-00, 01:30:48 PST
Please visit eBay for the latest information.

You have the following auctions underway:

239683105: Tv guide tv board game still sealed!! 1984
Bidding starts at: $9.99
Auction ends on: Jan-23-00, 21:52:44 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=239683105

243879102: sega saturn netlink game pack.2 games NEW!!!
Bidding starts at: $4.99
Auction ends on: Jan-25-00, 18:32:28 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243879102

243902817: Pac man for atari 400/800
Bidding starts at: $1.99
Auction ends on: Jan-27-00, 18:54:27 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243902817

243903690: Defender for atari 400/800
Bidding starts at: $1.99
Auction ends on: Jan-27-00, 18:55:12 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243903690

243904488: Galaxian for atari 400/800
Bidding starts at: $1.99
Auction ends on: Jan-27-00, 18:55:57 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243904488

243905228: MS Pacman for atari 400/800
Bidding starts at: $1.99
Auction ends on: Jan-27-00, 18:56:43 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243905228

243906114: Donkey Kong for atari 400/800
Bidding starts at: $1.99
Auction ends on: Jan-27-00, 18:57:38 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243906114

243906910: Centipede for atari 400/800
Bidding starts at: $1.99
Auction ends on: Jan-27-00, 18:58:22 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243906910

243907786: Missle command for atari 400/800
Bidding starts at: $1.99
```

Auction ends on: Jan-27-00, 18:59:13 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243907786

243908630: Star Raiders for atari 400/800
Bidding starts at: $1.99
Auction ends on: Jan-27-00, 19:00:16 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243908630

243895369: 8 different games for the atari 5200
Bidding starts at: $9.99
Auction ends on: Jan-29-00, 18:47:40 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243895369

743. Thanks, Re: Mega/large disk images on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: Peter Laing <NOSPAMsnailboy1@earthlink.net>
Message-ID: <REOi4.3291$bp2.152156@newsread2.prod.itd.earthlink.net>
Source record: 47004

Hi,

Thanks for the fast and informative replies.
Your suggestions are much appreciated.

Peter

744. Re: In support of linear, fully addressble memory

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: tnewton856@aol.com
Message-ID: <20000124025813.03698.00001828@ng-fv1.aol.com>
Source record: 47005

The 6502 CPU in the 8-bit Ataris had a fairly linear addressing model (once you discount the special treatment given to the first 256-byte "page").

It was the system design that created the bank switching problem (i.e. Atari placed more than 64K total RAM + ROM + I/O space in there). As I recall, the first Ataris (400/800) didn't do much in the way of bank-switching.

By contrast, the 8088/8086 were plagued with a non-linear model from the start: memory had to be accessed in terms of 16-bit (0-64K) offsets from an address defined by a segment register. Flat addressing was only added later, with the 286 and 386.

745. Re: Help - name of game please

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-2GCQQYDsOcMC@di02-ks.cth.com.au>
Source record: 47006

On Sun, 23 Jan 3900 17:38:20, dunxuk@aol.com (DunxUK) wrote:

> Can anyone remember the name of a 3D game that involved flying along and
> shooting various alien craft as you tried to approach a large tower...?
>
> Thanks, Dunx
>

I have one called Landscape. Probley an early version of stealth. The
radar towers don't rotate. otherwise, almost excatly the same.

James B

746. Re: FS: SpartaDos 4.20, 4.21 and 4.22 ROMS

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-1n598TR8qL2X@draco.home.earthlink.net>
Source record: 47007

```
Hello James,
I have offered $20.00 for the 4.22 rom. Please reply.

Ken

On Sun, 16 Jan 2000 03:33:55, jeking@NOSPAM.com wrote:

> I have for sale the original (as provided by Mike Hoemann), the roms
> for SpartaDos 4.20, 4.21 and 4.22 (Latest).
>
> Contact me now before they go up on Ebay!
>
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>
```

747. Pokey emulation: R.Fries vs SAP player

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: Denis Leroy <denis_leroy@vt4.net>
Message-ID: <388CBA7A.B2CB90EE@vt4.net>
Source record: 47008

I have here the source code of two different Pokey emulators

- the well-known Ron Fries emulator

- the Pokey emulator part of the SAP player (see ASMA homepage http://mp3.musichall.cz/Unreal/ASMA/)

Does anyone know how they compare ? Which has the better sampling quality ? Most compatible ?

-denis

748. FS: Brand New Atari Jaguar Packages, Games and Items

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <aj3j4.94219$n3.1811195@news0.telusplanet.net>
Source record: 47009
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

I have a limited amount of brand new Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net?subject=Classic Games (removing the NOSPAM first). Or email
me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

** Atari Jaguar Packages - Brand New (all contain one controller, RF Box and AC adapter)**
==========
Box conditions vary, best condition boxes will be sold first.
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
- Atari Jaguar with CyberMorph cartridge $40
- Atari Jaguar (No Cart) $30

** Atari Jaguar Games And Accessories - New/Shrink-wrapped**
==========
- Checkered Flag $10
- Composite Video Cable $15

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).

- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD Unit
- A working Vectrex controller
- A working DSS Satellite Receiver with H Card
- Working DSS H, HU or J Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

749. It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <bbfp8soejfuud376ksf5tip63elfu66mck@4ax.com>
Source record: 47010

Just a quick msg to those who know me in here :-

At 2.00pm on Saturday my wife and I rushed to the maternity hospital, by 9.37pm on Sunday after quite a few complications and a cesarian(sp) my lovely wife Cindy gave birth to the most beautiful baby girl weighing 7lb 14oz.

To anyone doubting the joys of child birth especially being there through everything I have to say its amazing beyond words :)

Have fun people :)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

750. Re: FS: Brand New Atari Jaguar Packages, Games and Items

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: Mike <grovem@ridgenet.net>
Message-ID: <86imfs$7mr$1@nnrp1.deja.com>
Source record: 47011
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit

In article <aj3j4.94219$n3.1811195@news0.telusplanet.net>,
"Jim Lazarenko" <jim_l@NOSPAM.telusplanet.net> wrote:
> I have a limited amount of brand new Atari Jaguar items for sale or
trade.

> Box conditions vary, best condition boxes will be sold first.
> -.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
> - Atari Jaguar with CyberMorph cartridge $40
> - Atari Jaguar (No Cart) $30

> I am also willing to trade for rare or shrink-wrapped/sealed titles
for...

> - A complete Atari Jaguar and Jaguar CD Unit

> - And of course the ever popular, original Intellivision keyboard
(should I
> be so lucky :).

I'm a bit confused. You have a couple of "New" Jaguars for sale, but
also willing to trade for a "New" Jaguar. What is wrong with the ones
you have? The CD is a seperate unit, why not keep one of your new ones
and just look for a CD?
Intellivision keyboard? There is one at the local thrift store, but it
surely isn't shrink wrapped. I don't even think they do that at the
counter. ;')

Mikey

Sent via Deja.com http://www.deja.com/
Before you buy.

751. Re: Who owns copyright on old computer mags?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: blackm00@cam.org
Message-ID: <blackm00-2401001634060001@dialup-130.hip.cam.org>
Source record: 47012
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.amiga

In article <38890BBE.C539B457@mb.imag.net>, wpg750@mb.imag.net wrote:

> Actually, I believe you are mistaken. Elementary Electronics *did* morph into
> Creative Computing. My dad used to subscribe to EE (he was interested in
> refurbishing vintage radio receivers and they had a column called "Antique
> Radio Corner". Another favorite was "Kathi's CB Carousal"). For awhile, it
> was renamed Elementary Electronics-Including Creative Computing, and then
> eventually became just Creative Computing. My dad let his subscription run
> out after that, as he wasn't interested in a 100% computer magazine.
>
Actually, I'm not mistaken. Creative Computing and Elementary Electronics
were two completely different magazines.

I've already said that Creative Computing started in 1974. I have in
front of me EE for Jan-Feb 1975, and also the Jan-Feb 1976. How could it
eveolve into a magazine that was already being published?

The May-June of 1981 issue, which happens to be the latest issue I have,
is actually titled "Sicence & Electronics" but it's nevertheless Elementary
Electronics with basically the same people on the masthead, and the
same features. It does say on the cover "including Computers & Programming"
and there is a fairly large computer section inside. I can't remember
if "Computers & Programming" was once a standalone magazine, spun off
from Elementary Electronics and then folded back into the magazine. The
"science" in the title seems false, at least in this issue, because
the section of the index entitled "science" has three articles listed,
all electronic related.

The little blurb in fine print on the index page says "Science &
Electronics/Computers & Programming including Elementary Electronics".

On page 49, there is a full page ad for Creative Computing.

So either you remember EE when it changed into a computer magazine,
and I don't remember it becoming as much a computer magazine as Popular
Electronics did when it changed it's name to Computers and Electronics (or
something like that), though I admit I asn't paying much attention
to the magazine at that point, though I did start reading EE at the
beginning of 1971.

Or when the smaller magazines were being bought up shortly after that
1981 issue, Ziff-Davis which did eventually buy up Creative Computing
and a lot of other magazines, might have also bought up "Science & Electronics"
and then shut it down, as it did to quite a few magazines in that period.
Subscribers might have then ended up with Creative Computing, which was

probably in better shape than some of the magazines. That's hardly morphing, it is just giving you one magazine instead of the one you originally subscribed to.

And of course, Creative Computing didn't last all that long after being bought up by ZIff-Davis.

Eventually, "Hands-On Electronics" started up towards the end of the eighties. A number of the people connected with that magazine were connected with Elementary Electronics.

And of course, with time, "Hands-On" was bought by Gernsback, or was Gernsback the publisher from the beginning? And then, "Hands-On" was renamed "Popular ELectronics" because Gernsback had somehow got the rights to the name.

And then at the end of 1999, Popular Electronics died fro the second time. It was combined with Electronics Now (which used to be Radio Electronics) and the combined magazine is titled Poptronics.

Michael

> Michael Black wrote:
>
> > In article <38791674.6F9EC400@mb.imag.net>, wpg750@mb.imag.net wrote:
> >
> > > Somewhere in each magazine, usually the contents page, there is usually
> > > a legal paragraph which contains the info you're looking for. You will
> > > find names like Hurst, Ziff-Davis, Gernsbeck, Time-Warner, etc. I
> > > suggest you go to the library and look through a periodical index, or
> > > the actual magazines themselves, if your library has them.
> > >
> > > BTW. Creative Computing was known as Elementary Electronics in the
> > > 1960-70s. In those days, they covered a lot of basic electronics and
> > > radio/audio material.
> > >
> > Creative Computing was the creation of David Ahl, in 1974. He had worked
> > for the Digital Equipment Corporation, and had worked at introducing BASIC
> > into schools, and had some scheme for a personal mini-computer. I gather
> > Creative was an extension of that, and so the magazine was around when
> > small computers hit the scene. As far as I know, it was an independent
> > magazine, though eventually it was bought up by one of the big magazine
> > publishers, Ziff-Davis, in the early eighties when there was a computer
> > magaizine boom, and a lot of independent magazines were being bought up.
> > I have the tenth anniversary issue, which was a retrospective and still
> > a nice reference, dated November 1984. If that wasn't the last issue,
> > it didn't last much longer.
> >
> > Elementary Electronics was a completely different magazine. I'm not sure
> > when it started, but I think it morphed from some other magazine, maybe
> > Radio-TV Electronics, both of which were published by Science & Mechanics
> > Publishing. It morphed once, or more likely twice, before fading out,

> > probably about the time Creative Computing died off. Science & Electronics
> > is one name that comes to mind, though it might be a false remembrance.
> > And I think it became something with "Computer" in the title. Unlike
> > Popular Electronics, that changed it's name and tried to become a
> > computer magazine, and non-technical at that, I don't remember a lot
> > of change in Elementary Electronics as it changed name, though of
> > course computers were added, just like every electronic magazine
> > added computer coverage back then.
> >
> > Michael
> >
> > > Mr. Boffo wrote:
> > >
> > > > (Reposting.... sorry.. my clock was screwed up and messed up
> > > > the message threading in the newsreader. Here it is again.)
> > > >
> > > > One of the recent developments in this age of cheap storage
> > > > is the arrival of the CD-ROM magazine archive. Some comics
> > > > and some magazines (like MAD Magazine) are making available
> > > > on CD-ROM the pages from all their old magazines.
> > > >
> > > > It occurs to me that there may be a market for the old
> > > > computer magazines from the 80's which have now died out..
> > > > Nibble, Family Computing, A+, Compute!, SofTalk, Creative
> > > > Computing, InCider...
> > > >
> > > > I would be VERY interested in buying a CD-ROM compendium of
> > > > all pages from these old magazines. However, I have no idea
> > > > who owns the copyright for the old magazines, so I have no
> > > > way of approaching this idea.
> > > >
> > > > Maybe somebody in these newsgroups might know?
> > > >
> > > > Now, I COULD create a website and just upload scans from the
> > > > magazines I have, but that would likely draw various legal
> > > > problems which I'd rather not deal with. I would really much
> > > > prefer that the actual copyright owners are involved in
> > > > approving or doing something like this themselves.
> > > >
> > > > OTOH, posting those old mags on a website may be EXACTLY the
> > > > way to find those copyright holders! ;)
> > > >
> > > > -Mr. Boffo
> > > >
> > > > Email: mister_boffo@hotmail.com
> > >
> > >
> > >
> > > --
> > > Doug Browning

> > > dougbrow@mb.imag.net
> > > www.mb.imag.net/~wpg750
>
>
>
> --
> Doug Browning
> dougbrow@mb.imag.net
> www.mb.imag.net/~wpg750

752. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <r14j4.12267$in5.213785@news1.online.no>
Source record: 47013

Congratulations Paul. My happiest moments in life was getting my son Simon, who is turning 5 soon, and my Atari's

You'll have many fine moments in store, it's awesome seeing the kids grow up.

Take care and give the best to your wife and new baby girl.

Paul Irvine <mclane@dellos.freeserve.co.uk> wrote in message news:bbfp8soejfuud376ksf5tip63elfu66mck@4ax.com...
>
> Just a quick msg to those who know me in here :-
>
> At 2.00pm on Saturday my wife and I rushed to the maternity hospital, by
> 9.37pm on Sunday after quite a few complications and a cesarian(sp) my
> lovely wife Cindy gave birth to the most beautiful baby girl weighing 7lb
> 14oz.
>
> To anyone doubting the joys of child birth especially being there through
> everything I have to say its amazing beyond words :)
>
> Have fun people :)
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

753. Re: Atari 1400XL or 1450XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <xs6MOGqw1knP4biSQJis32RHB1pd@4ax.com>
Source record: 47014

You are in an empty room with fletch@fast.net (Pete Fletcher). There's
a rock in the middle with "Y2" written on. A hollow voice says:

>Does anyone know of either of these units for sale any where? I'd really
>like to find one of these.
>
>Thanks,

You and me both mate :)
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer collection.
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

754. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000124172759.10540.00000121@ng-ft1.aol.com>
Source record: 47015

GREAT! CONGRATS!!!! Glad all's well! I have 2 girls.. named 'em Candy and Colleen after the 400 and 800... you should do the same!!! ;-)... Ok, just kidding... (about my girls names!) ...
again.. congrats!!!!

>At 2.00pm on Saturday my wife and I rushed to the maternity hospital, by
>9.37pm on Sunday after quite a few complications and a cesarian(sp) my
>lovely wife Cindy gave birth to the most beautiful baby girl weighing 7lb
>14oz.

B'rgds,
Vinnie

"Can't means don't want to!"

755. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-24 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <86ita8$37a$1@bob.news.rcn.net>
Source record: 47016

All the best to you, your daughter, your wife!

Congrats!

Alan

Paul Irvine <mclane@dellos.freeserve.co.uk> wrote in message
news:bbfp8soejfuud376ksf5tip63elfu66mck@4ax.com...
>
> Just a quick msg to those who know me in here :-
>
> At 2.00pm on Saturday my wife and I rushed to the maternity hospital, by
> 9.37pm on Sunday after quite a few complications and a cesarian(sp) my
> lovely wife Cindy gave birth to the most beautiful baby girl weighing 7lb
> 14oz.
>
> To anyone doubting the joys of child birth especially being there through
> everything I have to say its amazing beyond words :)
>
> Have fun people :)
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

756. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <rlrp8s8cmuk0nq1am2g9eaa3f3ntvq1gn1@4ax.com>
Source record: 47017

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>Congratulations Paul. My happiest moments in life was getting my son Simon,
>who is turning 5 soon, and my Atari's
>
>You'll have many fine moments in store, it's awesome seeing the kids grow
>up.
>
>Take care and give the best to your wife and new baby girl.

Many thanks Vidar..Best wishes to you and the family ..
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

757. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <knrp8ssektmj4ofs3thqjluppjc4t9pots@4ax.com>
Source record: 47018

The other Day vinnie5757@aol.comNOSPAM (Vinnie Rinaldi) wrote:

>GREAT! CONGRATS!!!! Glad all's well! I have 2 girls.. named 'em Candy and
>Colleen after the 400 and 800... you should do the same!!! ;-)... Ok, just
>kidding... (about my girls names!) ...
>again.. congrats!!!!

I called my 800 and 130XE many things, none of which are suitable for a
girl :)

And many thanks...
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

758. Re: Please help with Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Paul Barker <pbarker@dtn.ntl.com>
Message-ID: <86iruiqok1@nclient3-gui.server.dtn.ntl.com>
Source record: 47019

Hmm, I seem to remember you could upgrade stuff, but not how. Not much help
huh. I guess I could go dig out my tape (!) copy and fire it up ...

Bob Evans <BobEvanz@optonline.net> wrote in message
news:aNwi4.2078$Kp5.41662@news.optonline.net...
> Does anyony remember if you can go back to the store to buy more equipment
> and if you can how do you get back there?
>
>

759. ATTN: memory upgrade geniuses

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <PX9j4.31349$j63.781275@news1.rdc2.pa.home.com>
Source record: 47020

Could someone explain to me how to use a 1 meg SIMM for a memory upgrade on, say, a 800XL? I'm looking for more of a generic description, not involving all the extra chips you need. Say, you had a free PIA port, (8 pins) how do you set it up? and how does the CAS and RAS lines come into play?

thanks

tony

Arudzki@home.net

760. "Teflon Disks"

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000125022726.17348.00000324@ng-fz1.news.cs.com>
Source record: 47021

I remember when Verbatim came out with
Teflon-coated or Teflon-fortified disks. I
just ran across them again recently. Anybody
ever have any experience (good or bad) with these?
Larry

761. Re: Please help with Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <86jmpprl2@kohl.informatik.uni-bremen.de>
Source record: 47022

Paul Barker <pbarker@dtn.ntl.com> wrote:
> Hmm, I seem to remember you could upgrade stuff, but not how. Not much help
> huh. I guess I could go dig out my tape (!) copy and fire it up ...

I don't think you can go back. At the end of the game you'd just get
an account number with which you can start a new game with more money.

Try "TRON" as an account and "999" (or "9999") as the account number...

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

762. Re: Please help with Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <388D8FB8.5FC18BC4@mail.uni-mainz.de>
Source record: 47023

Bob Evans schrieb:
>
> Does anyony remember if you can go back to the store to buy more equipment
> and if you can how do you get back there?

As far as I know, you had to press a console button, try [Select] or
[Option]. Maybe this helps... Greetings - Andreas

763. Re: 65c8 16

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <388DBCD3.B336E68D@erols.com>
Source record: 47024

The shuttles just got a computer upgrade. They're now running 486's! No bull!

But,
We need to remember that it takes years to validate a CPU for space use. Chip
take alot of abuse up there.

Peter Pachla wrote:

> Hi Jon,
>
> > Not to pick a nit here but I read once somewhere that the
> >computing power that we used for the moon project was about
> >equivilent to a single average 486 class PC....
>
> If we're talking about ALL the computers used during the design and
> implementation of the entire Apollo project combined then that's probably
> about right.... ;-)
>
> The computer used on the Apollo space craft itself had little more computing
> power than the average digital watch of today. It was built using early
> discreet digital ICs (not dissimilar to TTL ICs, custom made for NASA) and
> was just powerful enough to do the job it was intended for (it had to be as
> small, light and power efficient as possible).
>
> After all, all it was expected to do was make course/burn calculations and
> fire the main engine from time to time. Something most programmable
> calculators of the last decade could do.
>
> Even the 5 computers running the shuttle have less computing power than your
> average 286. I don't know what they're using now, but ISTR that the original
> computers (which were designed in the late '70s) were actually 4-bit
> machines as they couldn't find any 8-bit processors which could stand up to
> the radiation etc.
>
> TTFN - Pete.
>
> --
> Spam deflector in effect, edit reply address - it's obvious!
>
> **********
> Join "vectrex_dev" today, the new mailing list for Vectrex developers.
> Go to http://www.egroups.com/list/vectrex_dev/ to join.
> **********
>
> Hardware & Software Engineer. Sound Engineer.

> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
>
> Web: www.wintermute.org.uk
> --

764. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <388D95A3.6EF6BAB2@mail.uni-mainz.de>
Source record: 47025

Paul Irvine schrieb:
>
> Just a quick msg to those who know me in here :-
>
> At 2.00pm on Saturday my wife and I rushed to the maternity hospital, by
> 9.37pm on Sunday after quite a few complications and a cesarian(sp) my
> lovely wife Cindy gave birth to the most beautiful baby girl weighing 7lb
> 14oz.
>
> To anyone doubting the joys of child birth especially being there through
> everything I have to say its amazing beyond words :)
>
> Have fun people :)
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

Best wishes to you and your wife !! Life then will never be the
same... happy greetings - Andreas

"You only get one life..." ?!? Where is the cheat for more lives ??

765. Re: Any Atari 8bitter near Shtuttgart Germany?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <388D940A.5F388987@mail.uni-mainz.de>
Source record: 47026

Nir Dary schrieb:
>
> Hi
>
> Any Atari 8bitter near Stuttgart Germany?
>
> I will be there today and tomorrow
>
> NIR

Yes, there are about 20 Atari 8 Bitters (or more) around Stuttgart.
Just mail to Marek Tomczyk or take a look at his fabulous link homepage
at http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
There is also an active regional group of ABBUC members around
Stuttgart, called ARGS... You just missed their last meeting (15.1.
2000). greetings - Andreas Magenheimer

P.S.: You will also find some links at the ABBUC homepage,
that show pictures of the ARGS members and their adresses...
http://www.atari-computer.de/abbuc

766. Wanted: Creative Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: cswiger@norfolk.infi.net
Message-ID: <388d9c3a.1389701@news.widomaker.com>
Source record: 47027

Gang -
Anybody have this book for sale :

The Creative Atari Edited by David Small, Sandy Small, George Blank
Published by Creative Computing Press $15.95

or know where to find one?
Top prices paid - mailto:cswiger@norfolk.infi.net

TIA

Chuck
Playing "Zombies" :)

767. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000125101952.03867.00000246@ng-cj1.aol.com>
Source record: 47028

Hey.. Candy and Colleen were code names BEFORE they were shipped!!! After,
yep, I agree... funny... you can use the very same names over and over again...
on, let's say, your PC!

>
>I called my 800 and 130XE many things, none of which are suitable for a
>girl :)

B'rgds,
Vinnie

"Can't means don't want to!"

768. Re: 65c8 16

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s8ri7oif7q5103@corp.supernews.com>
Source record: 47029

We went around and around on this in alt.folklore.computers. Richard Feyman, Nobel Prize winner, had a really interestting perspective on why the shuttle program is the way it is. Really good read, can't remember which of his book it was in, probably the same one that had "Cargo Cult Science" as one of its chapters.

But basically the amount of radiation the shuttle catches is not that much. Its orbit is way below the Van Allen radiation belt and the amount of radiation that would have to be present to be a problem with even a lightly shielded computer would be enough to kill all the astronauts.

From what I understand, a lot of the astronauts just grab their personal laptop for use in space and haven't had any problems.

Stephen Knox <gooch@erols.com> wrote in message news:388DBCD3.B336E68D@erols.com...
> The shuttles just got a computer upgrade. They're now running 486's! No bull!
>
> But,
> We need to remember that it takes years to validate a CPU for space use. Chip
> take alot of abuse up there.
>
> Peter Pachla wrote:
>
> > Hi Jon,
> >
> > > Not to pick a nit here but I read once somewhere that the
> > >computing power that we used for the moon project was about
> > >equivilent to a single average 486 class PC....
> >
> > If we're talking about ALL the computers used during the design and
> > implementation of the entire Apollo project combined then that's probably
> > about right.... ;-)
> >
> > The computer used on the Apollo space craft itself had little more computing
> > power than the average digital watch of today. It was built using early
> > discreet digital ICs (not dissimilar to TTL ICs, custom made for NASA) and
> > was just powerful enough to do the job it was intended for (it had to be as
> > small, light and power efficient as possible).

> >
> > After all, all it was expected to do was make course/burn calculations
and
> > fire the main engine from time to time. Something most programmable
> > calculators of the last decade could do.
> >
> > Even the 5 computers running the shuttle have less computing power than
your
> > average 286. I don't know what they're using now, but ISTR that the
original
> > computers (which were designed in the late '70s) were actually 4-bit
> > machines as they couldn't find any 8-bit processors which could stand up
to
> > the radiation etc.
> >
> > TTFN - Pete.
> >
> > --
> > Spam deflector in effect, edit reply address - it's obvious!
> >
> > **********
> > Join "vectrex_dev" today, the new mailing list for Vectrex developers.
> > Go to http://www.egroups.com/list/vectrex_dev/ to join.
> > **********
> >
> > Hardware & Software Engineer. Sound Engineer.
> > Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp
DEC)
> >
> > Web: www.wintermute.org.uk
> > --
>
>

769. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: John J Boyle <johnj@jjboyle.freeserve.co.uk>
Message-ID: <86krmcbrg1@news7.svr.pol.co.uk>
Source record: 47030

Well done to your Wife, take good care of both of them.
Paul Irvine <mclane@dellos.freeserve.co.uk> wrote in message
news:bbfp8soejfuud376ksf5tip63elfu66mck@4ax.com...
>
> Just a quick msg to those who know me in here :-
>
> At 2.00pm on Saturday my wife and I rushed to the maternity hospital, by
> 9.37pm on Sunday after quite a few complications and a cesarian(sp) my
> lovely wife Cindy gave birth to the most beautiful baby girl weighing 7lb
> 14oz.
>
> To anyone doubting the joys of child birth especially being there through
> everything I have to say its amazing beyond words :)
>
> Have fun people :)
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

770. Re: 65c8 16

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <388e0794.3103803@news.s-direktnet.de>
Source record: 47031

On Thu, 20 Jan 2000 17:57:22 GMT, "Jacek Zima II"
<jzima@microsystems.com.pl> wrote:

>is there anyone who replaced orginal 6502 for 65c816 ??
>
>

here in germany several people updated and even in poland (check for
draco!)

if you need some code to check on which cpu you are running:

check my site:

http://www.s-direktnet.de/homepages/k_nadj/main.html

to brix!

yes.... supercpu kicks asses... saw it working on some doom-routine
and some dot-duck rotating around on a demo-party in germany... ;)

bye, heaven/taquart

ps. i would like to have such a "plug-in-rom-module". no hardware-hack
to get ridd off the 8bit registers... ;)

771. Video Switch?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Frank Rachel <frachel@rcn.com>
Message-ID: <B4B38902.DF31%frachel@rcn.com>
Source record: 47032

Its been so long.. Anyway, I want to hook my 130XE to my TV, instead of the Amdek Monitor I have, so I need to get the video switch thingy..

Anyone know where I can get one, and a part # or something?

Thanks,

Frank.

772. ST monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Erik Closson <neofreud@ix.netcom.com>
Message-ID: <86l72ffhq1@nntp3.atl.mindspring.net>
Source record: 47033

If I get a monitor meant for an atari ST will it work with my 65XE.

773. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <jjas8ssthj30a4e1md7h1cb2nb2sf5cp52@4ax.com>
Source record: 47034

The other Day "Alan Sharkis" <asharkis@erols.com> wrote:

>All the best to you, your daughter, your wife!
>
>Congrats!
Thanks very much Alan..
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

774. FT Atari 8-bit equipment

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Chris Ross <pragmatist@kc.rr.com>
Message-ID: <388E3523.5E095A1F@kc.rr.com>
Source record: 47035

I have some 8-bit stuff that really needs to go. I don't have much space to store this bulky stuff for any legnth of time. I picked this stuff up as trade bait and haven't tested it. I mainly collect Atari 2600 and NES. Feel free to email if interested in anything.

Atari 800 w/AC Adapter, Basic cart (boxed)
1050 disk drive w/amazing Dos 3.0(boxed)
410 tape drive
1025 printer
Xetec Graphix AT adapter

Tapes:
Biorhythm, States and Capitals, Energy Czar, and Pacific Coast HWY

This is the first batch, I have another batch yet to be unearthed....Let me know if you some or all of it.

Chris

--

"One World, One Web, One Program" - Microsoft Promotional Ad
"Ein Volk, Ein Reich, Ein Fuhrer" - Adolf Hitler

775. Re: 65c8 16

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <86lhmc$16j$1@news.storm.ca>
Source record: 47036

Taken from the Niven/Pournelle book "Fallen Angels" (ISBN 0-671-72052-X):

Wanted fan for plain sedition
Like the singing of this tune
If NASA hadn't failed us we'd have cities on the moon
If it weren't for f***ing NASA we'd at least have walked on Mars
And if I can't make orbit, then I'll never reach the stars.

On a related note: Anyone have any info on the status of Gary Hudson's
"Phoenix"?

David P.

Richard Cortese <ricortes@netmagic.net> wrote in message
news:s8ri7oif7q5103@corp.supernews.com...
> We went around and around on this in alt.folklore.computers. Richard
Feyman,
> Nobel Prize winner, had a really interestting perspective on why the
shuttle
> program is the way it is. Really good read, can't remember which of his
book
> it was in, probably the same one that had "Cargo Cult Science" as one of
its
> chapters.
>
> But basically the amount of radiation the shuttle catches is not that
much.
> Its orbit is way below the Van Allen radiation belt and the amount of
> radiation that would have to be present to be a problem with even a
lightly
> shielded computer would be enough to kill all the astronauts.
>
> From what I understand, a lot of the astronauts just grab their personal
> laptop for use in space and haven't had any problems.
>
> Stephen Knox <gooch@erols.com> wrote in message
> news:388DBCD3.B336E68D@erols.com...
> > The shuttles just got a computer upgrade. They're now running 486's!
No
> bull!
> >
> > But,
> > We need to remember that it takes years to validate a CPU for space use.
> Chip
> > take alot of abuse up there.

> >
> > Peter Pachla wrote:
> >
> > > Hi Jon,
> > >
> > > > Not to pick a nit here but I read once somewhere that the
> > > >computing power that we used for the moon project was about
> > > >equivilent to a single average 486 class PC....
> > >
> > > If we're talking about ALL the computers used during the design and
> > > implementation of the entire Apollo project combined then that's
> probably
> > > about right.... ;-)
> > >
> > > The computer used on the Apollo space craft itself had little more
> computing
> > > power than the average digital watch of today. It was built using
early
> > > discreet digital ICs (not dissimilar to TTL ICs, custom made for NASA)
> and
> > > was just powerful enough to do the job it was intended for (it had to
be
> as
> > > small, light and power efficient as possible).
> > >
> > > After all, all it was expected to do was make course/burn calculations
> and
> > > fire the main engine from time to time. Something most programmable
> > > calculators of the last decade could do.
> > >
> > > Even the 5 computers running the shuttle have less computing power
than
> your
> > > average 286. I don't know what they're using now, but ISTR that the
> original
> > > computers (which were designed in the late '70s) were actually 4-bit
> > > machines as they couldn't find any 8-bit processors which could stand
up
> to
> > > the radiation etc.
> > >
> > > TTFN - Pete.
> > >
> > > --
> > > Spam deflector in effect, edit reply address - it's obvious!
> > >
> > > **********
> > > Join "vectrex_dev" today, the new mailing list for Vectrex developers.
> > > Go to http://www.egroups.com/list/vectrex_dev/ to join.
> > > **********

> > >
> > > Hardware & Software Engineer. Sound Engineer.
> > > Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp
> DEC)
> > >
> > > Web: www.wintermute.org.uk
> > > --
> >
> >
>
>

776. Atariwriter to Word Perfect

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Robert <txlawyer@texas.net>
Message-ID: <XBsj4.49693$Lf2.1316551@news6.giganews.com>
Source record: 47037

I have a zillion (?) files I need to convert from Atariwriter to Word Perfect. Any suggestions or help?

Robert McWhorter

777. Re: Video Switch?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Heavy G <heavyg@evcom.net>
Message-ID: <388E88FA.10C07764@evcom.net>
Source record: 47038

Radio Shack sells manual tv/game switches that will work with atari or any
video game that uses the RCA jack.

Frank Rachel wrote:

> Its been so long.. Anyway, I want to hook my 130XE to my TV, instead of the
> Amdek Monitor I have, so I need to get the video switch thingy..
>
> Anyone know where I can get one, and a part # or something?
>
> Thanks,
>
> Frank.

778. Re: FT Atari 8-bit equipment

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Heavy G <heavyg@evcom.net>
Message-ID: <388E897E.82F62C14@evcom.net>
Source record: 47039

Id be interested in an atari 850 interface or P:R: connection if you come across one. thanks

Chris Ross wrote:

> I have some 8-bit stuff that really needs to go. I don't have much space
> to store this bulky stuff for any legnth of time. I picked this stuff up
> as trade bait and haven't tested it. I mainly collect Atari 2600 and
> NES. Feel free to email if interested in anything.
>
> Atari 800 w/AC Adapter, Basic cart (boxed)
> 1050 disk drive w/amazing Dos 3.0(boxed)
> 410 tape drive
> 1025 printer
> Xetec Graphix AT adapter
>
> Tapes:
> Biorhythm, States and Capitals, Energy Czar, and Pacific Coast HWY
>
> This is the first batch, I have another batch yet to be unearthed....Let
> me know if you some or all of it.
>
> Chris
>
> --
>
> "One World, One Web, One Program" - Microsoft Promotional Ad
> "Ein Volk, Ein Reich, Ein Fuhrer" - Adolf Hitler

779. Re: Atariwriter to Word Perfect

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <388E75F8.905581E9@worldnet.att.net>
Source record: 47040

Hi Robert,

Atariwriter saves its files as straight ascii text, you could use a null-modem cable and connect your PC and Atari (through an 850 interface) and simply file transfer them over to your PC, if you'd like to get a little more fancy you could buy or build an SIO2PC (Jason Worley here on the newsgroup makes great SIO2PC interfaces) and you can download the software and connect your Atari to your PC and use your PC's disk drives and HD as storage and simply save all your files to your PC, then run WP and open an ASCII text file and there you go.

Curt

Robert wrote:

> I have a zillion (?) files I need to convert from Atariwriter to Word
> Perfect. Any suggestions or help?
>
> Robert McWhorter

780. Re: ST monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <388E7667.EDAD0D69@worldnet.att.net>
Source record: 47041

Hi Erik,

No unless your handy with a soldering iron. You'll need to build a
scan converter (uisng a chip such as a Motorola TDA3330, Phillips makes
a better chip with a built-in burst gate circuit which can save you a
lot of time and aggrevation) you'll lose colors but you can do it.

Curt

Erik Closson wrote:

> If I get a monitor meant for an atari ST will it work with my 65XE.

781. Re: Atariwriter to Word Perfect

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-25 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <388E7E5B.74CD7BED@usa.net>
Source record: 47042

Robert wrote:

> I have a zillion (?) files I need to convert from Atariwriter to Word
> Perfect. Any suggestions or help?
>
> Robert McWhorter

I once wrote a column on this very subject. (Carolyn's Corner, March 1991). It was about converting files created with AtariWriter Plus to PC text format. Since I followed my own advice, I have this column in PC format and can e-mail it to you in either MS Word format or plain text.

Of course, this was written before the Internet, emulators, or utilities that let you read double-density Atari disks directly with a PC, so the task is somewhat easier now.

Let me know if you would like to have this column.

Carolyn

782. Re: MIO HD problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: lenspencer@aol.comNOSPAM
Message-ID: <20000125192105.01566.00000049@ng-fb1.aol.com>
Source record: 46943

>I just plugged up the MIO to try a little coding, but the HD didn't boot. My
>setup is a 256K and a 1Mb MIO connected to an Adaptec 4000a interface. I use
>a couple of KC-30 Kyocera drives and thought the MIO would set itself up as
>it was stored on the HD.
>
>Any suggestions ? I think SCSI Lun and ID was 0,0 and 0,1 for the second
>drive. Is this correct ? I've tried others too, but can't seem to find the
>files that was stored on my HD. Actually nothing happes, except a 163 error
>I think it was.
>
>Anything to help me on the track to get it up again would be greatly
>appreciated.

Yes, get rid of those damned Kyocera drives! The first (possible) problem is
the KC30 is an RLL drive. The second (more likely) problem is the Kyocera
drives are just plain junk. My first setup was with a KC30 and the drive had a
nasty habit of writing bad sectors. What would happen was the heads would
still be bouncing after a seek to a new cylinder and try to write the data
before the head stabilized. At first I thought it was just a defective drive
but after exchanging it for another KC30 that did the exact same thing I took
it back and bought a Seagate.

I hate to say it, but as far as I'm concerned Kyocera is just another Japanese
word for DOORSTOP.

I'm sure you got those drives for virtually a song, but I hope it wasn't more
than half a verse of "Row Row Row Your Boat"...

Hopefully you can still find an old Seagate, Miniscribe, or Conner MFM drive...

Remove Hormel processed pork product to reply.

783. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <5mes8sgb3i7nh2pptuniou63tonoeg1hm8@4ax.com>
Source record: 46944

The other Day Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

>Best wishes to you and your wife !! Life then will never be the
>same... happy greetings - Andreas

Many thanks for that :)
>
>"You only get one life..." ?!? Where is the cheat for more lives ??

Ha ha...Use your Omnimon :)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

784. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <iqes8sso2vmof7qebg8m2ef0ft1citfego@4ax.com>
Source record: 46945

The other Day vinnie5757@aol.comNOSPAM (Vinnie Rinaldi) wrote:

>Hey.. Candy and Colleen were code names BEFORE they were shipped!!! After,
>yep, I agree... funny... you can use the very same names over and over again...
>on, let's say, your PC!
>
LOL!!
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

785. Re: It's a girl :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <nres8s8t21urubtbliff2jj3j269u3ktik@4ax.com>
Source record: 46946

The other Day "John J Boyle" <johnj@jjboyle.freeserve.co.uk> wrote:

>Well done to your Wife, take good care of both of them.

I will....Many thanks..
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

786. USA: FS: ICD MIO (Priced Reduced)!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <388e6d3e@athene.hdm-stuttgart.de>
Source record: 46947

I have a excellent 1meg version ICD Multi I/O (MIO) for sale with
lots of extras.

Price has been reduced.

If interested then e-mail for details.
phantomm@kih.net

787. FT Atari 8-bit equipment -- A Clarification

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Chris Ross <pragmatist@kc.rr.com>
Message-ID: <388E75BF.1769B956@kc.rr.com>
Source record: 46948

Here is a complete run down of what I have discovered about these items. It pays to take careful notice.

The disk drive comes in full styrofoam and box. The drive looks very nice as

does the AC adapter. The box has a ripped flap that extends into the body of

the box as though someone tried to force the not fully closed styrofoam shell
into the box. It also has that brown packing tape in various places on the box, and some of the color has come off the box where this tape has been removed.

****
With the computer itself, I realized with a closer look that the 800 is not boxed. It was sitting in "The Educator" kit box, which apparantly is for the

program recorder, the basic cart, and the States and Capitals cassette. Sorry
for the misleading info on that part. Obviously no styrofoam for the computer,
and the box has that same packing tape on it as well as some crushing on the

top part of the box.
****

Chris Ross wrote:

> I have some 8-bit stuff that really needs to go. I don't have much space
> to store this bulky stuff for any legnth of time. I picked this stuff up
> as trade bait and haven't tested it. I mainly collect Atari 2600 and
> NES. Feel free to email if interested in anything.
>
> Atari 800 w/AC Adapter, Basic cart (boxed)
> 1050 disk drive w/amazing Dos 3.0(boxed)
> 410 tape drive
> 1025 printer
> Xetec Graphix AT adapter
>
> Tapes:
> Biorhythm, States and Capitals, Energy Czar, and Pacific Coast HWY
>
> This is the first batch, I have another batch yet to be unearthed....Let
> me know if you some or all of it.
>
> Chris
>

> --
>
> "One World, One Web, One Program" - Microsoft Promotional Ad
> "Ein Volk, Ein Reich, Ein Fuhrer" - Adolf Hitler

--

"One World, One Web, One Program" - Microsoft Promotional Ad
"Ein Volk, Ein Reich, Ein Fuhrer" - Adolf Hitler

788. Re: Atariwriter to Word Perfect

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <388E80DD.B96056A5@usa.net>
Source record: 46949

Curt,

AtariWriter and AtariWriter Plus do not use "straight ASCII text." The text is in ATASCII, which is slightly different. Mainly, every line end will have to be changed from ASCII 155 to ASCII 13,10. And there are also formatting codes included in each Atari file which will not translate correctly. There are utilities available nowadays that will do these changes automatically.

I describe an alternative method in one of my old "Carolyn's Corner" columns, which were written in the early 90's for the Mid-Florida Atari Computer Club. They were also made available on CompuServe. I've offered to e-mail the appropriate column to Robert.

Carolyn

Curt Vendel wrote:

> Hi Robert,
>
> Atariwriter saves its files as straight ascii text, you could use a
> null-modem cable and connect your PC and Atari (through an 850 interface)
> and simply file transfer them over to your PC, if you'd like to get a
> little more fancy you could buy or build an SIO2PC (Jason Worley here on
> the newsgroup makes great SIO2PC interfaces) and you can download the
> software and connect your Atari to your PC and use your PC's disk drives
> and HD as storage and simply save all your files to your PC, then run WP
> and open an ASCII text file and there you go.
>
> Curt
>
> Robert wrote:
>
> > I have a zillion (?) files I need to convert from Atariwriter to Word
> > Perfect. Any suggestions or help?
> >
> > Robert McWhorter

789. Re: HELP! Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.10001260015200.10695-100000@user2.teleport.com>
Source record: 46950
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Fri, 24 Dec 1999, bowling wrote:

>
> I'll vouch for Ben!!!
> I'm a "repeat" customer of his, and he's always sold me Top-Quality stuff at
> great prices!
> --Mark B.

Thank You Mark.

==Thanx==
===Ben===

Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

790. Re: Atariwriter to Word Perfect

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bf67d4$89dc3120$15b879c3@richard>
Source record: 46951

Carolyn Hoglin <choglin@usa.net> wrote:
> AtariWriter and AtariWriter Plus do not use "straight ASCII text."

> Curt Vendel wrote:
>
> > Robert wrote:
> >
> > > I have a zillion (?) files I need to convert from Atariwriter to Word
> > > Perfect. Any suggestions or help?

Once you have the "zillion" files transferred to your PC, there are
numerous utilities that can convert the files to "Straight ASCII". If you
can't find one, ask around on this NG.

Richard

791. Another 1200XL green screen

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Stinky <octopus@aracnet.com>
Message-ID: <388EB764.39F63D2C@aracnet.com>
Source record: 46952

Hello everybody,

I have a 1200XL with the dreaded green screen of death on power-up. I'd like to start swapping chips but I don't have another 1200, just a bunch of socketed 800XLs for spares. What chips are interchangeable between the two? Particularly, is the PIA interchangable---if so, can anybody tell me where on the two boards (1200XL and 800XL) the PIA is, since somebody in another thread said that was often the cause of the green screen?

Thanks for any advice!

--
Oh, life is a glorious cycle of song, +
A medley of extemporanea; + octopus@aracnet.com
And love is a thing that can never go wrong, +
http://www.aracnet.com/~octopus
And I am Marie of Rumania. ---Dorothy Parker +

792. Re: MIO HD problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Nkzj4.13729$in5.241330@news1.online.no>
Source record: 46953

Thanks Len. I got them for only the first word in Row ... :-) I took them home from work after we started using IDE instead. I do have a Rodime R0652 and a ST225. Might be some others too, but I suspect they are ST225's also. Are the setup for these ST225 drives correct if I use
CYL : 615
HEADS : 4
Sectors : 81179

Thanks again. I thought the KC drives were pretty good, they lasted many years in the video stores we used them in. But, of course old age can kill a drive.

Take care

Len Spencer <lenspencer@aol.comNOSPAM> wrote in message news:20000125192105.01566.00000049@ng-fb1.aol.com...
> >I just plugged up the MIO to try a little coding, but the HD didn't boot. My
> >setup is a 256K and a 1Mb MIO connected to an Adaptec 4000a interface. I use
> >a couple of KC-30 Kyocera drives and thought the MIO would set itself up as
> >it was stored on the HD.
> >
> >Any suggestions ? I think SCSI Lun and ID was 0,0 and 0,1 for the second
> >drive. Is this correct ? I've tried others too, but can't seem to find the
> >files that was stored on my HD. Actually nothing happes, except a 163 error
> >I think it was.
> >
> >Anything to help me on the track to get it up again would be greatly
> >appreciated.
>
> Yes, get rid of those damned Kyocera drives! The first (possible) problem is
> the KC30 is an RLL drive. The second (more likely) problem is the Kyocera
> drives are just plain junk. My first setup was with a KC30 and the drive had a
> nasty habit of writing bad sectors. What would happen was the heads would
> still be bouncing after a seek to a new cylinder and try to write the data
> before the head stabilized. At first I thought it was just a defective drive
> but after exchanging it for another KC30 that did the exact same thing I took

> it back and bought a Seagate.
>
> I hate to say it, but as far as I'm concerned Kyocera is just another
Japanese
> word for DOORSTOP.
>
> I'm sure you got those drives for virtually a song, but I hope it wasn't
more
> than half a verse of "Row Row Row Your Boat"...
>
> Hopefully you can still find an old Seagate, Miniscribe, or Conner MFM
drive...
>
> Remove Hormel processed pork product to reply.
>

793. Re: A message from Computer Software Services

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86mgbi$e2g$1@nets3.rz.RWTH-Aachen.DE>
Source record: 46954

Howdy Dan, folks

>> And you can always wait for Atari Classics to come out. I sent Bob
>Woolley a
>> bigger article.
>
>Thanks for the tip Mathy... I'll have to get signed up for Atari
>Classics.

Try rwoolley@pacbell.net (.net, not .com)

If you put "I wanna subscribe" in the header, maybe he will respond sooner.
:-)

CU Mathy van Nisselroy

794. Re: 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86mgpn$e2g$2@nets3.rz.RWTH-Aachen.DE>
Source record: 46955

Howdy John, folks

>80-column video

Black and white I guess?
Did it use the 6545/6845?

CU Mathy van Nisselroy

795. Re: SpartaDOS TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86mhgk$e2g$3@nets3.rz.RWTH-Aachen.DE>
Source record: 46956

Howdy Cabell

>I got the TDLINE from 3.2g and it reports the correct day of week but the
>date looks like this:
>
>01-21-:0
>
>Note the colon in place of the first zero in the year. Is this how it
>should look?

The one Mike Hohman of FTe updated seems to display everything as it should.
The colon thing is a trick to make the ICD version work kinda OK.

CU Mathy van Nisselroy

796. Re: 6520 availability

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86mi63$e2g$4@nets3.rz.RWTH-Aachen.DE>
Source record: 46957

Howdy Tony, folks

>> Are 6520s still being made?
>
> You can order this part new from Jameco. www.jameco.com.

IIRC the 6821 or MC6821 is the same chip, but often cheaper.
But make sure you get the right version.

I believe the 6520 is 1MHz and the 6520A is 2MHz, while the 6821A is 1MHz and
the 6821B is 2MHz.

Cu Mathy van Nisselroy

797. Re: 130XE schematics

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86mi98$e2g$5@nets3.rz.RWTH-Aachen.DE>
Source record: 46958

Howdy Tony

>Did someone do a 1 Meg SIMM upgrade for the 800XL?

I'm working on one that even has separate CPU and ANTIC banking. It already
works in my XEGS. Problem is I don't have much time untill April.

CU Mathy van Nisselroy

798. WTB: DRacula for Lynx

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Michael Martin <lmartin@midamer.net>
Message-ID: <zPBj4.50546$Lf2.1335974@news6.giganews.com>
Source record: 46959

The title says it all. I am looking for Dracula for Atari Lynx. If you have this for sale, please e-mail me at tonym04@aol.com as I do not frequent the newsgroups.

799. WTB: Dracula for Lynx

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Michael Martin <lmartin@midamer.net>
Message-ID: <OQBj4.66119$905.1343146@news5.giganews.com>
Source record: 46960

The title says it all. I am looking for Dracula for Atari Lynx. If you have this for sale, please e-mail me at tonym04@aol.com as I do not frequent the newsgroups.

800. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <drDj4.61551$j63.848770@news1.rdc2.pa.home.com>
Source record: 46961

Gene didn't rip anybody off ever. I mailed a refund to the man over a week ago. I even sent him back the cost of his money order. He owes me a public apology.

Following is the e-mail I sent to him.

To: Mathematatin@webtv.net (Thomas Bafia)
Subject: Re: Atari 8 Bit
Cc:

At 08:14 PM 1/5/00 -0500, you wrote:
Dear Gene,

I'm the person who ordered the DOS Master Diskette 3 for the Atari 8 bit
---

I just found the disk but it was warped and not usable. I am mailing (tomorrow) a refund of $8 to also cover your cost for the money order. Sorry for all the problems. I usually ship right away but the trip came up so suddenly that I did not have a chance to finish getting shipments out. Came back to over 1900 messages.

Gene

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
gene@ehrich.com
"bowling" <mbowlin1@tampabay.rr.com> wrote in message
news:Ksih4.4396$283.35843@typhoon2.tampabay.rr.com...
> Aside from pricing his stuff way too high, I think Gene is probably mostly
> an honest seller. I have bought from him before. Since he was preparing
to
> "move" to a different location, it is fairly likely that he has gotten the
> order screwed up in the confusion of his "move". I'm just guessing here,
> but that's my opinion. I think you will probably be able to resolve your
> order -- either with a refund, or with receipt of the merchandise --
within
> the next few weeks. You may have to "track him down" if he gets a new
> address (either geographic or "email") though.
> --mb
>
>

801. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <AuDj4.61637$j63.848955@news1.rdc2.pa.home.com>
Source record: 46962

You owe me an apology. I sent you a refund for more than you paid along with an explanation. Would you have preferred that I sent you a damaged disk? I even refunded the cost of your money order.

A public apology from you is in order.

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
gene@ehrich.com
"Thomas Bafia" <Mathematatin@webtv.net> wrote in message
news:24083-3883B36E-36@storefull-134.iap.bryant.webtv.net...
Gene Ehrich posted a notice on this discussion group awhile ago saying he had Atari stuff for sale at his web site. I went to his web site, found a DOS 3 disk I wanted to order and contacted him. He replied back with:

I have put it aside for you.

Please send payment which includes shipping to address below: Please make payable to Gene Ehrich.

A pre-addressed mailing label would be greatly appreciated if possible.

Payment Amount: $7

Send To: Gene Ehrich
P.O. Box 209
Marlton NJ
08053-0209

Thanx for your order.

Gene

http://www.voicenet.com/~generic

Gene Ehrich

gene@ehrich.com
generic3@home.com

It has now been a month since I mailed my payment (money order). I have tried contacting him numerous times about it, and he has never replied. I just wanted everyone to know so others don't get ripped off.

By the way, does anyone have an extra Atari DOS 3 Master Diskette he can sell?

802. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <86n1ec$2ja$1@plutonium.compulink.co.uk>
Source record: 46963

In article <AuDj4.61637$j63.848955@news1.rdc2.pa.home.com>,
generic3@home.com (GENE EHRICH) wrote:

> You owe me an apology.
No he doesn't. At the time he posted his problem, he hadn't heard from you
despite numerous emails. He wasn't to know you were away on a trip so his
comments were perfectly valid. i'm sure you'd think the same in his
situation. The fact that you've now returned from your trip, cleared up
the mess more than admirably does not invalidate his original message.

It's just one of those things. He didn't know what you were doing and you
couldn't tell people. Such is life. No-one owes anyone apolgies. It's all
sorted now so let it drop.

At best he ought to post a msg confirming receipt of his refund and that
he is now happy.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

803. Thomas Bafia owes me an apology

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <YQDj4.62217$j63.849106@news1.rdc2.pa.home.com>
Source record: 46964

Mr. Bafia owes me an apology for the premature badmouthing he did towards me. He accused me of ripping him off which is not true. I mailed him a refund, not just for what he sent to me but also included extra to pay him for both the money order and postage he spent.

I came back to over 1900 messages. Saw his when I got back and responded immediately explaining to him that I been called away for two weeks on an emergency and had not had time to complete my orders and I would get back to him the next day after reviewing my messages. That was two weeks after I received his payment not a month. I got the disk out for shipment and found that it was warped and unusable. A refund was in order. I sent a message that I was mailing the refund which I did.

He was not ripped off. Anybody who has dealt with me over the years knows that. At times there are circumstances that cause some problems as with any type of communications. Correcting those problems as soon as possible is the true test test of an honest man. Bad mouthing others is not. An apology from Mr Bafia to myself is in order.

Gene Ehrich
--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
gene@ehrich.com

804. Re: MIO HD problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: lenspencer@aol.comNOSPAM
Message-ID: <20000126105058.15837.00000026@ng-fw1.aol.com>
Source record: 46965

>Thanks Len. I got them for only the first word in Row ... :-) I took them
>home from work after we started using IDE instead. I do have a Rodime R0652
>and a ST225. Might be some others too, but I suspect they are ST225's also.
>Are the setup for these ST225 drives correct if I use
>CYL : 615
>HEADS : 4
>Sectors : 81179
>

Cylinder and head numbers are correct, but total sectors should be 78720. On these drives the 4000a will format to 32 sectors per track at 256 bytes per sector. Of course that is before mapping out the bad sectors, which the Adaptec cards handle very well.

Hope this helps.

Remove Hormel processed pork product to reply.

805. Re: Another 1200XL green screen

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s8u6m1ct7q582@corp.supernews.com>
Source record: 46966

Stinky <octopus@aracnet.com> wrote in message
news:388EB764.39F63D2C@aracnet.com...
> Hello everybody,
>
> I have a 1200XL with the dreaded green screen of death on power-up. I'd
> like to start swapping chips but I don't have another 1200, just a bunch
> of socketed 800XLs for spares. What chips are interchangeable between
> the two? Particularly, is the PIA interchangable---if so, can anybody
> tell me where on the two boards (1200XL and 800XL) the PIA is, since
> somebody in another thread said that was often the cause of the green
> screen?
All the chips except the OS ROMs and MMU are interchangable, but I really
don't think it is your 6520. A 1200xl will even boot if you *pull* the 6520,
you just won't have joysticks and some SIO functions.

If it was me, first thing I would do is just leave the computer on with the
green screen for 5-6 hours, then try to reboot. I kind of speculate that
oxidation/moisture of the disimilar metals causes some galvonic<sp?> type
cells at the contacts that keep them from running until they get warm and
dry out a bit.

I would also guess that it isn't your GTIA since the presence of the green
screen probably means most of it is working.

If the burn in doesn't work, next thing to try would be replacing the ram
chips. They are pretty much just standard 64k x 1 drams and if you can't
find those 256k x 1 will work but only give you 64k of memory.
>
> Thanks for any advice!
>
>
> --
> Oh, life is a glorious cycle of song, +
> A medley of extemporanea; + octopus@aracnet.com
> And love is a thing that can never go wrong, +
> http://www.aracnet.com/~octopus
> And I am Marie of Rumania. ---Dorothy Parker +

806. Re: Another 1200XL green screen

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <28462-388F22E0-4@storefull-173.iap.bryant.webtv.net>
Source record: 46967

make sure that your power supply is good also,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

807. Re: 1090 Clones ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <388f53e4.3872700@news.pipeline.com>
Source record: 46968

It uses a 6845 and outputs 80-columns through a single RCA jack.
I had it hooked up to a C1702 at one time.

I'll send you a scan of the board in email.

John

On 26 Jan 2000 10:03:35 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Howdy John, folks
>
>>80-column video
>
>Black and white I guess?
>Did it use the 6545/6845?
>
>CU Mathy van Nisselroy
>

808. 850 to PC/MAC null modem

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: pete <pete@nycocorp.com>
Message-ID: <pete-4F7F9A.15291526012000@news.erols.com>
Source record: 46969

I want to transfer files from either my PC or MAC to my 8-bit. I have an 850 interface and was wondering if a standard null modem cable from Radio Shack will work with the 850. I realize the Mac will require a different cable then the PC.

Pete

809. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <86nrvv1146i@enews4.newsguy.com>
Source record: 46970

On 16 Jan 2000 23:26:05 , Carolyn Hoglin wrote:

>My husband and I have made this cable according to instructions found at
>www.emulators.com, and checked carefully each pin/socket for opens and
>shorts. It tests out perfectly, but it will not allow me to access my
>Atari XF551 using any of the Xformer programs. In case the fault lay
>with the drive, I borrowed a friend's 1050 drive, but it won't work
>either. Does anyone have an idea of where we may have gone wrong? (We
>are following the pinout for the I/O port from a 130XE manual - reversed
>for the plug, of course.)

Same thing happened to me. I made both versions of the cable listed on
the site, and neither worked. And I also triple checked everything with a
meter, and tried several 8-bit drives that I know work. And this was with
a working and tested Atari 520 STE.

If you get an answer, let me know too! 8*)

-Paul

--

* Paul Nurminen | ICQ # 50313052 | Atari Falcon030 / 14 + Nemesis
** El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
***
** Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
* Electronic Music | Atari Computing | Classic Video Games | Humor

<!> SPAM FILTER ALERT: Change "SPAM" to "com" if replying by e-mail <!>

810. Re: Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <86nrvt0146i@enews4.newsguy.com>
Source record: 46971

On 16 Jan 2000 23:00:50 , RHamiIton5 wrote:

>Does anyone still manufacture 5.25's? I noticed that MEI has not listed
>them for some time. The last 100 I got from them is dwindling.....

A few months ago, local Radio Shack stores (in Southern California) were
selling 10-pack DS/DD floppies for $1.97 per box (clearing them out). I
visited several stores and picked up about 20 boxes total.

-Paul

--

* Paul Nurminen | ICQ # 50313052 | Atari Falcon030 / 14 + Nemesis
** El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
***
** Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
* Electronic Music | Atari Computing | Classic Video Games | Humor

<!> SPAM FILTER ALERT: Change "SPAM" to "com" if replying by e-mail <!>

811. Re: Looking for 75C189 or 14C189 IC

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <388FABBF.3C524A40@usa.net>
Source record: 46972

danver@halcyon.com wrote:

> > I am looking or 75C189 or 14C189 ICs to build a SIO2PC cable
> > any idea where I can buy them?
> >
>
> Hi Nir,
> I always get mine at Radio Shack. They have one called a
> Quad-Line Receiver and another called a Quad-Line Driver.
> You want the Receiver.
> -Dan
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Dan,
I am also looking for a 14C89 CMOS Quad Line Receiver, required for the ProSystem Interface. Radio Shack only has the 1489 Quad Line Receiver. Is this the same thing?

Carolyn

812. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <388FBE87.932035D1@qnet.com>
Source record: 46973

I too have built this cable for my Atari and PC. I have yet to get it working. If anyone gets any more information can you please pass it on to all. I tried it on my TT,ST and PC but nothing. What a disappointment.

Does anyone know if a 5.25" Atari ST drive can read Atari 8 bit disks? I have purchased the drive but, it has not arrived for me to try out. If anyone has done this or knows if it can be done please let me know.

Thanks Don

Paul Nurminen wrote:

> On 16 Jan 2000 23:26:05 , Carolyn Hoglin wrote:
>
> >My husband and I have made this cable according to instructions found at
> >www.emulators.com, and checked carefully each pin/socket for opens and
> >shorts. It tests out perfectly, but it will not allow me to access my
> >Atari XF551 using any of the Xformer programs. In case the fault lay
> >with the drive, I borrowed a friend's 1050 drive, but it won't work
> >either. Does anyone have an idea of where we may have gone wrong? (We
> >are following the pinout for the I/O port from a 130XE manual - reversed
> >for the plug, of course.)
>
> Same thing happened to me. I made both versions of the cable listed on
> the site, and neither worked. And I also triple checked everything with a
> meter, and tried several 8-bit drives that I know work. And this was with
> a working and tested Atari 520 STE.
>
> If you get an answer, let me know too! 8*)
>
> -Paul
>
> --
>
> * Paul Nurminen | ICQ # 50313052 | Atari Falcon030 / 14 + Nemesis
> ** El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
> ***
> ** Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
> * Electronic Music | Atari Computing | Classic Video Games | Humor
>
> <!> SPAM FILTER ALERT: Change "SPAM" to "com" if replying by e-mail <!>

813. Re: 850 to PC/MAC null modem

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000126213754.6541B-100000@vtn1>
Source record: 46974

On Wed, 26 Jan 2000, pete wrote:

> I want to transfer files from either my PC or MAC to my 8-bit. I have
> an 850 interface and was wondering if a standard null modem cable from
> Radio Shack will work with the 850. I realize the Mac will require a
> different cable then the PC.
>
> Pete
>
>
No. Some of the pins at the 850 end are not the same as a "standard"
cable. The pin-outs for the 850 are (I believe) in the 8-bit FAQ and are
the same as the scheme used by the P:R: Connector and MIO.

With the PC, you'd get far better and faster transfers using SIO2PC or
APE and the cable's quite simple to build.

jkp

814. Re: Memory Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Atari Bob <rwoolley@pacbell.net>
Message-ID: <FiRj4.143$hb5.7461@nnrp3-w.snfc21.pbi.net>
Source record: 46975

You can plug in a 512K SRAM into the Basic socket (or one of the OS sockets
in a 1200XL) with minimal wiring - requires a little daughterboard actually.
Works real good and can be data retained with a lithium cell.

Bob

bmarcum@iglou.com wrote in message <38876e67@news.iglou.com>...
>On 2000-01-19 Arudzki@home.net said:
> >Is there any reason to use DRAM for memory upgrades? Could an SRAM
> >be used instead if the DRAMs were removed and the address/data and
> >chip control lines were used?
> >tony
>
>The main reason for using DRAM is that you could plug eight 256k DRAMs
>into the 64k sockets, add a couple of chips and a few wires, and you're
>done. SRAM would be more difficult unless you designed a board to plug
>into the XL expansion bus.
>
>
>
>Net-Tamer V 1.08X - Test Drive

815. Re: Hardware modification

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-26 00:00:00 UTC
From: Atari Bob <rwoolley@pacbell.net>
Message-ID: <BBRj4.147$hb5.8302@nnrp3-w.snfc21.pbi.net>
Source record: 46976

run the CPU (use a 65816) at 7.16 mhz for each cycle that either uses no buss addressing or SRAM memory (which will easily run at 7+ mhz). All other access (OS ROMS, POKEY, ANTIC, etc.) runs at 1.79 mhz just like a normal Atari. Probably be best to use a hardware toggle to enable the fast-burst-ram mode so we don't screw up Pole Position and stuff. You would want to pull your OS into SRAM for really good performance, but we already have that, don't we???

Bob

Richard Cortese wrote in message ...
>Anthony Rudzki <Arudzki@home.net> wrote in message
>news:YgZg4.1266$j63.303940@news1.rdc2.pa.home.com...
>>
>> Sidney Cadot <sidney@ch.twi.tudelft.nl> wrote in message
>> news:38842257.BE3A54EB@ch.twi.tudelft.nl...
>> > .
>> > > IF, the 6502 could be run at a multiple of 1.79MHz, (like...7.16MHz)
>and
>> > > that frequency was divided back down to 1.79MHz to feed to the video
>> > > processors, would that buy anything to the system?
>> >
>> > Extra CPU cycles, obviously... But the problems are quite overwhelming.
>> > Some I can think of:
>> >
>> > * as you state, you'd have to multiply processor speed only.
>> > * the bus, RAM and ROM were never designed for faster CPU access. You'd
>> > have to allow for wait states on memory access, which basically
>destroys
>> > all advantage on a processor like the 6502.
>>
>> New RAM and ROM. Wouldn't the faster access simply free up the bus
>faster?
>> since the Atari basically shares the bus with the peripheral chips?
>either
>> they have the bus, or the CPU does.
>Problem is all the other chips count cycles or derive their functionality
>from the system clock. When manufacturers of the chipsets in the Atari say
>they are 2 mHz devices, they are pretty much 2 mHz devices.
>
>So, things like SIO timing will be munged, all sounds out of the POKEY chip
>will be off. Some things are tolerable, like faster keyboard scanning, but
>if for instance you managed to double the clock rate of the 6502, video
>interupts would occur 120 times a sec vs 60. All this could probably be
>fixed by dual clocks and a rewrite of OS, but that is a lot of work:

>Probably require more time then anyone has available.
>
>Deviating just a pinch from 1.79 mHz means you lose the color coding so
IMO,
>you lose more then you gain.
>
>

816. Re: 850 to PC/MAC null modem

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: fletch@fast.net
Message-ID: <fletch-2701002011140001@ras01-495-phl.fast.net>
Source record: 46893

In article <389033A0.E2A52212@ix.netcom.com>, rsely@dhs.state.nj.us wrote:
Thanks guys!
> pete wrote:
> >
> > I want to transfer files from either my PC or MAC to my 8-bit. I have
> > an 850 interface and was wondering if a standard null modem cable from
> > Radio Shack will work with the 850. I realize the Mac will require a
> > different cable then the PC.
> >
> > Pete
>
> You need an Atari modem cable, PC or Mac serial/modem cable and a null
> modem adapter (standard PC type 25-25pin version). It works great. Don't
> forget that you will also need compatible terminal programs on both
> machines to x-fer files (x-modem, x-modem 1k, Y-modem).
> As mentioned in another post, SIO2PC/Atari Peripheral Emulator and the
> SIO2PC cable will do a much better and faster job. This system will
> allow you to use .ATR disk images directly with you 8-bit computer,
> convert/transfer file in both directions.
> --
> Robert S Ely
> BICSI Registered Cabling Technician
> Communications Systems Technician
> rsely@dhs.state.nj.us
> rely@ix.netcom.com
> ICQ# 33390750

817. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: Stormbringer <billo@corecomm.net>
Message-ID: <3890EBFB.5F274C59@corecomm.net>
Source record: 46894

Try a slow ass machine! You should be able to get a 386 for like, ahhh, free....

What about a atari st emulator running the xformer emulator (st version) and see
if that works?

Carolyn Hoglin wrote:

> I've given up on making the Xformer cable work with my 500mhz laptop. So I've
> disassembled it and converted it to a ProSystem serial cable to be used with the
> ProSystem software. Guess what? This one doesn't work either! Maybe because the
> required 14C89 CMOS was nowhere to be found, and I had to substitute a 1489
> chip??? Help!!
>
> Carolyn
>
> "William S. O'Leary
>
> > Here is a email that I got from emulators.com
> >
> > And, yes, it does work bi-directional (both ways - ahhh, ughhh, cool!).
> > I am using it on a crappy ass 386 laptop and it works great!
> >
> > --------
> >
> > Subject: RE: xformer cable
> > Date: Mon, 24 Jan 2000 20:26:23 -0800
> > From: Darek Mihocka <darekm@emulators.com>
> > To: Stormbringer <billo@corecomm.net>
> >
> > The Xformer cable was designed to be used with Atari ST and MS-DOS computers.
> > Thus you use either the ST Xformer software for GEM or the PC Xformer software
> > for DOS. The current version of Xformer works on machines till about 150 MHz,
> > it may have timing problems on machines faster. Remember that the cable was
> > first developed and released in 1988 so obviously 12 years ago it and the
> > software could not be tested on today's 800 MHz PCs. You may have problems
> > using the cable on a fast PC, that is long known problem.
> >
> > - Darek
> >

818. Re: memory upgrade geniuses

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <86qs3p$4fl$1@news.storm.ca>
Source record: 46895

Whoops! Correction below !

David A. Paterson <david_p@storm.ca> wrote in message
news:86qk1argf1@news.storm.ca...
>
> Memory upgrades work like this: One bit on the PIA is used to indicate
that
> expanded memory is to be accessed. Expanded memory is swapped in to
replace
> the #3 - 32k to 48k memory block on your computer.

That should be #2 block (16k-32k); otherwise you'd be banking out the
cartridge area and, more importantly, the display area (usually).

David P.

819. More Atari! Inventory Growing! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <86r4t6juv1@user2.teleport.com>
Source record: 46896
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. So checkout what's new on
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regularly. Customer's are served, first come, first serve! I have 6
different Catalogs, and my SoftWare Catalogs are my largest. They have
the biggest Byte Count. You should see my inventory! I have TruckLoads
of HardWare, Boxes & Boxes of Software & Libraries of Books & Reference
Material for the Classic Atari 8 Bit & Atari ST! And remember, if you
can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to
meet with other Atarians. Read the Ad near the bottom of this message.

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Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
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Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
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are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity,
you are cordially invited to attend a Meeting of the Portland Atari
Club. You don't have to be a member to attend. Now we've moved our
meeting to a new night. Same Bat Time! Same Bat Channel! We meet the
2nd Thursday of each Month. Our Next meeting will be Thursday, February
10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland,
Oregon. We're trying to rebuild our club so we're looking for Atarians

who wan't to get involved in supporting other Atarians. If your interested, call Ben at (503)256-9974 and by all means, come to our meetings on the 2nd Thursday of the Month. For more info, surf the Web@

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

You should know I regularly add more Atari stock items to my catalogs and this weekend is no exception. A list of my new ST Software I just added to my Catalog are listed below. In case your wondering why my Catalogs (below) are formatted to 38 Columns. They are made to be compatible with the lowest common denominator. Also known as the Atari 8 Bit. Once the Classic Atari User converts the Carriage Returns to Atari 8 Bit.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

820. Wanted: Atari xf551 Disk Drives! Dead or Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <86r5f8ljt1@user2.teleport.com>
Source record: 46897
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. The Drives can have a damaged mechanism as I'm going to
replace the mechanism. If you have what I'm looking for, my E-Mail
address is bensmith@teleport.com.

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

821. NEW Meeting Night! Atari Club Meeting in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <86r5a4$l89$1@user2.teleport.com>
Source record: 46898
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, February 10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

822. Re: Looking for 75C189 or 14C189 IC

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <86ok1pioi1@nnrp1.deja.com>
Source record: 46977

> I am also looking for a 14C89 CMOS Quad Line Receiver, required for
the
> ProSystem Interface. Radio Shack only has the 1489 Quad Line Receiver.
> Is this the same thing?
>
> Carolyn

Yes, the same chip is used for the SIO2PC cable and Prosytem.
Also, IMO, Clarence Dyson has one of the best sites about
constructing these cables:
http://www.redshift.com/~cdyson/atari.html
-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

823. FS: Atari 400/800/8bit Hardware, Cartridges, Books, etc

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: Steverd@cet.com
Message-ID: <s8vccq2v7q545@news.supernews.com>
Source record: 46978

```
SteveR's Classic Cartridges 9/19/99
-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $50.00 - US and Canada ONLY
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>>>> Overseas Shipping Cost More, See End of Files <<<<

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-- Personal Checks are OK, BUT can be Held for up to 3 WEEKs--
UNTIL your Check has cleared

For complete list of other Video game systems goto my web site at:
http://www.cet.com/~steverd

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated
------------------------------------------------------

ATARI 400/800 (Hardware) UNTESTED/AS-IS
---------------------------------------
1000E Modem by Supra $10.00 With Box and manual (Untested:as-is)
AT Printer Interface $3.00 Untested AS-IS
Atari CX85 $3.00 (2) Numbers Keypad
Atari CX853 - 16K-RAM $5.00 (2)
Atari CX853 - 16K-RAM $8.00 (5) with Box
Atari 1027 Printer $5.00 PLUS $10.oo shipping (UNTESTED/No Cables)

ATARI 400/800 (CARTRIDGES) TESTED and Works
-------------------------------------------
Alphabet Zoo $9.00 Case, Manual, Catalog, Warrenty Card
Atlantis $8.00
BASIC Computer Language $2.00 (7)
BASIC XL $10.00 by OSS
BeamRider $15.00
Centipede $3.00 (3)
Chicken $15.00 by Synapse
Deluxe Invaders $9.00 Lael fading
Demon Attack $8.00
Donkey Kong Junior $6.00 (2)
```

HERO $14.00
Joust $6.00
JUMBO Jet pilot $10.00 Cart. only
JUMBO Jet Pilot $16.00 with Box/Case and manual by Thorn EMI
K-razy Kritters $4.00
Kinder Comp $8.00 Case/Box, Docs inc
Math Encounters $8.00 HSU Software
Millipede $9.00
Music Composer $2.00 (3)
Pac-Man $3.00
Pengo $8.00
Pilot $4.00
POWERSTAR by Pandora $75.00 Mint In Box, ONLY 700 Made 'ER'
River Raid $15.00
Robotron 2084 $5.00
Shamus $5.00
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Star Raiders $1.50 (4)
Submarine Commander $10.00
Super Cobra $12.00
Up 'n Down $14.00

ATARI 400/800 (Cassettes/Disks) UNTESTED/AS-IS

Atari Speed Reading $5.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari Word Processor $10.00 NICE!! Larger Binder with manual
3 Disk, and 1 Cassette
Reference and Warrenty cards
Aerobics $1.00 Disk
Arcade II $1.50 DISK
BAJA Buggies $1.00 Disk
Biorhythm 8k & 16k $1.00 on Cassette
Conversional Spanish $5.00 4 Cassettes, Folder and Docs
Family Finances I & II $1.00 (2)TWO Disk
Flight Simulator II $4.00 with Scenery Disk
Frency & Flip Flop $2.00 Case and manual (educational games)
Great American Cross-Country Road Race $2.00 with Manual
Home Filing Manager $5.00 (DISK) Skrinkwrapped
Home Financial Mangement $5.00 Cassette, Case, Manual by Thorn EMI
Intro to Graphics $1.00 (2) CASSETTE
Intro to Sounds $1.00 (2) CASSETTE
Invitation to Programming $1.00 CASSETTE
Lode Runner $1.00 Disk
Mailing List/General List $1.00 Cassette
Music Comstruction Set $2.00 Disk Manual, box
the Offical Moon Shuttle $1.00 DISK
Rosen's Brigade $2.00 DISK
Snoker & Billiards $2.00 CASSETTE and box
Space Games $1.00 DISK

StarBowl Football $3.00 on Cassette by Gamestar
Strategy Simulations $1.00 DISK
Writing Programs $1.00 TWO CASSETTES

MISC Manuals $1.00 EACH unless otherwise Noted
------------ (USED CONDITION)

Atari 1027 Printer - Owners Guide
Atari 1030 Modem - Owners Guide $2.00
Atari Mouse (for MEGA,ST, Atari PC) (3)
Atari SC1224 RGB Color Monitor $2.00 (2)
Atari ST Basic Quick Refence Guide
Blue Max 2001
the Magic Melody Box
Super Breakout

400/800 Books (used condition)
----

101 Programming Tips & Tricks
1983 - 128 pages $10.00

Atari Basic by Richard Haskell
1983 - 175 Pages $7.00

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari Games & Recreations 338 pages $7.00

Atari Graphics 49 Pages
$7.00
Atari Logo Sourcebook (Atari ST)
1985 - 80 Pages $5.00

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari XM301 Modem - Owners Manual $4.00
(Instructions for XE Term program)

Atari Writer 50 Pages $5.00

Computes! First Book of Atari (a bit dirty)
1981 - 184 Pages $5.00

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Machine Language for Beginners $15.00
1983 - 350 Pages

Great Book - Highly Recommend!!

Programmer's Reference Guide for the Atari 400/800
494 Pages!! 1984 $15.00

ST BASIC Sourcebook 1985, over 160 pages $7.00

Your Atari Computer (a Guide to the Atari 400/800)
1982 - 458 Pages $12.00

Magazines - in USED condition, some have HEAVY use

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Compute! May 1987 - 132 Pages $4.00
Current News Jan/Feb 91 (ATARI MAg) $2.00

FAMILY COMPUTING covers articles and programs for: Adam, Apple 2,
Atari, C64, Vic-20, PC, TRS-80s and MORE!!!!
Family Computing - Mar 1985 96 pages $4.00
Family Computing - Aprl 1985 96 pages $4.00
Family Computing - May 1985 88 pages $4.00
Family Computing - June 1985 88 pages $4.00
Family Computing - July 1985 80 pages $4.00
Family Computing - Sept 1985 104 pages $4.00
Family Computing - Aug 1985 88 pages $4.00
Family Computing - Dec 1985 108 pages $4.00
Family Computing - Feb 1986 88 pages $4.00
Family Computing - Aprl 1986 92 pages $4.00
Family Computing - May 1986 92 pages $4.00
Family Computing - June 1986 100 pages $4.00
Family Computing - July 1986 80 pages $4.00
Family Computing - Aug 1986 96 pages $4.00
Family Computing - Oct 1986 108 pages $4.00

HOME COMPUTER MAGAZINE focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

Atari ST Hardware and Disks (3.5's) (ALL Untested: AS-IS)
---

*Atari ST Manuals Only

DEGAS (50 Pages) $2.00
Design & Entertainment Graphic Arts System
DEGAS Elite (92 pages) $2.00
FLASH (50 Pages) $2.00
Flight Simulator II $5.00 (132 pages, with Maps)
GFA BASIC Manual Package $8.00 Plus $5.00 shipping
4 Books: GFA Basic 3.0 (600 pages)
GFA BASIC (300 pages)
GFA BASIC Training Reboot Camp (250 pages)
GFA Compiler (18 pages)
MacroManager $2.00
Specrum 512 $2.00
(the Omni-Color Paint Program)
Touch-Up (17 chapters) $4.00
UNISPEC $2.00
VIP Professional Handbook $3.00
(250 pages, Integrated Spreadsheet)

WANT LIST: --> BEANIE BABIES <--
Chase the Chuckwagon, Crazy Climber, X-rated Double-enders
Cakewalk, Cubicolor, Gas Hog, LockJaw, Master Builder,
Q*Bert Qubes, Quadrun, Stronghold, CompuMate
ALL RETIRED BEANIE BABIES <-------

SHIPPING USA/Canada

$3.20 and UP for Priority Mail
or

FIRST CLASS Shipping (in Bubble Envelopes)
1-2 Cartridges $1.50
3 Cartridges $2.00
4-5 Cartridges $2.50
6-12 Cartridges $3.20
13-19 Cartridges $4.00
20 or More Cartridges $5.00

Books, Hardware, etc to be determined when ordered

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is received!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)

Steverd@cet.com
http://www.cet.com/~steverd (Classic Cartridges)
http://www.cet.com/~steverd/pekes (the Pekingese Page)
http://www.cet.com/~steverd/cure.htm (the CURE CDr Trade page)
http://www.cet.com/~steverd/beanies/ (Beanie Babies Page)
---

824. Re: memory upgrade geniuses

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <FdRj4.3634$8J4.39175@typhoon2.tampabay.rr.com>
Source record: 46979

You can wire a 1 MEG SIMM straight into an 800XL and it will work great but all you get is 64K. You need the extra chips for creating the "window" into which the other "banks" are switched into. Also the extra chips are used to create the "banks". Add 130XE mode with ANTIC able to use the extra memory separate from the main memory and you need more gates and logic chips. Hope this helps.

"Anthony Rudzki" <Arudzki@home.net> wrote in message
news:PX9j4.31349$j63.781275@news1.rdc2.pa.home.com...
> Could someone explain to me how to use a 1 meg SIMM for a memory upgrade
on,
> say, a 800XL? I'm looking for more of a generic description, not
involving
> all the extra chips you need. Say, you had a free PIA port, (8 pins) how
do
> you set it up? and how does the CAS and RAS lines come into play?
>
> thanks
>
> tony
>
> Arudzki@home.net
>
>
>

825. Re: Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000127054042.17725.00000210@ng-fo1.news.cs.com>
Source record: 46980

>>Does anyone still manufacture 5.25's? I noticed that MEI has not listed
>>them for some time.

Several sources have been mentioned, but
the source with the best selection is that I
have found is Media Source: http://www.mediasourceinc.com/
They carry 4 or 5 different brands as well
as bulk 5-1/4", but they run from *around*
$.25 for bulk to up to $4.50/box of 10. Last
time I purchased some of their bulk disks,
they did not have center hub reinforcements.
If you have a drive that does not spin-up
as you clamp the disks, this can be a problem.
Larry

826. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_948971289@rtfm.mit.edu>
Source record: 46981
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

827. Digital Antic Site Down? :C

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: TashaEwokSpy <Natasha83NONaSPAM@usa.net.invalid>
Message-ID: <00844d40.b80b118d@usw-ex0101-007.remarq.com>
Source record: 46982

Haven't been able to log onto the page for a few days now. Sigh. Any
information would be gleefully consumed ;)

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

828. Re: 850 to PC/MAC null modem

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <389033A0.E2A52212@ix.netcom.com>
Source record: 46983

pete wrote:
>
> I want to transfer files from either my PC or MAC to my 8-bit. I have
> an 850 interface and was wondering if a standard null modem cable from
> Radio Shack will work with the 850. I realize the Mac will require a
> different cable then the PC.
>
> Pete

You need an Atari modem cable, PC or Mac serial/modem cable and a null modem adapter (standard PC type 25-25pin version). It works great. Don't forget that you will also need compatible terminal programs on both machines to x-fer files (x-modem, x-modem 1k, Y-modem).
As mentioned in another post, SIO2PC/Atari Peripheral Emulator and the SIO2PC cable will do a much better and faster job. This system will allow you to use .ATR disk images directly with you 8-bit computer, convert/transfer file in both directions.
--
Robert S Ely
BICSI Registered Cabling Technician
Communications Systems Technician
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

829. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <38903239.2219ACC8@ix.netcom.com>
Source record: 46984

Schoengarth wrote:
>
> I too have built this cable for my Atari and PC. I have yet to get it
> working. If anyone gets any more information can you please pass it on to
> all. I tried it on my TT,ST and PC but nothing. What a disappointment.
>
> Does anyone know if a 5.25" Atari ST drive can read Atari 8 bit disks? I
> have purchased the drive but, it has not arrived for me to try out. If anyone
> has done this or knows if it can be done please let me know.
>
> Thanks Don
>
> Paul Nurminen wrote:
>
> > On 16 Jan 2000 23:26:05 , Carolyn Hoglin wrote:
> >
> > >My husband and I have made this cable according to instructions found at
> > >www.emulators.com, and checked carefully each pin/socket for opens and
> > >shorts. It tests out perfectly, but it will not allow me to access my
> > >Atari XF551 using any of the Xformer programs. In case the fault lay
> > >with the drive, I borrowed a friend's 1050 drive, but it won't work
> > >either. Does anyone have an idea of where we may have gone wrong? (We
> > >are following the pinout for the I/O port from a 130XE manual - reversed
> > >for the plug, of course.)
> >
> > Same thing happened to me. I made both versions of the cable listed on
> > the site, and neither worked. And I also triple checked everything with a
> > meter, and tried several 8-bit drives that I know work. And this was with
> > a working and tested Atari 520 STE.
> >
> > If you get an answer, let me know too! 8*)
> >
> > -Paul
> >
> > --
> >
> > * Paul Nurminen | ICQ # 50313052 | Atari Falcon030 / 14 + Nemesis
> > ** El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
> > ***
> > ** Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
> > * Electronic Music | Atari Computing | Classic Video Games | Humor
> >
> > <!> SPAM FILTER ALERT: Change "SPAM" to "com" if replying by e-mail <!>

All,
I built it and it worked fine (after a few retries). Just remember it
is a read only cable. You can't write back to the floppy.
--
Robert S Ely
BICSI Registered Cabling Technician
Communications Systems Technician
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

830. Quantum 105S drives for Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <86pf13$8bc$1@news.xmission.com>
Source record: 46985

I've come across a box of 12 Quantum 105S scsi hard drives. These drives work great on the BlackBox for the Atari 8bit.

If you'd like to trade/buy one/some, contact me.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

831. Re: memory upgrade geniuses

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <kiXj4.93246$j63.910812@news1.rdc2.pa.home.com>
Source record: 46986

Jim Smith <jsmith@j-com.net> wrote in message
news:FdRj4.3634$8J4.39175@typhoon2.tampabay.rr.com...
> You can wire a 1 MEG SIMM straight into an 800XL and it will work great
but
> all you get is 64K. You need the extra chips for creating the "window"
into
> which the other "banks" are switched into. Also the extra chips are used
to
> create the "banks". Add 130XE mode with ANTIC able to use the extra
memory
> separate from the main memory and you need more gates and logic chips.
Hope
> this helps.

I understand that. But I'm wondering generically, if I had an Atari & a free 8 bit port on a PIA AND I wasn't worried about being 130XE compatable, how do you do it?

I'm wondering if A0-A7 give you 64K, then using A8-A10 give you 7 more 64K banks, and then using CAS or RAS give you 8 more.....I read an old post between 2 people about using 1 Meg SIMMs and they suggested that they had A0-A9 plus CAS gave them 2^20 or 1 meg of addressing....

How does this work?

tony
ARudzki@home.net

832. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000127121250.01129.00000261@ng-fb1.aol.com>
Source record: 46987

>I built it and it worked fine (after a few retries). Just remember it
>is a read only cable. You can't write back to the floppy.

Was that a 1050-2-PC or XFormer which functioned properly?

The reason I attempted the XFormer cable was my belief that it went both ways
(read, write) to the floppy drive.

-Ron

I started life with nothing, and still have most of it left...

833. Re: Looking for 75C189 or 14C189 IC

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s911u9737q548@corp.supernews.com>
Source record: 46988

<danver@halcyon.com> wrote in message news:86ok1pioi1@nnrp1.deja.com...
>
>
> > I am also looking for a 14C89 CMOS Quad Line Receiver, required for
> the
> > ProSystem Interface. Radio Shack only has the 1489 Quad Line Receiver.
> > Is this the same thing?
> >
> > Carolyn
>
> Yes, the same chip is used for the SIO2PC cable and Prosytem.
> Also, IMO, Clarence Dyson has one of the best sites about
> constructing these cables:
Not quite if you power it off the PC serial port. 14C89 works in both SIO2PC
and Pro cables, but will not work without the aux wall wart like he
describes on his page. Radio Shack only carries the stock 1489 version vs
the 14C89.
> http://www.redshift.com/~cdyson/atari.html
> -Dan
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

834. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: "William S. O'Leary <billo@megsinet" <"remove>.com">
Message-ID: <D71k4.476$LE.32706@news.corecomm.net>
Source record: 46989

Here is a email that I got from emulators.com

And, yes, it does work bi-directional (both ways - ahhh, ughhh, cool!).
I am using it on a crappy ass 386 laptop and it works great!

Subject: RE: xformer cable
Date: Mon, 24 Jan 2000 20:26:23 -0800
From: Darek Mihocka <darekm@emulators.com>
To: Stormbringer <billo@corecomm.net>

The Xformer cable was designed to be used with Atari ST and MS-DOS
computers. Thus you use either the ST Xformer software for GEM or the
PC
Xformer software for DOS. The current version of Xformer works on
machines
till about 150 MHz, it may have timing problems on machines faster.
Remember
that the cable was first developed and released in 1988 so obviously
12
years ago it and the software could not be tested on today's 800 MHz
PCs.
You may have problems using the cable on a fast PC, that is long
known
problem.

- Darek

> -----Original Message-----
> From: Stormbringer [mailto:billo@corecomm.net]
> Sent: Monday, January 24, 2000 8:18 PM
> To: info@emulators.com
> Subject: xformer cable
>
>
> How do I get the xformer cable to work in ANY version of the atari
8bit
> emulator?
>
>
> I have heard that this is a timing problem, is this true? I would
like
> to get this thing working, but if it wont on a faster machine, it
would
> be nice to know.

>
> Thank you....
>

Paul Nurminen wrote:

> On 16 Jan 2000 23:26:05 , Carolyn Hoglin wrote:
>
> >My husband and I have made this cable according to instructions found at
> >www.emulators.com, and checked carefully each pin/socket for opens and
> >shorts. It tests out perfectly, but it will not allow me to access my
> >Atari XF551 using any of the Xformer programs. In case the fault lay
> >with the drive, I borrowed a friend's 1050 drive, but it won't work
> >either. Does anyone have an idea of where we may have gone wrong? (We
> >are following the pinout for the I/O port from a 130XE manual - reversed
> >for the plug, of course.)
>
> Same thing happened to me. I made both versions of the cable listed on
> the site, and neither worked. And I also triple checked everything with a
> meter, and tried several 8-bit drives that I know work. And this was with
> a working and tested Atari 520 STE.
>
> If you get an answer, let me know too! 8*)
>
> -Paul
>
> --
>
> * Paul Nurminen | ICQ # 50313052 | Atari Falcon030 / 14 + Nemesis
> ** El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
> ***
> ** Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
> * Electronic Music | Atari Computing | Classic Video Games | Humor
>
> <!> SPAM FILTER ALERT: Change "SPAM" to "com" if replying by e-mail <!>

835. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <3890AF1C.B2EF94D4@usa.net>
Source record: 46990

I've given up on making the Xformer cable work with my 500mhz laptop. So I've disassembled it and converted it to a ProSystem serial cable to be used with the ProSystem software. Guess what? This one doesn't work either! Maybe because the required 14C89 CMOS was nowhere to be found, and I had to substitute a 1489 chip??? Help!!

Carolyn

"William S. O'Leary

> Here is a email that I got from emulators.com
>
> And, yes, it does work bi-directional (both ways - ahhh, ughhh, cool!).
> I am using it on a crappy ass 386 laptop and it works great!
>
> --------
>
> Subject: RE: xformer cable
> Date: Mon, 24 Jan 2000 20:26:23 -0800
> From: Darek Mihocka <darekm@emulators.com>
> To: Stormbringer <billo@corecomm.net>
>
> The Xformer cable was designed to be used with Atari ST and MS-DOS computers.
> Thus you use either the ST Xformer software for GEM or the PC Xformer software
> for DOS. The current version of Xformer works on machines till about 150 MHz,
> it may have timing problems on machines faster. Remember that the cable was
> first developed and released in 1988 so obviously 12 years ago it and the
> software could not be tested on today's 800 MHz PCs. You may have problems
> using the cable on a fast PC, that is long known problem.
>
> - Darek
>

836. Need help

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: Lomen <lomen@eunet.yu>
Message-ID: <86qb6v$n18$1@SOLAIR2.EUnet.yu>
Source record: 46991

Hi,

This is my first massage to atari 8bit group. In the 80s I didn't have any Atari machine (money, money, ...), but I am still very in 8bit machines. However, I have Xformer7 emulator from emulators.com website. It looks like fine emulator, but I can't start any program on it. I have couple of game roms (with extension .atr). I found also that I need some other files to run this emulator correctly, but in my version of Xformer7 is only Xformer7.exe (when I unzipped the xf2000 file). Sorry for such beginners question, but If somebody can help me and post answer on this newsgroup or to e-mail address lomen@eunet.yu

Thanks for any help.

Ivan

837. Re: memory upgrade geniuses

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-27 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <86qk1argf1@news.storm.ca>
Source record: 46992

Anthony Rudzki <Arudzki@home.net> wrote in message
news:kiXj4.93246$j63.910812@news1.rdc2.pa.home.com...

> I understand that. But I'm wondering generically, if I had an Atari & a
> free 8 bit port on a PIA AND I wasn't worried about being 130XE
compatable,
> how do you do it?
>
> I'm wondering if A0-A7 give you 64K, then using A8-A10 give you 7 more 64K
> banks, and then using CAS or RAS give you 8 more.....I read an old post
> between 2 people about using 1 Meg SIMMs and they suggested that they had
> A0-A9 plus CAS gave them 2^20 or 1 meg of addressing....
>
> How does this work?

Very short and simplified description: (and note it's been quite some time
since I've dealt with this)

There is 64k on a stock 800xl. Think of this as four different 16k blocks:
#1 - from 0k-16k; #2 - 16k to 32k; #3 - 32k to 48k; and #4 - 48k to 64k.

Memory upgrades work like this: One bit on the PIA is used to indicate that
expanded memory is to be accessed. Expanded memory is swapped in to replace
the #3 - 32k to 48k memory block on your computer.

The logic is like this:

IF PIA select bit is true AND A15 is true and A14 is false THEN use the
expanded memory.

Other PIA bits indicate which 16k block in expanded memory is to be used.
So, one more PIA bit gives access to 2 banks (0 or 1), or 32k. Two gives 4
banks (64k more). Three give 8 banks (128k); Four give 16 banks (256K);
five give 32 banks (512K) and six give 64 banks (1024K).

The 130xe mode uses four bits: one to indicate CPU access to expanded
memory; one to indicate ANTIC access to expanded memory, and two to indicate
which bank of expanded memory is to be used. Note that this means that
ANTIC and the CPU can use different areas of memory (one main, the other
expanded). It also means that if both are accessing expanded memory, they
must access the same bank.

Clear as mud now?

David P.

838. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <86qupd$452$1@freenet9.carleton.ca>
Source record: 46899

Carolyn Hoglin (choglin@usa.net) writes:
> I've given up on making the Xformer cable work with my 500mhz laptop. So I've
> disassembled it and converted it to a ProSystem serial cable to be used with the
> ProSystem software. Guess what? This one doesn't work either! Maybe because the
> required 14C89 CMOS was nowhere to be found, and I had to substitute a 1489
> chip??? Help!!

Disconnect the zenier diode and place 5v across pins 7
(ground) and 14. Your serial port probably does not have enough power
to drive the non-cmos version of the 1489. A discarded wall-wart
is a good way to get the 5v+.

The 14c89 can pe purchased at any online IC distributor for
about 20 cents more than the non-cmos version. Try www.jdr.com or
www.jameco.com. One of these has no minimum order, I believe JDR.

Good luck!

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

839. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-7R4e7ZXmMdnU@di03-ks.cth.com.au>
Source record: 46900

On Sun, 27 Jan 3900 06:55:37, Robert S Ely <rely@ix.netcom.com> wrote:
> I built it and it worked fine (after a few retries). Just remember it
> is a read only cable. You can't write back to the floppy.

That doesn't make sence. may be the software is read only. If the
cable works with the 1050, it must be able to write to the 1050 to
tell it what to do.

James B

840. 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-idkeZHYkrKOx@di03-ks.cth.com.au>
Source record: 46901

I just bought a new 68cm tv today. It can handle several different tv standards. Figured I would try the 1200xl I have but couldn't use because everything is PAL here (australia). Works well after getting half of the keys on the keyboard working again. It is amazing to see how different games are, some play a bit faster, but all music/sound effects are faster. sounds strange. need to get used to that.
I wounder if the tv supports artifacting? must give it a try sometime. just may see colours where prevously i would see shades of grey, ugly liney stuff at that.

James B

841. Re: memory in 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86rvlchla1@nets3.rz.RWTH-Aachen.DE>
Source record: 46902

Howdy squid, folks

>neato; btw, is there a limit to how many disk drives you can have? i.e. the
>IDE limitation on PCs? I"m sending off the $60 (dang shipping) for the
>1050, I was also wondering if anyone knows where I can find the US Doubler
>chip? :-)

Try Bob Klaas.
There also is a do it yourself, non quite legal version on the net.
And James Bradford I guess (James from Australia) has an improved version of
the USDoubler he is selling.

Nope, I can't remember their addresses

CU Mathy van Nisselroy

842. Re: Hardware modification

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86s0avhla2@nets3.rz.RWTH-Aachen.DE>
Source record: 46903

Howdy Tony, folks

>New RAM and ROM. Wouldn't the faster access simply free up the bus faster?
>since the Atari basically shares the bus with the peripheral chips? either
>they have the bus, or the CPU does.

Well, either CPU or ANTIC control the bus. None of the others are ever "in
command". The CPU controlles just about everything, ANTIC only speaks to RAM
via the bus.

CU Mathy van Nisselroy

843. Re: 1090 XL info from the Atari Museum

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86s0krhla3@nets3.rz.RWTH-Aachen.DE>
Source record: 46904

Howdy Greg, folks

> Since we are talking about it, it seems as though we have some good
>information to work with thanks to Curt Vendel and the Atari Historical
>museum.
> Seems we have some good material to work with. If we could create
>the specs to the board, maybe a TRUE hard core Atari hobbyist could
>build a 1090 XL module from scratch.

Would be nice, but not BlackBox compatible I guess.

CU Mathy van Nisselroy

PS would be nice if somebody could make that BB share the bus.

844. Re: Bellcom Catalogs

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86s19khla4@nets3.rz.RWTH-Aachen.DE>
Source record: 46905

Howdy Larry

>Did Bellcom ever publish a disk-format
>catalog?

Not as far as I know.
And I have quite a few of their disks.
I even have a refillable pencil, (had a pen, but I believe you could not change the inkcontainer), a keychains and a felt (sp?) tip pen with BellComms name and address on them. SIGH I miss them.

CU Mathy van Nisselroy

PS BellComm was the CSS/Bob Puff of PD and ShareWare.

845. Re: Another 1200XL green screen

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <86s2kqhla5@nets3.rz.RWTH-Aachen.DE>
Source record: 46906

Howdy folks

>make sure that your power supply is good also,thanks,

Yes, try another power supply first.

I found out just in time that my power supply was losing it back when I had a green screen. It would sometimes jump from green to blue and back and even flash (white) sometimes. The green was "spinage" (don't know about the spelling, it's the stuff Popeye eats) green and the text was still visible.

Green meant low power, the flashes meant to much power. I measured 11 Volts once.

CU Mathy van Nisselroy

846. Re: memory upgrade geniuses

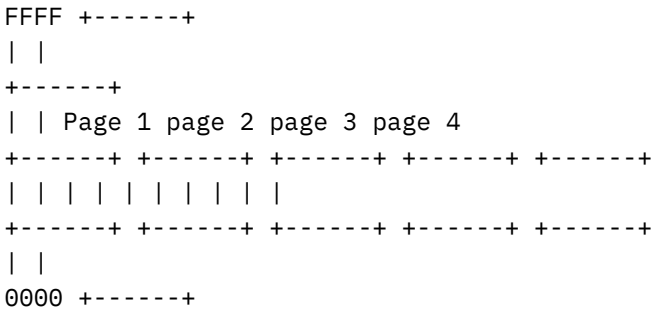
Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: Olav Queseth <olav.queseth@radio.kth.se>
Message-ID: <389191FA.D95D42E4@radio.kth.se>
Source record: 46907

Hello!

> I'm wondering if A0-A7 give you 64K, then using A8-A10 give you 7 more 64K
> banks, and then using CAS or RAS give you 8 more.....I read an old post
> between 2 people about using 1 Meg SIMMs and they suggested that they had
> A0-A9 plus CAS gave them 2^20 or 1 meg of addressing....
>
> How does this work?

A quick explanation of how SIMM memory work. The adress bus is
multiplexed.
What you do is first put the low part of the adress to the A0-A9 inputs.
Then pull RAS low. Next input the high part of the adress to A0-A9. The
pull CAS low and you read or write the byte that you adressed.

Then the next question is how to generate 20 adress bits out of a
processor with only 16 adress bits. The solution is what people refer to
as banking where some part of the 64 K have multiple pages that you can
adress. Usually by changing the port B bits of the pia chip. If you look
at the memory map it looks something like this:



Now depending on the output bits from the Pia you'll get page 1 to page
4 in the adressing space 4000 to 7FFF.

Sincerely
Olav

0000

847. Atari DOS disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: Benny Roger Gundersen <mms@c2i.net>
Message-ID: <TLhk4.46$_Y3.3233@juliett.dax.net>
Source record: 46908

Hello, I'm looking for an Atari DOS disk for my Atari XE. I live in Norway.
Copy's are just fine, original with manual is even better.

Benny Roger Gundersen

848. F/S Only-used-once Atari 7800 System on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000128111443.02091.00000049@ng-fd1.aol.com>
Source record: 46909

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=243024128

New 7800 system used once to check for operation. Works great. All origanal documentation.

849. FS: Sams Atari 1050 repair manual still in plastic

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000128130717.02076.00000041@ng-fd1.aol.com>
Source record: 46910

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=246553289

850. Re: memory upgrade geniuses

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <bmlk4.4379$8J4.46737@typhoon2.tampabay.rr.com>
Source record: 46911

You need to understand one thing, it takes 16 address lines to access 65535 bytes of memory (64k). Address lines A0-A7 select which byte in a "256byte block" and A8-A15 select which block of 256 bytes out of 256 blocks. 256 x 256 = 65535. Think of memory addressing in "blocks", it's easier that way. Now when we add another address line, say A16, that will select two 64k blocks (A16=1 & A16=0) for 128k of directly addressable RAM. But the Atari has a 6502 which only has 16 address lines. That's why the bits of a PIA chip are used to control Banking circuitry. Even if you could devise a way to add address lines to the 6502, first off you're redesigning the basic CPU, it can be done with a mass of external chips but it's really mute since there would be no software to make use of it and no real advantage at this point in time. It does not matter what is done with the address bit, the internal structure of the CPU registers can only use 16bits of the address system. A 6502 will never know it has any more than 64k connected to it. Sure you can "fool" it by switching in 64k banks but that gets real complicated since the 6502 uses 0 page addressing unlike the Z80 where I have switched in a whole other 64k on it and it kept on going.

Does this help?

"Anthony Rudzki" <Arudzki@home.net> wrote in message
news:kiXj4.93246$j63.910812@news1.rdc2.pa.home.com...
>
> Jim Smith <jsmith@j-com.net> wrote in message
> news:FdRj4.3634$8J4.39175@typhoon2.tampabay.rr.com...
> > You can wire a 1 MEG SIMM straight into an 800XL and it will work great
> but
> > all you get is 64K. You need the extra chips for creating the "window"
> into
> > which the other "banks" are switched into. Also the extra chips are
used
> to
> > create the "banks". Add 130XE mode with ANTIC able to use the extra
> memory
> > separate from the main memory and you need more gates and logic chips.
> Hope
> > this helps.
>
> I understand that. But I'm wondering generically, if I had an Atari & a
> free 8 bit port on a PIA AND I wasn't worried about being 130XE
compatable,
> how do you do it?
>
> I'm wondering if A0-A7 give you 64K, then using A8-A10 give you 7 more 64K
> banks, and then using CAS or RAS give you 8 more.....I read an old post

> between 2 people about using 1 Meg SIMMs and they suggested that they had
> A0-A9 plus CAS gave them 2^20 or 1 meg of addressing....
>
> How does this work?
>
>
> tony
> ARudzki@home.net
>
>
>
>

851. Re: Need help

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000128160923.27114.00000070@ng-ca1.aol.com>
Source record: 46912

>lomen@eunet.yu says....

>I have Xformer7 emulator from emulators.com website. It looks like
>fine emulator, but I can't start any program on it. I have couple of game roms
(.atr).

.ATR & .XFD are disk images and usually require you to perform a cold start
(from File menu) to simulate the boot process after "installing" the file
image.

>also that I need some other files to run this emulator correctly, but in my
version of
> Xformer7 is only Xformer7.exe (when I unzipped the xf2000 file).

Your .zip was complete; no other files needed.

-Ron

I started life with nothing, and still have most of it left...

852. Re: Digital Antic Site Down? :C

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38920F7E.6C1F2E46@usa.net>
Source record: 46913

Try this:

http://www.atarimagazines.com/new.html

TashaEwokSpy wrote:

> Haven't been able to log onto the page for a few days now. Sigh. Any
> information would be gleefully consumed ;)

853. FA: 2 ATARI 1040 STf Computers Ends Sunday!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: wardc@concentric.net
Message-ID: <3892159b.45909053@news.mindspring.com>
Source record: 46914
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st

Two different ATARI 1040 STf computers, up for bids on ebay through
Sunday Night 1/30/00.

They both power up and the floppy drive spins, but are untested
further.

The first one is in good shape despite some yellowing, see a photo and
description at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248001177

The other is also nice but missing four keys, see a photo and
description at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248000462

Both bids start at $5.00

Also see lots of other stuff up for bids while you are there.
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=cosmictoys

Thanks for looking!

854. Rana RS1000 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <38925B2D.62E381D@worldnet.att.net>
Source record: 46915

I just got ahold of a RANA RS1000 but it did not
come with a power supply or documentation. Can
anyone tell me what voltage power supply I need
or send me a copy of the documantation.

Thanks,
Boyd

855. announcing apx classic dandy on cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <15746-38925EF5-71@storefull-173.iap.bryant.webtv.net>
Source record: 46916

announcing the apx classic dandy now on cartridge.
it will run on all 48k or more atari 8-bit personal home computers.
for ordering information just go to our web site at,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

856. Re: Rana RS1000 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-28 00:00:00 UTC
From: Mark Bushue <mjbushue@localline.com>
Message-ID: <whuk4.1169$yY6.38499@news.goodnet.com>
Source record: 46917

The power supply for my Rana 1000 indicates it has an output of 9VAC with 3.4 amps. My Rana 1000 repair guide (by Paul Alhart) indicates 9VAC with 2.5 amps.

857. My little Atari User :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-29 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <vmh49skcp6nvt0fcvkv78db9pfupthq2ov@4ax.com>
Source record: 46918

For those that want to see what this happy dad looks like (yuck!) and his
little girl plus Mummy then see the sig for the addy :)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

858. ACTION! cartridge + ACTION runtime library $50 plus shipping

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-29 00:00:00 UTC
From: cchudasa <cchudasa@home.com>
Message-ID: <PXxk4.17817$Fb1.376725@news1.frmt1.sfba.home.com>
Source record: 46919

```
if interested,

please reply to cchudasa@jps.net

Chet
```

859. Wanted: Atari cartridge box scans

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-29 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bf6a4e$a882c900$LocalHost@richard>
Source record: 46920

I'm looking for box scans of Atari cartridges (2600 and 400/800 software). Specifically the CX26xx series and the CXL 40xx/ RX80xx (eg. CX2622= 2600 Breakout, CXL 4012 = 400/800 Missile command etc).

My goal is to make a website about the great artwork on those boxes. If you own one of those boxes, you know what I'm talking about.

If you have scans of those boxes, or know of a website that has them, please contact me.

I already have a few, but they're not all of the same quality, so if you want to help me out, please email me.

Richard

860. Massage for Emmanuel Fermandes from

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-29 00:00:00 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <cJBk4.7991$J9.4354@news.indigo.ie>
Source record: 46921

Hi,I been trying to email you for a few days now,the email keeps coming back to me saying "can not contact sever"any way the total for shipping is IRL26.60,so please send on in IRL funds.....Regards David.

861. APE117 on Linux

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-29 00:00:00 UTC
From: boojum <cswigerSPAMFREE@norfolk.infi.net>
Message-ID: <38930C77.FB804711@norfolk.infi.net>
Source record: 46922

Gang -

Have used the Atari Peripheral Emu (registered) and love it. I'm
trying to get it to run on
Linux now (preferred enviro) RHAT6.0, have followed closely the
instructions on
the users guide at http://www.nacs.net/~classics/ape/ape.htm and it,
will, sort of,
work; it will slowly read a few sectors of mydos4.53 and then hang -
I've
- changed the #RX_READ_FREQ and #MS_MIN_FREQ to 19L and recompiled
and copied dos to /usr/bin/dos - setup only one port in /etc/dosemu.conf
-
I have no idea where to find "sillyint" ??? I've bailed out of xwin and
just run a
terminal, tried renice'ing to from 14 to -20, tried setserial spd_vhi -
always w/
the same slow results. This is on a 200Mhz PPro. Could the prob be the
"FreeDOS"
that comes w/ dosemu-0.99.10-4 and it will only work on genuine MSDOS??

TIA

Chuck
cswigerSPAMFREE@norfolk.infi.net

862. Re: ACTION! cartridge + ACTION TOOLKIT (correction) $50 plus shipping

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-29 00:00:00 UTC
From: cchudasa <cchudasa@home.com>
Message-ID: <FIFk4.18321$Fb1.381774@news1.frmt1.sfba.home.com>
Source record: 46923

cchudasa <cchudasa@home.com> wrote in message
news:PXxk4.17817$Fb1.376725@news1.frmt1.sfba.home.com...
> if interested,
>
> please reply to cchudasa@jps.net
>
> Chet
>
>
>

863. Hackerbook and Joystick For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-29 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <38935dcf.1073955@news.erols.com>
Source record: 46924

Hello,

I was checking through some old boxes and I discovered two items left over from when I owned an Atari 130XE. One is a nealrly new condition Radio Shack joystick, with autofire. I remember buying it for $14.99 but I'll let it go for $4.99 plus shipping USPS.

I also discovered a 1983 mint condition "Hackerbook for your Atari Computer" by H.C. Wagner that was written for the Atari 400/800 and mentions how to make a bootable cartridge and how to create an Atari Eprom burner from game ports 1, 2, and 3. It also mentions how to create a serial port or a parallel port from game ports 3 and 4. It includes the source code listings in the text. I think it cost $7.95 new, so I'll let it go for $2.99 plush shipping USPS.

Let me know if you want one or both items.

Ron Powalisz
ronwizbot@juno.com

864. OT:FS Palm III 8 megs $230

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-29 00:00:00 UTC
From: gp429@aol.com
Message-ID: <20000129173210.22409.00000316@ng-fh1.aol.com>
Source record: 46925

Palm III 8meg RAM (upgraded using TRG's SuperPilot III chip) is for sale. Included are manuals and the CD install program, a HOTSYNC-cable, a MODEM-cable to connect to an external modem, GoType Keyboard and batteries! This Palm's ROM is Flash supported running Palm's latest OS, 3.3 which more capable (ROM wise) than the newer Palm IIIe or the Handsping's Visor models. PRICE $230 E-mail me if you want more information or if you would like to buy the upgraded Palm III at cd20395@pegasus.cc.ucf.edu --tHaNx

865. fa: Atari 800XL, XE with Drive, SIO2PC and Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-29 00:00:00 UTC
From: Bob Colbert <rcolbert1@home.com>
Message-ID: <389373FF.3FF0271B@home.com>
Source record: 46926

Hi,
I have the above mentioned aution going on now! Here's hoping it goes
to a good home!

Bob

866. fa: Atari 800XL, XE with Drive, SIO2PC and Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-29 00:00:00 UTC
From: Bob Colbert <rcolbert1@home.com>
Message-ID: <38937443.F30FCE8C@home.com>
Source record: 46927

It might help if I give the url :)

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248948678

Sorry for the oversight.

Bob

867. Re: Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-29 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <22283-3893B202-26@storefull-175.iap.bryant.webtv.net>
Source record: 46928

we have 5&1/4 floppies in stock,made in the u.s.a.,with the center hub ring,these are made by nashua,they are $2.50 per box of ten,yes these are new,thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

868. F/S Atari Indis Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3894E9D3.95C20C8F@sisna.com>
Source record: 46843

1. ea Atari Indus disk drive double density, in good conditon, comes with power supply and SIO cable. price $30.00 shipping is included with price.

bob

869. Re: Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <87017p025um@enews4.newsguy.com>
Source record: 46929

On 27 Jan 2000 10:40:42 , LLpwhite wrote:

>Several sources have been mentioned, but
>the source with the best selection is that I
>have found is Media Source: http://www.mediasourceinc.com/
>They carry 4 or 5 different brands as well
>as bulk 5-1/4", but they run from *around*
>$.25 for bulk to up to $4.50/box of 10. Last
>time I purchased some of their bulk disks,
>they did not have center hub reinforcements.
>If you have a drive that does not spin-up
>as you clamp the disks, this can be a problem.

True. I found some on the Internet from a company called Firstsource.com. They were selling 10-pack Verbatim Datalife disks for around $2.95 per 10-pack. However, none of the disks had the center hub reinforcements, and the disks can indeed get a bit "chewed up" in certain drives if you're not careful.

And I found that only around half of the 5 1/4" disks I bought from Radio Shack had the reinforcements (the one's that were "Made in USA" did, the "Made in Mexico" didn't).

It would appear that the few manufacturers that still make them (generally only when they have a large enough order) don't bother with the extra expense of the center hub reinforcements.

-Paul

--

:: Paul Nurminen | ICQ # 50313052 | Atari Falcon030 / 14 + Nemesis
:: El Segundo, California USA: Home of Red Light 6 Studio & NURVIS
::
:: Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
:: Electronic Music | Atari Computing | Classic Video Games | Humor
::
:: SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! ! !

870. Re: USA: FS: ICD MIO (Priced Reduced)!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: korrrs <Korris@NO-SpAm.hotmail.com>
Message-ID: <3893C8C1.75BCF94@NO-SpAm.hotmail.com>
Source record: 46930

Hi Phantom--

I'm interested in getting the details on the specifications, details,
items included, and price on your MIO unit.

hear from you soon

PS - take the NO-SpAm out of my address to reply.

Korris@NO-SpAm.hotmail.com

Phantomm wrote:

> I have a excellent 1meg version ICD Multi I/O (MIO) for sale with
> lots of extras.
>
> Price has been reduced.
>
> If interested then e-mail for details.
> phantomm@kih.net

871. Was 1090 Clones. Now new hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <tqQk4.94886$j63.1002855@news1.rdc2.pa.home.com>
Source record: 46931

Check out this URL about a 1090-like idea:

http://www.geocities.com/SiliconValley/Board/5847/

tony

872. New Atari Hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <YrQk4.94888$j63.1002919@news1.rdc2.pa.home.com>
Source record: 46932

With the talk of the 1090XL module, check out:

http://www.geocities.com/SiliconValley/Board/5847/

about a new project idea.

tony

873. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s999pj1n5io87@corp.supernews.com>
Source record: 46933

Velcro SPY <X_velcro_X@netunlimited.net> wrote in message
news:38944d20.4322542@202.61.249.15...
> On Thu, 27 Jan 2000 06:55:37 -0500, Robert S Ely <rely@ix.netcom.com>
> wrote:
>
> > I built it and it worked fine (after a few retries). Just remember it
> >is a read only cable. You can't write back to the floppy.
>
> gasp! Is that true?
>
> VS
>
> To email me just remove the Xs and underline marks from my email address.
I even recall one piece of software written for the ST that added an 8 bit
floppy to the ST's desktop with a whopping 88k of extra storage. But I guess
since the orignal STs came with 360k drives, adding an 810 for moving files
was no small improvement for some people.

874. Re: "Teflon Disks"

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e568sv.8qz2gdncta7mN%rlcolli@ibm.net>
Source record: 46934

LLpwhite <llpwhite@cs.com> wrote:

> I remember when Verbatim came out with
> Teflon-coated or Teflon-fortified disks. I
> just ran across them again recently. Anybody
> ever have any experience (good or bad) with these?

I used them a lot back in the late '80s, no problem. In the advertising
they said you could remove the disk from the protective sleeve to clean
it! We were never brave enough to try it though.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

875. Re: Please help with Ghostbusters

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e56kc5.19wg8d31g0nx66N%rlcolli@ibm.net>
Source record: 46935

Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:

> Paul Barker <pbarker@dtn.ntl.com> wrote:
> > Hmm, I seem to remember you could upgrade stuff, but not how. Not much help
> > huh. I guess I could go dig out my tape (!) copy and fire it up ...
>
> I don't think you can go back. At the end of the game you'd just get
> an account number with which you can start a new game with more money.
>
> Try "TRON" as an account and "999" (or "9999") as the account number...

I think you can also use "GOO" with all 9's for the account number.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

876. How to get into the BIOS of Atari-PC3

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: Maxxis <maxxis@gmx.net>
Message-ID: <872dgrhqe1@news05.btx.dtag.de>
Source record: 46936

Hello,

may you can help me...

i need to know how to get into the Award PC-BIOS 2.08 of the Atari-PC3, as i just kept this beautiful old work of art from being thrown away and now i figure it would be nice if i could get it back to work too.

actually, it worked for a short time... but after the batteries went dead it looks like it has lost the settings for the ST238R harddrive, so now it would only boot from floppydisk.

Another thing is, i got the following specs of the ST238R from the seagate web page:

615 Cyl, 4 Hds, 26 Sect, Prec. 65535, Land. 670

this should work in most pcs, however, i'm not quite sure, whether it would also work on the atari-pc3... any ideas?

I'd be very happy if anyone could help me with this.

Wishing everyone a great week,

maxxis

877. Re: ST monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: Riley Van Horn <rvanhorn@classicnet.net>
Message-ID: <s9a3p5r45io30@corp.supernews.com>
Source record: 46937

No, the sync rates are different and the plug is made only for the ST.

Erik Closson wrote in message <86l72ffhq1@nntp3.atl.mindspring.net>...
>If I get a monitor meant for an atari ST will it work with my 65XE.
>
>

878. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <3895173B.EC016D13@qnet.com>
Source record: 46938

Richard,

Thats the type of program Im looking for. I just want to transfer my 8bit files
to my TT. If you ever remember the name of the program please post it.

Don

Richard Cortese wrote:

> Velcro SPY <X_velcro_X@netunlimited.net> wrote in message
> news:38944d20.4322542@202.61.249.15...
> > On Thu, 27 Jan 2000 06:55:37 -0500, Robert S Ely <rely@ix.netcom.com>
> > wrote:
> >
> > > I built it and it worked fine (after a few retries). Just remember it
> > >is a read only cable. You can't write back to the floppy.
> >
> > gasp! Is that true?
> >
> > VS
> >
> > To email me just remove the Xs and underline marks from my email address.
> I even recall one piece of software written for the ST that added an 8 bit
> floppy to the ST's desktop with a whopping 88k of extra storage. But I guess
> since the orignal STs came with 360k drives, adding an 810 for moving files
> was no small improvement for some people.

879. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s9a88v35io19@corp.supernews.com>
Source record: 46939

Sorry, but I have forgotten almost everything ST now. The only one I
remember for sure is the ST version of Xformer which worked with the Xformer
cable, but there were at least 2 other programs that worked either like
SIO2PC or ProSys cables. Maybe someone else can remember those programs???
Schoengarth <dons@qnet.com> wrote in message
news:3895173B.EC016D13@qnet.com...
> Richard,
>
> Thats the type of program Im looking for. I just want to transfer my 8bit
files
> to my TT. If you ever remember the name of the program please post it.
>
> Don
>
> Richard Cortese wrote:
>
> > Velcro SPY <X_velcro_X@netunlimited.net> wrote in message
> > news:38944d20.4322542@202.61.249.15...
> > > On Thu, 27 Jan 2000 06:55:37 -0500, Robert S Ely <rely@ix.netcom.com>
> > > wrote:
> > >
> > > > I built it and it worked fine (after a few retries). Just remember
it
> > > >is a read only cable. You can't write back to the floppy.
> > >
> > > gasp! Is that true?
> > >
> > > VS
> > >
> > > To email me just remove the Xs and underline marks from my email
address.
> > I even recall one piece of software written for the ST that added an 8
bit
> > floppy to the ST's desktop with a whopping 88k of extra storage. But I
guess
> > since the orignal STs came with 360k drives, adding an 810 for moving
files
> > was no small improvement for some people.
>

880. Re: Rana RS1000 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3894E5E7.3B4F51A1@sisna.com>
Source record: 46940

Your Rana will work fine with any Atari A/C power supply, reguardles of
out put
bob
Ac that is!

881. Re: Thomas Bafia owes me an apology

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3894E70B.6E0E02E8@sisna.com>
Source record: 46941

You did what others of us in the comunity would have done. Your efforts are appreciated
I persionally, have had only 1 complaint, I messed up or my gradaughter did a disk with box I sold to a user. She put a shipping lable on the box..We didn't know they wanted it as a collector item. I refunded his purchas price and told him to keep the disk and box.

We need to specify, or receive specifications from perspective buyrs on what they expect or what we actually are sending as a group.

bob

882. Atari 850 Interface Unit

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3894E835.E2B608F8@sisna.com>
Source record: 46942

```
Comes with Power supply, and SIO cable. Atari 850 p/d software to
connect to phone line.
Price $25.00 shipping included.

bob
```

883. WTB/WTT:

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-31 00:00:00 UTC
From: nexar@my-deja.com
Message-ID: <8736cv$sv1$1@nnrp1.deja.com>
Source record: 46844

```
==========================
**** Want/Trade-Sell List ****
updated:01/31/2000
==========================
Contact me at: xNexar_Net_x@yahoo.com
Feel free to page me on Yahoo! pager.
=====================================================================
Wanted:
=====================================================================
Jaguar/Jaguar CD ||
================
Air Cars
Atari Carts
Baldies CD
Breakout 2000
Brutal Sports Football
Bubsy
Cannon Fodder
Cybermorph (94' version)
Defender 2000
Dino Dudes
Dragon/Bruce Lee
Dragons Lair CD
Fever Pitch Soccer
Fight For Life
Flip Out
Hoverstrike (cart)
I-War
Iron Soldier-2 (cart)(CD)
Missle Command 3D
Myst CD
NBA Jam T.E.
Pinball Fantasies
Pitfall
Power Drive Rally
Primal Rage CD
Raiden
Ruiner Pinball
Sensible Soccer
Super Burnout
Supercross 3D
Syndicate
Theme Park
Towers-II
```

Troy Aikman
World Tour Racing
Worms
Zero 5
Zoop

Any Misc. Flash Carts/Proto's/Demo's/etc.
Pro Controller
Jaglink Cable
Jaguar Composite Cable
Jaguar Developers Manual
Jaguar EPROM carts
Jaguar Test Cart.
Atari Launches CD
Catbox

==========
Falcon/ST Hardware/Software ||
==========
Falcon030 accessories/misc/games/periphs.
ST Color Monitor
ST HD/misc software
Any and all ST/Falcon Mags. Info-promos,. etc.
Magazines!!!!!! :)

==========
==========
==========
For Trade/Sell:
E-Mail me , Pics are available for ANY of the following listed upon
request.
==========
==========
2600 misc. ||
==========
Commando Raid
Cosmic Ark
Dark Cavern
Defender-II
Donkey Kong
Eggomania
Frogs and Flies
Gangster Alley
Kung Fu Superkicks
Lock 'n' Chase
Midnight Magic
Ms. Pac-Man
Phaser Patrol (cass.)
Snoopy and the Red Baron
Thunderground
Tite Match Pro Wrestling

Warlords
Yars' Revenge
)more avail. upon request(

==========
5200 misc. ||
==========
Centipede
Countermeasure
Dig Dug
Galaxian
Mario Bros.
Missle Command
Pac-Man)lol(
Ms. Pac-Man
Moon Patrol
Popeye)label torn(
Pole Position
RealSports Soccer
Rescure on Fractalus
Space Invaders
Super Breakout
Qix

==========
7800 misc. ||
==========
System only,no ps, no controllers
7800 controller
(games avail upon request)

(complete system avail with 20+7800 gamse and misc 2600 games, email
for info)

==========
Commodore64 ||
==========
Complete System Avail or will sep.
1702 color monitor
2 DD
1 C64
3 cases of software
Printer
misc., some carts.

==========
XE Computer/Game||
==========
Cato (cart)
Deeromancer (cart)

```
=====================================================================
ST ||
================
Just wanted to buy, I have I wish to sale.

=====================================================================
Intellivision Misc ||
================
Games avail upon request
Systems Avail.

=====================================================================
NES Games ||
================
Avail Upon Request

=====================================================================
SNES ||
================
SNES system
Warlock
Doom
misc, more upon request

=====================================================================
32x ||
================
32x System
Tempo
Doom

=====================================================================
G-Boy MIsc ||
================
Color Gameboy
R-Type DX)color(
Mortal Kombat
Mario:6 Coins

=====================================================================
PC Parts and Misc.||
================
56k int. (new)
16bit soundcard(new)
20x-CD-Rom
ATX 300watt PS (new)
misc. avail upon reueest.

=====================================================================
DVD ||
================
The Mummy
The 13th Floor
```

City of Angels

E-Mail: xNexar_Net_x@yahoo.com
pics are available for all items, freely email me.

Thanks!
Clint

Sent via Deja.com http://www.deja.com/
Before you buy.

884. Re: How to get into the BIOS of Atari-PC3

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-31 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <389527A8.5D81B89C@worldnet.att.net>
Source record: 46845

Hi Maxis,

Upon boot up try CTRL + ALT + ESC of ENTER, that should get you into the BIOS menu and yes, those settings will be fine, its not a matter of those settings pertaining to the computer, but to the drive and regardless of whether is was places into an IBM, Compaq or Atari, if the BIOS is not Auto-setting (like later BIOS') then manually configuring the drive settings is the same on any IBM compatible computer. Have fun!

Curt

Maxxis wrote:

> Hello,
>
> may you can help me...
>
> i need to know how to get into the Award PC-BIOS 2.08 of the Atari-PC3, as i
> just kept this beautiful old work of art from being thrown away and now i
> figure it would be nice if i could get it back to work too.
>
> actually, it worked for a short time... but after the batteries went dead it
> looks like it has lost the settings for the ST238R harddrive, so now it
> would only boot from floppydisk.
>
> Another thing is, i got the following specs of the ST238R from the seagate
> web page:
>
> 615 Cyl, 4 Hds, 26 Sect, Prec. 65535, Land. 670
>
> this should work in most pcs, however, i'm not quite sure, whether it would
> also work on the atari-pc3... any ideas?
>
> I'd be very happy if anyone could help me with this.
>
> Wishing everyone a great week,
>
> maxxis

885. Re: ST monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-31 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-KQ5dDVqmmUnO@di11-ks.cth.com.au>
Source record: 46846

On Thu, 1 Jan 1970 00:59:59, "Riley Van Horn"
<rvanhorn@classicnet.net> wrote:

> No, the sync rates are different and the plug is made only for the ST.

I have seen the st monintor plug on a sony car radio. It was for the
optional cd stacker. Wounder who came out with it first???

james B

886. Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-31 00:00:00 UTC
From: Ronen Habot <rhabot@globespan.net>
Message-ID: <8746le$k7d$1@news.monmouth.com>
Source record: 46847

I've got an external keyboard (connected via a flat cable) for the ATARI 400
+
a unique ATARI 400 console with a "real" keyboard.
Since I could not find too much info on the www about these items and their
rarity I'd appreciate some comments/thoughts about it.
These items can be views on my web site at:
http://vgcollect.freehosting.net/myatari.html

Thanks,
Ronen.

887. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-31 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000131130429.24975.00000616@ng-ci1.aol.com>
Source record: 46848

Nice site!.. the 400 you have pictured has a 'B-Key' 400 installed.made by In Home Software from Canada....(second edition.. the first had all brown keys before they came out with the white and gold keys!).. I'm quite certain it came out later than 1980..hmmm '82?.. I'll check as I have one along with the original docs.. matter of fact, I left work early that day to get mine! I ordered, and called daily.. with anticipation.. also, btw, the 800 came out the same time as the 400... I'm almost certain of that.. maybe both came out in.. hmmmm.. 78/79?? .. check Curtis Vendel's page for some pretty good history...www.atari-history.com! Oh.. the external looks like it's an 800 keyboard installed into a housing... never seen that before...then again, there's alot I haven't seen!
B'rgds,
Vinnie

"Can't means don't want to!"

888. Diskettes $10 per 100

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-31 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <V2ol4.95599$j63.1114566@news1.rdc2.pa.home.com>
Source record: 46849
Cross-posted to:
alt.c64,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64.marketplace,comp.sys.ti

Diskettes for Sale $10 per 100 plus shipping.

5-1/4 & 3-1/3 - high & low density - new, used & demo.

Specify 5-1/4 or 3-1/2
(you get mix of new. old & demo. high & low density)
--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
gene@ehrich.com

889. 2 Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-31 00:00:00 UTC
From: Pokey <pokey@netsetter.net>
Message-ID: <8754dq$ep0$1@news.iwaynet.net>
Source record: 46850

Does anyone have the disk images to "Crypt of the Undead" or "The
Nightmare"? Both games are by Epyx, and I cannot find either game anywher?
If you have them, could you please email me at sbreech@piri.com? If
possible, you could even email the images.
Thank you!
Steve

890. FA: 25 issues of Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-31 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000131182918.26664.00000521@ng-fp1.aol.com>
Source record: 46851

I have 25 issues of Antic magazine, and 21 corresponding monthly disks for them
up for auction on ebay

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=249584031

thanks,
BG

891. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-31 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38962FC9.DA0C09C@qnet.com>
Source record: 46852

Ronen,

Ive got the same external keyboard but, the maker is G R I and the label for the manufacture is a lot small than yours appears to be. My label is 3/4 x 1/4 its brown with 3 diamonds. Each diamond has a letter from the manafacture in it. On the back is a small stick that says SN 0340. The connector is a 25 pin connector made by TRW. The cable that goes with mine is a toss up since I have a bunch of cables with 25 pin connectors. I do how ever have a flat cable(blue) that has a 25 pin connector on it. I have never tried to use the keyboard. Does it use any software? And where does it plug into on the 400? If you wouldnt mind could you please post or pass along any information that you find on this keyboard.

Thanks Don

Ronen Habot wrote:

> I've got an external keyboard (connected via a flat cable) for the ATARI 400
> +
> a unique ATARI 400 console with a "real" keyboard.
> Since I could not find too much info on the www about these items and their
> rarity I'd appreciate some comments/thoughts about it.
> These items can be views on my web site at:
> http://vgcollect.freehosting.net/myatari.html
>
> Thanks,
> Ronen.

892. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-01-31 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <cv7l4.5414$KJ5.69320@typhoon1.tampabay.rr.com>
Source record: 46853

I already sent him DOS3, 2.5 and a few others I had laying around no charge
as one collector to another. I have bought from Gene also without any
problems so I figured something was up.

"Velcro SPY" <X_velcro_X@netunlimited.net> wrote in message
news:3881f9d1.893525@news.netunlimited.net...
> On Mon, 17 Jan 2000 20:13:58 -0500, Carolyn Hoglin <choglin@usa.net>
> wrote:
>
> >Why would anyone want Atari DOS 3? It was simply awful and was soon
replaced
> >by Atari DOS 2.5. (I know, I know. You'd think the higher number was
newer
> >and better. Not so!) Everyone happily reformatted their old ver. 3 disks.
>
> Yes, everyone hated DOS 3 all the way around. I mean it was
> universally hated, read the old mags. I wonder who the programmer was?
> Lets get him, haha!
>
> VS
> To email me just remove the Xs and underline marks from my email address.

893. Re: Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000131222009.26302.00000855@ng-cn1.aol.com>
Source record: 46854

>we have 5&1/4 floppies in stock,made in the u.s.a.,with the center hub
>http://www.atarisales.com

Lance, you should update your page to reflect this availability; I looked again just now and did not locate any mention of them.

-Ron

I started life with nothing, and still have most of it left...

894. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-god7fqoW8eMM@di04-ks.cth.com.au>
Source record: 46855

On Sun, 28 Jan 3900 11:39:06, sup8pdct@mail.cth.com.au wrote:

have tried things like lode runner and Drol on the 1200xl and the tv.
Mostly good colours. now for that video fix up for the 1200xl.
any one knows where it is??

james B

895. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000201074323.25661.00000774@ng-cf1.aol.com>
Source record: 46856

Man... I don't remember what I had for lunch yesterday.. let alone 20 years ago!!! I'll check thru all my old binders/mags... now I'm curious... but... my first guess is that 25 pin ribbon.. if it's` coming out of the keyboard, then, it most likely plugs into the 400... no software.. if u open up the 400, unplug the keyboard ribbon, that would do the trick! this would be my guess, not seeing it... I installed my B-key, which is the same type of keyboard I'm typing on right now on my toshiba laptop! In additon, I bought keycaps/swithches from InHome and buillt a matching numeric keypad which soldered into the 400! I did the same on my 800 using the Atari cx85, I hardwired that in too.. but it can be unplugged (I used a 15 pin (5200 joystick!) connector... the same one used on today's PC's!

>a bunch of cables with 25 pin connectors. I do how ever have a flat
>cable(blue)
>that has a 25 pin connector on it. I have never tried to use the keyboard.
>Does it use any software

B'rgds,
Vinnie

"Can't means don't want to!"

896. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: Ronen Habot <rhabot@globespan.net>
Message-ID: <876nt8$qh2$1@news.monmouth.com>
Source record: 46857

Tonight I'll take a closer look at it and post my findings tomorrow, anyway
this is what remember regarding the keyboard:
The label is marked with "Sidewriter" lettering, there is a DB25 connector
at the back.
The opposite type of connector is mounted on the ATARI 400 that I have
(looks like a manual installation of it, also, that computer has been
upgraded to have 48K RAM memory). I've never tried to hook it up since I
don't have a flat cable (I should get one ant try...)

Ronen.

"Schoengarth" <dons@qnet.com> wrote in message
news:38962FC9.DA0C09C@qnet.com...
> Ronen,
>
> Ive got the same external keyboard but, the maker is G R I and the label
for
> the manufacture is a lot small than yours appears to be. My label is 3/4 x
1/4
> its brown with 3 diamonds. Each diamond has a letter from the manafacture
in
> it. On the back is a small stick that says SN 0340. The connector is a
25 pin
> connector made by TRW. The cable that goes with mine is a toss up since I
have
> a bunch of cables with 25 pin connectors. I do how ever have a flat
cable(blue)
> that has a 25 pin connector on it. I have never tried to use the
keyboard.
> Does it use any software? And where does it plug into on the 400? If you
> wouldnt mind could you please post or pass along any information that you
find
> on this keyboard.
>
> Thanks Don
>
> Ronen Habot wrote:
>
> > I've got an external keyboard (connected via a flat cable) for the ATARI
400
> > +
> > a unique ATARI 400 console with a "real" keyboard.
> > Since I could not find too much info on the www about these items and
their
> > rarity I'd appreciate some comments/thoughts about it.

> > These items can be views on my web site at:
> > http://vgcollect.freehosting.net/myatari.html
> >
> > Thanks,
> > Ronen.
>

897. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: Ronen Habot <rhabot@globespan.net>
Message-ID: <876nuo$qh8$1@news.monmouth.com>
Source record: 46858

Tonight I'll take a closer look at it and post my findings tomorrow, anyway
this is what remember regarding the keyboard:
The label is marked with "Sidewriter" lettering, there is a DB25 connector
at the back.
The opposite type of connector is mounted on the ATARI 400 that I have
(looks like a manual installation of it, also, that computer has been
upgraded to have 48K RAM memory). I've never tried to hook it up since I
don't have a flat cable (I should get one ant try...)

Ronen.

898. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000201092002.24974.00000753@ng-ci1.aol.com>
Source record: 46859

>The label is marked with "Sidewriter" lettering, there is a DB25 connector

Hmmmm.. Sidewriter rings a bell!!!
there were a few guys that came out with various types if keyboards.. a couple were attached, as the one you have, as an add on... I remember one that attached on top of the 400... imagine this huge thing on top of where the membrame is... the bkey, I think, was the best... it was a direct replacement.. and really...not that bad... comparted to what it replaced.. it's not an 800/1200 but, hey, again.. not bad... the same as this laptop I'm using.. 20 years later... !
B'rgds,
Vinnie

"Can't means don't want to!"

899. Help with project!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000201103859.27122.00000905@ng-ca1.aol.com>
Source record: 46860

Can anyone here help with a non Atari, electronics project??? I have 2 stereo 'line audio' sources but my tv only has one set of jacks..... I cannot use a y connector because there will be a signal present on both sources on one of my settings... I know I could build an a/b switch and manually switch depending on which source I want to hear .... but, something automatic doesn't seem too far stretched... any advice here?????? thanks so very much! (I was also thinking in terms of a relay, which would 'kick' over to source 2, when 'on', thus shutting source 1... but, how good are the contacts in these things for audio? And, I think line voltage is very low.. is it enough to switch the relay over... unless I go with a relay that handles 120v that would 'kick in' when I turn on my second source???????'

900. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000201140155.26655.00000771@ng-fp1.aol.com>
Source record: 46861

>have tried things like lode runner and Drol on the 1200xl and the tv.
>Mostly good colours. now for that video fix up for the 1200xl.
>any one knows where it is??
>
>james B
>

http://www.redshift.com/~cdyson/atari.html

this site has both the clear pic mod and the super video 2.1 mod both for the cool 1200XL (I have three of them)

BG

901. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <5945-3897855B-49@storefull-178.iap.bryant.webtv.net>
Source record: 46862

some xe carts would work on 400's with as little as 16k(like star raiders II), most were 48k or more,some like flight simulatorII were 48k on disk,64k on cart,i could not tell the difference.
choplfter was a 16k cart,or a 48k disk,when atari got it,and put it put on the xe,it took 64k,and only added music in the intro as far as i coud see.
most of the retreads i could not see a difference,but some it did not matter like necromancer,i just wish that they would have released more of the retreads like they promised,like super huey,etc. if i ever find a super huey e-prom in all of my stuff,you will see it out,i promise.
check out my web site for memory requirements on all 400/800/xl/xe carts that we have in stock,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

902. Re: Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <5945-38978726-52@storefull-178.iap.bryant.webtv.net>
Source record: 46863

you are right,they are not on there,but i still have them,over 100 boxes left,its just that i have hundreds of items that i have not listed yet,they are $2.50 per box of ten,still new in the shrink wrap,plus shipping,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

903. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: Ronen Habot <rhabot@erols.com>
Message-ID: <38978C5B.EA87138A@erols.com>
Source record: 46864

So, here are the details:

On the golden plate the following is printed:
SIDEWRITER
SCREEN SONIC INC.
At the back there is a DB25S (socket) connector.
At the bottom there is a small sticker with a serial number 0218 (hand written).
That's all I can see from the outside.
Still have to get a flat cable to test it out...

Ronen.

904. FA Jaguar with Jaguar CD

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-01 00:00:00 UTC
From: anonymous <non@listed.com>
Message-ID: <8788m8$9io$1@wiscnews.wiscnet.net>
Source record: 46865

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=246405843

905. Re: Atari sticks on PC/ Ostrowski/ (Speedscript) source

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bf6da5$8da38ac0$cdb879c3@richard>
Source record: 46793

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> schreef in artikel
<87912ulju1@nets3.rz.RWTH-Aachen.DE>...
> >It *did* contain another Ostrowski masterpiece, however: "TwoMaze", a
> >little PacMan-clone with alternating mazes, for two players, in 4Kb!!
>
> Was that his? TwoMaze is great. Two people can play at the same time.
The
> mazes seem to be different everytime. It's one of those great games I
used to
> entertain my cousins when they came to visite us.

Same here. The mazes *are* different every time. Very impressive! Great
game to play with "visiting cousins". Have you tried level 11 and up? The
speed is amazing!

Richard

906. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Frank-Oliver Malisch <fom@mchp.siemens.de>
Message-ID: <879uq9$6ft$1@news.mch.sbs.de>
Source record: 46794

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

> Hello Mathy,
> you have to press [Control] + [B] or [Shift] + [B] to load a scenery
> disk (if I am correct). Unfortunately I have come across bad disks and
> carts, which just hang up, when you try this. But there are at least
> versions that work ok (now I do own these correct cart+disk versions).
> Pretty damn thing of the FS II is, that it is so veeryy
> sloowww (compiled MS Basic)... Just watch the demo of the XE demo cart,
> if you own it. Greetings - Andreas

Really ???

I remember looking into FS II's code when trying to build a special
version for my A800 with "Alter Ego" OS-board. This board basically
adds the RAM "under" the OS which the latter XL/XE models have
by default. Unfortunately the adresses to do the bank switching were
different, so I had to do quite a bit of hacking - but never fully
succeeded. To me it appeared to have been writen in 6502 machine code.
Basic would have been much too slow at least for the video generation -
even if compiled. Microprose did their framework (e. g. the menus,
score tables etc.) using compiled basic but Sublogic ??? FS II is
not a Microsoft Product at all. The PC version was distributed by
Microsoft but still developed by Sublogic (Bruce Artwick was the
main programmer behind it). Today's MS Flight Simulator is however
a completely different story.

Greets

Frank-Oliver

--

907. FS: Brand New Atari Jaguar Units, Games and Accessories

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <mc0m4.97570$n3.2102520@news0.telusplanet.net>
Source record: 46795
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I have a limited amount of brand new Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to Jim at jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (all contain one controller, RF Box and AC adapter)**
==========
Box conditions vary, best condition boxes will be sold first.
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
- Atari Jaguar with CyberMorph cartridge $40
- Atari Jaguar (No Cart) $30

** Atari Jaguar Games And Accessories - New/Shrink-wrapped**
==========
- Checkered Flag $10
- Composite Video Cable $15

Atari Jaguar Games - Complete but Opened Please make an offer
==========
- Doom

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision

- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games
- A working Vectrex controller
- A working DSS Satellite Receiver with H Card
- Working DSS HU / P3 Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

908. Re: 1050 drive went dead. Now what?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000202170402.24799.00000881@ng-ce1.aol.com>
Source record: 46796

>the 1050 stopped working. It still does it's
>little pre-spin when you power it on, but nothing else. 800 makes the
>funny little tumbling chasing noise through the TV speaker and comes up
>into the memo pad

Have you removed the top cover and watched it operate? Verified that belt
still turns the disk? Seen the head do its track zero sensor alignment?
When my diodes went the 1050 was dead and even blew fuses in the power packs.
After you check the mechanical, then do some chip seating or swapping.

-Ron

I started life with nothing, and still have most of it left...

909. Serial adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0002.389afb04@fmlynet.org>
Source record: 46797

FamilyNet HQ: Telnet:\\209.217.2.202

Hey folks, just working on a ICD serial adaptor for a fellow Atarian down here
in Dallas (and other member of JYBOLAC). We managed to get a switch repaired.
Just curious if someone could tell me if this needs a special software handler?
:
If you can, write me at:
:
drclu@swbell.net
:
Of course write it here too, but it is a little test. I am currently logged
into th FamilyNet with an Atari 400 and reading the newsgroup messages this
way, so if nothing else, let me know if you see this message.
:
Talk soon!
:
Doctor Clu
Dallas Texas (972)-496-0650

910. 1050 drive went dead. Now what?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Mark Milbourne <milbourn@usit.net>
Message-ID: <3897895F.EA4F53B0@usit.net>
Source record: 46866

After 6+ years in storage, I resurrected my venerable 800 and was amazed to find that everything still worked and most of the disks were still readable. Was great to play all the classic games from days of old.

After a while I started playing a few levels of Lode Runner every day, leaving the thing on while just turning off the TV. Sometimes I may have turned off the 1050.

Anyhow, on about level 100 the 1050 stopped working. It still does it's little pre-spin when you power it on, but nothing else. 800 makes the funny little tumbling chasing noise through the TV speaker and comes up into the memo pad, so the 800 still seems to be looking for something to boot with, but the drive is not responding to the 800 power-on.

FAQ says the U1 chip or whatever can blow when plugging/unplugging cable while power connected. However, this failure did not occur in a such a situation.

Is this chip the most likely culprit still? How can I diagnose? I have logic probe and an old oscilliscope and a fair amount of technical saavy if anyone can steer me in the right direction.

Otherwise I guess I'm hunting another on ebay or somewhere. Please respond by e-mail if possible.

Thanks,
Mark Milbourne
milbourn@usit.net

911. Re: 2 Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <878ah6$kv4$1@nnrp1.deja.com>
Source record: 46867

In article <8754dq$ep0$1@news.iwaynet.net>,
"Pokey" <pokey@netsetter.net> wrote:
> Does anyone have the disk images to "Crypt of the Undead" or "The
> Nightmare"?

Yes! Those were great fun way back when. I guess they were sort of
dumb games really, just cheesy redefined GR. 0 character sets -- but
for some reason I played them a lot. I'd really like to see those
again too if you come across 'em.
-Dan
danver@halcyon.com

Sent via Deja.com http://www.deja.com/
Before you buy.

912. Looking for 130XE current mod for keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Brian Hutchinson <bthutch@earthlink.net>
Message-ID: <3897D262.52A4DF4@earthlink.net>
Source record: 46868

I read about this mod years ago to limit the current being pumped
through the 130XE keyboard. I have searched the web and the FAQ's and I
can't seem to find how to do this mod. Does anyone know the URL
containing this information?

Thanks,

Brian

913. FS/T: Lots of games (400/800 ,more)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: paul-david <pauldb@home.comPLEASENOSPAM>
Message-ID: <3897AB26.C071047D@home.comPLEASENOSPAM>
Source record: 46869

http://www.geocities.com/pauldbz/

This could be the worst web site in the world, but hey
I don't know html. So considering that maybe its not
that bad.

Lots of 400/800 games just added to my for sale list

914. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-9CSSBoLV6tnh@di13-ks.cth.com.au>
Source record: 46870

On Thu, 1 Jan 1970 00:59:59, Video61@webtv.net (Lance Ringquist)
wrote:

, most were 48k or more,some like flight simulatorII were 48k
> on disk,64k on cart,i could not tell the difference.

flight simulatorII disk could work on either 48K or 64K. the 64k
version would add:
ADF
Reality effects
wingtip generation
bomb sight
war report
com radio
instrument panel lights ON/OFF switch
Course plotter

stright out of the FSII manual.

James B

915. PhillyClassic Update 2.2.00

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <3897E7C5.5411A7FD@adelphia.net>
Source record: 46871
Cross-posted to: comp.sys.cbm,alt.games.atari,comp.sys.atari.8bit,rec.games.vectrex

** PhillyClassic, Philadelphia's first annual Classic Gamers' Event! **

** UPDATE: 2.2.2000 **

Website is now up and LIVE, complete with:
* Information/scheduled events
* Hotel accomodation info/online reservations
* Driving directions and interactive maps
* Ticket information
* How To Link to Us banners/ads available for
YOUR classic game related site!

** UPDATE: 1.31.2000 **
TNT Amusements, a local coin-op vendor is allowing us to borrow a
Galaga coin-op for a Galaga tournament!

Tournament prizes include:
3 Missile Commands for PSX (donated by Hasbro)
3 Space Invaders for N64, GBC, and PSX (donated by Activision)
Asteroids for PSX (donated by Activision)
Intellivision Collection for PSX (donated by Activision)
3-4 Digital Press Guides (donated by Digital Press)
AND MORE STILL TO COME!

** INITIAL POST: 1.28.2000 **
Hey all! I'm here to announce the first annual PhillyClassic classic
gaming convention. Dave Newman and myself (Chuck Whitby) are
organizing an event to bring classic gamers together as a whole for a
weekend of trading, selling, and storytelling!

The weekend of April 14th, 15th, and 16th will be one to remember as
classic gamers unite for a weekend of hardcore gaming! Planned events
include casual trading/selling, *tournaments*, *auction*,
show-and-tell, and a general good time by all!

David Newman has rented us a 1000 sq ft conference room at Villanova
University for the event, which means enough room for a lot of people
to come and setup the pride and joy of their collections, and even a
little tradebait!

The convention center is COMPLETELY PRIVATE, has security, FREE
PARKING and LOTS OF IT, and is located in a higher class area,
so we shouldn't have any problems with anyone worrying about
their rarities being pilfered.

The schedule is as follows:

Friday: 7pm - whenever -- Setup Night
Saturday: 10am - 7pm (will probably go longer) -- MAIN DAY
Sunday: 9am - noon -- Packup, Final Goodbyes

If you have any questions or would like to help organize a part of the event PLEASE e-mail David Newman (davidnewman@adelphia.net) or me (intv-sama@worldnet.att.net). If you plan on attending, please purchase your tickets early and make those hotel reservations!

Thank you very much!

916. Re: 2 Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <t4Sl4.20030$in5.354221@news1.online.no>
Source record: 46872

I can try to make ATR's of them later, have no time now. I also have a few others in the same type. King Arthur's Heir (or something), Escape from Vulcan Isle (??) and there's downloadable ones at : ftp://ftp.spudster.org/pub/Atari/CTH/Games/ATR/ and under F there's something called Fantasyland in many parts there.

I have the original's of some of them and made compilations with two or three on a disk side of some.

<danver@halcyon.com> wrote in message news:878ah6$kv4$1@nnrp1.deja.com...
> In article <8754dq$ep0$1@news.iwaynet.net>,
> "Pokey" <pokey@netsetter.net> wrote:
> > Does anyone have the disk images to "Crypt of the Undead" or "The
> > Nightmare"?
>
> Yes! Those were great fun way back when. I guess they were sort of
> dumb games really, just cheesy redefined GR. 0 character sets -- but
> for some reason I played them a lot. I'd really like to see those
> again too if you come across 'em.
> -Dan
> danver@halcyon.com
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

917. Transfer Atari -> PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <3897F0C0.927895CB@earthlink.net>
Source record: 46873

If I'm asking a common question, please feel free to point me to a FAQ
or wherever I can find the common answer. Thanks.

I have an 800XL computer, a 1050 disk drive, and a ton of floppy disks
in storage. I would like to convert these disks into .atr files on my
PC. The question is simply this: how do I do it?

Thanks,

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½

918. PhillyClassic ** UPDATE: 2.2.2000 **

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <MPG.1301bdc5695ce267989680@nntp>
Source record: 46874

** PhillyClassic, Philadelphia's first annual Classic Gamers' Event! **

** UPDATE: 2.2.2000 **

Website is now up and LIVE, complete with:
* Information/scheduled events
* Hotel accomodation info/online reservations
* Driving directions and interactive maps
* Ticket information
* How To Link to Us banners/ads available for
YOUR classic game related site!

http://members.aol.com/davidn9000/philly.html

** UPDATE: 1.31.2000 **
TNT Amusements, a local coin-op vendor is allowing us to borrow a
Galaga coin-op for a Galaga tournament!

Tournament prizes include:
3 Missile Commands for PSX (donated by Hasbro)
3 Space Invaders for N64, GBC, and PSX (donated by Activision)
Asteroids for PSX (donated by Activision)
Intellivision Collection for PSX (donated by Activision)
3-4 Digital Press Guides (donated by Digital Press)
AND MORE STILL TO COME!

** INITIAL POST: 1.28.2000 **
Hey all! I'm here to announce the first annual PhillyClassic classic
gaming convention. Dave Newman and myself (Chuck Whitby) are
organizing an event to bring classic gamers together as a whole for a
weekend of trading, selling, and storytelling!

The weekend of April 14th, 15th, and 16th will be one to remember as
classic gamers unite for a weekend of hardcore gaming! Planned events
include casual trading/selling, *tournaments*, *auction*,
show-and-tell, and a general good time by all!

David Newman has rented us a 1000 sq ft conference room at Villanova
University for the event, which means enough room for a lot of people
to come and setup the pride and joy of their collections, and even a
little tradebait!

The convention center is COMPLETELY PRIVATE, has security, FREE
PARKING and LOTS OF IT, and is located in a higher class area,
so we shouldn't have any problems with anyone worrying about
their rarities being pilfered.

The tentative times are as follows:

Friday: 7pm - whenever -- Setup Night
Saturday: 10am - 7pm (will probably go longer) -- MAIN DAY
Sunday: 9am - noon -- Packup, Final Goodbyes

If you have any questions or would like to help organize a part of the event PLEASE e-mail David Newman (davidnewman@adelphia.net) or me (intv-sama@worldnet.att.net). If you plan on attending, please purchase your tickets early and make those hotel reservations!

Thank you very much!

919. Re: Transfer Atari -> PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <KsSl4.20050$in5.354466@news1.online.no>
Source record: 46875

Simply go to : http://seka.nacs.net/~classics/ and download APE, buy or make the SIO2PC cable and there you go! Excellent device and program. Highly recommended

Mike Kohary <mkohary@earthlink.net> wrote in message news:3897F0C0.927895CB@earthlink.net...
> If I'm asking a common question, please feel free to point me to a FAQ
> or wherever I can find the common answer. Thanks.
>
> I have an 800XL computer, a 1050 disk drive, and a ton of floppy disks
> in storage. I would like to convert these disks into .atr files on my
> PC. The question is simply this: how do I do it?
>
> Thanks,
>
> Mike
> --
> ���`����,��,�`����`����,��,�`�����`������`��
> Mike Kohary Seattle, WA http://kohary.simplenet.com
> ���`����,��,�`����`����,��,�`�����`������`��

920. Re: Atari sticks on PC/ Ostrowski/ (Speedscript) source

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <87912ulju1@nets3.rz.RWTH-Aachen.DE>
Source record: 46876

Howdy Richard, folks

>It *did* contain another Ostrowski masterpiece, however: "TwoMaze", a
>little PacMan-clone with alternating mazes, for two players, in 4Kb!!

Was that his? TwoMaze is great. Two people can play at the same time. The mazes seem to be different everytime. It's one of those great games I used to entertain my cousins when they came to visite us.

>And a final note on "source code": The only source code I ever typed in was
>"SpeedScript" by Charles Brannon (from Compute! magazine). Anybody wants
>it? Trade you for the Ostrowski code :-) (Seriously, I'll email it to
>anyone who wants it).

I've seen different versions of TurboBasic, like an XE version mentioned somewhere. IIRC that was in the BellComm catalogs. (BellComm got tired eating his shoes, so he changed to PC shareware and PD IIRC. He probably drives a Rolls by now :-)).

CU Mathy van Nisselroy

921. Re: SpartaDOS shareware?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8791ahlju2@nets3.rz.RWTH-Aachen.DE>
Source record: 46877

Howdy Ron, folks

>I can e-mail you the Discomm32 executable.

The source code to DiskComm 3.2 is available at www.nleaudio.com/css
As is a new version of BBXFER
The source to HDFMT.COM
The source to PARK.COM
A picture of Bob Puff
A picture of Chris Freemesser.

CU Mathy van Nisselroy

922. Re: _[xl/xe demos updated]_

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8791n6lju3@nets3.rz.RWTH-Aachen.DE>
Source record: 46878

Howdy Sven, folks

>Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari
>
>demo section updated, mainly added productions by AiDS ...
>
>note: if u can't use megaimages - grab atrai800win emulator, get a mydos
>2.5 atr-image and set up atari800win emulator like thiz: D1 - mydos / D2
>- your megaimage / H1: - c:\temp\atari
>and here you go - just use mydos copy command to transfer from d2 to
>your harddrive ...
>
>/cube

Do these demo's run on real Atari's too?

CU Mathy van Nisselroy

923. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8795rb$qm8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 46879

Howdy James, Lance, folks

>, most were 48k or more,some like flight simulatorII were 48k
>> on disk,64k on cart,i could not tell the difference.
>
>flight simulatorII disk could work on either 48K or 64K. the 64k
>version would add:
>ADF
>Reality effects
>wingtip generation
>bomb sight
>war report
>com radio
>instrument panel lights ON/OFF switch
>Course plotter

The cartridge version has at least one of the scenery disk on board.

CU Mathy van Nisselroy

PS the manual tells you how you get there. But my manual is 12 miles from
here.

924. Gates stepping down as head honcho

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <879680$qm8$2@nets3.rz.RWTH-Aachen.DE>
Source record: 46880

Howdy folks

(I know this is a wee bit off topic, but I just lost 30+ old messages thanks to some silly error. They are using Windows NT here.)

Bill Gates seems to be returning to the software programming division on Microcrap. So the next time your PC doesn't do a thing after you turn in on, don't bring it to the repair person. It probably crashed a zillionth of a second after you switched it on.

CU Mathy van Nisselroy

925. Antic game (contest winner)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8797dd$qm8$5@nets3.rz.RWTH-Aachen.DE>
Source record: 46881

Howdy folks

Anybody ever played the game Fusebox, which was published by ANTIC as one of the winners to some contest?

Anybody have any hints?

I've found pretty much everything that was hidden I guess. So now all that is left is to go down some dark stairs (maybe it was something else, but it was something where it was dark and you would get killed without light). I've found the flashlight and the batteries. But how do I get the batteries into the flashlight? (I've tried some stuff, but it didn't work.)

CU Mathy van Nisselroy

926. Re: 1050 drive went dead. Now what?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000202075336.25810.00001009@ng-fn1.aol.com>
Source record: 46882

If it were me, this has happened plenty of times to me... I'd open the drive, remove each chip, clean the contacts with a cleaner, or pencil eraser, and firmly re-install.. I've also resorted to swapping chips from a working drive, if u have one handy.. a good tip from Brad at Best Electronics would be to put a dot of white-out on your good chips (or bad, if u prefer) while u swap them out... other things that have happened... the 3 (or 4?) capacitors (I think that's what they are!).. might need to be re-soldered in... or, you can carefully wipe the 2 rails the head travels on... I've used wd-40 which I've sprayed onto a q-tip (AWAY from the head!)... I'm sure some of the other guys here might have my head for some of the advice I just mentioned.. all I can tell you is that it's worked... unfortunately, I'm not a techie.. just a weekend warrier!

>
>FAQ says the U1 chip or whatever can blow when plugging/unplugging cable
>while power connected. However, this failure did not occur

B'rgds,
Vinnie

"Can't means don't want to!"

927. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38983EFE.8DE7D658@mail.uni-mainz.de>
Source record: 46883

[snip] XE cartridges from Atari...

Hello Lance,
since you use US and thus NTSC Ataris, it`s no wonder, that you could not tell the difference between Choplifter (16k) from Broderbund and Choplifter (64k) from Atari. But there is a major difference on PAL machines:

Atari (64k) cart: Broderbund (16k) cart:
1) Title music (short & nice!) / no Title music
2) contains all levels... / shortened, less levels
3) "gr. 15" screen: color on PAL / "gr. 8" screen: no color on PAL
There also was a 24k Broderbund diskette version, thus the 16k cart version must have been shortened in some way (levels, music or so).
So, for PAL users the Atari cart is the better version, NTSC users may prefer the Broderbund cart or disk... greetings - Andreas

928. Re: _[xl/xe demos updated]_

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38984182.ABC3AED8@mail.uni-mainz.de>
Source record: 46884

[snip]
>
> Do these demo's run on real Atari's too?
>
> CU Mathy van Nisselroy

Hello Mathy,
yes these demos run on real Ataris too !! Just copy them back to real
disks, using MyDOS 4.5x (to read those 1024kb images). I prefer using
SIO2PC or Ape doing this job. Most of these demos of course need a
Gamedos to run (some merely run with 128 bytes per sector)... greetings
- Andreas Magenheimer

P.S.: I`ve got a new adress: Andreas Magenheimer
Rechenmuehle 2
55232 Alzey
- Germany -

929. Re: Antic game (contest winner)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3898441C.869BAA2C@mail.uni-mainz.de>
Source record: 46885

```
Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> Anybody ever played the game Fusebox, which was published by ANTIC as one of
> the winners to some contest?
>
> Anybody have any hints?
>
> I've found pretty much everything that was hidden I guess. So now all that is
> left is to go down some dark stairs (maybe it was something else, but it was
> something where it was dark and you would get killed without light). I've
> found the flashlight and the batteries. But how do I get the batteries into
> the flashlight? (I've tried some stuff, but it didn't work.)
>
> CU Mathy van Nisselroy

Sorry Mathy,
I have not played Fusebox yet, so I do not know the solution. But, there
exist two (or more) versions of Fusebox: the one from Antic and a
complete boot disk, with gr.9 title pics, etc. One of these versions
is compiled (unlistable), the other one is pure listable Basic code.
Maybe you can find the solution by listing the program... greetings -
Andreas
```

930. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3898431C.65C293C0@mail.uni-mainz.de>
Source record: 46886

Mathy Van Nisselroy schrieb:
>
> Howdy James, Lance, folks
>
> >, most were 48k or more,some like flight simulatorII were 48k
> >> on disk,64k on cart,i could not tell the difference.
> >
> >flight simulatorII disk could work on either 48K or 64K. the 64k
> >version would add:
> >ADF
> >Reality effects
> >wingtip generation
> >bomb sight
> >war report
> >com radio
> >instrument panel lights ON/OFF switch
> >Course plotter
>
> The cartridge version has at least one of the scenery disk on board.
>
> CU Mathy van Nisselroy
>
> PS the manual tells you how you get there. But my manual is 12 miles from
> here.

Hello Mathy,
you have to press [Control] + [B] or [Shift] + [B] to load a scenery
disk (if I am correct). Unfortunately I have come across bad disks and
carts, which just hang up, when you try this. But there are at least
versions that work ok (now I do own these correct cart+disk versions).
Pretty damn thing of the FS II is, that it is so veeryy
sloowww (compiled MS Basic)... Just watch the demo of the XE demo cart,
if you own it. Greetings - Andreas

931. Re: 2 Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38984581.294874C3@mail.uni-mainz.de>
Source record: 46887

Pokey schrieb:
>
> Does anyone have the disk images to "Crypt of the Undead" or "The
> Nightmare"? Both games are by Epyx, and I cannot find either game anywher?
> If you have them, could you please email me at sbreech@piri.com? If
> possible, you could even email the images.
> Thank you!
> Steve

Hello Steve,
I do not know "The Nightmare", maybe a spelling error (or just another game). But I can send you an image of "Nightmares" from Mastertronic (original tape, copied to Disk with CSIM and then transferred to an ATR image). Just let me know. - Andreas

932. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38984848.E43F7176@mail.uni-mainz.de>
Source record: 46888

Velcro SPY schrieb:
>
> I see a lot of XE cartridges on an online auction service. These were
> the ones Atari was cranking out as the 8bit line was discontnued in 86
> and 87 I believe. I have heard that these are not compatible with the
> original 400 and 800. Is this true and why?
>
> Additionally some of these XE titles seem to be retreads of previous
> 8bit titles. Did someone do enhancements? Can anyone name a specific
> enhancement in any XE title that improved the program, beyond what
> could be done on a 400?
>
> VS
>
> To email me just remove the Xs and underline marks from my email address.

Well,
I do not have much knowledge about cartridges and XE carts using
bankswitching techniques. But I do believe, there are XE carts, that do
not bankswitch all the time. Some of them have a sort of copy program
(or installation program) that copies all the code directly to RAM and
specific RAM area. So, it is possible that there are even 64k carts,
that do not work on 400/800 computers, because they use RAM under the OS
ROMs (or their copy programs copy the code into that area). Don`t beat
me if I am wrong here... - Andreas

933. Re: 2 Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <qzZl4.20399$in5.359941@news1.online.no>
Source record: 46889

Nope, The Nightmare is an old game by Epyx, but if you have that other game lying on the net, please point to the direction, I'd love to have that Mastertronic game too.

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message news:38984581.294874C3@mail.uni-mainz.de...
>
>
> Pokey schrieb:
> >
> > Does anyone have the disk images to "Crypt of the Undead" or "The
> > Nightmare"? Both games are by Epyx, and I cannot find either game anywher?
> > If you have them, could you please email me at sbreech@piri.com? If
> > possible, you could even email the images.
> > Thank you!
> > Steve
>
> Hello Steve,
> I do not know "The Nightmare", maybe a spelling error (or just another
> game). But I can send you an image of "Nightmares" from Mastertronic
> (original tape, copied to Disk with CSIM and then transferred to an ATR
> image). Just let me know. - Andreas

934. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <9368-389863E6-3@storefull-175.iap.bryant.webtv.net>
Source record: 46890

it is just to hard anyway's,it should never have been the packin on the xegm,to many customers bought this for kids,and something like food fight,or desert falcon should have been the packin,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

935. Cris Crawford - status?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: cswiger@norfolk.infi.net
Message-ID: <38986aa1.540150@news.widomaker.com>
Source record: 46891

Anybody know what Cris Crawford is up to these days?

Chuck
cswigerSPAMFREE@norfolk.infi.net

936. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-02 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <9367-38986552-24@storefull-175.iap.bryant.webtv.net>
Source record: 46892

on the port overs they really never did enough to modernize the programs
for people who were already users of the machines,i think these were
quick lets slap something out because no one in there right minds would
work for jack,and we need these right now,and lets hope we can fool the
new buyers.
you are right andreas,fsII is so slow,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

937. Re: Cris Crawford - status?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <87blidkkc1@plutonium.compulink.co.uk>
Source record: 46798

In article <38986aa1.540150@news.widomaker.com>, cswiger@norfolk.infi.net (Chuck Swiger) wrote:

> Anybody know what Cris Crawford is up to these days?
Still busy acting as the wise old man of the game industry. Still works on games and has a web site somewhere full of his pearls of wisdom about game design and balance.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

938. Re: do 2600 carts work in the 800?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <87blidkkd1@plutonium.compulink.co.uk>
Source record: 46799

In article <3897D15B.FADA2D67@att.net>, gavrael@att.net (Gary Beckwith)
wrote:

> Hi, I have an old Atari 800 that still works. I want to get some games
> for my son to play
> on it. Can anyone out there tell me, I've seen lots of game cartridges
> on Ebay but they
> are mostly for the 2600 game unit. I seem to remember that they don't
> work in the 800 computer. Is that true?
Yes
****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

939. FS 2600: Homevision Repro Kit

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <38997526.98C5EE27@agnld.uni-potsdam.de>
Source record: 46800
Cross-posted to:
rec.games.video.classic,rec.games.video.atari,rec.games.video.misc,rec.games.video.marketplace,comp.sys.atari.8bit

Hi!

I have a Homevision Repro Kit for the Atari 2600 videogamesystem for sale (no trade). This Kit contains all you need to copy Atari 2600 carts (mainly Homevision games, but works for some other too) on an attached empty (battery buffered, that means they are rewriteable) cartridge. Also included is a Homevision Game called 'Robot Fight' (#1, white case), all manuals and the original box. All contents inside the box are new and never touched (mint). The box itself shows some slight traces of wear. The price is $200, because this item of videogame history was produced in europe only and is there very hard to get too, as all Homevision stuff. Please notice that I live in Germany - shipping costs (insured airmail) to US/CA will be around $15. I have some separate empty copy cards also.

Thanks for your attention,

Andre

940. Re: 2 Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <38997944.930F75F9@erols.com>
Source record: 46801

These are the infamous Scott Adams stuff correct? Or am I confusing
something? I played the King Arthur game to the finish but couldnt
win! I had a copy protection tab on the diskette and the winning screen
wrote something to the disk!

I walked all over that damn world!

I hve them somewhere but not in .atr format and my stuff is boxed up
till Spring, doh!

danver@halcyon.com wrote:

> In article <8754dq$ep0$1@news.iwaynet.net>,
> "Pokey" <pokey@netsetter.net> wrote:
> > Does anyone have the disk images to "Crypt of the Undead" or "The
> > Nightmare"?
>
> Yes! Those were great fun way back when. I guess they were sort of
> dumb games really, just cheesy redefined GR. 0 character sets -- but
> for some reason I played them a lot. I'd really like to see those
> again too if you come across 'em.
> -Dan
> danver@halcyon.com
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

941. Re: FA: 4 Player M.U.L.E. Machine!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: brenner@biochem.mpg.de
Message-ID: <87bu1m$3l767$1@fu-berlin.de>
Source record: 46802

danver@halcyon.com wrote:
>As far as I know, the Atari 800 is the only stock computer of any
>platform in existence that you can play M.U.L.E. with 4 human
>players. (Note: you could also play with 4 human players on an
>upgraded Atari 400 w/48k, but as far as I know thats all).

You can play the C64 version of M.U.L.E. with 4 human players, too. Two players use joysticks, the other two use the keyboard.

cheers,

-markus

Markus Brenner -==(UDIC)==- Net boy, net girl
AKA \\// Send your impulse 'round the world
Minstrel Dragon (\/) Put your message in a modem
Polite Squirrel \/ and throw it in the Cyber Sea (Rush)

Lord High Mucketty-muck of the UDIC Greybeards (tm)
email: markus@brenner.de * WWW: http://www.biochem.mpg.de/~brenner/

942. Re: FA: 4 Player M.U.L.E. Machine!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <87crqc$u7s$1@nnrp1.deja.com>
Source record: 46803

In article <87bu1m$3l767$1@fu-berlin.de>,
brenner@biochem.mpg.de (Markus Brenner) wrote:
>
> You can play the C64 version of M.U.L.E. with 4 human players, too.
Two
> players use joysticks, the other two use the keyboard.
>

Thanks for the correction Markus, I should have said
that the Atari 800 is the only stock computer platform in
existence on which 4 human players can play without
someone having a handicap.
-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

943. Re: do 2600 carts work in the 800?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <UBgm4.28033$L4.50851213@rmnws01.ce.mediaone.net>
Source record: 46804

Atari 2600 cartridges do NOT work on the Atari 800 computer.

"Gary Beckwith" <gavrael@att.net> wrote in message
news:3897D15B.FADA2D67@att.net...
> Hi, I have an old Atari 800 that still works. I want to get some games
for my son to play
> on it. Can anyone out there tell me, I've seen lots of game cartridges on
Ebay but they
> are mostly for the 2600 game unit. I seem to remember that they don't
work in the 800
> computer. Is that true?
>
> Thanks,
> Gary
>

944. Re: FA: 4 Player M.U.L.E. Machine!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <vXfm4.6667$KJ5.95534@typhoon1.tampabay.rr.com>
Source record: 46805

>You can play the C64 version of M.U.L.E. with 4 human players, too. Two
>players use joysticks, the other two use the keyboard.

I didn't know that -- how'd you find it out? It's not in the C64 MULE
manual, is it?

--mb

945. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_949580710@rtfm.mit.edu>
Source record: 46806
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

946. Re: 2 Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <7sim4.21335$in5.375677@news1.online.no>
Source record: 46807

Nope, no Scott Adams involved here as far as I know. If I am lucky, I'll get
the time later this evening to put them on my page

Stephen Knox <gooch@erols.com> wrote in message
news:38997944.930F75F9@erols.com...
> These are the infamous Scott Adams stuff correct? Or am I confusing
> something? I played the King Arthur game to the finish but couldnt
> win! I had a copy protection tab on the diskette and the winning screen
> wrote something to the disk!
>
> I walked all over that damn world!
>
> I hve them somewhere but not in .atr format and my stuff is boxed up
> till Spring, doh!
>
> danver@halcyon.com wrote:
>
> > In article <8754dq$ep0$1@news.iwaynet.net>,
> > "Pokey" <pokey@netsetter.net> wrote:
> > > Does anyone have the disk images to "Crypt of the Undead" or "The
> > > Nightmare"?
> >
> > Yes! Those were great fun way back when. I guess they were sort of
> > dumb games really, just cheesy redefined GR. 0 character sets -- but
> > for some reason I played them a lot. I'd really like to see those
> > again too if you come across 'em.
> > -Dan
> > danver@halcyon.com
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>

947. XEGS dummy keyboard cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <87cdlg$o03$1@usenet.nau.edu>
Source record: 46808

Hi all,

Is there any way to make a cable for the xegs keyboard port so it will boot into basic without the keyboard? Normally, it goes into missle command without the keyboard.

Thanks,

Pat

948. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3899D5CA.9636C49D@mail.uni-mainz.de>
Source record: 46809

[snip] XE carts...
> > Pretty damn thing of the FS II is, that it is so veeryy
> > sloowww (compiled MS Basic)... Just watch the demo of the XE demo cart,
> > if you own it. Greetings - Andreas
>
> Really ???
>
> I remember looking into FS II's code when trying to build a special
> version for my A800 with "Alter Ego" OS-board. This board basically
> adds the RAM "under" the OS which the latter XL/XE models have
> by default. Unfortunately the adresses to do the bank switching were
> different, so I had to do quite a bit of hacking - but never fully
> succeeded. To me it appeared to have been writen in 6502 machine code.
> Basic would have been much too slow at least for the video generation -
> even if compiled. Microprose did their framework (e. g. the menus,
> score tables etc.) using compiled basic but Sublogic ??? FS II is
> not a Microsoft Product at all. The PC version was distributed by
> Microsoft but still developed by Sublogic (Bruce Artwick was the
> main programmer behind it). Today's MS Flight Simulator is however
> a completely different story.
>
> Greets
>
> Frank-Oliver
>
> --
Hello Frank,
I can not really tell if FS II is compiled Basic, but the german magazin
"Happy Computer" told me so (there was a sort of Flight Simulator
contest, which presented FS II, Fighter Pilot and Super Huey; all were
described to be very slow - which is true !! FS II was described as a
compiled MS Basic program...)

Besides I have seen much older computer versions (1976-1981) of flight
sim. programs, they were all written in Basic code and they did work
(without graphics, but they worked !) well and even faster... I have
also read old computer books (printed around 1975) that described flight
sim programs with Basic language... Why should one need Assembler for
that ?? greetings - Andreas

P.S.: I am not a pilot, just interested in flight simulators...
(Maybe I will make a pilot licence one day ?!?)

949. Re: FA: 4 Player M.U.L.E. Machine!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3899D75D.1A6D318C@mail.uni-mainz.de>
Source record: 46810

bowling wrote:
>
> >You can play the C64 version of M.U.L.E. with 4 human players, too. Two
> >players use joysticks, the other two use the keyboard.
>
> I didn't know that -- how'd you find it out? It's not in the C64 MULE
> manual, is it?
>
> --mb

Besides,
there also exists a pirated + patched copy of M.U.L.E. that also works
on the XL/XE machines without translator disk, but with 4 players !!
Two players use joysticks, the others use the keyboard...
I had that copy once, but without any manual I just could not play Mule
(nor use the 4 player function), so I erased that copy... But the
opening screen stated, that this copy was a patched 4 player XL/XE Mule
(but untested)... Today I am hunting for originals, so do not ask me,
why I erased that copy... greetings - Andreas Magenheimer

950. Re: FA: 4 Player M.U.L.E. Machine!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <N5nm4.6865$KJ5.97481@typhoon1.tampabay.rr.com>
Source record: 46811

>I had that copy once, but without any manual I just could not play Mule
>(nor use the 4 player function), so I erased that copy...

You erased a M.U.L.E. ?? And an "enhanced" version at that ????
THAT'S HERESY !!!
THAT'S CRIMINAL !!!
THAT'S...THAT'S...Well, you get the idea...!!!

--mb

951. Looking for Atari SC1224

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: TimWernette <markj_09@hotmail.com>
Message-ID: <87d647$3vc8$1@newssvr04-int.news.prodigy.com>
Source record: 46812

Looking for this please mail me with price

952. Re: Looking for 2 OLD games...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-03 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@chilesat.net>
Message-ID: <389A3B04.4D336C57@chilesat.net>
Source record: 46813

Go to:
ftp://matrix.ibb.waw.pl/pub/a8/Games-files/ for Crypt of the ...

&

www.farago.com/atari for Nitemare...

Pokey escribiï¿½:

> I have tried to post here before, but it does not seem to get posted... I
> am looking for 2 games..."Crypt of the Undead" by Epyx and "The Nightmare"
> also by Epyx. If someone has these images, could you please email me at
> sbreech@piri.com ?
> Thanks in advance!!!
> Steve

953. SIO2PC help....

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: nexar@my-deja.com
Message-ID: <87e9qathk1@nnrp1.deja.com>
Source record: 46814

I need a diagram for the cable if anyone knows where I can find it?
...

also, the software to run so I can use the cable.

Thanks for any help in advance,

Clint T~

xNexar_Net_x@yahoo.com

Sent via Deja.com http://www.deja.com/
Before you buy.

954. Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: specious_pundit@my-deja.com
Message-ID: <87egk7$223$1@nnrp1.deja.com>
Source record: 46815

http://vol.com/~infidel/halloween/atari800.html

Sent via Deja.com http://www.deja.com/
Before you buy.

955. Re: Gene Ehrich ripped me off

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Mathematatin@webtv.net
Message-ID: <26035-389A9790-5@storefull-135.iap.bryant.webtv.net>
Source record: 46816

I was not bad mouthing you. You advertised on this discussion group about your business, and I wanted to purchase an item. After a passing of one month and numerous emails being returned to me saying undeliverable, I thought you didn't have any intention of shipping my disk.

You explained that you were called away from your business, and you had 1900 emails to deal with when you got back. When you neglect your business at a customer's time and expense (even if it's not your fault), you run the risk of this kind of response. Your explanation sounds reasonable and understandable. My response was not an attempt to personally degrade you, but to report back to the discussion group (where I first found your advertisement), about the business transaction which I had no other way of interpreting. I would suggest that you be more careful in the future.

I do admit to all that you did refund my money. However, I was quite confused at first why you did. I never did receive the email about the disk being damaged and that you would refund my money (I read it in one of these postings). I'm sure that's not your fault though. Nonetheless, I appreciate the refund.

Thomas Bafia

956. Re: _[xl/xe demos updated]_

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <87e7vpiis1@nets3.rz.RWTH-Aachen.DE>
Source record: 46817

Howdy Andrea

>yes these demos run on real Ataris too !! Just copy them back to real
>disks, using MyDOS 4.5x (to read those 1024kb images). I prefer using
>SIO2PC or Ape doing this job. Most of these demos of course need a
>Gamedos to run (some merely run with 128 bytes per sector)... greetings

I neither have nor want an emulator.
If theses PC's are so good and fast and... why not put Atari files in Atari readable format on the Net. That way, Atari users can get them off the net and use them, while PC owners only have to turn them into XFD or ATR format. Why let the Atari do the work wenn you buy a PC because it's a lot faster?

CU Mathy van Nisselroy

957. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <87e8o9iis3@nets3.rz.RWTH-Aachen.DE>
Source record: 46818

Howdy Andreas, folks

>you have to press [Control] + [B] or [Shift] + [B] to load a scenery
>disk (if I am correct). Unfortunately I have come across bad disks and
>carts, which just hang up, when you try this. But there are at least
>versions that work ok (now I do own these correct cart+disk versions).
>Pretty damn thing of the FS II is, that it is so veeryy
>sloowww (compiled MS Basic)... Just watch the demo of the XE demo cart,
>if you own it. Greetings - Andreas

I reread an atricle about FSII last week. In the ST version you could choose between a Lear Jet (a private jet, often used in "the A-Team") and some fighter airplane. Whys did they have to use a Cessna? Why not something more interesting? Like a 747, Hercules, or a Lear Jet?

CU Mathy van Nisselroy

958. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <87e8e9iis2@nets3.rz.RWTH-Aachen.DE>
Source record: 46819

Howdy Frank-Oliver, folks

>I remember looking into FS II's code when trying to build a special
>version for my A800 with "Alter Ego" OS-board. This board basically
>adds the RAM "under" the OS which the latter XL/XE models have
>by default. Unfortunately the adresses to do the bank switching were
>different, so I had to do quite a bit of hacking - but never fully
>succeeded.

I can't remember where, but there is a textfile somewhere on the net that discribes how to put an extra PIA inside the 800. This for the purpose of being able to switch (I don't know if that was via a switch or software or both) between "four joysticks" and "two joysticks plus memory management" mode.

Maybe that would be the upgrade you need.

CU Mathy van Nisselroy

959. Re: Atari sticks on PC/ Ostrowski/ (Speedscript) source

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <87e9c1iis4@nets3.rz.RWTH-Aachen.DE>
Source record: 46820

Howdy Richard, folks

>Same here. The mazes *are* different every time. Very impressive! Great
>game to play with "visiting cousins". Have you tried level 11 and up? The
>speed is amazing!

I don't know if I got that far, it's been a while. But I do remember that it got very very fast after a while. I wonder how he made sure that you could get to every point in the maze. You can not just put walls up at random places. You'd get alleys that have on connection to the rest, and thus a level you can not finish.

CU Mathy van Nisselroy

960. TDLINE.COM (Y2K Proof/FTe version/Sat:01:01:00instead of Fri:01:01:00

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <87e9p2iis6@nets3.rz.RWTH-Aachen.DE>
Source record: 46821

Howdy folks

For those who want it and those who can get there, I posted the TDLINE.COM file
(the version that shows the right day of the week) in alt.binaries.atari

Nope, not in a.b.a.8bit since I can not get there.

CU Mathy van Nisselroy

961. Re: Antic game (contest winner)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <87e9j6iis5@nets3.rz.RWTH-Aachen.DE>
Source record: 46822

Howdy Andreas, folks

>I have not played Fusebox yet, so I do not know the solution. But, there
>exist two (or more) versions of Fusebox: the one from Antic and a
>complete boot disk, with gr.9 title pics, etc. One of these versions
>is compiled (unlistable), the other one is pure listable Basic code.
>Maybe you can find the solution by listing the program... greetings -

AFAIK this disk has no pictures. (I got it via BellCom, a PD and Share-Ware
distributor that has left us for the PC market)

CU Mathy van Nisselroy

962. Re: SIO2PC help....

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <389AB705.2EFCCC61@writeme.com>
Source record: 46823

Go to to the APE Home Page :

http://www.nacs.net/~classics/

APE is a very nice software designed by Steven Tucker to connect your
Atari computer to the PC with a SIO2PC cable. The APE manual contains
also a schematic for buiding the cable.

Good Luck,

Emmanuel F.

nexar@my-deja.com wrote:
>
> I need a diagram for the cable if anyone knows where I can find it?
> ...
>
> also, the software to run so I can use the cable.
>
> Thanks for any help in advance,
>
> Clint T~
>
> xNexar_Net_x@yahoo.com
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

963. Re: SIO2PC help....

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <389AB6F3.37256D55@NOSPAMwriteme.com>
Source record: 46824

Go to to the APE Home Page :

http://www.nacs.net/~classics/

APE is a very nice software designed by Steven Tucker to connect your
Atari computer to the PC with a SIO2PC cable. The APE manual contains
also a schematic for buiding the cable.

Good Luck,

Emmanuel F.

nexar@my-deja.com wrote:
>
> I need a diagram for the cable if anyone knows where I can find it?
> ...
>
> also, the software to run so I can use the cable.
>
> Thanks for any help in advance,
>
> Clint T~
>
> xNexar_Net_x@yahoo.com
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

964. Re: SIO2PC help....

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <389AB6BF.2551240C@agel.NOSPAMucl.ac.be>
Source record: 46825

Go to to the APE Home Page :

http://www.nacs.net/~classics/

APE is a very nice software designed by Steven Tucker to connect your
Atari computer to the PC with a SIO2PC cable. The APE manual contains
also a schematic for buiding the cable.

Good Luck,

Emmanuel F.

nexar@my-deja.com wrote:
>
> I need a diagram for the cable if anyone knows where I can find it?
> ...
>
> also, the software to run so I can use the cable.
>
> Thanks for any help in advance,
>
> Clint T~
>
> xNexar_Net_x@yahoo.com
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

965. Re: _[xl/xe demos updated]_

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Greg Menke <menkesjg@erols.com>
Message-ID: <s9lufbdsdh144@corp.supernews.com>
Source record: 46826

> >yes these demos run on real Ataris too !! Just copy them back to real
> >disks, using MyDOS 4.5x (to read those 1024kb images). I prefer using
> >SIO2PC or Ape doing this job. Most of these demos of course need a
> >Gamedos to run (some merely run with 128 bytes per sector)... greetings
>
> I neither have nor want an emulator.
> If theses PC's are so good and fast and... why not put Atari files in
Atari
> readable format on the Net. That way, Atari users can get them off the
net and
> use them, while PC owners only have to turn them into XFD or ATR format.
Why
> let the Atari do the work wenn you buy a PC because it's a lot faster?

While I can see your point of not being particularly interested in an emulator, I just got turned on to xformer and it is kind of nice. Many of things I disliked about the Atari are mitigated in the emulators; no more bad floppies, VERY fast i/o, very easy software exchange with others etc. Plus, I can play games at work now... Who cares about playing Quake/Unreal if you can play Rainbow Walker instead...? :)

But as nice as these things are, they don't compare to the real iron. I think the principal problem is the infrastructure on the Atari side doesn't exist to allow direct, native access to resources on the internet. But, I think a reasonable solution is a disk emulator that reads the xfd and atr formats- then you can run the REAL hardware, but maintain the software more reliably. Consider too, with the quantity of titles available on the internet, putting them in bulk quantites on a PC to essentially serve as a an Atari file server is very convienent- and is arguably one of the best ways to get real work out of a PC... ;)

Gregm

966. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <389b0440$0$2950@news.voyager.net>
Source record: 46827

Ok.
You say the 800 can control up to 16 switches.
I didn't do it, but I thought of a way to have the 800 control 64 switches.
Using an 8 by 8 matrix, you make, say, porta have 8 rows of switches, one
end tied to the output from 8 columns made by portb. You poll the
locations, rotate thru portb, which supplies a high side to one row of
porta switches/transistors at a time.
I think it would work.
I wanted a 8 by 8 chess board to sense piece movement with pieces with
magnets closing reed switches imbedded in the board. Then you'd be
able to print out the move list of a chess game.
Russg

967. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Frank-Oliver Malisch <fom@mchp.siemens.de>
Message-ID: <87fb99$6ei$1@news.mch.sbs.de>
Source record: 46828

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

> Hello Frank,
> I can not really tell if FS II is compiled Basic, but the german magazin
> "Happy Computer" told me so (there was a sort of Flight Simulator
> contest, which presented FS II, Fighter Pilot and Super Huey; all were
> described to be very slow - which is true !! FS II was described as a
> compiled MS Basic program...)

> Besides I have seen much older computer versions (1976-1981) of flight
> sim. programs, they were all written in Basic code and they did work
> (without graphics, but they worked !) well and even faster... I have
> also read old computer books (printed around 1975) that described flight
> sim programs with Basic language... Why should one need Assembler for
> that ?? greetings - Andreas

> P.S.: I am not a pilot, just interested in flight simulators...
> (Maybe I will make a pilot licence one day ?!?)

Hi Andreas,

I used to write game reviews for "Happy Computer " in the early eighties too.
From my experience not everything they wrote was quite accurate.

Regarding flight sims the most primitive thing one could do if you want
graphics to at least create the "feel" of flying is to simply generate a
horizon. This effect was used by Sid Meier in Hellcat Ace, Spitfire Ace and
Mig Alley Ace. Additional graphics to be overlayed over the basic horizon
were Player/Missiles. At Microprose they used Basic (later compiled Basic)
to write the frame of the simulator (score tables etc.) but I doubt the
horizon itself is basic (maybe somebody in this group knows for sure).
Doing this via the BASIC draw commands (maybe even using fill mode) would
be painfully slow. More sophisticated flight sims added ground detail
to the basic horizon (FS II, Solo Flight, Tomahawk, F16 Fighter Pilot).
This would additionally slow down the simulator as in every frame (when
movement of the plane occurs) not only the horizon needs to be redrawn
but also the ground detail needs to erased and redrawn. In reality
I think they did it using a double buffering technique (to avoid flicker),
drawing one frame while displaying the other. This way nothing was "erased"
but the complete frame was redrawn. This would be painfully slow if done
in BASIC and it still is slow in Assembler. Additionally you could use
"tricks" to speed up the display generation like to only draw things
that are not too far from the player's point of view (Mercenary does this
and it is quite fast!). Regarding ground detail, wire models were about
the best you could do on the 8-bit if you still wanted a reasonable
frame rate. For filled graphics with hidden line removal, you had to

reduce the amount of data by choosing a lower resolution (Rescue on Fractalus, Koronis Rift) or one had to avoid the horizon problem altogether (The Eidolon). Both "Fractalus" and the "Eidolon" (not a flight sim) also use only thin lines to create the impression of structure for the mountainscape or cave. Even more (atari specific) tricks were used in pseudo flight sims like "Stealth", "Buck Rogers", "Dimension X" or the tank sim "Encounter", although the Dimension X scrolling effect is implemented in far better way in "Ballblazer". Too bad one of the best pseudo flight effects of that time never made it to the Atari 8 bit: "Skyfox" by Electronic Arts. This was originally created on the Apple II and clearly showed what one could achieve on an 8 bit machine which did not have the most sophisticated video hardware if compared to it's competitiors A800 and C64. Of course all the games mentioned had to use assembler programming to be at least halfway playable on an 8bit machine.

Greets

Frank-Oliver

968. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Greg Menke <menkesjg@erols.com>
Message-ID: <s9mdcbdhdh91@corp.supernews.com>
Source record: 46829

It might be a bit easier to hook an 8255 to the ports instead, that way you
can get 24 i/o pins, without having to implement a polling layer.

Gregm

Russg <russg@en.com> wrote in message
news:389b0440$0$2950@news.voyager.net...
> Ok.
> You say the 800 can control up to 16 switches.
> I didn't do it, but I thought of a way to have the 800 control 64
switches.
> Using an 8 by 8 matrix, you make, say, porta have 8 rows of switches, one
> end tied to the output from 8 columns made by portb. You poll the
> locations, rotate thru portb, which supplies a high side to one row of
> porta switches/transistors at a time.
> I think it would work.
> I wanted a 8 by 8 chess board to sense piece movement with pieces with
> magnets closing reed switches imbedded in the board. Then you'd be
> able to print out the move list of a chess game.
> Russg
>
>

969. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <MPG.1305139c627dc983989772@netnews.voicenet.com>
Source record: 46830

In article <20000201140155.26655.00000771@ng-fp1.aol.com>,
bgarvey355@aol.com says...
> http://www.redshift.com/~cdyson/atari.html
>
> this site has both the clear pic mod and the super video 2.1 mod both for the
> cool 1200XL (I have three of them)
>
I have a 1200xl myself. Along with the 2 130xe's and the trusty 800xl. :-
)

970. Anyone seen John Harris floating about?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <MPG.1305148943f87cd6989773@netnews.voicenet.com>
Source record: 46831

I haven't been on the 8bit group in ages and I was wondering if John Harris still frequented the group. It was always great chit chatting with someone who knew the Atari inside and out.

971. Wanted: Atari xf551 Disk Drives! Dead or Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <87fhl3prt1@user2.teleport.com>
Source record: 46832
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. The Drives can have a damaged mechanism as I'm going to
replace the mechanism. If you have what I'm looking for, my E-Mail
address is bensmith@teleport.com.

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

972. AMS files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <MPG.130515412392e180989774@netnews.voicenet.com>
Source record: 46833

Is there a repository for AMS music files somewhere on the internet? I love listening to those things. I've been hunting around but haven't been able to find them. Any help would be appreciated.

973. Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Natasha1983@webtv.net
Message-ID: <21196-389B80BA-65@storefull-126.bryant.webtv.net>
Source record: 46834

Another question from this kid Atariholic (thanks for being patient:) I know the type of monitor I would need (tv picture is fuzzy on my 130xe) is a composite one. Any of them better than others to use? Saw a Commodore 1902a in the paper. Would that work or would another brand be better? Do they make new compatable monitors? Any help would be great =)

Tasha

974. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-04 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <389B96BC.F9585074@qnet.com>
Source record: 46835

The Commodore monitors work great with the Atari. I have a Commodore 1802. I use it for Atari,Nintendo, and watching movies(VCR). I know its not a big screen but, it does the job when all the other TVs(3) in the house are in use. I bought it at the Goodwill with the cable for $9.99. And its been going for about 3years now.

Don

975. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000205073948.22259.00001669@ng-ba1.aol.com>
Source record: 46743

I have and use a Roland DG, Sakata SC-100, Magnavox RGB80, and a Teknika MJ-22. All of which are 13" color composite monitors, but the Teknika and Magnavox stand out more. The Teknika has inputs for 8 pin DIN RGB, as well as separate chroma and luma inputs from an Atari as well as the composite in and audio. The magnavox doesn't have the separate chroma and luma inputs, just composite and audio, but it does have TTL RGB 8pin DIN input and 6 pin DIN RGB input that I use with an adapter cable for my Atari 1040STf, when I'm not using it with my 1200XL, it also has a button you can push so that the monitor only displays a mono green screen for use with text (typing in a basic program,word processor....). So actually decide if you want just a simple monitor or one that does a couple other things also then go look for one that does what you need. I play my playstation on all of these also, the picture quality is great compared to a standard TV. But nothing beats Gran Turismo 2 on my 60" Zenith ;-)
Check out Ebay they always have composite monitors for auction, or if I remember right one of the Atari vendors that are still around sells the Magnavox I mentioned above (great monitor), good luck.

BG

976. Re: XEGS dummy keyboard cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Jason Swanson <fyce@dangpow.com>
Message-ID: <389C388E.CCBC5E1F@dangpow.com>
Source record: 46744

i have an xegs keyboard, i dont know why, if anyone is looking for one

Patrick Robbins wrote:

> Hi all,
>
> Is there any way to make a cable for the xegs keyboard port so it will boot
> into basic without the keyboard? Normally, it goes into missle command
> without the keyboard.
>
> Thanks,
>
> Pat

977. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <389c5496.6433745@news.netunlimited.net>
Source record: 46745

On Sat, 05 Feb 2000 00:45:31 -0500, Jeff Jewell
<jeffjewell@netscape.net> wrote:

>Along the way, I've acquired a Commodore 1802 and even a relic 1702.
>They've worked well for me for years.
>
>Jeff
>
>Starwanderer wrote:
>
>> Another question from this kid Atariholic (thanks for being patient:) I
>> know the type of monitor I would need (tv picture is fuzzy on my 130xe)
>> is a composite one. Any of them better than others to use? Saw a
>> Commodore 1902a in the paper. Would that work or would another brand be
>> better? Do they make new compatable monitors? Any help would be great =)

The 1702 I have works great with my Atari 800. You have to track down
the monitor cord too though.

VS

To email me just remove the Xs and underline marks from my email address.

978. Re: bit copy of .atr

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <389c5a44$0$1400@news.voyager.net>
Source record: 46746

If there's an .atr of the disk, not a .pro copy, then the copy protection
has already been removed.
I think Tom Hunt has an atr2disk program, that you run on your real
A8.
try http://cth.tzo.com I think that's it. Sorry if wrong URL.
Russg

979. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <389c5b33$0$187@news.voyager.net>
Source record: 46747

Greg.
You want to be more descriptive of the 8255 idea?
I mean, how's it work a little bit.

Russg

980. Re: bit copy of .atr

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000205145903.27136.00001974@ng-ca1.aol.com>
Source record: 46748

>Anyone who has been successful at this, tell me your secret. They got the
disk
>into ATR format, there's got to be a
>way to get it back out.

There are several XFD2??? & ATR2??? utilities around; but I just use Imagic to convert it to a .DCM. Then transfer it to the 8-bit and Discom turns it into a 5.25 floppy.

-Ron

I started life with nothing, and still have most of it left...

981. PC-1

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <DYacOGRQnv3HNIt8adkC9+orRNrP@4ax.com>
Source record: 46749

'Ullo,

Saw one of these today and snapped it up, complete with external HD
and keyboard, for a fiver.......but! Until today I didn't even know
Atari DID PC compatibles, so how rare are they?

TIA!
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binaridinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

982. Re: AMS files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <389C7532.6AD2@swbell.net>
Source record: 46750

AMS files are cool, and in my opinion make the Atari 8-bit unique.
I haven't seen too many people try to port the AMS player to other
platforms. Perhaps too simple?

Nevertheless, they are to the Atari what MODS were to the Amiga, and
I love to hear some people's interpretations of music, since AMS files
are more of a artform than an exact science (to quote GalaxyQuest). ;)

I was able to find three disk images on the XLSearch page (with the
12,000 entries of 8-bit files)(They have a mod player in there for the
8-bit too by the way...) to find the URL, check out the

http://www.atari.org

... site. In the news section I believe the XLSearch page is still
mentioned.

Good luck!

Doctor Clu

Scott wrote:
>
> Is there a repository for AMS music files somewhere on the internet? I
> love listening to those things. I've been hunting around but haven't been
> able to find them. Any help would be appreciated.

983. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <389C7691.3D6C@swbell.net>
Source record: 46751

I have been rather impressed with the SC 1224 Monitor for the ST.

However, the only problem is, though this monitor was advertised to work with either the ST or 8-bit with monitor jack (which excludes the 400 and 600xl) ...

... NO ONE IN RECENT HISTORY SEEMS TO REMEMBER HOW IT WAS DONE!!

And here in Dallas we have several members who would like to know how it was done.

In the meantime, I have a video monitor connected to a VCR (to act as a tuner). Works well. (Magnavox / RGB Monitor 80)

Take care!

Doctor Clu

984. Amdek monitors

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: mreg@panix.com
Message-ID: <8ED1B1668mregpanixcom@209.99.56.9>
Source record: 46752

Hi--

I know that I used to use an Amdek composite monitor with my Atari 800, all long gone via donation to a church. Does anyone know/recall what Amdek model(s) were compatible with the Ataris? This was around the time that the Commodore 1702 was in its heydey.

Thanks.

--

Mitchell Regenbogen, Brooklyn, New York, mreg@panix.com

"Knowledge is Good."
---

985. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s9pchkli98e63@corp.supernews.com>
Source record: 46753

It is an Intel type part, so it uses seperate r/w lines. Other then that it is like the 6520 but with 3 ports vs two, a little more versitle too.

Just trivia, but at one time Commadore Semi came up with a preliminary data sheet for a 6520 type chip<6530?> with 3 eight bits ports vs 2 and control lines. I have tried to find this part, but it is scarce to the point of being non-existant. I don't know if it ever made it to commercial production.

There may be other ways of doing it too, kind of fun for me to think about them. But let's say you have a EPROM or two or three with the CS lines and address lines tied the switches. All of the data pins tied to the joystick port. As the switches change status, they change the address lines such that you get one of 256 different outputs on the data lines. It is kind of a goofy idea since you would need 256 input pins to make it work, but the address on my house is goofy street anyway.<grin>

You could probably get the design down to something a bit more reasonable by doing some switching with the JS i/o ports and reading using the triggers and pots, but why be reasonable?
Russg <russg@en.com> wrote in message
news:389c5b33$0$187@news.voyager.net...
> Greg.
> You want to be more descriptive of the 8255 idea?
> I mean, how's it work a little bit.
>
> Russg
>
>

986. Reading Atari 8 bit disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <389CB988.7BBF275A@qnet.com>
Source record: 46754

I have a Atari TT and want to read my Atari 8 bit disks with my TT. I have a 5.25" drive(IB) for the TT. Is there some type of program I can use to do this. I have tried ST Xformer but, it bombs on the TT.

Thanks Don

987. Re: Cris Crawford - status?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Tim Irvin <ziggy29@pacbell.net>
Message-ID: <05022000173308071 6%ziggy29@pacbell.net>
Source record: 46755

In article <38986aa1.540150@news.widomaker.com>, Chuck Swiger
<cswiger@norfolk.infi.net> wrote:

> Anybody know what Cris Crawford is up to these days?

Ah, yes. Chris Crawford. Every time I play "Excalibur" and I see "Sir
Drofwarc" in my command, I'm reminded... :)

--
Tim Irvin, ziggy29@pacbell.net

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

988. Re: TDLINE.COM (Y2K Proof/FTe version/Sat:01:01:00instead of Fri:01:01:00

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <87fsi1$3gf$1@nnrp1.deja.com>
Source record: 46836

> For those who want it and those who can get there, I posted the
TDLINE.COM file
> (the version that shows the right day of the week) in
alt.binaries.atari

I'm wondering if someone who can get to this binary group, can upload
the file to the umich atari archive for the rest of us? I can't get to
any of the atari binary newsgroups with my current isp (and I expect
there are a good number of others in the same boat). I've just gotta
have my 8bit Y2K compliant!!
Thanks,
Dan
danver@halcyon.com

Sent via Deja.com http://www.deja.com/
Before you buy.

989. bit copy of .atr

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: audiophilia@yahoo.com
Message-ID: <87g89ebbq1@nnrp1.deja.com>
Source record: 46837

Hello,
Here's the deal. I have APE running. It's cool. But, normally I have my 800XL in a different room. I would like to copy some of my .ATR's on to real disks so I can play them without having to tie up my computer. I know this might be interpreted as piracy. Hell, it is piracy. Unfortunately, Alternate Reality and Ultima and many others aren't exactly readily available. But, anyway. Bring on the flames.

Anybody know of a way to make an identical copy from ATR to floppy disk? I think the copy protection is messing me up or something. What I have been doing is just duplicating the disk through MyDOS 4.5. I should have known that this wouldn't work, but I don't know any other way. I checked the diskutils in UMICH but found nothing that looked like it would suit my needs. I think I need some kind of bit by bit copy program, but I'm not sure. Anyone who has been successful at this, tell me your secret. They got the disk into ATR format, there's got to be a way to get it back out. Thank you.
-Tom Rosso

Sent via Deja.com http://www.deja.com/
Before you buy.

990. Re: Anyone seen John Harris floating about?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <87g3nkbac1@dailyplanet.wam.umd.edu>
Source record: 46838

Scott (scottm25@bigfoot.com) wrote:
: I haven't been on the 8bit group in ages and I was wondering if John
: Harris still frequented the group. It was always great chit chatting with
: someone who knew the Atari inside and out.

I had a nice correspondence with him by e-mail a few years ago. I found a couple of interesting things:

1) He still programs on the Atari. A lot of places like hotels and hospitals like having an inexpensive and reliable machine running an electronic bulletin board that runs announcements and that sort of thing through their TVs all day. I saw one those in action myself when I was hospitalized last year: the unmistakable Atari fonts, graphics 0 and 1 combined modes and colors, the smooth scrolling.

2) He totally denies Steven Levy's accounts of the Frogger fiasco in the book "Hackers." Harris told me he lost the most recent copy of his work, and DID have back-ups. Unfortunately, those back-ups needed several weeks worth of re-doing to make it current to the one he lost. So it was a bitter loss.

3) He also denies ever having an infatuation with Roberta Williams. :)

991. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <389BB8FA.9E8B90F7@netscape.net>
Source record: 46839

Along the way, I've acquired a Commodore 1802 and even a relic 1702.
They've worked well for me for years.

Jeff

Starwanderer wrote:

> Another question from this kid Atariholic (thanks for being patient:) I
> know the type of monitor I would need (tv picture is fuzzy on my 130xe)
> is a composite one. Any of them better than others to use? Saw a
> Commodore 1902a in the paper. Would that work or would another brand be
> better? Do they make new compatable monitors? Any help would be great =)
>
> Tasha

992. Re: TDLINE.COM (Y2K Proof/FTe version/Sat:01:01:00instead of Fri:01:01:00

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <87ghc9$hv9$1@nw003t.infi.net>
Source record: 46840

I have it on my website as well as my BBS.

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
Atari 8-bit pages - http://www.geocities.com/siliconvalley/node/6969
Atari 8-bit BBS - Telnet://cabell.tzo.com 12a-6a EST

<danver@halcyon.com> wrote in message news:87fsi1$3gf$1@nnrp1.deja.com...
>
> > For those who want it and those who can get there, I posted the
> TDLINE.COM file
> > (the version that shows the right day of the week) in
> alt.binaries.atari
>
> I'm wondering if someone who can get to this binary group, can upload
> the file to the umich atari archive for the rest of us? I can't get to
> any of the atari binary newsgroups with my current isp (and I expect
> there are a good number of others in the same boat). I've just gotta
> have my 8bit Y2K compliant!!
> Thanks,
> Dan
> danver@halcyon.com
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

993. Re: Anyone seen John Harris floating about?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <MPG.1305a14d97f5cc37989775@netnews.voicenet.com>
Source record: 46841

In article <87g3nkbac1@dailyplanet.wam.umd.edu>, eplicon@wam.umd.edu says...
> Scott (scottm25@bigfoot.com) wrote:
> : I haven't been on the 8bit group in ages and I was wondering if John
> : Harris still frequented the group. It was always great chit chatting with
> : someone who knew the Atari inside and out.
>
> I had a nice correspondence with him by e-mail a few years ago. I found a
> couple of interesting things:
>
I did too. He taught me everything I ever wanted to know about Display Lists. :-) We also had great discussions about Atari computers with cable systems and Steven Levy's lack of facts.

994. Old Epyx games up for a while

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-05 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <RkSm4.22708$in5.400099@news1.online.no>
Source record: 46842

Someone asked for The Nightmare. I put three of them up on my pages at :
http://home.sol.no/~olavese/ under the Atari and Atari 8-bit download
section

I'll try to put up the rest later today

995. Re: Amdek monitors

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: lenspencer@aol.comNOSPAM
Message-ID: <20000205191052.04614.00000465@ng-cv1.aol.com>
Source record: 46756

>I know that I used to use an Amdek composite monitor with my Atari 800,
>all long gone via donation to a church. Does anyone know/recall what
>Amdek model(s) were compatible with the Ataris? This was around the time
>that the Commodore 1702 was in its heydey.
>

I have an Amdek Color-I that I've had for years. Used it on my 800XL for a
long time. Right now I'm using it in my bedroom, hooked up to my VCR since the
TV I had in there bit the dust.

Remove Hormel processed pork product to reply.

996. Re: AMS files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <87ikgssjt1@dailyplanet.wam.umd.edu>
Source record: 46757

Greg Goodwin (drclu@swbell.net) wrote:
: AMS files are cool, and in my opinion make the Atari 8-bit unique.
: I haven't seen too many people try to port the AMS player to other
: platforms. Perhaps too simple?

AMS was one of my favorite things about the Atari, particularly the player piano. Some may feel the Antic Music Processor was cool, with its bouncing bars and lyric capability, but I always liked watching the piano instead. It was also a nice visual way to figure out songs if the sheet music wasn't available.

I haven't been able to find a MIDI player for my PC that would do what AMS did yet...

997. Clearance of On-Line Garage Sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <386n4.172$jF4.10238@news3.voicenet.com>
Source record: 46758

Atari Hardware and Software for sale

http://www.voicenet.com/~generic On-Line Computer Garage Sale

We are retiring and moving south in the early spring and really need to clear out most of what we have. I would rather ship it to you than move it to the new house. Drastic price reductions have been taken on almost everything in our On-Line Garage Sale. In addition there is a quantity discount in effect until the end of January if you spend over $50 (not counting shipping). Discounts as high as 55 percent. See my web page for details. While you are there play some games, try some trivia and look at our wedding picture.

http://www.voicenet.com/~generic
gene@ehrich.com
generic3@home.com

998. Quintopus?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <389D05B1.14F5E59E@worldnet.att.net>
Source record: 46759

I picked up an item the other day and was wondering if anybody might have some info on it. It is a small blue box with 6 Atari male SIO connectors around the sides. on the top are two toggle switches. Inside the box is a single printed circuit board on which all of this is mounted. The word Quintopus is printed on the board as well as the name of the company that made it ("computer services" or something like that I can't remember right now.) 4 of the SIO connectors appear to be connected in parallel on all pins. The other 2 ports are also connected in parallel with the exception of a couple of the pins which can be switched in and out by the switches. I'm guessing that it is supposed to allow you to share peripheral devices between 2 computers. Has anybody ever used or heard of one of these before? Any info would be helpfull.

Thanks,
Boyd

999. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <389D1360.6DB71F5B@netscape.net>
Source record: 46760

Velcro SPY wrote:

> The 1702 I have works great with my Atari 800. You have to track down
> the monitor cord too though.

Yeah, I see it show up reasonably often on ebay, though. Makes me think I
should pick up one or two, while I can...

Jeff

1000. Re: Amdek monitors

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <87j49t$h50$1@nw003t.infi.net>
Source record: 46761

I have 2 of the Amdek Color-1 monitors and an Amdek Color-1 Plus. Not sure what the difference was but all three of them still work great on my 8-bit systems

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
Atari 8-bit pages - http://www.geocities.com/siliconvalley/node/6969
Atari 8-bit BBS - Telnet://cabell.tzo.com 12a-6a EST
Mitchell Regenbogen <mreg@panix.com> wrote in message
news:8ED1B1668mregpanixcom@209.99.56.9...
> Hi--
>
> I know that I used to use an Amdek composite monitor with my Atari 800,
> all long gone via donation to a church. Does anyone know/recall what
> Amdek model(s) were compatible with the Ataris? This was around the time
> that the Commodore 1702 was in its heydey.
>
> Thanks.
>
> --
> --
> Mitchell Regenbogen, Brooklyn, New York, mreg@panix.com
> --
> "Knowledge is Good."
> --
>

1001. Re: Amdek monitors

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <389D2C54.E1D4EA21@worldnet.att.net>
Source record: 46762

Hi Mitchell,

Most of the earlier models from the Color 1 up to the Amdek 500 (that unit has RGBi and composite input), I think the last one to be compatible was the Amdek 600, but it may have been the 500 was the last, after that they went strikely RGBi and then they starts coming out with the VGA line. Later on they were bought by Wyse and that was it. I was never a Commodore fan, but I have to say, the 170x and 180x line of monitors were THE best composites to use on the Atari 8-bits.

Curt

Mitchell Regenbogen wrote:

> Hi--
>
> I know that I used to use an Amdek composite monitor with my Atari 800,
> all long gone via donation to a church. Does anyone know/recall what
> Amdek model(s) were compatible with the Ataris? This was around the time
> that the Commodore 1702 was in its heydey.
>
> Thanks.
>
> --
> --
> Mitchell Regenbogen, Brooklyn, New York, mreg@panix.com
> --
> "Knowledge is Good."
> --
>

1002. Re: Quintopus?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <389D2CF6.10739AF7@worldnet.att.net>
Source record: 46763

Hi Boyd,

Its an SIO splitter and repeater (it refreshes the signal on each port so that the connection to all of your peripherals stays strong and constant) it was for people who didn't want to daisy chain, but preferred to hook everything up to one area. However, it was quite handy it you had a bunch of non-daisy chaining periherals like the XM301, 410 tape decks and so on, then you could hook them up without having to have them at the end of the daisy chain.

Curt

Boyd Staley wrote:

> I picked up an item the other day and was wondering if
> anybody might have some info on it. It is a small blue
> box with 6 Atari male SIO connectors around the sides.
> on the top are two toggle switches. Inside the box is
> a single printed circuit board on which all of this is
> mounted. The word Quintopus is printed on the board as
> well as the name of the company that made it ("computer
> services" or something like that I can't remember right
> now.) 4 of the SIO connectors appear to be connected in
> parallel on all pins. The other 2 ports are also connected
> in parallel with the exception of a couple of the pins
> which can be switched in and out by the switches. I'm
> guessing that it is supposed to allow you to share
> peripheral devices between 2 computers. Has anybody
> ever used or heard of one of these before? Any info
> would be helpfull.
>
> Thanks,
> Boyd

1003. Re: PC-1

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <aban4.23263$in5.410707@news1.online.no>
Source record: 46764

They were some around here in Norway, but not too many. PC-1, PC-2 and PC-3
I think they were. PC-3 was a 386, with VGA adapter and built in HD, if I
remember correctly

Witchfinder <adrian@home.ta> wrote in message
news:DYacOGRQnv3HNIt8adkC9+orRNrP@4ax.com...
> 'Ullo,
>
> Saw one of these today and snapped it up, complete with external HD
> and keyboard, for a fiver.......but! Until today I didn't even know
> Atari DID PC compatibles, so how rare are they?
>
> TIA!
> --
> Adrian/Witchfinder
> www.snakebiteandblack.co.uk - Goth and alternative 80's disco
> www.binaridinosaurs.co.uk - home of the 80's Computer Collection
> adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
> No user serviceable parts inside.

1004. Re: bit copy of .atr

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <3ean4.23264$in5.410769@news1.online.no>
Source record: 46765

Have I missed any points here ? Why not APE with SIO2PC cable ? For straight ATR's that works brilliantly. I've ported disk both from and to a PC

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message news:20000205145903.27136.00001974@ng-ca1.aol.com...
> >Anyone who has been successful at this, tell me your secret. They got the
> disk
> >into ATR format, there's got to be a
> >way to get it back out.
>
> There are several XFD2??? & ATR2??? utilities around; but I just use Imagic to
> convert it to a .DCM. Then transfer it to the 8-bit and Discom turns it into a
> 5.25 floppy.
>
> -Ron
>
> I started life with nothing, and still have most of it left...

1005. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_949831493@rtfm.mit.edu>
Source record: 46766
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: December 30, 1999

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

AIMS Lab., Inc.
46740 Lakeview Boulevard
Fremont, CA 94538
USA
Tel: (510) 661-2525
Fax: (510) 252-1572
mailto:sales@aimslab.com / mailto:info@aimslab.com
http://www.aimslab.com/
Developer: JAM!! (The JAM!! is a small purple/lilac colored box made by AIMS Labs that allows an composite or S-video (chroma/luma) output device to connect to and display on a standard VGA or SVGA monitor.)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd

Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Clubzentrale: c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623 (0 23 66 / 3 96 23)
PD-Bibliothek: Theo Schwacke
Heinestrabe 17
D-45699 Herten
tel: 0 23 66 / 3 46 96
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade. also available: QMEG+ 4.0. KE-Soft products.
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman

418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

---

Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405

USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

MATCO Inc.
830 East Higgins Rd, Suite 111G
Schaumburg, IL 60173
USA
Sales: (800)719-9605 or (800)440-0299
Tech. Support: (847)605-1020 or (630)350-0299
Fax: (630) 350-9546, (847)619-0852
mailto:info@mat-co.com
http://www.mat-co.com/
Developer: VGA-801 Video to VGA Converter

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30 - available via http://atari.boss.com.pl/files

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller (available via ABBUC)

Bit Busters Computer Group
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: used/new hardware/software/books & Accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947

USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card, ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,

Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.sitcom.co.il/users/itayc/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall,
Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/

Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer Cable, Black Box Modem Cable, Floppy board, Super-E Burner, Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus, Quintopus with Switchable Ports, Super Archiver, Super Archiver II, Super Archiver --> SA II Upgrade, XF Single Drive Upgrade, XF Single Drive Upgrade (without Drive Mech), XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech), XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup, Super Pill, Disk Cracker, Black Patch
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

Databyte Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:info@databyte.hh.eunet.de
http://databyte.www-discount.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 98, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
http://members.tripod.com/eightbits/atari84sale.html

Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY! No Store front."

Subject: F

Far North Atari Computers (attn: Frank)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL), UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety, Atari800 Emulator 0.8.6
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Flashback Classic Video Games
See: Games + (Games Plus)

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovaki

mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS), Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800, 800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface, Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home)
USA
http://cth.tzo.com/
mailto:tomhunt@bright.net
Developer: CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet)

The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition (revised) Winter 1997; IEBA Newsletter

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Subject: J

Jay Software (Jan Krupka and Stanislav Opichal)
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
Czech Republic
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, SpartaDOS 3.2d, SpartaDOS 3.3c, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO
Repair Shop. (including the MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@mi.com.pl
http://www.atari.org.pl/~draco/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0, EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI), Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62 (PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI), SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac and Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.5c (Atari 8-bit emulator for Win9X/NT)
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

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Subject: M

MacFalkner (Andre Bertram)
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone... he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items stocked...
265 Chester Road
Streetly

West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://people.delphi.com/rldetlefsen/
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software (NBS)
c/o William Kendrick
919 Drake Drive #147
Davis, CA 95616-0838
USA
tel: 1-530-759-1019
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire,
Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games:
Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle,
Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE (Super-IRG
Font Editor), File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu,
Equation

Nelson Nieves
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107

Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print; however, back issues are still available, and also disks with the programs from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port, TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox, Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/atarixle.html
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM
Developer: DTR2ATR 5.05.00, XDIRLIST, ATR2XFD, XFD2ATR, XDIR 10.05

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
mailto:atari@columbus.rr.com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28 m. 64
02134 Warszawa
Poland
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de

http://www.online.de/home/sintech/
Vendor: commercial software

Mirco Sobe
H.-Jentsch.Str. 7
D-03172 Guben
Germany
Developer: BOSS-XE V8.1 (a GUI)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator version 0.9.8,
Atari Falcon030/TT030/Medusa/Hades/Milan port of Atari800 v0.9.8
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street

Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.17, APE ProSystem 1.17,
APE Warp+ OS, Imagic 1.06, APE'98 Server Proxy

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:jlmatt@twaug.freeserve.co.uk (John)
http://www.twaug.freeserve.co.uk/
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50

USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.tzo.com/pro/pro1.html (BBS Express! Professional)
http://cth.tzo.com/pro/pc-gateway1.html (PC-Gateway)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze
Also: BBS Express! Professional, PC-Gateway

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

1006. Re: FA: "Compumate" for Atari 2600 (extremely rare)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <389cb65f.2387190@news.netunlimited.net>
Source record: 46767

On Sun, 06 Feb 2000 16:11:13 +1100, Tony Molina
<tonym@_REMOVE_TO_EMAIL_pobox.com> wrote:

>Atari 2600 collectors, heads up!
>
>Yes, rarer than hens teeth but finally here is one for sale (with box
>and manual).
>
>For more details, photo and to bid, go to:
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=253846609

Oh you should make a mint on that! Ever succesful write and save a
BASIC program with it?

VS
To email me just remove the Xs and underline marks from my email address.

1007. Re: Amdek monitors

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10002060831430.18230-100000@moose.erie.net>
Source record: 46768

On Sun, 6 Feb 2000, Curt Vendel wrote:

> Hi Mitchell,
>
> Most of the earlier models from the Color 1 up to the Amdek 500 (that unit
> has RGBi and composite input), I think the last one to be compatible was the
> Amdek 600, but it may have been the 500 was the last, after that they went
> strikely RGBi and then they starts coming out with the VGA line. Later on
> they were bought by Wyse and that was it. I was never a Commodore fan, but
> I have to say, the 170x and 180x line of monitors were THE best composites to
> use on the Atari 8-bits.

Well, don't feel too bad, Curt. The Commodore monitors weren't
actually made by Commodore. IIRC they were made by Magnavox.

1008. Re: Quintopus?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <87jt8scuu1@bob.news.rcn.net>
Source record: 46769

Before giving my Atari hardware to my user group, I used a Quintopus. It worked very well for me in a special situation.

I needed to use an SIO2PC cable, and I also needed three 1050s, a P: R: connection another printer interface (forgot name) that allowed ATASCII characters to be printed along with straight text, and a Wizztronics Midi interface. All of these, with the exception of one 1050 and the midi interface, were directly connected to the Quintopus, as was the computer.

IIRC, the Quintopus came in two flavors -- switched, like the one you have, and unswitched. Because my SIO2PC was an early one, it was necessary to switch it off and switch the P: R: on when the P: R: was needed for my modem or a null-modem connection. I switched it the opposite way when using the SIO2PC cable.

The company that made the Quintopus was Computer Software Services. They also made an SIO Line Booster at one time, among many other fine products.
Boyd Staley <BoydStaley@worldnet.att.net> wrote in message news:389D05B1.14F5E59E@worldnet.att.net...
>
> I picked up an item the other day and was wondering if
> anybody might have some info on it. It is a small blue
> box with 6 Atari male SIO connectors around the sides.
> on the top are two toggle switches. Inside the box is
> a single printed circuit board on which all of this is
> mounted. The word Quintopus is printed on the board as
> well as the name of the company that made it ("computer
> services" or something like that I can't remember right
> now.) 4 of the SIO connectors appear to be connected in
> parallel on all pins. The other 2 ports are also connected
> in parallel with the exception of a couple of the pins
> which can be switched in and out by the switches. I'm
> guessing that it is supposed to allow you to share
> peripheral devices between 2 computers. Has anybody
> ever used or heard of one of these before? Any info
> would be helpfull.
>
> Thanks,
> Boyd

1009. Re: Quintopus?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <87k0o2$q48$1@nnrp1.deja.com>
Source record: 46770

Looks like you've found yourself a deluxe version Quintopus with
switchable ports, retail price $59.95

It is still being sold today from CSS here:
(note that you can read the scanned manual page there as well!)

http://www.nleaudio.com/css/products/quintopus.htm

Sent via Deja.com http://www.deja.com/
Before you buy.

1010. WTD: Power Supply for 800 XL (UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Dave Baxter <News@thebaxterfamily.freeserve.co.uk>
Message-ID: <87k79l$r5t$1@news8.svr.pol.co.uk>
Source record: 46771

Hi,

I am after either the power supply for a 800 XL or the pinouts for the power socket on the back, I believe it is a 5 pin socket.

Dave

1011. Re: Diskettes $10 per 100

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: givagops@my-deja.com
Message-ID: <87kbs0$1f9$1@nnrp1.deja.com>
Source record: 46772
Cross-posted to: alt.c64,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm

I Need a BOOT DISK or CP/M .

I'll be satisfied with a working copy. Presently I can't boot up

my Computer without it. If you have one, how much ya want for it?

and where do I send the money?

Sincerely,

Taba,

tab@spec.net

In article <V2ol4.95599$j63.1114566@news1.rdc2.pa.home.com>,
"GENE EHRICH" <generic3@home.com> wrote:
> Diskettes for Sale $10 per 100 plus shipping.
>
> 5-1/4 & 3-1/3 - high & low density - new, used & demo.
>
> Specify 5-1/4 or 3-1/2
> (you get mix of new. old & demo. high & low density)
> --
> http://members.home.net/generic3
> On-Line Computer & Video Game Garage Sale
> generic3@home.com
> gene@ehrich.com
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1012. TDLINE.COM (Y2K Proof/FTe version/Sat:01:01:00instead of Fri:01:01:00 - tdline.zip (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: 8bitter <8bit@st.com>
Message-ID: <pq9r9sg2iaerdeigdjdvud2sdujrkkg4pt@4ax.com>
Source record: 46773

The file is located at----> alt.binaries.comp.atari8bit

I got it just fine from there. For those having problems
getting it from there I'm posting here....

1013. Re: Power Supply for 800 XL (UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: John J Boyle <johnj@jjboyle.freeserve.co.uk>
Message-ID: <87kgfaqq1@news7.svr.pol.co.uk>
Source record: 46774

Dave Baxter <News@thebaxterfamily.freeserve.co.uk> wrote in message
news:87k79l$r5t$1@news8.svr.pol.co.uk...
> Hi,
>
> I am after either the power supply for a 800 XL or the pinouts for the
power
> socket on the back, I believe it is a 5 pin socket.
>
> Dave
>
>
>
Give me a day or two and I shall find out if I have a spare.
Im in the South Yorkshire area.

1014. Re: Amdek monitors

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <389DE080.62E7@ccnet.com>
Source record: 46775

The 1702's where made by JVC.
--
4Jays Classic Video Games and Old Computers
Buy/Sell/Trade/Service/Parts
Atari 2600/5200/7800,Colecovision,Intellivision,
Odyssey 2,Fairchild,Pongs,Handhelds,Etc
Commodore 64/128/Amiga and Atari 8bit/16 bit

http://www.4jays.com

1015. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <87kneoftj1@mohawk.hwcn.org>
Source record: 46776

Greg Goodwin (drclu@swbell.net) wrote:
: I have been rather impressed with the SC 1224 Monitor for the ST.
:
: However, the only problem is, though this monitor was advertised to
: work with either the ST or 8-bit with monitor jack (which excludes the
: 400 and 600xl) ...

: ... NO ONE IN RECENT HISTORY SEEMS TO REMEMBER HOW IT WAS DONE!!
:
: And here in Dallas we have several members who would like to know
: how it was done.
:

It was done by chiselling the SC 1224 logo off and gluing it to a
Commodore 1701 monitor.

It was never done. Whoever told you this is wrong or full of it.

The Atari ST monitor is RGB and the Atari 8 bits are Composite.

1016. FS/T Atari 8-bit Games, Components and Literature (Updated)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <ZXln4.2243$jW4.56018@news0.telusplanet.net>
Source record: 46777
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.classic

Last Updated 02/06/00
- Sold/traded items removed

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.8bit (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

Hardware Please make an offer
==========
- Atari 600XL - with power supply, RF cable
- Atari 800XL - with power supply, RF cable
- Best Data Smart One 2400X - 2400 baud modem

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

8-Bit Cartridges Please make an offer
==========
- Basic with Basic Reference Manual
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Realsports Football
- Star Raiders
- Tennis

8-Bit Books Please make an offer
==========
- Compute's "The Atari Basic Source Book"

Atari Force Comics
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games
- A working Vectrex controller
- A working DSS Satellite Receiver with H Card
- Working DSS HU / P3 Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

1017. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <389fecd9.23107627@10.0.0.1>
Source record: 46778

Hey - where can you find one of those cords? I seem to remember
checking with B&C a while back, and even they didn't have them.

Have two of these just laying around and I would love to put them to
use.

Eric
(Hoping this question wasn't answered later in the thread)

On Sat, 05 Feb 2000 16:50:25 GMT, X_velcro_X@netunlimited.net (Velcro
SPY) wrote:

>On Sat, 05 Feb 2000 00:45:31 -0500, Jeff Jewell
><jeffjewell@netscape.net> wrote:
>
>>Along the way, I've acquired a Commodore 1802 and even a relic 1702.
>>They've worked well for me for years.
>>
>>Jeff
>>
>>Starwanderer wrote:
>>
>>> Another question from this kid Atariholic (thanks for being patient:) I
>>> know the type of monitor I would need (tv picture is fuzzy on my 130xe)
>>> is a composite one. Any of them better than others to use? Saw a
>>> Commodore 1902a in the paper. Would that work or would another brand be
>>> better? Do they make new compatable monitors? Any help would be great =)
>
>The 1702 I have works great with my Atari 800. You have to track down
>the monitor cord too though.
>
>VS
>
>To email me just remove the Xs and underline marks from my email address.

1018. Sound Monitor Pro

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <389deb2b.22677808@10.0.0.1>
Source record: 46779

Sound Monitor Pro - Is there anything like this proggie English ?

And either my machine is really screwed up , or this program expects
to be running on a PAL machine.

Ideas?

Eric

1019. Re: _[xl/xe demos updated]_

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <389eebeb.22869384@10.0.0.1>
Source record: 46780

This sfuff belongs on comp.sys.atari.emulators.vs.the.real.thing
doesn't it? Geez -

Just kidding.
Eric

On Fri, 4 Feb 2000 10:57:51 -0500, "Greg Menke" <menkesjg@erols.com>
wrote:

>> >yes these demos run on real Ataris too !! Just copy them back to real
>> >disks, using MyDOS 4.5x (to read those 1024kb images). I prefer using
>> >SIO2PC or Ape doing this job. Most of these demos of course need a
>> >Gamedos to run (some merely run with 128 bytes per sector)... greetings
>>
>> I neither have nor want an emulator.
>> If theses PC's are so good and fast and... why not put Atari files in
>Atari
>> readable format on the Net. That way, Atari users can get them off the
>net and
>> use them, while PC owners only have to turn them into XFD or ATR format.
>Why
>> let the Atari do the work wenn you buy a PC because it's a lot faster?
>
>While I can see your point of not being particularly interested in an
>emulator, I just got turned on to xformer and it is kind of nice. Many of
>things I disliked about the Atari are mitigated in the emulators; no more
>bad floppies, VERY fast i/o, very easy software exchange with others etc.
>Plus, I can play games at work now... Who cares about playing Quake/Unreal
>if you can play Rainbow Walker instead...? :)
>
>But as nice as these things are, they don't compare to the real iron. I
>think the principal problem is the infrastructure on the Atari side doesn't
>exist to allow direct, native access to resources on the internet. But, I
>think a reasonable solution is a disk emulator that reads the xfd and atr
>formats- then you can run the REAL hardware, but maintain the software more
>reliably. Consider too, with the quantity of titles available on the
>internet, putting them in bulk quantites on a PC to essentially serve as a
>an Atari file server is very convienent- and is arguably one of the best
>ways to get real work out of a PC... ;)
>
>Gregm
>
>

1020. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <389DEF39.B23CECD2@netscape.net>
Source record: 46781

E Cron wrote:

> Hey - where can you find one of those cords? I seem to remember
> checking with B&C a while back, and even they didn't have them.

They show on ebay with some regularity.

> Eric
> (Hoping this question wasn't answered later in the thread)

Earlier, as it turns out...

Jeff

1021. Re: AMS files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <MPG.1307be7da367be2998977d@netnews.voicenet.com>
Source record: 46782

In article <87ikgssjt1@dailyplanet.wam.umd.edu>, eplicon@wam.umd.edu says...
> Greg Goodwin (drclu@swbell.net) wrote:
> : AMS files are cool, and in my opinion make the Atari 8-bit unique.
> : I haven't seen too many people try to port the AMS player to other
> : platforms. Perhaps too simple?
>
> AMS was one of my favorite things about the Atari, particularly the player
> piano. Some may feel the Antic Music Processor was cool, with its
> bouncing bars and lyric capability, but I always liked watching the piano
> instead. It was also a nice visual way to figure out songs if the sheet
> music wasn't available.
>
I'm trying to find the AMS player at the moment. Basically I'm trying to get it to run under the Atari800win emulator. I also need to get the billion or so ams files I have in a directory into an atr file. Anyone have any suggestions?

1022. Re: AMS files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <MPG.1307beb8683c414798977e@netnews.voicenet.com>
Source record: 46783

In article <389C7532.6AD2@swbell.net>, drclu@swbell.net says...
> AMS files are cool, and in my opinion make the Atari 8-bit unique.
> I haven't seen too many people try to port the AMS player to other
> platforms. Perhaps too simple?
>
I'd be willing to give it a shot. DirectSound and SoundSprocket should be
able to handle it under WIndows and Mac respectively.

1023. Re: Quintopus?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <87l8ldotd1@news.storm.ca>
Source record: 46784

Take a look at www.nleaudio.com/css (think that's the URL) for more details
on the Quintopus - Bob Puff is still around.

David P,

Boyd Staley <BoydStaley@worldnet.att.net> wrote in message
news:389D05B1.14F5E59E@worldnet.att.net...
>
> I picked up an item the other day and was wondering if
> anybody might have some info on it. It is a small blue
> box with 6 Atari male SIO connectors around the sides.
> on the top are two toggle switches. Inside the box is
> a single printed circuit board on which all of this is
> mounted. The word Quintopus is printed on the board as
> well as the name of the company that made it ("computer
> services" or something like that I can't remember right
> now.) 4 of the SIO connectors appear to be connected in
> parallel on all pins. The other 2 ports are also connected
> in parallel with the exception of a couple of the pins
> which can be switched in and out by the switches. I'm
> guessing that it is supposed to allow you to share
> peripheral devices between 2 computers. Has anybody
> ever used or heard of one of these before? Any info
> would be helpfull.
>
> Thanks,
> Boyd

1024. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-06 00:00:00 UTC
From: Natasha1983@webtv.net
Message-ID: <10872-389E2B7C-104@storefull-124.iap.bryant.webtv.net>
Source record: 46785

Thank you guys for your attentiveness! *blush*
I appreciate the help. I'll see if I can grab a monitor this coming weekend.

I guesse there is the semitangible sense that soon the opportunity to get a piece of electronic nostalgia is gradually slipping away, growing surer each day. Someday, sooner than comfortable, it will all but dissappear. :c Anyone stocking up on items, left unused until the become necessary or not used at all? How freqeuntly DO you use your computer? Daily, or just when one needs a nostalgia fix? Sorry there I go asking more questions!

Tasha

1025. Re: Reading Atari 8 bit disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: gforce <mitrosky@monmouth.com>
Message-ID: <87m19cjvv1@news.monmouth.com>
Source record: 46693

i dont think you can do that.. now you can hook up a 1050 to your ST or TT
and itll format your disk as a 128k ibm disk but it wont read 8-bit format

Schoengarth wrote in message <389CB988.7BBF275A@qnet.com>...
>I have a Atari TT and want to read my Atari 8 bit disks with my TT. I
>have a 5.25" drive(IB) for the TT. Is there some type of program I can
>use to do this. I have tried ST Xformer but, it bombs on the TT.
>
>Thanks Don
>
>

1026. Re: Reading Atari 8 bit disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: gforce <mitrosky@monmouth.com>
Message-ID: <87m1fj$k1j$1@news.monmouth.com>
Source record: 46694

i dont think you can do that.. now you can hook up a 1050 to your ST or TT
and itll format your disk as a 128k ibm disk but it wont read 8-bit format

Schoengarth wrote in message <389CB988.7BBF275A@qnet.com>...
>I have a Atari TT and want to read my Atari 8 bit disks with my TT. I
>have a 5.25" drive(IB) for the TT. Is there some type of program I can
>use to do this. I have tried ST Xformer but, it bombs on the TT.
>
>Thanks Don
>
>

1027. Re: Reading Atari 8 bit disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: gforce <mitrosky@monmouth.com>
Message-ID: <87m1i1$k69$1@news.monmouth.com>
Source record: 46695

i dont think you can do that.. now you can hook up a 1050 to your ST or TT
and itll format your disk as a 128k ibm disk but it wont read 8-bit format

Schoengarth wrote in message <389CB988.7BBF275A@qnet.com>...
>I have a Atari TT and want to read my Atari 8 bit disks with my TT. I
>have a 5.25" drive(IB) for the TT. Is there some type of program I can
>use to do this. I have tried ST Xformer but, it bombs on the TT.
>
>Thanks Don
>
>

1028. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <87mcqe$c6i$1@nets3.rz.RWTH-Aachen.DE>
Source record: 46696

Howdy Richard, folks

>Just trivia, but at one time Commadore Semi came up with a preliminary data
>sheet for a 6520 type chip<6530?> with 3 eight bits ports vs 2 and control
>lines. I have tried to find this part, but it is scarce to the point of
>being non-existant. I don't know if it ever made it to commercial
>production.

There is a list on one of the sites dedicated to the Commodore 64 and/or 128.
But I forgot where. That has a list of (almost) all 65xx chips made by MOS
Technologies/Commodore Semiconductor Group.

>You could probably get the design down to something a bit more reasonable by
>doing some switching with the JS i/o ports and reading using the triggers
>and pots, but why be reasonable?

If you only wanna read you can try this:

(if using one joystick)

Use the 4input, 16 output version of the 74xx138 (which is only 3 inout 8
output) to power one of 16 switches. (Oops I forgot wether the selected line
becomes low or high)
read the status of this switch via the trigger pin.
Since there is only one switch selected at any one time, one input should be
enough.

Be carefull though. The above is just the concept. How this looks in reality
is something else.

CU Mathy van Nisselroy

1029. Re: Serial adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <87md31$c6i$2@nets3.rz.RWTH-Aachen.DE>
Source record: 46697

Howdy Greg

>Hey folks, just working on a ICD serial adaptor for a fellow Atarian down here
>in Dallas (and other member of JYBOLAC).

What's a serial adaptor?

>If you can, write me at:
>:
>drclu@swbell.net

I also sent this one to your fidonet.org address. Just in case.

>Of course write it here too, but it is a little test. I am currently logged
>into th FamilyNet with an Atari 400 and reading the newsgroup messages this
>way, so if nothing else, let me know if you see this message.

Cool. Is that 400 only, or are you somehow using a PC.

CU Mathy van Nisselroy

1030. Re: PC-1

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <87mdlpdrn1@plutonium.compulink.co.uk>
Source record: 46698

In article <DYacOGRQnv3HNIt8adkC9+orRNrP@4ax.com>, adrian@home.ta
(Witchfinder) wrote:

> 'Ullo,
>
> Saw one of these today and snapped it up, complete with external HD
> and keyboard, for a fiver.......but! Until today I didn't even know
> Atari DID PC compatibles, so how rare are they?
Dunno. They sold them in the UK and the PC3 even got a 'best buy' rating
in a PC magazine!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1031. Re: _[xl/xe demos updated]_

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0003.389eda6c@fmlynet.org>
Source record: 46699

FamilyNet HQ: Telnet:\\209.217.2.202

In a recent post I saw CUMathy Van Nisselroy ask "why let the Atari do the work
wenn you buy a PC necause it's a lot faster?"
:
I'll tell you why... because it's a pain. Especially if you don't have nor
want a PC at home. :) Granted, I could translate it at work or on my ST, but
why? Not not have archieves on the net that have the files in 8-bit archieved
or compressed form?
:
Of course, I guess the Atari could translate those ATR or other files, I have
seen the programs out there to do it.
:
Doctor Clu
Dallas Texas (972)-496-0650

1032. Reading Atari 8 bit disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0004.389eda6c@fmlynet.org>
Source record: 46700

FamilyNet HQ: Telnet:\\209.217.2.202

Don Schoengarth,
:
Hi there! I am a verterian TT user and I know what you are going through with
trying to get a TT to read 8-bit disks. The answer as best I can tell is, in
the ST world, while there are many emulators that are getting to the point
where they are running 8-bit emulation at near true speed (I understand EmuXL
is good) only one offered the ability to read 8-bit disks.
:
X-Former was designed in such a way that it relied on more mechanical timing
than anything. So an ST doing anything other than 8 mhz will not work. :(
:
Alas! You have two other solutions....
:
1) Pick up a 1040ST for $15 to run X-former and get the X-former canle (cable)
and the 1050 disk drive.
2) Get an 8-bit system with 1050 drive and serial interface and send
the files to the TT via null modem connection. or three....
:
3) Get a friend to convert them for you. :)
:
Good luck!
:
Doctor Clu
Once a 400 user
then a Macintosh user
And then a ST/STE/TT user
Now a 400 user again
Dallas Texas (972)-496-0650

1033. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <389ee2c7$0$1413@news.voyager.net>
Source record: 46701

I'm not sure I follow Greg, Rick and Mathy.
But if you're talking about a chip that connects to the A8 and then from there controls switches, the A8 could control up to 65536 such switches. I mean, if you attach all 16 pins of the a8 joystick ports to a device that just needs a number to control a switch, then the 16 pins of the joystick port could provide 16 bits of a number from 0 to 65535.
Russg

1034. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: Greg Menke <menkesjg@erols.com>
Message-ID: <s9u235rthse152@corp.supernews.com>
Source record: 46702

Russg <russg@en.com> wrote in message
news:389ee2c7$0$1413@news.voyager.net...
> I'm not sure I follow Greg, Rick and Mathy.
> But if you're talking about a chip that connects to the A8 and then from
> there controls switches, the A8 could control up to 65536 such
> switches. I mean, if you attach all 16 pins of the a8 joystick ports to
> a device that just needs a number to control a switch, then the 16 pins
> of the joystick port could provide 16 bits of a number from 0 to
> 65535.

Thats true from a logic perspective, but it also means you've dedicated all 16 wires for output. If you want a combination of input and output (more likely), then things get more complicated. You could use some of the pins for output, others for input- which is the simplest and very desirable from a complexity standpoint, but if you need more than 16 lines of I/O then a fancier solution is required.

An 8255 takes a different approach, its a peripheral chip intended to hook up to an 8 bit computer buss. Its arranged to decode several addresses (binary combinations on its address lines) which control its operation (which pins input vs output, bitwise or register I/O, other fancier stuff...). You control the outputs (read the inputs) by interacting thru the 8 bit buss. This means you hook the 8255 data lines up to 8 I/O pins (first 2 joystick ports). The chip's Rd/wr and chipselect are connected to another 3 pins, and the address lines consume a couple more.

Then, you write your program with a "driver" layer down at the lowest level (do it in assembly if possible- for speed) which operates these lines just like a microprocessor would. This includes changing the 8 data buss pins from inputs to outputs as required, and manipulating the various control lines at the right time. The chip's signal sequencing is very clearly defined in the datasheets.

A somewhat better (if more ambitious) solution would be to hook the 8255 onto the Atari's address/data buss, because then the 8255 could be operated much more quickly just with peek() and poke() operations- you could probably even rig it to issue interrupts to the Atari and achieve high speed parallel I/O to a printer, for instance...

But, with a working 8255 you get 24 bits of I/O, you can arrange them in all sorts of ways, bitwise I/O, register level, individual assignment of pins to be either read or write, even interrupt flags back to the Atari if inputs change state (or flags going out if the Atari changes them from "inside"). In fact, the 8255 is intended to be a general purpose digital interface,

building in lots of flexiblitity so system designers don't have to build it from scratch.

The 8255 is very cheap (its a rather old design) and you can get them mailorder nearly anywhere. Intel probably still has the datasheets online, I believe other manufacturers sell compatible chips, so theres a lot of documentation out there for it. I scrounged some early 1980's Intel databooks at a secondhand bookstore. If you want to get one, try for a CMOS version (the I/O voltage/current specs will be much better than the old NMOS or TTL devices)- the part # will be something like 82C55, the C denoting CMOS.

To construct it, all you need is a little circuit board (its a 40 pin chip), a socket for it (make it easy to replace when you nuke it by accident... ;)), some hookup wire and nominal skill with a soldering iron. You will need a +5 DC supply for the chip, and it must share a ground with the Atari joystick ports. Really though, if you're not familiar with microprocessor interfacing, do some reading first- its not all that complicated, but there are some issues which must have attention paid to them.

So, its a more complex approach then 16 i/o lines straight out and really unnecessary if you need <= 16 I/o pins- but if you need more, its a nice solution, and very flexible.

Gregm

1035. FA:Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <389F8EE9.9CD19F55@qnet.com>
Source record: 46703

I have the folowing on Ebay for auction.

Atari 850 interface w/power supply.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=251707235

Thanks Don

1036. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <389f950b$0$187@news.voyager.net>
Source record: 46704

(quoter turned off).
(Gregm explains more about the 8255).
thanks.
Sounds like the 8255 is a microprocessor. And I don't know how
microprocessors work. I imagine that these are 8 bit ones, with an
instruction set that determine which i/o pins do what. Sending 8 bit
instructions to the 8255, which has other pins that do other stuff.
Anyway, this is what keeps me interested in the A8.
I don't know how it works. I assume it is a basic computer, and that
if I understood it better, I'd be able to extrapolate to any computer.
It is right out in the open. I mean you can, with a magnifying glass maybe,
see all the traces on the board, some are covered by chips and resistors
and stuff. And just imagine all those bits going high and low and stuff
going up and back on the data and address lines and neat stuff.
Russg

1037. Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <389F9680.8DF3F291@earthlink.net>
Source record: 46705

I'm considering a purchase of the registered APE and accompanying cable. The two together will cost me a cool $100 including shipping. General question: is it worth it? Here is some context for my question:

- I have about 100 Atari floppies that I want to convert to .atr files on my PC.

- I would like the ability to transfer .atr files back to real Atari floppies; however, this ability is not necessary, just frosting on the cake.

Additional questions: given my desired task(s), what will the registered version of APE give me that the unregistered version does not? How reliable a businessman is Steven Tucker (i.e. product delivered in a timely manner, well constructed and worked as expected)? What has your general experience with the product been, and would you recommend it to others? All comments and reviews are welcome.

Thanks for any response. $100 isn't a fortune, but it's a goodly amount of money to simply spend on my Atari. Still, getting those floppies over to the PC is pretty important to me, for preservation purposes.

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1038. Re: bit copy of .atr

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <389F9D5F.1F03DBC0@usa.net>
Source record: 46706

"Steven J. Tucker" wrote:

> Sounds like youre doing everything right except youre using
> a program to duplicate the disk that cant actually duplicate a non-dos
> disk. Instead of using the 'Duplicate Disk' function of MyDOS, ues
> the 'MyCopier' program found on the APE_WARP.ATR image.
>
> Steve

MyDOS will do sector copies of DOS or non-DOS disks. All you have to do is give it a starting and ending number. If you want to copy the entire disk from drive 1 to drive 2, for instance, try "J" followed by "1,2(1-720)." Note that MyDOS automatically formats the destination disk unless you also use the "/N" modifier, as in "1,2/N(1-720)."

If you don't give a sector range, then the sectors marked as in use in the DOS bitmap (on the VTOC sectors) are copied. This method, of course, only works for DOS disks.

Carolyn

1039. Re: Web Address for Chinon

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <389F9FDD.49FD5B5D@usa.net>
Source record: 46707

LLpwhite wrote:

> Anyone know of the web address
> for Chinon? Looking to see if any
> 5-1/4" drive info is available for XF551's
> and have not been able to find any
> valid url's..
> Larry

What kind of info do you need?

Carolyn

1040. Looking for monitor on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <389FB0F5.91B7E63F@earthlink.net>
Source record: 46708

I would like to shop for a monitor for my Atari 800XL (which has a 5-pin monitor plug in the back). I'd like to know what I need to look for; I'm sure not just any monitor will do. I saw an earlier thread that mentioned a lot of specific names, which is helpful. But I'd also like to know, in a more abstract sense, what I need? What features do I need, and more importantly, what features might not be compatible? Does it *have* to be a composite monitor? I'm not very monitor-savvy, so please forgive the silly questions. If someone could propose a checklist of sorts, I'd be most grateful. Thanks,

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1041. Re: Diskettes $10 per 100

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000206195032.14165.00001786@ng-fb1.aol.com>
Source record: 46786

>givagops@my-deja.com says:

>I Need a BOOT DISK or CP/M .
>
>I'll be satisfied with a working copy. I can't boot my Computer without it.

Is that ATR8000 CP/M?

-Ron

I started life with nothing, and still have most of it left...

1042. Re: WTD: Power Supply for 800 XL (UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000206194803.14165.00001784@ng-fb1.aol.com>
Source record: 46787

>Dave Baxter" News@thebaxterfamily.freeserve.co.uk says:

>I am after either the power supply for a 800 XL or the pinouts for the power
>socket on the back, I believe it is a 5 pin socket.

Nope, it is DIN-7 +5volt, check here:

http://www.atari8bit.tmfweb.nl/pinouts.htm#monitor

-Ron

I started life with nothing, and still have most of it left...

1043. Re: bit copy of .atr

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <87l4la$7fe$1@freenet9.carleton.ca>
Source record: 46788

(audiophilia@yahoo.com) writes:
> Hello,
> Here's the deal. I have APE running. It's cool. But, normally I have
> my 800XL in a different room. I would like to copy some of my .ATR's on
> to real disks so I can play them without having to tie up my computer.
> I know this might be interpreted as piracy. Hell, it is piracy.
> Unfortunately, Alternate Reality and Ultima and many others aren't
> exactly readily available. But, anyway. Bring on the flames.
>
> Anybody know of a way to make an identical copy from ATR to floppy disk?

Sounds like youre doing everything right except youre using
a program to duplicate the disk that cant actually duplicate a non-dos
disk. Instead of using the 'Duplicate Disk' function of MyDOS, ues
the 'MyCopier' program found on the APE_WARP.ATR image.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1044. Atari 8-bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: "John D. Czerwinski" <jczerwin@mindspring.com>
Message-ID: <87lghv$3kp$1@nntp4.atl.mindspring.net>
Source record: 46789

I have the following Atari equipment for sale on Ebay.

248302283: Atari 1040ST in good condition (1 of 3)
Current bid: $29.00
Auction ends on: Feb-07-00, 15:40:10 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248302283

248303322: Atari 1040ST in good condition (2 of 3)
Current bid: $42.00
Auction ends on: Feb-07-00, 15:41:50 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248303322

248304237: Atari 1040 ST in good condition (3 of 3)
Current bid: $38.00
Auction ends on: Feb-07-00, 15:43:22 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248304237

248305396: Atari SC1224 Monitor
Bidding starts at: $30.00
Auction ends on: Feb-07-00, 15:45:24 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248305396

248306818: Sakata Monitor SA1000 (Originally for Atari)
Bidding starts at: $10.00
Auction ends on: Feb-07-00, 15:47:42 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248306818

248307901: Atari 600XL in good condition
Bidding starts at: $20.00
Auction ends on: Feb-07-00, 15:49:29 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248307901

248308859: Atari 130XE in good condition
Bidding starts at: $35.00
Auction ends on: Feb-07-00, 15:51:10 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248308859

248309873: Atari 400 (1 of 3)
Bidding starts at: $20.00
Auction ends on: Feb-07-00, 15:53:01 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248309873

248310739: Atari 400 (2 of 3)
Bidding starts at: $20.00
Auction ends on: Feb-07-00, 15:54:28 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248310739

248311362: Atari 400 (3 of 3)
Bidding starts at: $20.00
Auction ends on: Feb-07-00, 15:55:36 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248311362

248313593: Atari 850 interface
Bidding starts at: $20.00
Auction ends on: Feb-07-00, 15:59:08 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248313593

248314569: Atari 1027 printer
Current bid: $10.00
Auction ends on: Feb-07-00, 16:00:46 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248314569

248315279: Atari 1025 printer
Bidding starts at: $10.00
Auction ends on: Feb-07-00, 16:02:21 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248315279

248316255: Atari 1030 modem
Bidding starts at: $25.00
Auction ends on: Feb-07-00, 16:03:55 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248316255

248353616: Atari SF354 3 1/2 disk drive (1 of 3)
Current bid: $20.00
Auction ends on: Feb-07-00, 16:58:21 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248353616

248354558: Atari SF354 3 1/2 disk drive (2 of 3)
Bidding starts at: $20.00
Auction ends on: Feb-07-00, 16:59:37 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248354558

248355624: Atari SF354 3 1/2 disk drive (3 of 3)
Bidding starts at: $20.00
Auction ends on: Feb-07-00, 17:00:56 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248355624

248356584: Atari 850 interface (2 of 2)
Bidding starts at: $25.00
Auction ends on: Feb-07-00, 17:02:14 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=248356584

1045. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0602002049330001@dt045n10.san.rr.com>
Source record: 46790

In article <10872-389E2B7C-104@storefull-124.iap.bryant.webtv.net>,
Natasha1983@webtv.net (Starwanderer) wrote:

> Thank you guys for your attentiveness! *blush*
> I appreciate the help. I'll see if I can grab a monitor this coming
> weekend.
>
> I guesse there is the semitangible sense that soon the opportunity to
> get a piece of electronic nostalgia is gradually slipping away, growing
> surer each day. Someday, sooner than comfortable, it will all but
> dissappear. :c Anyone stocking up on items, left unused until the
> become necessary or not used at all? How freqeuntly DO you use your
> computer? Daily, or just when one needs a nostalgia fix? Sorry there I
> go asking more questions!
>
> Tasha

[since you started the new question...]

I think the main problem that keeps me from using my Ataris more often is
that I can't dedicate the space to have one of them set up with a
monitor. The computers themselves are small, but with a monitor and disk
drive, they start to take up a lot of desk space. It's just not the same
using my 26" TV, and it looks terrible on that anyway. I always had a
small screen, starting with a B&W 12" TV for the 400, then going to a 13"
color TV for the 800, and ending up with an actual color monitor for the
1200XL.

So I guess that I only use mine when I want the nostalgia "fix." Usually
it just means me playing some games, because the computer is never set up
long enough for me to remember how to do anything more useful. I hope one
day to have a house with enough room so I can dedicate the space to have
at least one Atari set up full time.

What really makes me feel bad is how little I use my arcade games [ok, a
little off-topic, but they're all 8-bits from 1980, so I think it's not
too far off base for this group]. I've only got three of them (so far),
but they take up a good chunk of the room. At least the Ataris you can
put in a box in the closet, and forget about. Weeks will go by when I
haven't even turned on the arcade games, and they really stick out like a
sore-thumb when they're sitting there "dark" taking up an entire wall.

-Rhett.

BTW: for the original monitor question, I always thought that the Amdek
was the "real" monitor. I remember seeing an Apple II with one on TV in

1979, and being really impressed with the colors. For me it just looked like THE "professional" monitor. I still couldn't afford one when I finally got my self a real monitor for my Atari, but my NEC did nicely. I'm wondering if a 12"/13" color TV with composite inputs wouldn't be a suitable alternative in the modern world? Most everything seems to have composite inputs today.

1046. Re: Reading Atari 8 bit disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: gforce <mitrosky@monmouth.com>
Message-ID: <87m0rjjme1@news.monmouth.com>
Source record: 46791

i dont think you can do that.. now you can hook up a 1050 to your ST or TT
and itll format your disk as a 128k ibm disk but it wont read 8-bit format

Schoengarth wrote in message <389CB988.7BBF275A@qnet.com>...
>I have a Atari TT and want to read my Atari 8 bit disks with my TT. I
>have a 5.25" drive(IB) for the TT. Is there some type of program I can
>use to do this. I have tried ST Xformer but, it bombs on the TT.
>
>Thanks Don
>
>

1047. Re: Reading Atari 8 bit disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-07 00:00:00 UTC
From: gforce <mitrosky@monmouth.com>
Message-ID: <87m13fjqu1@news.monmouth.com>
Source record: 46792

i dont think you can do that.. now you can hook up a 1050 to your ST or TT
and itll format your disk as a 128k ibm disk but it wont read 8-bit format

Schoengarth wrote in message <389CB988.7BBF275A@qnet.com>...
>I have a Atari TT and want to read my Atari 8 bit disks with my TT. I
>have a 5.25" drive(IB) for the TT. Is there some type of program I can
>use to do this. I have tried ST Xformer but, it bombs on the TT.
>
>Thanks Don
>
>

1048. Magnavox RGB 80

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0001.38a16854@fmlynet.org>
Source record: 46593

FamilyNet HQ: Telnet:\\209.217.2.202

Steve,
you swear by a Magnavox RGB 80?
:
Cool, that is what I have. Tuned by a old VCR to my Atari 400. The picture is
quite good.
:
Mine was given to me by my brother in law since he needed it out of his house.
I had it for a while, had no earthly idea what I would do with it. Actially
came close to tossing it, though I didn't since it seemed to be a waste and I
hate throwing way technology.
:
Then I hooked it up to a vcr with a cale I got in a box of someone's collection
that was mailed to me, and well, the rest is history.
:
Sometimes I shed a tear for the black and white TV I used for nine years
faithfully. I look at the channel knob I have in the jewel cabinet, and
remember Star Raiders and Archon in black and white.
:
Then I get over it, but the knob back in the case, and enjoy my new monitor.
:)
:
Doctor Clu
Dallas Texas (972)-496-0650

1049. Re: Atari 1400XL or 1450XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.38a16854@fmlynet.org>
Source record: 46594

FamilyNet HQ: Telnet:\\209.217.2.202

Mike,
Hi there, I saw that you said you had a working 1450 XL motherboard. I know of someone else (Ed Williams) who actually had an unpopulated 1400XL motherboard. As far as daughterboards, good question. You might want to see if Curt Vendel (Atari Computer museum) has any leads.
:
Would be nice to see another 1450 XL in action. How are you doing on the casing?
:
Doctor Clu
(Whose Franken400 might not be a 1400XL, but the keyboard was from one.)(grin)
Dallas Texas (972)-496-0650

1050. Re: PC-1

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <LlyfOB=QHZyrKsLMQ4sJ5TGgJojS@4ax.com>
Source record: 46709

You are in an empty room with ilaskey@cix.compulink.co.uk. There's a
rock in the middle with "Y2" written on. A hollow voice says:

>In article <DYacOGRQnv3HNIt8adkC9+orRNrP@4ax.com>, adrian@home.ta
>(Witchfinder) wrote:
>
>> 'Ullo,
>>
>> Saw one of these today and snapped it up, complete with external HD
>> and keyboard, for a fiver.......but! Until today I didn't even know
>> Atari DID PC compatibles, so how rare are they?
>Dunno. They sold them in the UK and the PC3 even got a 'best buy' rating
>in a PC magazine!

I was only asking because a web search turned up not a lot, Planet
Irata doesn't even mention the PC line and it's only down to the Atari
Heritage Collection that I know anything about the box at all! Just
had the HD case apart tonight and it's clear the disk isn't spinning
up so now I need to know what sort of disk i/f was in the box! Looks
like an IDE......

cheers

--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binaridinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

1051. Web Address for Chinon

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000207215754.01042.00000135@ng-cm1.news.cs.com>
Source record: 46710

```
Anyone know of the web address
for Chinon? Looking to see if any
5-1/4" drive info is available for XF551's
and have not been able to find any
valid url's..
Larry
```

1052. Power Supply for Indus

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000207220931.01042.00000138@ng-cm1.news.cs.com>
Source record: 46711

Several people have indicated that the
9V DC power supply for the 5200 game
machine can be used with the Indus GT
drive. And I don't doubt that, but (and you
knew there was going to be a 'but')
I have an Indus service manual, and
it mentions to check voltage being supplied
to the drive with the power switch "off"
at 14.5 to 15 Volts DC. When 'on", it
should be 12.2 to 13 V DC. I don't
see any way the 9 volt unit could supply
this. (?) Just very conservative?
Anybody actually run a GT for an extended
period of time on the 9 Volt DC supply?
Larry

1053. Please help with my atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: John Whitfield <johnbw!@ihug.co.nz>
Message-ID: <87o4tugeq1@news.ihug.co.nz>
Source record: 46712

Hello,

Im trying to load games from tape on my 800xl and i just keep getting error messages.
error 21 if i load from the start or if i advance to about ten on the counter (as per instructions) i get error 143 or 131. can anyone help?

John Whitfield

1054. Re: Atari 1400XL or 1450XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: itzjustmike@aol.com
Message-ID: <20000208005514.00884.00001469@ng-fi1.aol.com>
Source record: 46713

<< You and me both mate :) >>

Not to rub salt into a wound but ...

I've got a working 1450 mother board (though some will call it a 1400) without the floppy drive daughter board. What I'd like to find out there is a working daughter board.

Somehow I get the feeling I'll be siting in that same empty room waiting for that hollow voice to speak.

Mike

1055. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <5nQn4.24916$in5.460869@news1.online.no>
Source record: 46714

Praise for APE and Mr. Tucker. He's very friendly and sent the package very promptly to me. I can not do anything but recommend it highly. You can transfer files to and from PC, use the PC as a printer, modem and it's a joy to use

Mike Kohary <mkohary@earthlink.net> wrote in message news:389F9680.8DF3F291@earthlink.net...
> I'm considering a purchase of the registered APE and accompanying
> cable. The two together will cost me a cool $100 including shipping.
> General question: is it worth it? Here is some context for my
> question:
>
> - I have about 100 Atari floppies that I want to convert to .atr files
> on my PC.
>
> - I would like the ability to transfer .atr files back to real Atari
> floppies; however, this ability is not necessary, just frosting on the
> cake.
>
> Additional questions: given my desired task(s), what will the
> registered version of APE give me that the unregistered version does
> not? How reliable a businessman is Steven Tucker (i.e. product
> delivered in a timely manner, well constructed and worked as expected)?
> What has your general experience with the product been, and would you
> recommend it to others? All comments and reviews are welcome.
>
> Thanks for any response. $100 isn't a fortune, but it's a goodly amount
> of money to simply spend on my Atari. Still, getting those floppies
> over to the PC is pretty important to me, for preservation purposes.
>
> Mike
> --
> ���`����,��,�`����`����,��,�`�����`�������`��
> Mike Kohary Seattle, WA http://kohary.simplenet.com
> ���`����,��,�`����`����,��,�`�����`�������`��

1056. Re: Please help with my atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <9rQn4.24918$in5.460879@news1.online.no>
Source record: 46715

Are you loading them right ? Most commercial games uses START/OPTION pressed
in when powering up the XL. You should hear a beep. Try to rewind the tape
completely and step a few on the counter forwards. Press play and any key.

Basic games can be loaded with START pressed in while powering up (few
games, but some exists) or powering up the machine and typing cload. Also
LOAD "C:" or ENTER "C:"

Head alignment is something you could check. Try listening to the sounds
while adjusting the head and get a clear as possible sound.

Some tapes can be defective too of course, if you kept them in a moist or
cold place.

John Whitfield <johnbw!@ihug.co.nz> wrote in message
news:87o4tugeq1@news.ihug.co.nz...
> Hello,
>
> Im trying to load games from tape on my 800xl and i just keep getting
error
> messages.
> error 21 if i load from the start or if i advance to about ten on the
> counter (as per instructions) i get error 143 or 131. can anyone help?
>
> John Whitfield
>
>

1057. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Werner <cwh@solucoes.com.br>
Message-ID: <87oshqcem1@srv4-poa.zaz.com.br>
Source record: 46716

Mike,

Steven Tucker is a very reliable business man IMHO. I live in Brazil, and I never experienced problems purchasing APE, and receiving its upgrades (I build the cables myself). He's now working in a Windows native version, that I received (a beta version) as a registered user for testing purposes. He's also very friendly as technical support.

You might download the unregistered version, or read the docs that are available at his home page. There you will find the limitations of the unregistered version for the currently available APE.

Werner

Mike Kohary <mkohary@earthlink.net> wrote in message
news:389F9680.8DF3F291@earthlink.net...
> I'm considering a purchase of the registered APE and accompanying
> cable. The two together will cost me a cool $100 including shipping.
> General question: is it worth it? Here is some context for my
> question:
>
> - I have about 100 Atari floppies that I want to convert to .atr files
> on my PC.
>
> - I would like the ability to transfer .atr files back to real Atari
> floppies; however, this ability is not necessary, just frosting on the
> cake.
>
> Additional questions: given my desired task(s), what will the
> registered version of APE give me that the unregistered version does
> not? How reliable a businessman is Steven Tucker (i.e. product
> delivered in a timely manner, well constructed and worked as expected)?
> What has your general experience with the product been, and would you
> recommend it to others? All comments and reviews are welcome.
>
> Thanks for any response. $100 isn't a fortune, but it's a goodly amount
> of money to simply spend on my Atari. Still, getting those floppies
> over to the PC is pretty important to me, for preservation purposes.
>
> Mike
> --
> ***`****,**,*`****`****,**,*`*****`******`**
> Mike Kohary Seattle, WA http://kohary.simplenet.com
> ***`****,**,*`****`****,**,*`*****`******`**

1058. Re: Looking for monitor on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <87oshd$q90$1@freenet9.carleton.ca>
Source record: 46717

Mike Kohary (mkohary@earthlink.net) writes:
> I would like to shop for a monitor for my Atari 800XL (which has a 5-pin
> monitor plug in the back). I'd like to know what I need to look for;
> I'm sure not just any monitor will do. I saw an earlier thread that
> mentioned a lot of specific names, which is helpful. But I'd also like
> to know, in a more abstract sense, what I need? What features do I
> need, and more importantly, what features might not be compatible? Does
> it *have* to be a composite monitor? I'm not very monitor-savvy, so
> please forgive the silly questions. If someone could propose a
> checklist of sorts, I'd be most grateful. Thanks,

Mike,

You need a composite color monitor with an audio input to
amplify the sound from the Atari, it should have RCA inputs. This
basically describes every composite color monitor ever turned out.

The Atari can also provide a 'chroma/luma' split signal that
is compatible with a few high end monitors. With a modified Atari
these monitors can provide a superior picture, assuming they are
in as good condition as a composite of the same price.

Another thing to consider is even a 'good' monitor might
have a terrible picture. This is just a hard fact of dealing with
such old equiptment. I've seen good C= monitors that were terribly
out of focus, had poor convergance, or has other problems that
would never be obvious even in a auction with photos since even good
auction photos tend to hide a lot.

I SWEAR by the magnavox RGB 80, it has the best picture i've
ever seen, and thats on straight composite video. It rivals all
the best C= monitors I own, and has an RGB mode that I use occasionally
with my ST as well. I got mine brand 'new' at a thrift for $5,
never used.

If you have time, check out your local thrift stores. You can
at least see that your getting, and many of these stores have big
shelves just full of good old monitors. A local thrift here has
has a C= monitor and C-64 system sitting for weeks marked at $20,
another has a shelf of decent monitors for $5-$10 each.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1059. Re: Diskettes $10 per 100

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <87ovl5$90c$1@plutonium.compulink.co.uk>
Source record: 46718

In article <87kbs0$1f9$1@nnrp1.deja.com>, givagops@my-deja.com () wrote:

>
>
> I Need a BOOT DISK or CP/M .
>
> I'll be satisfied with a working copy. Presently I can't boot up
>
> my Computer without it. If you have one, how much ya want for it?
>
> and where do I send the money?
What machine - there were loads of machines that used CP/M
****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1060. Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <38a11bc1.86707927@news.pipeline.com>
Source record: 46719
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Just wanted to let everyone know that we received a preview of Galaga
from Habro Interactive and have posted the screenshots on-line at
Atari Gaming Headquarters. http://www.atarihq.com

Just click on the Galaga banner and get a glimpse of what Hasbro has
in store for us. Let's hope it shapes up as good as these pics
indicate.

Regards,
John

www.atarihq.com
www.cgexpo.com

1061. Re: PC-1

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <87p77q$f6j$1@plutonium.compulink.co.uk>
Source record: 46720

In article <LlyfOB=QHZyrKsLMQ4sJ5TGgJojS@4ax.com>, adrian@home.ta
(Witchfinder) wrote:

> Looks like an IDE......
Given the age it's more likely to be something else although you could buy
an IDE card for it I guess. My brains faded and I can't remember what PCs
used before IDE.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1062. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <87pe4plqv1@nnrp1.deja.com>
Source record: 46721

I have nothing but good things to say in my dealings with Steve. I registered for APE a few years ago and have been very pleased with his upgrades and technical support. Also I purchased his 4-in-1 3x Warp OS and was even more impressed. I had a little trouble installing it in my 1200XL, and he finished the install for me in record time at no charge! I just paid shipping. If you are using APE, I wouldn't just recommend registering, but insist that you *must* register to support Steve's continued efforts. The 8-bit platform has precious few active software developers today.
-Dan Vernon

Sent via Deja.com http://www.deja.com/
Before you buy.

1063. Re: Please help with my atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38a04182$0$88716@news.voyager.net>
Source record: 46722

error 21 means 'not LOAD format'. It means you need to CLOAD or
ENTER "C:" from BASIC READY prompt.
error 143 means a data frame checksum error. The tape may be bad,
or try a different SIO cable.
error 131 means you tried to output to a channel open only for input.
Like someone said, if these are commercial tapes, they are probably
binary load files, which means you hold OPTION and START when
you power up. You should get the beep, then hit ENTER to load.
(OPTION at powerup disables BASIC.)
Russg

1064. Re: PC-1

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38a04375$0$95135@news.voyager.net>
Source record: 46723

(what was before IDE slots for HDs.)
ISA slots. 8 bit or 16 bit cards. RLL or MFM.

1065. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sa0gog24hse163@corp.supernews.com>
Source record: 46724

Greg Menke <menkesjg@erols.com> wrote in message
news:s9u235rthse152@corp.supernews.com...
>
> Russg <russg@en.com> wrote in message
> news:389ee2c7$0$1413@news.voyager.net...
> > I'm not sure I follow Greg, Rick and Mathy.
Not important for mine. I have kind of esoteric tastes.

But basically it is using an EPROM as a poor mans programable logic device.
For instance, I think you could replace our MMU on a standard Atari with an
EPROM with the address lines tied to the right bits of port B. It comes up 1
output bit short IIRC, so you would lose basic or something.
> > But if you're talking about a chip that connects to the A8 and then from
> > there controls switches, the A8 could control up to 65536 such
> > switches. I mean, if you attach all 16 pins of the a8 joystick ports to
> > a device that just needs a number to control a switch, then the 16 pins
> > of the joystick port could provide 16 bits of a number from 0 to
> > 65535.
Been there, done that, huge problems. Specifically, I tied a TI serial A/D
chip to a joystick port and at one time worked on a design that used a
serial to parallel
chip<74SL164> hooked to a J/S port for a printer interface: Both designs
failed badly.

The problem is the anti RFI and protection circuits on a J/S port is roughly
equivalent to an automotive ignition coil when you drive the ports as
outputs. They have the same problems as an coil, ringing. It is imposible to
send out a single clean pulse from a J/S port. For debugging, I had a '164
with LEDs on all outputs. A single clock pulse since from the 6520 would
shift bits out the first 4 flip flops.

You could probably work around by removing the inductors/caps/resistors from
the J/S ports, but at that stage I just added a 2nd PIA chip and everything
worked fine.

J/S ports do work well for things like RS232 because of the start
bit/centering way they operate. I imagine you could debounce them, I did
several experiments where I got close to a clean clock this way, but never
trusted it.

Right now I have been toying with the idea of 68HC68T1 real time clock added
to an Atari. Cute little thing, 15 pins and serial communication with the
host computer. But one of the things that worries me is possibilty a little
project piggy backing a 16 pin devices to the PIA will end up a with a 2nd

PIA to take care of the noise problems.

Adding an 8255 to the buss after you take care of the separate R/W lines would of course works as would driving it from a 2nd PIA chip as would driving it from the existing PIA chip if you removed the RFI junk.

1066. Re: Power Supply for Indus

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38a04299$0$2147@news.voyager.net>
Source record: 46725

I have an Indus pwr supply. It is 11.5 v DC 1.95 amp.
The comp.sys.atari.8bit FAQ has the power requirements for the Indus.
Just don't hook a 9 v AC to it or the Indus PS to a 1050!
If someone says 9v DC will work, I don't know. The service manual
sounds right.
Russg

1067. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Greg Menke <menkesjg@erols.com>
Message-ID: <sa0hkg57hse23@corp.supernews.com>
Source record: 46726

> Sounds like the 8255 is a microprocessor. And I don't know how
> microprocessors work. I imagine that these are 8 bit ones, with an
> instruction set that determine which i/o pins do what. Sending 8 bit
> instructions to the 8255, which has other pins that do other stuff.
> Anyway, this is what keeps me interested in the A8.
> I don't know how it works. I assume it is a basic computer, and that
> if I understood it better, I'd be able to extrapolate to any computer.
> It is right out in the open. I mean you can, with a magnifying glass
maybe,
> see all the traces on the board, some are covered by chips and resistors
> and stuff. And just imagine all those bits going high and low and stuff
> going up and back on the data and address lines and neat stuff.

The 8255 isn't quite a microprocessor in that it doesn't run an internal program; its a big pile of logic gates that can be configured in different ways. Configuring it is sort of like programming though, you load particular values into particular locations to make it behave a certain way. You do much the same inside the Atari when you poke() stuff into various registers. The thing I like about the Atari is its nice and simple- as I read somewhere "You can carry the whole OS around in your head.." Not that my memory is that good, BUT, its easier to hack on in some ways...

Once you get your head around the notation, you can see the addressing arrangements inside the Atari too; both for the peripheral chips and the memory too; the techniques are very standard.

Chips like the 8255 are nice because your average hobbyist can use them without any special equipment or training. Electrically, they're not that much more complicated than a SIO2PC cable; more connections of course, and few more parts, but essentially the same magnitude stuff.

Gregm

1068. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Greg Menke <menkesjg@erols.com>
Message-ID: <sa0hts2dhse50@corp.supernews.com>
Source record: 46727

> Been there, done that, huge problems. Specifically, I tied a TI serial A/D
> chip to a joystick port and at one time worked on a design that used a
> serial to parallel
> chip<74SL164> hooked to a J/S port for a printer interface: Both designs
> failed badly.
>
> The problem is the anti RFI and protection circuits on a J/S port is
roughly
> equivalent to an automotive ignition coil when you drive the ports as
> outputs. They have the same problems as an coil, ringing. It is imposible
to
> send out a single clean pulse from a J/S port. For debugging, I had a '164
> with LEDs on all outputs. A single clock pulse since from the 6520 would
> shift bits out the first 4 flip flops.

Interesting. My father controlled a pile of digital circuitry directly from an 800's joystick ports and didn't have any trouble like that. Are you sure you weren't having ground/supply noise?

Gregm

1069. Trak-Ball mode

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: wiseguyUSA@xoommail.com
Message-ID: <38a0507d.10424163@news.earthlink.net>
Source record: 46728

the Atari trak balls are switchable from
joystick mode to true trak ball mode.

What games for the 8bit support "TB" mode?

Missle Commend is the only one I have found so far.

1070. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38A070B1.6F044291@earthlink.net>
Source record: 46729

Vidar \"Hawk\" Olavesen wrote:
>
> Praise for APE and Mr. Tucker. He's very friendly and sent the package very
> promptly to me. I can not do anything but recommend it highly. You can
> transfer files to and from PC, use the PC as a printer, modem and it's a joy
> to use

This last bit that you wrote; APE enables the Atari to use peripherals
that are hooked up to your PC, correct? Does that really work as
smoothly as I make it sound? i.e. I can print to my PC printer from my
Atari, and I can use my PC's modem from my Atari?

If that's true, that sounds incredible. Better count my pocket change.
;)

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1071. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sa0tasmvhse79@corp.supernews.com>
Source record: 46730

Greg Menke <menkesjg@erols.com> wrote in message
news:sa0hts2dhse50@corp.supernews.com...
> > Been there, done that, huge problems. Specifically, I tied a TI serial
A/D
> > chip to a joystick port and at one time worked on a design that used a
> > serial to parallel
> > chip<74SL164> hooked to a J/S port for a printer interface: Both designs
> > failed badly.
> >
> > The problem is the anti RFI and protection circuits on a J/S port is
> roughly
> > equivalent to an automotive ignition coil when you drive the ports as
> > outputs. They have the same problems as an coil, ringing. It is
imposible
> to
> > send out a single clean pulse from a J/S port. For debugging, I had a
'164
> > with LEDs on all outputs. A single clock pulse since from the 6520 would
> > shift bits out the first 4 flip flops.
>
> Interesting. My father controlled a pile of digital circuitry directly
from
> an 800's joystick ports and didn't have any trouble like that. Are you
sure
> you weren't having ground/supply noise?
>
> Gregm
Just a guess, but he could have been using the PORTB vs PORTA of the PIA
chip. PORTB is an active output port while PORTA just has passive pullups on
chip for the logic 1. The combination of passive pullups with the
inductor/cap/additional in line resistor on the J/S isn't really a very good
combination for driving things. PORTA is really made for directly driving
CMOS or other low load logic families where you have to be sure there it
will run up to over 2.5V if you read the 6520 lit. It sinks great, just
doesn't drive well.

I actually got the J/S serial A/D chip working after a fashion, but I had to
do a moving average of readings vs getting a hard value in a single read
cycle. You get 1000 readings where 800 are equally bad on either side of
right with 200 that are right, eventually your average approaches the
correct value. 2nd PIA chip solved all the noise problems though.

I also did things like adding opto isolator/triac 120VAC control to a J/S port. In that case, it didn't matter if I got some noise, since doing things like turning on a light bulb with a few nano secs of bounce was indistiguishable from doing it with no bounce. They are very useful and can be used in many ways, but I don't think I would reccomend using them for things like driving a digital logic chip that would be used in something like a burgular alarm switch scanning circuit. Thing is, you get one glitch in a day that sets off your alarm and calls the police, it would probably be too much.

Fairly easy to check, 8 LEDs, 74LS164 chip, and 9 pin connector with just data, clock, 5V and ground.
>
>
>

1072. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Greg Menke <menkesjg@erols.com>
Message-ID: <sa0uep8hhse40@corp.supernews.com>
Source record: 46731

>
> Fairly easy to check, 8 LEDs, 74LS164 chip, and 9 pin connector with just
> data, clock, 5V and ground.
> >

Good point.. I've not had my 800 going in some time, I think I'll set it up tonight- would tests with an 800XL be similar? (I don't know about circuit differences)

Gregm

1073. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <fD%n4.25552$in5.473952@news1.online.no>
Source record: 46732

Hmmm, the printer started to do something, but as it's an Canon BJ-6000 I guess it's not working because it's not a DOS compatible printer. I expect it should be, like a Canon BJ-200 I guess would work. Also the number I tried to call from BobTerm was not answering, but it did act upon it. I think it works, just need the right equipment, like a DOS compatible, preferably Epson FX compatible printer, and a standard modem.

Vidar "Hawk" Olavesen <olavese@online.no> wrote in message
news:vA%n4.25549$in5.474274@news1.online.no...
> Untested by me, but it does provide P: and R: handler letters, so I guess
> it's working. I am using ISDN and guess that's not gonna do it, but maybe
if
> I installed a type of port that acts like a modem, maybe. I'll try to
print
> and see what happens
>
>
> Mike Kohary <mkohary@earthlink.net> wrote in message
> news:38A070B1.6F044291@earthlink.net...
> > Vidar \"Hawk\" Olavesen wrote:
> > >
> > > Praise for APE and Mr. Tucker. He's very friendly and sent the package
> very
> > > promptly to me. I can not do anything but recommend it highly. You can
> > > transfer files to and from PC, use the PC as a printer, modem and it's
a
> joy
> > > to use
> >
> > This last bit that you wrote; APE enables the Atari to use peripherals
> > that are hooked up to your PC, correct? Does that really work as
> > smoothly as I make it sound? i.e. I can print to my PC printer from my
> > Atari, and I can use my PC's modem from my Atari?
> >
> > If that's true, that sounds incredible. Better count my pocket change.
> > ;)
> >
> > Mike
> > --
> > ���`����,��,�`����`����,��,�`�````````````
> > Mike Kohary Seattle, WA http://kohary.simplenet.com
> > ���`����,��,�`����`����,��,�`�````````````
>
>

1074. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <vA%n4.25549$in5.474274@news1.online.no>
Source record: 46733

```
Untested by me, but it does provide P: and R: handler letters, so I guess
it's working. I am using ISDN and guess that's not gonna do it, but maybe if
I installed a type of port that acts like a modem, maybe. I'll try to print
and see what happens
```

Mike Kohary <mkohary@earthlink.net> wrote in message
news:38A070B1.6F044291@earthlink.net...
> Vidar \"Hawk\" Olavesen wrote:
> >
> > Praise for APE and Mr. Tucker. He's very friendly and sent the package
very
> > promptly to me. I can not do anything but recommend it highly. You can
> > transfer files to and from PC, use the PC as a printer, modem and it's a
joy
> > to use
>
> This last bit that you wrote; APE enables the Atari to use peripherals
> that are hooked up to your PC, correct? Does that really work as
> smoothly as I make it sound? i.e. I can print to my PC printer from my
> Atari, and I can use my PC's modem from my Atari?
>
> If that's true, that sounds incredible. Better count my pocket change.
> ;)
>
> Mike
> --
> ���`����,��,�`����`����,��,�`�����`������`��
> Mike Kohary Seattle, WA http://kohary.simplenet.com
> ���`����,��,�`����`����,��,�`�����`������`��

1075. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38A09E3D.7B9B18AA@earthlink.net>
Source record: 46734

Thanks for all the responses to this thread; APE sounds like exactly
what I'm looking for.

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1076. Re: 1050 drive went dead. Now what?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000208174332.22413.00002292@ng-fh1.aol.com>
Source record: 46735

>1050 stopped working. It still does it's
>little pre-spin when you power it on, but nothing else.

check this site:
http://www.atarihq.com/
then click 'Computers' and scroll down the center window to '1050 Repair';
diagnosis and remedy procedures for what they claim is most common drive
trouble.

-Ron

I started life with nothing, and still have most of it left...

1077. Re: PC-1

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <A6WgOOLPuChI3TMf8j=8CSL5liWU@4ax.com>
Source record: 46736

You are in an empty room with "Russg" <russg@en.com>. There's a rock
in the middle with "Y2" written on. A hollow voice says:

>(what was before IDE slots for HDs.)
>ISA slots. 8 bit or 16 bit cards. RLL or MFM.
>

Heh - run low level stuff :) Can't for the life of me remember what
MFM stands for though. As it happens the drive motor was just stuck,
so a tap with a screwdriver means it's all up and running
nicely.....now if only I had the real monitor so's I could run GEM
properly! The IBM one I'm using doesn't do EGA properly.....
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binaridinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

1078. Re: AMS files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <38a0a520.14596301@news.wxs.nl>
Source record: 46737

On Sun, 06 Feb 2000 22:23:55 GMT, Scott <scottm25@bigfoot.com> wrote:

>In article <87ikgssjt1@dailyplanet.wam.umd.edu>, eplicon@wam.umd.edu
>says...
>> Greg Goodwin (drclu@swbell.net) wrote:
>> : AMS files are cool, and in my opinion make the Atari 8-bit unique.
>> : I haven't seen too many people try to port the AMS player to other
>> : platforms. Perhaps too simple?
>>
>> AMS was one of my favorite things about the Atari, particularly the player
>> piano. Some may feel the Antic Music Processor was cool, with its
>> bouncing bars and lyric capability, but I always liked watching the piano
>> instead. It was also a nice visual way to figure out songs if the sheet
>> music wasn't available.
>>
>I'm trying to find the AMS player at the moment. Basically I'm trying to
>get it to run under the Atari800win emulator. I also need to get the
>billion or so ams files I have in a directory into an atr file. Anyone
>have any suggestions?

The DIR2ATR program is probably what you are looking for. Try
http://www.xs4all.nl/~stack/atarixle.html
This page will soon change URL though, so watch announcements
of the changed URL soon.

Keep those XL's/XE's humming.

1079. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <38A0B614.972F220F@netscape.net>
Source record: 46738

Steve's a good guy, APE's a good product, and well worth the money.

Jeff

Mike Kohary wrote:

> I'm considering a purchase of the registered APE and accompanying
> cable. The two together will cost me a cool $100 including shipping.
> General question: is it worth it? Here is some context for my
> question:
>
> - I have about 100 Atari floppies that I want to convert to .atr files
> on my PC.
>
> - I would like the ability to transfer .atr files back to real Atari
> floppies; however, this ability is not necessary, just frosting on the
> cake.
>
> Additional questions: given my desired task(s), what will the
> registered version of APE give me that the unregistered version does
> not? How reliable a businessman is Steven Tucker (i.e. product
> delivered in a timely manner, well constructed and worked as expected)?
> What has your general experience with the product been, and would you
> recommend it to others? All comments and reviews are welcome.
>
> Thanks for any response. $100 isn't a fortune, but it's a goodly amount
> of money to simply spend on my Atari. Still, getting those floppies
> over to the PC is pretty important to me, for preservation purposes.
>
> Mike
> --
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> Mike Kohary Seattle, WA http://kohary.simplenet.com
> ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½

1080. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <87qrjd$u3a$2@nw001t.infi.net>
Source record: 46739

I built my own cable, but I did buy APE, Imagic, and the Warp OS for my 800xl. The products arrived quickly and Steve answered any questions and was very helpful. I would highly recommend APE and Steve Tucker.

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
http://www.geocities.com/~amf_band

Mike Kohary <mkohary@earthlink.net> wrote in message
news:389F9680.8DF3F291@earthlink.net...
> I'm considering a purchase of the registered APE and accompanying
> cable. The two together will cost me a cool $100 including shipping.
> General question: is it worth it? Here is some context for my
> question:
>
> - I have about 100 Atari floppies that I want to convert to .atr files
> on my PC.
>
> - I would like the ability to transfer .atr files back to real Atari
> floppies; however, this ability is not necessary, just frosting on the
> cake.
>
> Additional questions: given my desired task(s), what will the
> registered version of APE give me that the unregistered version does
> not? How reliable a businessman is Steven Tucker (i.e. product
> delivered in a timely manner, well constructed and worked as expected)?
> What has your general experience with the product been, and would you
> recommend it to others? All comments and reviews are welcome.
>
> Thanks for any response. $100 isn't a fortune, but it's a goodly amount
> of money to simply spend on my Atari. Still, getting those floppies
> over to the PC is pretty important to me, for preservation purposes.
>
> Mike
> --
> ���`����,��,�`����`����,��,�`�����`������`��
> Mike Kohary Seattle, WA http://kohary.simplenet.com
> ���`����,��,�`����`����,��,�`�����`������`��

1081. Re: Power Supply for Indus

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <87qrjc$u3a$1@nw001t.infi.net>
Source record: 46740

Mine is also 11.5

Russg <russg@en.com> wrote in message
news:38a04299$0$2147@news.voyager.net...
> I have an Indus pwr supply. It is 11.5 v DC 1.95 amp.
> The comp.sys.atari.8bit FAQ has the power requirements for the Indus.
> Just don't hook a 9 v AC to it or the Indus PS to a 1050!
> If someone says 9v DC will work, I don't know. The service manual
> sounds right.
> Russg
>
>

1082. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m3g0v39e1s.fsf@erols.com>
Source record: 46741

> Just a guess, but he could have been using the PORTB vs PORTA of the PIA
> chip. PORTB is an active output port while PORTA just has passive pullups on
> chip for the logic 1. The combination of passive pullups with the
> inductor/cap/additional in line resistor on the J/S isn't really a very good
> combination for driving things. PORTA is really made for directly driving
> CMOS or other low load logic families where you have to be sure there it
> will run up to over 2.5V if you read the 6520 lit. It sinks great, just
> doesn't drive well.

I put my 800 onto my oscilloscope to check for ringing on the joystick outputs. I wrote a little basic program that just toggles the output pins on and off for either port. With the 10x probe I saw no evidence whatsoever of any ringing, either with the output pins terminated to pin 7 +5, ground or floating.

I looked down to the highest resolution my scope offers (its a generic 20mc model, but the signal was clear down to 500ns/div. The rising edge is a little slow (forgot to characterize it, sorry...), and terminating with 10k to pin 7 +5 introduces a few tenths of a volt offset on the logic 0 side for both ports, but no ringing whatsoever. The trailing edges were uniformly clean and very much faster than the rising edge, < 1/10th the time more or less- corroborating your statement above.

I've often seen formerly clean edges messed up by long cable runs- could that have been a cause, or maybe overloading the pin 7 +5 with circuitry? (the docs say a max of 50ma load) Or maybe the slow rising edge was causing multiple triggers?

Gregm

1083. Re: Power Supply for 800 XL (UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-08 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <87r2nt$cn0$1@news.netvision.net.il>
Source record: 46742

I have an extra working 220v 800xl power supply,
anything you want to trade it for?

NIR

Dave Baxter <News@thebaxterfamily.freeserve.co.uk> wrote in message
news:87k79l$r5t$1@news8.svr.pol.co.uk...
> Hi,
>
> I am after either the power supply for a 800 XL or the pinouts for the
power
> socket on the back, I believe it is a 5 pin socket.
>
> Dave
>
>
>

1084. Re: Diskettes $10 per 100

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <38a0f7be@news.iglou.com>
Source record: 46595
Cross-posted to: alt.c64,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm

On 2000-02-06 givagops@my-deja.com said:
>I Need a BOOT DISK or CP/M .
>I'll be satisfied with a working copy. Presently I can't boot up
>my Computer without it. If you have one, how much ya want for it?
>and where do I send the money?
There were many brands of CP/M computers, and each required a different boot disk. Since you crossposted to so many newsgroups, there is no way of knowing exactly what you need. What type of computer is it? If it's an Apple II, what is the brand of CP/M card? If there is a newsgroup dedicated to your computer brand, post there or in comp.os.cpm.

1085. Re: Trak-Ball mode

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <87r2o1$cn0$2@news.netvision.net.il>
Source record: 46596

Is trackball mode similar to the Atari St mouse mode?

meaning when I connect an Atari ST mouse to the Atari 8bit computer does it
work in track ball mode?

nir
wiseguy <wiseguyUSA@xoommail.com> wrote in message
news:38a0507d.10424163@news.earthlink.net...
> the Atari trak balls are switchable from
> joystick mode to true trak ball mode.
>
> What games for the 8bit support "TB" mode?
>
> Missle Commend is the only one I have found so far.

1086. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-3ikcJFGgTdfe@cth-analog-ts01-s12.cth.com.au>
Source record: 46597

On Sun, 8 Feb 3900 09:32:33, "Richard Cortese" <ricortes@netmagic.net>
wrote:

> Been there, done that, huge problems. Specifically, I tied a TI serial A/D
> chip to a joystick port and at one time worked on a design that used a
> serial to parallel
> chip<74SL164> hooked to a J/S port for a printer interface: Both designs
> failed badly.
>
> The problem is the anti RFI and protection circuits on a J/S port is roughly
> equivalent to an automotive ignition coil when you drive the ports as
> outputs. They have the same problems as an coil, ringing. It is imposible to
> send out a single clean pulse from a J/S port. For debugging, I had a '164
> with LEDs on all outputs. A single clock pulse since from the 6520 would
> shift bits out the first 4 flip flops.
>

Strange you have problems like this. I have a little device here that
connects to J/S port 2 on XL/XE and port 4 on 800. combined with a
custom os, it connects to a printer. I must state that the 600/800XL
required a modifaction to both power and ground lines to the J/S
ports. A wire jumper across the power and ground inductors to the J/S
ports did the trick.
This interface is called Superface and the custom os was called
Printmon. worked very well. it uses a 74LS164 and a 74LS14.

James B

1087. Re: Power Supply for Indus

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000209054337.01021.00000415@ng-cm1.news.cs.com>
Source record: 46598

>I have an Indus pwr supply. It is 11.5 v DC 1.95 amp.

Yes, the Indus supplies are all 11.5 VDC
nominal. Mine all put out >12 V unloaded.
I was just curious about the 9V since several people have said that it works.
Was looking for someone that could confirm that.
Larry

1088. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <87r7tk$4si$1@ins22.netins.net>
Source record: 46599
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

That's too bad they had to ruin that one!
Atari is a ghost, and Hasbro is floating about scaring people.

PSX and PC? Could they pick two worse systems? NO.
How about Mac and Atari Jaguar? That would be an improvement.

Perhaps no one sees the element of inferior innovation in the current Atari name...

1089. i.net chat???

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0002.38a16854@fmlynet.org>
Source record: 46600

FamilyNet HQ: Telnet:\\209.217.2.202

Hi folks!
:
Over the past few months many in the JYBOLAC crew have enjoyed a good Thursday evening chat session at the DIGI-CHAT area on the Atari.net server. But lately it has been down.
:
Does anyone have any idea why?
:
Curiously,
Doctor Clu
Dallas Texas (972)-496-0650

1090. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Alejandro Madera <raven007@citilink.com>
Message-ID: <MPG.130b320e11aa1ed5989719@news.citilink.com>
Source record: 46601
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Probably didn't choose Mac or Jaguar because they'd like to sell enough
units to make a profit!

raven007

In article <87r7tk$4si$1@ins22.netins.net>, chuckles@funnyfarm.fart
says...
> That's too bad they had to ruin that one!
> Atari is a ghost, and Hasbro is floating about scaring people.
>
> PSX and PC? Could they pick two worse systems? NO.
> How about Mac and Atari Jaguar? That would be an improvement.
>
> Perhaps no one sees the element of inferior innovation in the current Atari
> name...
>
>
>

1091. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Werner <cwh@solucoes.com.br>
Message-ID: <87rgio$52f$1@srv4-poa.zaz.com.br>
Source record: 46602

In the Windows version, you can even print to a PostScript printer (texts only, not graphics), and choose the font to use with this printer. So, if you have a TrueType font with the Atari character set look, you can print like it appears in the screen... what do you think?

Werner

Mike Kohary <mkohary@earthlink.net> wrote in message
news:38A070B1.6F044291@earthlink.net...
> Vidar \"Hawk\" Olavesen wrote:
> >
> > Praise for APE and Mr. Tucker. He's very friendly and sent the package
very
> > promptly to me. I can not do anything but recommend it highly. You can
> > transfer files to and from PC, use the PC as a printer, modem and it's a
joy
> > to use
>
> This last bit that you wrote; APE enables the Atari to use peripherals
> that are hooked up to your PC, correct? Does that really work as
> smoothly as I make it sound? i.e. I can print to my PC printer from my
> Atari, and I can use my PC's modem from my Atari?
>
> If that's true, that sounds incredible. Better count my pocket change.
> ;)
>
> Mike
> --
> ���`����,��,�`����`����,��,�`�����`�������`��
> Mike Kohary Seattle, WA http://kohary.simplenet.com
> ���`����,��,�`����`����,��,�`�����`�������`��

1092. Problems Downloading Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: pete <pete@nycocorp.com>
Message-ID: <pete-D3827C.10020209022000@news.erols.com>
Source record: 46603

I've been transfering files from my Mac to my 8-bit via null modem cable and have not had much luck getting any files with a .com extension to function properly on my 8-bit. I am using 850 Express on my Atari and the communications program in AppleWorks 5 on the Mac.

It seems odd, because any program I transfer with a .exe or .bas seem to work just fine.

Let me know if you have any suggestions.

Thanks,
Pete

1093. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <ijt1aso7t7gd5micm25o4bu6kqpj47tdmf@4ax.com>
Source record: 46604

On Tue, 8 Feb 2000 10:38:40 -0500, "Greg Menke" <menkesjg@erols.com> wrote:

>The 8255 isn't quite a microprocessor in that it doesn't run an internal
>program; its a big pile of logic gates that can be configured in different
>ways. Configuring it is sort of like programming though, you load
>particular values into particular locations to make it behave a certain way.

In other words, it's more like a microcontroller... which are also
as difficult (or easy, depending on your experience) to program
as a microprocessor.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

1094. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sa38btn623270@corp.supernews.com>
Source record: 46605

Greg Menke <menkesjg@erols.com> wrote in message
news:sa0uep8hhse40@corp.supernews.com...
> >
> > Fairly easy to check, 8 LEDs, 74LS164 chip, and 9 pin connector with
just
> > data, clock, 5V and ground.
> > >
>
> Good point.. I've not had my 800 going in some time, I think I'll set it
up
> tonight- would tests with an 800XL be similar? (I don't know about circuit
> differences)
Just a guess, I am kind of sentimental about my 800 since it is one of the
original processor type MB and I have a 65C02 in it. I am not normal when it
comes to that machine, I won't even use it.<grin>

I am guessing that the first two JS on an 800 will be electrically identical
to an 800XL but the 3&4 J/S will produce different results. You may need a
scope to check switching characteristics, but I would guess the forward
voltage drop of the transistors in the active drive of PORT B will mean ~.6V
lower output voltage relative to PORT A and will provide a serious amount of
drive current. I think David Small's first Atari effort was a 10 meg Corvus
hard drive hooked up through J/S 3&4 on an 800. Could have been someone
else, but I think it was him.

1095. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sa39034k232103@corp.supernews.com>
Source record: 46606

```
Greg <nospam@erols.com> wrote in message news:m3g0v39e1s.fsf@erols.com...
> I looked down to the highest resolution my scope offers (its a generic
> 20mc model, but the signal was clear down to 500ns/div. The rising
> edge is a little slow (forgot to characterize it, sorry...), and
> terminating with 10k to pin 7 +5 introduces a few tenths of a volt
> offset on the logic 0 side for both ports, but no ringing whatsoever.
> The trailing edges were uniformly clean and very much faster than the
> rising edge, < 1/10th the time more or less- corroborating your
> statement above.
I still have the J/S serial to printer parts laying around. I will dig it
out this week and see if all else fails, mail it to you.
>
> I've often seen formerly clean edges messed up by long cable runs- could
> that have been a cause, or maybe overloading the pin 7 +5 with
> circuitry? (the docs say a max of 50ma load) Or maybe the slow rising
> edge was causing multiple triggers?
Short cable, less then a foot. Could be hard switching of the ttl logic
glitching, hysterisis is the wrong term here but I can't think of a good
one. That is, slow rise because of passive pull up/inline caps and resistors
causing a long interval in the 'undefined zone' with ttl logic oscillating
from hard switching glitching the power supply.
```

1096. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Greg Menke <menkesjg@erols.com>
Message-ID: <sa39ku5c232143@corp.supernews.com>
Source record: 46607

> I looked down to the highest resolution my scope offers (its a generic
> 20mc model, but the signal was clear down to 500ns/div. The rising
> edge is a little slow (forgot to characterize it, sorry...), and
> terminating with 10k to pin 7 +5 introduces a few tenths of a volt
> offset on the logic 0 side for both ports, but no ringing whatsoever.
> The trailing edges were uniformly clean and very much faster than the
> rising edge, < 1/10th the time more or less- corroborating your
> statement above.
>
> I've often seen formerly clean edges messed up by long cable runs- could
> that have been a cause, or maybe overloading the pin 7 +5 with
> circuitry? (the docs say a max of 50ma load) Or maybe the slow rising
> edge was causing multiple triggers?

I did some more reading last night, reviewing the properties of LS semiconductors. The graph of the transfer function of an LS family gate shows the output's transition from one state to another spans several 10ths of a volt of the input, ranging from about 1 to about 1.5 at average temperatures. If an input signal jitters within that range, it could cause multiple state changes in the gate's output- or the consequent slow output edges might cause other problems in downstream circuitry. In comparison, CMOS is shown to have a much narrower transition band, essentially instantaneous at the graph's resolution- this would tend to make it somewhat less sensitive to slow/jittery signals. Further, the faster output switching even given a slow input signal should also help prevent downstream problems.

Further, upon reflecting on the slow risetime of the joystick outputs, it looks as if the dv/dt of the signal is starting to slow down near the transition region of the LS gate- reducing the the traversal rate of the input signal thru the gate's switching band even further. If HCT logic were used to interface with the joystick port, output transitions would occur at lower input voltages where the joystick drive dv/dt is faster- hopefully reducing the liklihood of false triggering somewhat more.

The LS family does consume an several orders of magnitude more input current than CMOS, but it amounts to only 1 ma or so. I think loading issues from small number of LS gates can be disregarded as a potential cause of the trouble.

Gregm

1097. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sa3adpeb23243@corp.supernews.com>
Source record: 46608

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-3ikcJFGgTdfe@cth-analog-ts01-s12.cth.com.au...
> On Sun, 8 Feb 3900 09:32:33, "Richard Cortese" <ricortes@netmagic.net>
> wrote:
>
> > Been there, done that, huge problems. Specifically, I tied a TI serial
A/D
> > chip to a joystick port and at one time worked on a design that used a
> > serial to parallel
> > chip<74SL164> hooked to a J/S port for a printer interface: Both designs
> > failed badly.
> >
> > The problem is the anti RFI and protection circuits on a J/S port is
roughly
> > equivalent to an automotive ignition coil when you drive the ports as
> > outputs. They have the same problems as an coil, ringing. It is
imposible to
> > send out a single clean pulse from a J/S port. For debugging, I had a
'164
> > with LEDs on all outputs. A single clock pulse since from the 6520 would
> > shift bits out the first 4 flip flops.
> >
>
> Strange you have problems like this. I have a little device here that
> connects to J/S port 2 on XL/XE and port 4 on 800. combined with a
> custom os, it connects to a printer. I must state that the 600/800XL
> required a modifaction to both power and ground lines to the J/S
> ports. A wire jumper across the power and ground inductors to the J/S
> ports did the trick.
OK, I think Greg has switched me from suspecting it is ringing due to the
protection circuits to noise generated by the ttl logic hard switching.
> This interface is called Superface and the custom os was called
> Printmon. worked very well. it uses a 74LS164 and a 74LS14.
OK, 74LS14 => hex Schmitt trigger. There was no need to add this particular
part to their design, whatever it was, unless they were seeing the same
problems as me with noise and false clock pulses. This type part has built
in hysterisis for cleaning up noisy signals, producing square wave from sin
wave type stuff. The power supply mods kind of give that impression too.

I am so convinced the false clock pulses statements I made were accurate
that I won't pull out my old hack, but I will say in all likelyhood I
attributed it to the wrong source. Glitched power vs glitched signal causes
spurious results.

Learn something new every day... well about every year or two now. If I revise any of my J/S hacks I will take what you have revealed about the Supra stuff into account and to heart.

Me being me, I will probably run the J/S devices off of a separate power supply vs add a 74LS14 and modify my computer though; I am kind of lazy that way.

Thanks for the info!
>
> James B
>
>

1098. Re: FA: 4 Player M.U.L.E. Machine!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38A1B31A.AF5D4A52@mail.uni-mainz.de>
Source record: 46609

bowling wrote:
>
> >I had that copy once, but without any manual I just could not play Mule
> >(nor use the 4 player function), so I erased that copy...
>
> You erased a M.U.L.E. ?? And an "enhanced" version at that ????
> THAT'S HERESY !!!
> THAT'S CRIMINAL !!!
> THAT'S...THAT'S...Well, you get the idea...!!!
>
> --mb

I merely erased the (enhanced/patched) pirated copy of MULE...
greetings Andreas

1099. Re: AMS files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38A1B560.CD25CD69@mail.uni-mainz.de>
Source record: 46610

Scott wrote:
>
> Is there a repository for AMS music files somewhere on the internet? I
> love listening to those things. I've been hunting around but haven't been
> able to find them. Any help would be appreciated.

Oh well,
there are thousands of AMS files avaiable on many homepages and servers.
For example try the Umich archive, once there search for a subdir
"music" and then choose the subdir "AMS". You may also try other
homepages of course... there are also many players avaiable, for mono
(one pokey) and even stereo support (two pokeys)... greetings
Andreas

1100. Re: Trak-Ball mode

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <38A1B44B.35A35A4C@erols.com>
Source record: 46611

I believe Centipede was th eonly game to officially support it (Press
CTRL-T or something)

Missile Command might also. Thats all I know.

wiseguy wrote:

> the Atari trak balls are switchable from
> joystick mode to true trak ball mode.
>
> What games for the 8bit support "TB" mode?
>
> Missle Commend is the only one I have found so far.

1101. Re: AMS files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38A1B807.52448665@mail.uni-mainz.de>
Source record: 46612

Greg Goodwin wrote:
>
> AMS files are cool, and in my opinion make the Atari 8-bit unique.
> I haven't seen too many people try to port the AMS player to other
> platforms. Perhaps too simple?
>
> Nevertheless, they are to the Atari what MODS were to the Amiga, and
> I love to hear some people's interpretations of music, since AMS files
> are more of a artform than an exact science (to quote GalaxyQuest). ;)
>
> I was able to find three disk images on the XLSearch page (with the
> 12,000 entries of 8-bit files)(They have a mod player in there for the
> 8-bit too by the way...) to find the URL, check out the
>
> http://www.atari.org
>
> ... site. In the news section I believe the XLSearch page is still
> mentioned.
>
> Good luck!
>
> Doctor Clu
>
Hello,
really it looks like no-one ever made a portation of AMS sounds and
players/editors to other platforms. But there are some converters for
AMS files avaiable, I found these three 1) AMS1 => AMS 2 converts older
AMS 1 files to newer AMS 2 files, 2) AMS => AMP converts AMS files to
Antic Music Player (AMP) files 3) AMS => MMS converts AMS files to Atari
ST MMS files (since I do not own any ST, I do not know MMS files)...

Maybe there exist more converters, since AMS files are not that
difficult to convert to other sound formats... Who writes the first MP3
converter (convert AMS => MP3) ?!? greetings - Andreas

1102. Re: Sound Monitor Pro

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38A1BA16.164F3510@mail.uni-mainz.de>
Source record: 46613

E Cron wrote:
>
> Sound Monitor Pro - Is there anything like this proggie English ?
>
> And either my machine is really screwed up , or this program expects
> to be running on a PAL machine.
>
> Ideas?
>
> Eric

Hello Eric,
since this editor was made in Germany, well it has a) a german manual
and b) works best (if not only!) on PAL machines... greetings Andreas

1103. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: csjjh@ux1
Message-ID: <38a1b816@news.eiu.edu>
Source record: 46614
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <87r7tk$4si$1@ins22.netins.net>,
Lorr <chuckles@funnyfarm.fart> wrote:
>That's too bad they had to ruin that one

I don't think we can make too many judgments from what we've seen so far.
Some of the screens looked pretty good to me.

>Atari is a ghost, and Hasbro is floating about scaring people.
>

While some of Hasbro's efforts have been greater than others, I'd say what
we've got (in the classic game area) is better than nothing, which is
practically what we got when Atari was still it's own company.

>PSX and PC? Could they pick two worse systems? NO.

That's only good business sence, going for the widest market.

>How about Mac and Atari Jaguar? That would be an improvement.

I agree but it'll never happen.

>
>Perhaps no one sees the element of inferior innovation in the current Atari
>name...
>
>

I think you're being just a little bit harsh on them. We've only seen
their first round of games. All developers get better the longer they're
at it. I say give the new "Atari" people a chance. I'd say they gave at
least an average initial effort. If we want to see improvement we really
need to support them. The more money Hasbro sees from Atari the more
resources they'll devote to future developments & the better they'll be.
Heck, considering void of Atari products over the last few years I'm happy
to be getting anything at all.
Peace,
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<

1104. Re: Trak-Ball mode

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: wiseguyUSA@xoommail.com
Message-ID: <38a1bb2a.1465856@news.earthlink.net>
Source record: 46615

On Wed, 9 Feb 2000 08:11:42 +0200, "Nir Dary" <ndary@bigfoot.com>
wrote:

>Is trackball mode similar to the Atari St mouse mode?
>
>meaning when I connect an Atari ST mouse to the Atari 8bit computer does it
>work in track ball mode?
>
>nir
>wiseguy <wiseguyUSA@xoommail.com> wrote in message
>news:38a0507d.10424163@news.earthlink.net...
>> the Atari trak balls are switchable from
>> joystick mode to true trak ball mode.
>>
>> What games for the 8bit support "TB" mode?
>>
>> Missle Commend is the only one I have found so far.

I don't know, I don't have an ST.
The Trak Balls are compatible with the 2600 VCS, 7800, and 8bit
computer line.

they have a 9 pin plug and a switch on the back "TB/JS" in the manual
the book says that "Trak Ball" mode works by hitting alt-T before
starting the game.

1105. Re: AMS files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38A1BA95.A2200FA5@mail.uni-mainz.de>
Source record: 46616

Scott wrote:
>
> In article <87ikgssjt1@dailyplanet.wam.umd.edu>, eplicon@wam.umd.edu
> says...
> > Greg Goodwin (drclu@swbell.net) wrote:
> > : AMS files are cool, and in my opinion make the Atari 8-bit unique.
> > : I haven't seen too many people try to port the AMS player to other
> > : platforms. Perhaps too simple?
> >
> > AMS was one of my favorite things about the Atari, particularly the player
> > piano. Some may feel the Antic Music Processor was cool, with its
> > bouncing bars and lyric capability, but I always liked watching the piano
> > instead. It was also a nice visual way to figure out songs if the sheet
> > music wasn't available.
> >
> I'm trying to find the AMS player at the moment. Basically I'm trying to
> get it to run under the Atari800win emulator. I also need to get the
> billion or so ams files I have in a directory into an atr file. Anyone
> have any suggestions?

Always try the Umich archive first. You may also try polish homepages,
like Tight homepage, Taquart homepage, Karol Meciar homepage, etc.
But Umich is best when searching for AMS files and players... greets -
Andras

1106. Re: Reading Atari 8 bit disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38A1BBEE.1EDC7860@mail.uni-mainz.de>
Source record: 46617

gforce wrote:
>
> i dont think you can do that.. now you can hook up a 1050 to your ST or TT
> and itll format your disk as a 128k ibm disk but it wont read 8-bit format
>
> Schoengarth wrote in message <389CB988.7BBF275A@qnet.com>...
> >I have a Atari TT and want to read my Atari 8 bit disks with my TT. I
> >have a 5.25" drive(IB) for the TT. Is there some type of program I can
> >use to do this. I have tried ST Xformer but, it bombs on the TT.
> >
> >Thanks Don
> >
> >
Maybe the XLDeejay can help there... A friend of mine used this "thing"
(a floppy emulator) on his STE and his Falcon, maybe it works on a TT
too... Sorry, I do not know where you can find XLDeejay, maybe someone
can help... But attention: This XLDeejay does not use nor support the
standard ATR and XFD images, it has its own format... greetings -
Andreas

1107. MyDOS 6.0 and 48MB partitions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <87sib7$t8o$1@nnrp1.deja.com>
Source record: 46618

So the users manual for CSS's Black Box (copyright 1989!)
at http://www.nleaudio.com/css/products/BB_Docs.htm
mentions that a "soon to be released" of MyDos 4.60 will be supporting
48MB partitions. Did this ever happen? Or is MyDos 4.60 still soon to
be released after 11 years?
-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

1108. ProSys Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38A1D241.E4D42DBC@usa.net>
Source record: 46619

Having given up on constructing a working Xformer parallel cable, I am now trying my luck with the ProSys serial cable. I've followed the published schematics carefully, but so far have no better luck than with the Xformer cable. What can I be doing wrong? Can anyone post the expected voltages on the pins from a completed ProSys cable? Or give me a link to a site that has them? Thank you.

Carolyn

1109. Setup

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Leo Sampson <ax165@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000209171904.28594B-100000@halifax.chebucto.ns.ca>
Source record: 46620

I have a friend who has an Atari ST and an external modem at 1200bps.
It has a 3.5 floppy drive but NO hard drive. He wants to connect to a
local Community Network which is text only. He has been told by that
public server that the ST will work. He needs a communication program,
naturally, but we are lost as to what program would work, and, where he
has no hard drive, does the comm. program work off the floppy?
We are sort of lost in Atari limbo since our understanding of Atari and
its basics is basically nill. He must also connect using VT100 which I
assume the communication program would have to support. Someone has
suggested Flash V1.60 but I can't find it anywhere.Another suggestion
was Teddy_Term V2.14.
Any help would be greatly appreciated.
Thanks in advance,

Leo

1110. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <38a1ec52@news.iglou.com>
Source record: 46621

On 2000-02-08 nospam@erols.com said:
>>8bit:64794 Just a guess, but he could have been using the PORTB
>>vs PORTA of the PIA chip. PORTB is an active output port while
>>PORTA just has passive pullups on chip for the logic 1. The
>>combination of passive pullups with the inductor/cap/additional
>>in line resistor on the J/S isn't really a very good combination
>>for driving things. PORTA is really made for directly driving
>>CMOS or other low load logic families where you have to be sure
>>there it will run up to over 2.5V if you read the 6520 lit. It
>sinks great, just doesn't drive well.
Antic magazine once printed plans for an EPROM programmer using the joystick ports. The article said that it would't work with some models, I forget whether it was XLs or XEs.

Net-Tamer V 1.08X - Test Drive

1111. Rana Drive - help wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <87sssa$7o8$1@barcode.tesco.net>
Source record: 46622

Hello again, I have just bought a Rana 1000 from the USA to England, and cannot get it to work. I am using a UK 810 drive PSU, and when turned on, the drive spins the disk and goes to track 0, then to 39, all seems normal. When the computer is turned on, nothing happens at all and the drive does not spin. I have checked that all the chips are seated, and cannot see anyhting odd except that one socket on the drive board is empty. It is at the rear left of the board, viewed from the front.

Can anyone help? Is anyone aware of any reason why the Rana would not work with a PAL machine? I have also tried it with a NTSC machine, still with no success.

HELP PLEASE

Richard

1112. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sa44gnsk53n183@corp.supernews.com>
Source record: 46623

Greg Menke <menkesjg@erols.com> wrote in message
news:sa39ku5c232143@corp.supernews.com...
>
> I did some more reading last night, reviewing the properties of LS
> semiconductors. The graph of the transfer function of an LS family gate
> shows the output's transition from one state to another spans several
10ths
> of a volt of the input, ranging from about 1 to about 1.5 at average
> temperatures. If an input signal jitters within that range, it could
cause
> multiple state changes in the gate's output- or the consequent slow output
> edges might cause other problems in downstream circuitry.
I pulled out my Commadore Semi lit. If nothing else I found out the part
number of that tri port device was actually a 6525.

They didn't report the value for the passive pull up or say anything about
drive capability for the ports other then PORT B active push-pull. I can't
remember the exact amount of Atari added inline resistance, but I am pretty
sure it is 220-800 Ohms or so. I also seem to recall a PORT A J/S will only
source .3 mamp so that would mean something like ~10k resistance in between
the power supply and what you get out a JS. Could be I am thinking of
another pin like the trigger button. Sheesh it has been a long time. I guess
this is the reason for things like a Wheatstone Bridge.

They do rate the source capability of PORT B at 1 mamp at 1.5V, but seem to
skip the details about PORT A.

1113. Re: Announcing new Atari 8-bit page on robotics & data acquisition. Circuit diagrams & routines.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m3900tafgk.fsf@erols.com>
Source record: 46624

>
> They didn't report the value for the passive pull up or say anything about
> drive capability for the ports other then PORT B active push-pull. I can't
> remember the exact amount of Atari added inline resistance, but I am pretty
> sure it is 220-800 Ohms or so. I also seem to recall a PORT A J/S will only
> source .3 mamp so that would mean something like ~10k resistance in between
> the power supply and what you get out a JS. Could be I am thinking of
> another pin like the trigger button. Sheesh it has been a long time. I guess
> this is the reason for things like a Wheatstone Bridge.

That sounds much like NMOS type stuff, weak pullups (a few tens of
microamps) & somewhat stronger pulldowns (but only a couple ma).

>
> They do rate the source capability of PORT B at 1 mamp at 1.5V, but seem to
> skip the details about PORT A.

The 8255 has port drive variations too, I forget the exact details,
but the old NMOS version has "hi current" pins capable of a few ma
source & sink.

Modern CMOS is so much easier to deal with, the HC & HCT families can
source & sink at least 20ma on each output pin with edge rates up into
20mc and higher. CD is nice because you can run it up to about 15
volts, though its not as fast.

The joystick output's slow risetime looked very much like an RC
charging- though the trailing edge was fast. Do you know the I/O
protection components of the joystick port circuits?

Gregm

1114. Re: Rana Drive - help wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38a23df2$0$1399@news.voyager.net>
Source record: 46625

Lemme see.
You got the dip switches right?
Up is on, down is off for all four.
you want it to be drive 1, so switches 1 and 2 should be off (down).
switches 3 and 4 control the density.
you can try down, down for 3 and 4 with a single dens. disk in the drive.
up, up for 3 and 4 would be the dbl dens. setting, the drive should
automatically
sense single, enhanced, dbl then. But testing with drive set single on a
sngl
dens disk should be the most likely way to successfully boot a drive that
may be 'marginal' or so.
There is a diagnostics mode.
Oh, poop. I'm not gonna edit. Double dens. setting is 3 off 4 on, not
3 and 4 on. 3 and 4 on is the diagnostics mode.
there are 10 self 'diagnostics'.
you select a diagnostic by pushing the UNIT ID pad.
once selected, push the TRACK pad to execute the function.

push the UNIT ID once and you should see F0 on the display.
push it again and see F1, etc. Push UNIT ID and execute the diagnostic.

F0 format disk single
F1 format disk enhanced
F2 format disk double
C0 Select LO (single) dens diagnosis
C1 Select enhanced dens diagnosis
C2 select HI (dble) dens diag.
d1 diag. sequential read
d2 diag. random read
d3 diag. write/read/verify (destroys data on disk)
d4 diag. random write/read/verify (d3 is sequetial)

Then there are error codes, etc.

Are you sure you're trying to boot with a good disk?
Russg

1115. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-09 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <38a14f5e.2463437@news.netunlimited.net>
Source record: 46626

On Wed, 02 Feb 2000 16:07:52 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>I do not have much knowledge about cartridges and XE carts using
>bankswitching techniques. But I do believe, there are XE carts, that do
>not bankswitch all the time. Some of them have a sort of copy program
>(or installation program) that copies all the code directly to RAM and
>specific RAM area. So, it is possible that there are even 64k carts,
>that do not work on 400/800 computers, because they use RAM under the OS
>ROMs (or their copy programs copy the code into that area). Don`t beat
>me if I am wrong here... - Andreas

So the XE carts require the extra memory. It is not that they are XE
carts really but more that they are 64K carts, I take it.

VS

To email me just remove the Xs and underline marks from my email address.

1116. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: spark <spark1@comports.com>
Message-ID: <87tasirsl1@bunyip.cc.uq.edu.au>
Source record: 46627
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Lorr <chuckles@funnyfarm.fart> wrote in message
news:87r7tk$4si$1@ins22.netins.net...
> PSX and PC? Could they pick two worse systems? NO.
> How about Mac and Atari Jaguar? That would be an improvement.
>

Atari Jaguar has never been released in Australia, and Macs are few and far
between. PSX and PCs are everywhere. I guess they actually want people to
play the game.

1117. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: James Sweet <jamessweet@hotmail.com>
Message-ID: <38A27173.6117@hotmail.com>
Source record: 46628
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Besides, the Mac is an ok machine for certain things, but what serious
gamer uses one?

Alejandro Madera wrote:
>
> Probably didn't choose Mac or Jaguar because they'd like to sell enough
> units to make a profit!
>
> raven007
>
> In article <87r7tk$4si$1@ins22.netins.net>, chuckles@funnyfarm.fart
> says...
> > That's too bad they had to ruin that one!
> > Atari is a ghost, and Hasbro is floating about scaring people.
> >
> > PSX and PC? Could they pick two worse systems? NO.
> > How about Mac and Atari Jaguar? That would be an improvement.
> >
> > Perhaps no one sees the element of inferior innovation in the current Atari
> > name...
> >
> >
> >

1118. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38A27A60.D486E41@earthlink.net>
Source record: 46629
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Lorr wrote:
>
> That's too bad they had to ruin that one!
> Atari is a ghost, and Hasbro is floating about scaring people.
>
> PSX and PC? Could they pick two worse systems? NO.
> How about Mac and Atari Jaguar? That would be an improvement.

Well, being a business with shareholders, I'm sure they'd like to make
money, eliminating the Jaguar. And besides market share, the Mac isn't
exactly known for its gaming prowess compared to a PC (don't start with
this one, advocates. Show me a Mac with a GeForce and I'll recant).

Mike
--
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
Mike Kohary Seattle, WA http://kohary.simplenet.com
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1119. Re: PhillyClassic Update 2.2.00

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: Paul Uborka <lizardpu@onthenet.com.au>
Message-ID: <87tugc$4hg$1@corolla.OntheNet.com.au>
Source record: 46630
Cross-posted to: comp.sys.cbm,alt.games.atari,comp.sys.atari.8bit,rec.games.vectrex

That event looked awesome!!!! Wish we had something like that in Australia.

What the hell is a videopac?

Seeya

1120. 800XLDJ / ST <--> 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38A2649C.297A@swbell.net>
Source record: 46631
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi folks,

Realizing this program is quite old, I'm hoping someone out there still has knowledge of this. I'm trying to get my ST to act as my hard drive for my Atari 8-bit computer. The program I have found is "800XL DeeJay" which is a cute little program that allows an 8-bit to access the ST via an SIO2PC cable.

Got the cable, the two computers, and I've tried various configurations, but still the 8-bit does not recognize the ST as a disk drive with the 800XL DeeJay program running. What are some things to keep in mind when trying to get this to work?

And if someone would be kind enough to walk me through this, my E-mail address is : drclu@swbell.net

Thanks!

Doctor Clu
http://profiles.yahoo.com/doctor_clu
(Check out cool link #1 for a picture of the "Franken400")

1121. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <87u1ljbcj1@plutonium.compulink.co.uk>
Source record: 46632

> How about Mac and Atari Jaguar? That would be an improvement.
Meanwhile, back in the real world..

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1122. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_950187323@rtfm.mit.edu>
Source record: 46633
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

1123. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: Jeff Williams <gendo@nervhq.org>
Message-ID: <87utda$k20$1@nnrp1.deja.com>
Source record: 46634
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <38A27A60.D486E41@earthlink.net>,
Mike Kohary <mkohary@earthlink.net> wrote:
> Well, being a business with shareholders, I'm sure they'd like to make
> money, eliminating the Jaguar. And besides market share, the Mac
isn't
> exactly known for its gaming prowess compared to a PC (don't start
with
> this one, advocates. Show me a Mac with a GeForce and I'll recant).

You'll get no argument from me. In fact that's probably one of the
reasons *why* the PC has so much more market share - Apple's never even
really tried to get into the gaming scene, which is normally the main
reason home users by computers (oh, people say they buy them to do
their finances, or work from home, or use the internet, but I've seen
studies that show the majority of time people spend on their computers
is spent playing games).

And the Jaguar? They may as well release the game for the Sega Master
System or TurboGrafx 16. Sheesh.

--
// Jeff Williams
// gendo@nervhq.org

Sent via Deja.com http://www.deja.com/
Before you buy.

1124. Re: 800XLDJ / ST <--> 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: pete <pete@nycocorp.com>
Message-ID: <pete-C11158.09223610022000@news.erols.com>
Source record: 46635
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <38A2649C.297A@swbell.net>, drclu@swbell.net wrote:
Doc,

Just a guess, but you might need an ST Xformer cable instead.

Pete
> Hi folks,
>
> Realizing this program is quite old, I'm hoping someone out there
> still has knowledge of this. I'm trying to get my ST to act as my hard
> drive for my Atari 8-bit computer. The program I have found is "800XL
> DeeJay" which is a cute little program that allows an 8-bit to access
> the ST via an SIO2PC cable.
>
> Got the cable, the two computers, and I've tried various
> configurations, but still the 8-bit does not recognize the ST as a disk
> drive with the 800XL DeeJay program running. What are some things to
> keep in mind when trying to get this to work?
>
> And if someone would be kind enough to walk me through this, my
> E-mail address is : drclu@swbell.net
>
> Thanks!
>
> Doctor Clu
> http://profiles.yahoo.com/doctor_clu
> (Check out cool link #1 for a picture of the "Franken400")

1125. Linux as a Gateway

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: pete <pete@nycocorp.com>
Message-ID: <pete-DC85B1.09320810022000@news.erols.com>
Source record: 46636

My ISP does not have a UNIX Shell option so I cannot use my 8-bit to directly connect to the internet. I have been just transfering items from my Mac to the 8-bit via null modem cable, but that tends to get tedious.

I was wondering if anyone knows if its possible to use a Terminal Server under Linux to act as a gateway for my 8-bit. If so, how do I go about this?

Thanks,

Pete

1126. Re: 800XLDJ / ST <--> 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38A2DEF0.C8F2B62A@mail.uni-mainz.de>
Source record: 46637
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greg Goodwin schrieb:
>
> Hi folks,
>
> Realizing this program is quite old, I'm hoping someone out there
> still has knowledge of this. I'm trying to get my ST to act as my hard
> drive for my Atari 8-bit computer. The program I have found is "800XL
> DeeJay" which is a cute little program that allows an 8-bit to access
> the ST via an SIO2PC cable.
>
> Got the cable, the two computers, and I've tried various
> configurations, but still the 8-bit does not recognize the ST as a disk
> drive with the 800XL DeeJay program running. What are some things to
> keep in mind when trying to get this to work?
>
> And if someone would be kind enough to walk me through this, my
> E-mail address is : drclu@swbell.net
>
> Thanks!
>
> Doctor Clu
> http://profiles.yahoo.com/doctor_clu
> (Check out cool link #1 for a picture of the "Franken400")

Check out the Com-Port, in which you plug in the SIO2PC cable. Some ST computers (and especially Falcon computers !!) have to be modified to work properly with XLDeejay and SIO2PC. Since I do not own any ST/STE/TT/Falcon computers, I do not know which sort of modification has to be made... but wait, there was a TT user asking for a good XL emulator, maybe you can give him the XLDeejay...
And finally I hope there is anybody who can help with the XLDeejay problem (and modification) soon... greets - Andreas

1127. Re: Rana Drive - help wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <87ut1b$b4u$1@news.netvision.net.il>
Source record: 46638

Sorry Richard,

I have seen the rana drive once, and I do not have much experience with it

nir

Richard Daley <Richard.Daley@tesco.net> wrote in message
news:87sssa$7o8$1@barcode.tesco.net...
> Hello again, I have just bought a Rana 1000 from the USA to England, and
> cannot get it to work. I am using a UK 810 drive PSU, and when turned on,
> the drive spins the disk and goes to track 0, then to 39, all seems
normal.
> When the computer is turned on, nothing happens at all and the drive does
> not spin. I have checked that all the chips are seated, and cannot see
> anyhting odd except that one socket on the drive board is empty. It is at
> the rear left of the board, viewed from the front.
>
> Can anyone help? Is anyone aware of any reason why the Rana would not work
> with a PAL machine? I have also tried it with a NTSC machine, still with
no
> success.
>
> HELP PLEASE
>
> Richard
>
>

1128. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <NQFo4.72$Pw4.513@typhoon.sonic.net>
Source record: 46639
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In rec.games.video.atari Jeff Williams <gendo@nervhq.org> wrote:

: You'll get no argument from me. In fact that's probably one of the
: reasons *why* the PC has so much more market share - Apple's never even
: really tried to get into the gaming scene,

Umm... sprockets???

-bill!

1129. miner 2049er cart like new cheap!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <87vdko$2a9$1@nnrp02.primenet.com>
Source record: 46640

Please click here:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=satcom2

Thanks!

1130. Repost - AD: 8-bit/ST giveaway (UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <38a344e4$0$16858@news.zetnet.co.uk>
Source record: 46641

I am posting this on behalf of soemone who doesn't have access to this
newsgroup:

I used to be an avid
Atari fan starting with my 400, then 800, and I now have stored away
two 800xl's, two 1050 disc drives, an original ST with external drive
and loads of software for all of it.

For personal reasons I no longer have the space for it and am loathe
to throw it out :-(

Do you know anyone who would like to take it off my hands for free??

Of course they'd have to collect.

Please reply to p.mcroy@zetnet.co.uk

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1131. Re: MyDOS 6.0 and 48MB partitions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <87vq41kmm1@news.storm.ca>
Source record: 46642

No, SpartaDos never broke the 16Meg limit - 65536 sectors of 256 bytes each.
Any new DOS would realistically have to support Sparta and Atari/MyDOS and
then provide a way to have its own extended structure.

Not impossible, but I don't realistically see such a thing - who will put
the time into doing it?

David P.

LLpwhite <llpwhite@cs.com> wrote in message
news:20000210200142.01098.00000099@ng-bd1.news.cs.com...
> > Or is MyDos 4.60 still soon to
> >be released after 11 years?
>
> Never is a long time, but it's probably accurate. On the other hand, with
all
> of the partitions that the BB provides
> (96 or so) at 16 meg each, no one should run
> out of space. Doesn't Sparta X provide more
> the 16 MB per drive/partition? One little
> trick that I learned is to make all partitions
> the same size. I make all mine 60,000 sectors,
> which is a little over 15 MB. That makes using
> multiple partitions much easier, especially if
> you are using removable media such as Zip.
> Larry

1132. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e5t1x3.1x4ysadqdcmqqN%rlcolli@ibm.net>
Source record: 46643

Mike Kohary <mkohary@earthlink.net> wrote:
>
> - I have about 100 Atari floppies that I want to convert to .atr files
> on my PC.
>
> - I would like the ability to transfer .atr files back to real Atari
> floppies; however, this ability is not necessary, just frosting on the
> cake.

It sounds like you would like the ProSys cable, which would allow you to
hook your disk drive directly to your PC.

> Additional questions: given my desired task(s), what will the
> registered version of APE give me that the unregistered version does
> not? How reliable a businessman is Steven Tucker (i.e. product
> delivered in a timely manner, well constructed and worked as expected)?
> What has your general experience with the product been, and would you
> recommend it to others? All comments and reviews are welcome.

Steve has done a great job with Ape, and he is always willing to help
with any problems. It is money well spent.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

1133. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38A397A7.93FD05A0@earthlink.net>
Source record: 46644
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Jeff Williams wrote:
>
> You'll get no argument from me. In fact that's probably one of the
> reasons *why* the PC has so much more market share - Apple's never even
> really tried to get into the gaming scene, which is normally the main
> reason home users by computers (oh, people say they buy them to do
> their finances, or work from home, or use the internet, but I've seen
> studies that show the majority of time people spend on their computers
> is spent playing games).

Shhh...don't let the wives know. ;)

Mike
--
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
Mike Kohary Seattle, WA http://kohary.simplenet.com
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1134. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-10 00:00:00 UTC
From: Alan Reeve <areeve@reevesoft.com>
Message-ID: <j6p6asg1mtuh1t0mr7hh9qfi70uq7b1b9t@4ax.com>
Source record: 46645

I'll concur...

I registered APE and it's been a neat product. I, too, built the
cables myself.

Steve has been great with upgrades and it's been worth every penny...

- Alan

1135. Re: Rana Drive - help wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-11 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000210194430.01098.00000098@ng-bd1.news.cs.com>
Source record: 46646

A couple of thoughts and observations:

Do you have another drive that does
boot successfully from the computer(s)
that you are using? It really sounds as if
the Rana is not receiving any commands from
the computer. Does the drive LED's show
any error code after you have attempted to
boot from it? Are there any wierd sounds
from the computer or speaker? Any
error messages on the screen? Switch the
SIO cable from one SIO port to the other
on the Rana. Do you know that the cable
is good? I saw the message from Russ G.
with good info about the dip switches, so you
have presumably verified that the dips are
properly set. The empty IC socket doesn't
sound good. I just took one of my Rana's
apart, and there are no empty sockets. Of
course, you could have a different board
version. Can you be more specific about
the location of the empty socket? What
are the distances from the on/off switch
at the left rear of the drive. How many pins
positions does the socket have? I have
a Rana tech manual, so perhaps I can identify
the IC if you can zero in on its location.
Larry White

1136. Re: MyDOS 6.0 and 48MB partitions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-11 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000210200142.01098.00000099@ng-bd1.news.cs.com>
Source record: 46647

> Or is MyDos 4.60 still soon to
>be released after 11 years?

Never is a long time, but it's probably accurate. On the other hand, with all
of the partitions that the BB provides
(96 or so) at 16 meg each, no one should run
out of space. Doesn't Sparta X provide more
the 16 MB per drive/partition? One little
trick that I learned is to make all partitions
the same size. I make all mine 60,000 sectors,
which is a little over 15 MB. That makes using
multiple partitions much easier, especially if
you are using removable media such as Zip.
Larry

1137. Re: portfoio

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-11 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <88017t$p3u$1@ssauraac-i-1.production.compuserve.com>
Source record: 46648

Hi Steve, The portfolio has basic apps built in. Better ones can
be downloaded.

You can find apps at many FTP sites. www.umich.edu has a
portfolio section (http://www.umich.edu/~archive/).

I have a few help files on the portfolio at my site:
http://people.delphi.com/rldetlefsen/atari/info/infomain.htm.
I am working on a list of files in my library, about 35 megs,
that should be posted soon, in the vendors area.

Cables let you connect to other computers. Cards lets you keep
apps portable.

Hope this gets you started.

Rick D.

--

1138. Re: Problems Downloading Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-11 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8801c8$p3u$2@ssauraac-i-1.production.compuserve.com>
Source record: 46649

Hi Pete, my first suggestion is to make sure that you are using
plain binary transfer, not smart Mac binary, etc.

And it depends on the .COM file. It may not be a standalone
program. Usually they are a DOS(i.e. SpartaDos) command
extension.

Rick D.

--

1139. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-11 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-grZITS1JD1GI@cth-analog-ts01-s12.cth.com.au>
Source record: 46650

On Sun, 9 Feb 3900 13:23:07, X_velcro_X@netunlimited.net (Velcro SPY)
wrote:

> On Wed, 02 Feb 2000 16:07:52 +0100, Andreas Magenheimer
> <magea000@mail.uni-mainz.de> wrote:
>
> >I do not have much knowledge about cartridges and XE carts using
> >bankswitching techniques. But I do believe, there are XE carts, that do
> >not bankswitch all the time. Some of them have a sort of copy program
> >(or installation program) that copies all the code directly to RAM and
> >specific RAM area. So, it is possible that there are even 64k carts,
> >that do not work on 400/800 computers, because they use RAM under the OS
> >ROMs (or their copy programs copy the code into that area). Don`t beat
> >me if I am wrong here... - Andreas
>
> So the XE carts require the extra memory. It is not that they are XE
> carts really but more that they are 64K carts, I take it.
>
That depends on the program stored in the cart. some require less then
64K ram. some will work on an 800.
It is possiable for XE carts to have any size rom from 8K to 128K.
As far as I am aware, 128K rom is the largest XE cart around.

James B

1140. Wanted: Atari xf551 Disk Drives! Dead or Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-11 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <880vbprcn1@user2.teleport.com>
Source record: 46651
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. The Drives can have a damaged mechanism as I'm going to
replace the mechanism. If you have what I'm looking for, my E-Mail
address is bensmith@teleport.com.

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1141. More Atari! Inventory Growing! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-11 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <880ut3qqg1@user2.teleport.com>
Source record: 46652
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

Click for WebSite!

(Update: 02/10/2000) I've just added more to my ST Software Catalog and
I've added considerably more to my Hardware Catalog for the Classic 8
Bit as well as adjusted prices in that Catalog. Their are some items in
my 8 Bit Hardware Catalog I've just added on a trial basis. If I can't
sell them, I'll get rid of them to make room for more stock. These
Items are mainly the ones marked AS-IS or untested.

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. So checkout what's new on
my WebSite. In Fact, check it regularly as my Catalogs are updated
regularly. Customer's are served, first come, first serve! I have 6
different Catalogs, and my SoftWare Catalogs are my largest. They have
the biggest Byte Count. You should see my inventory! I have TruckLoads
of HardWare, Boxes & Boxes of Software & Libraries of Books & Reference
Material for the Classic Atari 8 Bit & Atari ST! And remember, if you
can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to
meet with other Atarians. Read the Ad near the bottom of this message.

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-
Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
http://www.atari.benjamin.net And Jump to my FTP site linked to my Web
Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, March 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. We're trying to rebuild our club so we're looking for Atarians who wan't to get involved in supporting other Atarians. If your interested, call Ben at (503)256-9974 and by all means, come to our meetings on the 2nd Thursday of the Month. For more info, surf the Web@

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1142. ProSys Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-11 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <38A40A84.DCDFBACA@erols.com>
Source record: 46653

Ok,

Now Im intriged. With APE and the ProSys cable can I direcetly hook my 1050
up to my PC and do file transfers from the PC->1050? Not just .atr transfers
but individual file from an .atr to a 1050 disk(and vs versa)?

Im also interested in moving files from a .atr to 3 1/2 floppies on the 8bit?

Can APE handle all of the above?

I have a SIO2PC cable but hate having to bring the 800XL up to the PC to run
it (and work blindly on the keyboard since no TV is around to view the 800XL
screen!)

Thanks,.
Steve

Remove the 'X' for email replies

Ryan Collins wrote:

> Mike Kohary <mkohary@earthlink.net> wrote:
> >
> > - I have about 100 Atari floppies that I want to convert to .atr files
> > on my PC.
> >
> > - I would like the ability to transfer .atr files back to real Atari
> > floppies; however, this ability is not necessary, just frosting on the
> > cake.
>
> It sounds like you would like the ProSys cable, which would allow you to
> hook your disk drive directly to your PC.
>
> > Additional questions: given my desired task(s), what will the
> > registered version of APE give me that the unregistered version does
> > not? How reliable a businessman is Steven Tucker (i.e. product
> > delivered in a timely manner, well constructed and worked as expected)?
> > What has your general experience with the product been, and would you
> > recommend it to others? All comments and reviews are welcome.
>
> Steve has done a great job with Ape, and he is always willing to help
> with any problems. It is money well spent.
>
> --
> Ryan 'Gozar' Collins
> Check out http://www.collinsoft.com/?usenet for Web News and Information
> rlcolli@ibm.net

1143. Re: Problems Downloading Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-11 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <8825dq025mk@enews3.newsguy.com>
Source record: 46654

On 9 Feb 2000 10:02:02 -, pete wrote:

>I've been transfering files from my Mac to my 8-bit via null modem cable
>and have not had much luck getting any files with a .com extension to
>function properly on my 8-bit. I am using 850 Express on my Atari and
>the communications program in AppleWorks 5 on the Mac.
>
>It seems odd, because any program I transfer with a .exe or .bas seem to
>work just fine.

That does seem a bit strange.

I recently transferred pretty much my _entire_ 8-bit collection to my Atari Falcon via null modem cable. I didn't seem to have any trouble with specific file extensions though. However, I used BobTerm on the 8-bit side, as I could never get Express to function with a null modem cable.

You might want to give BobTerm a try, as it works very well, and can even translate ATASCII to ASCII during the transfer (for any text files you want to be able to read more easily on your Mac).

If you can't find BobTerm, e-mail me and I'll send you a copy.

-Paul

--

Paul Nurminen | El Segundo, California USA
Falcon030/14/Nemesis | ICQ # 50313052

:::::: N U R M I X W E B C E N T R A L ::::::
http://www.tsotech.com/nurmix/home.htm
Electronic Music | Atari Computing | Humor

** SPAM ALERT! (Change "SPAM" to "com") **

1144. Re: 1050 drive went dead. Now what?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <88315tjgl1@nnrp1.deja.com>
Source record: 46655

Try a little contact cleaner on the drive select switches, don't
forget to work them around a little. It sounds like the same problem I
had once.

Sent via Deja.com http://www.deja.com/
Before you buy.

1145. Re: Trak-Ball mode

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Mario D'Alessio <dalessio@cig.mot.com>
Message-ID: <38A4FE71.D7B333AE@cig.mot.com>
Source record: 46656
Body handling: Binary attachment payload not displayed: vcard.vcf

If I remember correctly, joystick mode emulated the
digital codes of a real joystick, and trackball mode
emulated the paddles. I think the paddles were able to
provide values between 0-255, so the trackball was able
to do the same, giving a finer level of control.

The trackball in trackball mode will not work on an ST.
There is a modification for the Atari trackball which would
allow it to work with the ST. I did it and still have
the trackball.

Mario

Nir Dary wrote:
>
> Is trackball mode similar to the Atari St mouse mode?
>
> meaning when I connect an Atari ST mouse to the Atari 8bit computer does it
> work in track ball mode?
>
> nir
> wiseguy <wiseguyUSA@xoommail.com> wrote in message
> news:38a0507d.10424163@news.earthlink.net...
> > the Atari trak balls are switchable from
> > joystick mode to true trak ball mode.
> >
> > What games for the 8bit support "TB" mode?
> >
> > Missle Commend is the only one I have found so far.

[One or more binary attachments are retained only in the source text.]

1146. ATARI AND PC STUFF FROM 30p.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <38A51AA4.A198F9AC@cyberpeeps.freeserve.co.uk>
Source record: 46657

```
If you are looking for bargains from 30p. for PC & ATARI. Private sale
of software and hardware log onto http:/www.cyberpeeps.freeserve.co.uk
```

1147. SCRAM Nuclear Powerplant Simulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Ion <Inolin@home.com>
Message-ID: <9Ucp4.14084$_d.787986@news1.gvcl1.bc.home.com>
Source record: 46658

Hey, does anyone remember this game, or possible have it?

1148. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <883lo2$h37$1@ins22.netins.net>
Source record: 46659
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Jeff Williams wrote in message <87utda$k20$1@nnrp1.deja.com>...

>And the Jaguar? They may as well release the game for the Sega Master
>System or TurboGrafx 16. Sheesh.

Yeah, that 32-bit PlayStation makes much better errors than the 64-bit
Jaguar. Sheesh, indeed!

Must I also remind everyone that Wolfenstien was a precursor to Doom? Doom
was the first 3-D game on IBM. Wolfenstien was the first 3-D game on Mac.
Which was innovative? Whose chasing whose tail? My Mac LC, wich is over ten
years old, outperforms the fairly NEW IBM we have. It is not subject to the
viruses that chase IBM exe files, Mac doesn't have exe files. It can save
files using a space bar, *laughing* and it can read IBM discs without
emulation. IBM can't do these things. In a comparison, for some odd reason,
I can boot up my Mac LC, load up the web browser, hit my e-mail and then see
that IBM has finished booting up in the same amount of time. Yet, IBM users
always tell me Mac is slow. *laughs* Yep, and after ten years, IBM is still
catching up.

Besides saying that games never used to be about money, I will say no more.

With meddlesome charm,
MegaData

1149. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <883lvsrlt1@ins22.netins.net>
Source record: 46660
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

James Sweet wrote in message <38A27173.6117@hotmail.com>...
>Besides, the Mac is an ok machine for certain things, but what serious
>gamer uses one?

Q: Why does IBM and Motorolla help Apple
make the Macintosh processors?

A: For the errors!

laughs

1150. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Brian Pipa <joystick@takethisoutpipa.net>
Message-ID: <svep4.44$DJ.324@news.ipass.net>
Source record: 46661
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Lorr <chuckles@funnyfarm.fart> wrote in message
news:883lo2$h37$1@ins22.netins.net...
>
> Jeff Williams wrote in message <87utda$k20$1@nnrp1.deja.com>...
>
> Must I also remind everyone that Wolfenstien was a precursor to Doom? Doom
> was the first 3-D game on IBM. Wolfenstien was the first 3-D game on Mac.
>
Now we are TOTALLY off-topic, but what the heck. I'm not a Mac hater or
anything but you did make some incorrect statements:
It's true Wolfenstein (the original) did come out for the Mac, but it was
NOT 3D. Wolfenstein 3D came out for the PC before DOOM did. Wolfenstein does
not equal Wolfenstein 3D.

Brian
--

=-=
Brian Pipa joystick@takethisoutpipa.net
(REMOVE takethisout to email a reply)
Arcade game collection - http://joystick.virtualave.net
located near Raleigh, NC

1151. NEW 5.25 inch Disks 10 for £1.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <38A5749E.77B87267@cyberpeeps.freeserve.co.uk>
Source record: 46662

Mice ï¿½3, Lexmark printer memory, NEW 4 Meg. ï¿½6 all inclusive of
U.K.Postage.
New 5.25 inch DS HD 96 TPI Disks 10 for ï¿½1. Printer ribbons ï¿½3. 1 Meg.
30 Pin Sims for Atari ST & STE.
Also as apace is needed I am forced to sell allot of software and
hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and PC stuff at
silly prices. Prices start at 30p. Look at my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.

1152. Re: SCRAM Nuclear Powerplant Simulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <38a5a33d.127001913@news.cwru.edu>
Source record: 46663

SCRAM! Yep, I got it right here on my Rainbow. About the only game
that actually used the Rainbow graphics to their fullest. A very slow
game, though. You had to have a lot of patience to beat it...

On Sat, 12 Feb 2000 13:05:09 GMT, "lon" <lnolin@home.com> wrote:

>Hey, does anyone remember this game, or possible have it?
>
>

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1153. Aligning 810s or 1050s

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Dan Vernon <danver@safeco.com>
Message-ID: <883v8ohvk1@brokaw.wa.com>
Source record: 46664

I'm suspecting alignment problems with several of my drives, and I expect this would be a concern of anyone who uses their Atari regularly. Is there a way to properly align the drives without spending a fortune on special tools?

I notice that B&C Computervisions has something called an "ALIGN DISK 5.25 OSCOPE" for $25. I'm guessing its an oscilliscope for aligning floppy drives... does anyone know if this is a useful item, and if any software/instructions exist for aligning drives?

Thanks!
-Dan

1154. Wanted: valForth Extensions

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Dan Vernon <danver@safeco.com>
Message-ID: <88408i$k0i$1@brokaw.wa.com>
Source record: 46665

I'm sinking deeper into Forth these days and would really like to upgrade the editor in my valForth package. I know they had several extensions that were available in the early 80s, such as the editor/utilities package, pm graphics, display lists, text compression, and I believe a valForth target compiler.

I really want the better editor with the larger line buffer and enhanced screen copier, but I'm also interested in the other extensions as well.

Does anyone have any of these and would consider trading/selling/copying?

I have a number of comparable Atari dev tools currently for trade:
Action
Basic XE
MAC/65
OmniView XE 80 col. hardware upgrade
????

Thanks!
Dan

1155. Re: ProSys Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <884ate$ej9$1@nnrp1.deja.com>
Source record: 46666

In article <38A1D241.E4D42DBC@usa.net>,
Carolyn Hoglin <choglin@usa.net> wrote:
> Having given up on constructing a working Xformer parallel cable, I am
> now trying my luck with the ProSys serial cable. I've followed the
> published schematics carefully, but so far have no better luck than
with
> the Xformer cable. What can I be doing wrong? Can anyone post the
> expected voltages on the pins from a completed ProSys cable? Or give
me
> a link to a site that has them? Thank you.
>
> Carolyn
>
>Yo! carolyn, or should that be hello (as i'm from the UK) carmel here,
hows the ATARI thing going (better then the PC dont you think)
RE: you difficulty with prosys cable, I am reliably informed that
prosys and ape are versions of the sio-pc cable, the prosys cable is
just a new version of sio-pc from what i'm told, so if you know anyone
who has their mits on an sio-pc cable nick it from them and follow the
instructions as per building the prosys cable, i say that because i'm
told the ape cable is essentially an sio-pc cable, the prosys is an
siopc/ape cable with a few extra components that is all, perhaps as
your'e in the same country as stephen tucker (accreditted with the
ape/prosys cable) he might be able to help you, and at the same time
ask him if he intends building any distribution networks in the UK

Keep the ATARI faith

Carmel A. (MR)

Sent via Deja.com http://www.deja.com/
Before you buy.

1156. Indus GT and Rana Diskdrives

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <884c4l$fb9$1@nnrp1.deja.com>
Source record: 46667

Hi/hello Atari fans, I have a question regarding those obscure american 3rd party atari 8bit compat. d/d's, namely the Indus and Rana d/d's, as I have an indus GT, which i use in the UK

I seem to remember hearing or reading that the indus and rana d/d's actually were designed by the same people/family, and apparently there was some argument about the future direction of the existing product, and half the family left to set up a rival diskdrive co.. based on the existing tech...

Anyone out the who can substansiate this, or can shed any new light on this story, is it true.... only you out there in atari cyberland can tell me, also I would be interested in what happened to Atari's sierra computer (which was atari's attempt at either co processor tech.. (8086/6502 etc) or combining atari standard with ibm standard (s/w and h/w compatability) I remember some atari commentator making a snide remark by saying that it was the only worthwhile contrbution made by warners last atari president before tramiel took over(and screwed atari) I would also like to know what happened to dataques/charles steinmanns attemts with the 65816 based turbo 816 u/g and also the 3rd party atari compat. machine he was hoping to bring to market, some of which were based on turbo 816 as i remember

Keep the ATARI faith

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

1157. Re: 800XLDJ / ST <--> 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <38a59705.4075406@news.s-direktnet.de>
Source record: 46668
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

hi greg... i hope my email could help you...

plug in the sio2pc-cable... switch off your real 1050 and start
800xldj

mount a dos-image... drag&drop the "disk1"-icon in front of your
dos-image... turn on your 8bit... you should hear the typical
sio-sound... but without the time-lack... because your
st "doesnt" move any head from disk-track to disk-track... ;)

papa, heaven

http://www.s-direktnet.de/homepages/k_nadj/main.html

1158. A TRIBUTE TO ATARI USER GROUPS

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10002121241470.7811-100000@moose.erie.net>
Source record: 46669
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

The Spectrum Atari Group of Erie is celebrating FIFTEEN YEARS of dedication to Atari enthusiasts with a unique multi-media CD, entitled "A Fresh Perspective". THIS IS NOT JUST ANOTHER SOFTWARE COLLECTION!

Everyone who appreciates the days of fun and friendship in their own user group will want to get this disc. Whether your interests were 8-bit, ST/TT, Jaguar or Lynx this CD has you covered. It has something for everyone!

It's filled (over 640 megs!) with Atari-related text files, pictures, videos, songs, sample web-pages and an HTML tour that helps you get familiar with the disc's contents. Order it today!

Log onto the SAGE website at http://www.erie.net/~sagedm or at sage.atari.org (if it's working!).

1159. FS: Brand New Atari Jaguar Units, Games and Accessories (Updated)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <3Chp4.885$yj.32697@news0.telusplanet.net>
Source record: 46670
Cross-posted to:
alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.vid

Updated as of 02/12/00
New Items Added

I have a limited amount of brand new Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (all contain one controller, RF Box and AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
- Atari Jaguar with CyberMorph cartridge $40
- Atari Jaguar (No Cart) $30

** Atari Jaguar Accessories - New**
==========
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $15
- RF Switch Box $10

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working SONY SAT-A50 DSS Satellite Receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

1160. FS/T Atari Manuals, Books, Magazines and Comics

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <uQhp4.898$yj.33125@news0.telusplanet.net>
Source record: 46671
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.2600,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Last Updated 02/12/00
- Sold/traded items removed

I have the following Atari Manuals, Books, Magazines and Comics (which are all in good to mint condition) which I am looking to sell or trade. If you have any questions in regards to style. language, or cover art, etc., please feel free to ask. I am open to reasonable offers, please make all offers in U.S. Funds (buyer pays shipping). I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to me by using this link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Books (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

This list covers the following categories:
- Atari Force Comics
- Atari 2600 Manuals
- Atari 8bit Books and Manuals
- Atari ST Books and Manuals
- Atari related Magazines

Atari Force Comics
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

Atari 2600 Game Manuals Please make an offer
==========
- Artillery Dual by XONOX - Full color French (Canadian) variation 1983 (rare)
- Asteroids - Full color 5 language variation 1979
- Atari Game Catalog (49 Games) Full Color English variation 1982 -Breakout - Full color 5 language variation 1978
- Centipede - Full color 5 language variation 1982
- Chuck Norris Superkicks by XONOX - Full color French (Canadian) variation 1983 (rare)

- Combat - Full color 5 language variation 1978
- E.T. - Full color 5 language variation 1982
- Jungle Hunt - Full color English variation 1983
- Kangaroo - Full color 5 language variation 1983
- Maze Craze - Full color English variation 1978
- Missile Command - Full color 5 language variation 1980
- Mouse Trap by Coleco - 3 color English/French (Canadian) variation 1982 -Night Driver - Full color English variation 1980
- Outlaw - Full color English/French (Canadian) variation 1978
- Outlaw - Full color English variation 1978
- Pole Position - Full color 5 language variation 1983
- Popeye by Parker Bros. - 3 color English variation 1983
- RealSports Baseball - Full color 5 language variation 1982
- Star Raiders - Full color English variation 1982
- Street Racer - Full color 5 language variation 1978
- Yars' Revenge - Full color 5 language variation 1981
- Yars' Revenge - Full color English variation 1982

8-Bit Books Please make an offer
==========
- Compute's "The Atari Basic Source Book"
- Atari Basic Reference Manual

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals/Tech Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)

- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

Electronic Games Magazine memorabilia Please make an offer
==========
- Order Form Insert (Vectrex Version) - Mint Condition. This was the original full color order form insert that was packaged in with many companies cartridges to help promote sales of 'Electronic Games' magazine. It is a three page foldout which covers all the regular articles that 'Electronics Games' ran. The front cover is purple and offers Vectrex players a 44% discount.

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working SONY SAT-A50 DSS Satellite Receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

1161. Re: Trak-Ball mode

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: wiseguyUSA@xoommail.com
Message-ID: <38a5b75b.884246@news.earthlink.net>
Source record: 46672

On Sat, 12 Feb 2000 00:32:17 -0600, Mario D'Alessio
<dalessio@cig.mot.com> wrote:
>If I remember correctly, joystick mode emulated the
>digital codes of a real joystick, and trackball mode
>emulated the paddles. I think the paddles were able to
>provide values between 0-255, so the trackball was able
>to do the same, giving a finer level of control.
>
>The trackball in trackball mode will not work on an ST.
>There is a modification for the Atari trackball which would
>allow it to work with the ST. I did it and still have
>the trackball.

My original question was about Missle Command.

By switching the trakball to TB mode and hitting control-T on the
keyboard Missle Command works in "Trak Ball" mode. Where there any
other games for the 8bits that used the control-T feature?

1162. Atari 2600 7800 XE XL Games Commodore 64 Carts & More Yahoo Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: "Mr. Lee" <sega_master_system@yahoo.com>
Message-ID: <9Vip4.2008$Zh4.235736@newshog.newsread.com>
Source record: 46673

http://auctions.yahoo.com/user/sega_master_system

1163. Re: Trak-Ball mode

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <T2jp4.28717$in5.534070@news1.online.no>
Source record: 46674

Wasn't Centipede trackball controlled ? Can't remember

wiseguy <wiseguyUSA@xoommail.com> wrote in message
news:38a5b75b.884246@news.earthlink.net...
> On Sat, 12 Feb 2000 00:32:17 -0600, Mario D'Alessio
> <dalessio@cig.mot.com> wrote:
> >If I remember correctly, joystick mode emulated the
> >digital codes of a real joystick, and trackball mode
> >emulated the paddles. I think the paddles were able to
> >provide values between 0-255, so the trackball was able
> >to do the same, giving a finer level of control.
> >
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>
> My original question was about Missle Command.
>
> By switching the trakball to TB mode and hitting control-T on the
> keyboard Missle Command works in "Trak Ball" mode. Where there any
> other games for the 8bits that used the control-T feature?

1164. Re: ProSys Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38A5BF4C.74D3D4D7@usa.net>
Source record: 46675

carmel_andrews@my-deja.com wrote:

> Yo! carolyn, or should that be hello (as i'm from the UK) carmel here,
> hows the ATARI thing going (better then the PC dont you think)
> RE: you difficulty with prosys cable, I am reliably informed that
> prosys and ape are versions of the sio-pc cable, the prosys cable is
> just a new version of sio-pc from what i'm told, so if you know anyone
> who has their mits on an sio-pc cable nick it from them and follow the
> instructions as per building the prosys cable, i say that because i'm
> told the ape cable is essentially an sio-pc cable, the prosys is an
> siopc/ape cable with a few extra components that is all, perhaps as
> your'e in the same country as stephen tucker (accreditted with the
> ape/prosys cable) he might be able to help you, and at the same time
> ask him if he intends building any distribution networks in the UK
>
> Keep the ATARI faith
>
> Carmel A. (MR)
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Wow, I just checked this post and no answers, turned my back once, and there you are!

I have already built the ProSys cable (it is similar to the SIO2PC cable), carefully following the instructions according to Stephen Tucker and also those of Clarence Dyson (with detailed schematics). I've tested it thoroughly for continuity. Everything checks out OK, but it won't work with my XF551 or with a borrowed 1050 for that matter. I thought at first the problem was that I couldn't locate a 14C89 CMOS and used a 1489 instead. But now I've swapped it for the correct chip, and it STILL DOESN'T WORK! Please, can anyone help me?

Carolyn

1165. Re: ProSys Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <884lcq$871$1@freenet9.carleton.ca>
Source record: 46676

Carolyn Hoglin (choglin@usa.net) writes:
> carmel_andrews@my-deja.com wrote:
>
>> siopc/ape cable with a few extra components that is all, perhaps as
>> your'e in the same country as stephen tucker (accreditted with the
>> ape/prosys cable) he might be able to help you, and at the same time
>> ask him if he intends building any distribution networks in the UK
>>
> Wow, I just checked this post and no answers, turned my back once, and there
> you are!
>
> I have already built the ProSys cable (it is similar to the SIO2PC cable),
> carefully following the instructions according to Stephen Tucker and also
> those of Clarence Dyson (with detailed schematics). I've tested it
> thoroughly for continuity. Everything checks out OK, but it won't work with
> my XF551 or with a borrowed 1050 for that matter. I thought at first the
> problem was that I couldn't locate a 14C89 CMOS and used a 1489 instead. But
> now I've swapped it for the correct chip, and it STILL DOESN'T WORK! Please,
> can anyone help me?

It probably wont work because you didn't use the cmos version
of the 1489. Most computers dont have enough current availble on the
control lines of the serial port to drive the more power hungry version
of the 1489.

This chip works fine in the APE/SIO2PC design because in that
design it is powered from the Atari's large 5v supply, and can soak up
as much current as it likes. On the ProSystem interface it is powered
from the control lines of the PC's RS232 ports, which supply only a tiny
amount of current.

I suggest you get a cmos version of the 1489, or add an external
power supply to your cable design. Since you already have a cable thats
probably well constructed, I suggest you try the external power
supply.

Just remove the zenier diode and attach a 5v+ source at pin 14,
and ground at pin 7. If the supply is unregulated or well over 5v+ you
will need the zenier or a 7805/7905 type voltage regulator. This type
of voltage regulator is super-cheap and can be had at radio shack.

Last time I bought a bunch they were like $0.20 each or less,
which means RS will charge about $2 for it :)

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1166. Re: Trak-Ball mode

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <38a5e1ba$0$16858@news.zetnet.co.uk>
Source record: 46677

On 12 Feb 2000 00:32:17 , Mario D'Alessio wrote:
>If I remember correctly, joystick mode emulated the
>digital codes of a real joystick, and trackball mode
>emulated the paddles. I think the paddles were able to
>provide values between 0-255, so the trackball was able
>to do the same, giving a finer level of control.

No, IIRC the trackball mode gives the same signals as an ordinary mouse/trackball - two pins for each of X and Y, one pin gives the direction (0 or 1) and the other indicates the speed by alternating between 0 and 1.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1167. Re: ProSys Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000212144303.12446A-100000@vtn1>
Source record: 46678

On Sat, 12 Feb 2000, Carolyn Hoglin wrote:

>
> I have already built the ProSys cable (it is similar to the SIO2PC cable),
> carefully following the instructions according to Stephen Tucker and also
> those of Clarence Dyson (with detailed schematics). I've tested it
> thoroughly for continuity. Everything checks out OK, but it won't work with
> my XF551 or with a borrowed 1050 for that matter. I thought at first the
> problem was that I couldn't locate a 14C89 CMOS and used a 1489 instead. But
> now I've swapped it for the correct chip, and it STILL DOESN'T WORK! Please,
> can anyone help me?
>
> Carolyn
>
The problem often is that the SIO port just doesn't provide enough power.
I've found that certain drives--maybe even a majority of them--don't like
to coexist with SIO2PC on my 1mb XE. I know it's not good practice, but
boot your computer with only the disk drive connected and then disconnect
the drive and hook up your cable. If that works, then you can set up boot
software on the PC and only re-attach the drive when you need to access
real floppies. Needless to say, a large RAMdisk on the Atari would
facilitate transferring floppy contents to the PC.

jkp

1168. msc homepage removed !

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Belitz <Matthias.Belitz@gmx.de>
Message-ID: <01bf75ae$45b65600$90e64ec2@lrata2>
Source record: 46679

Hallo,

As I have no longes access to the server and not time to keep it living,
the homepage of msc ide-interface:

www.kawo2.rwth-aachen.de\~matz\atari

has been removed some weeks ago.

Basic information is now provided by :

http:\\www.birmanns.de

so please delete or update your links now.

Also both email adresses wont work any longer.

Thanx and keep on working

Matt

1169. Re: Aligning 810s or 1050s

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <38A5E9E9.2614AB0E@pcisys.net>
Source record: 46680

Dan Vernon wrote:

> I'm suspecting alignment problems with several of my drives, and I expect
> this would be a concern of anyone who uses their Atari regularly. Is there
> a way to properly align the drives without spending a fortune on special
> tools?

The only way to properly align a 810 drive is using a alignment disk with an
O-scope.
The alignment disk is a specially formatted disk that has a amplitude modulated
signal on
track 0 and track 16. You would first position the disk on track 0 and adjust
the head position to
get maximum amplitude on the signal. Then move the head to track 16 and check
it there.
To do the check you apply pressure in both directions on the head to see if the
signal amplitude
increases at all. If when you move it in both directions the signal amplitude
drops, you know you
got good head alignment.

The 810's were prone to going out of alignment because of the method Atari
chose to seeking
track 0 (issuing track out commands for a certain period of time). I don't
know why they just
didn't leave the track 0 sensor on the drives. Probably to cut costs.

>
> I notice that B&C Computervisions has something called an "ALIGN DISK 5.25
> OSCOPE" for $25. I'm guessing its an oscilliscope for aligning floppy
> drives... does anyone know if this is a useful item, and if any
> software/instructions exist for aligning drives?

What that is is the 5 1/4" alignment disk. No o-scope is included. If you do
some searching, you
might be able to find a o-scope at a flea market or thrift shop. It took me
some years to find one, though.

When my 810 went out of alignment many years ago, I got daring and aligned it
with a regular disk.
When it was trying to read a disk, I put finger pressure on the head and was
able to get it to read. I took
a allen wrench, loosened the allen screw and made a slight adjustment to the
head (with it powered off so as
to not let the drive try and move the head while the screw is loose). I was
lucky enough to get it to work.

Try this at your own risk though. I can't take no responsibility.

Another thing to look for is head pressure. There's a spring that applies pressure down to the pressure pad
that pushes the disk against the head. To check it, with the drive door closed, use your index finger and lift up
on the spring while keeping your finger away from the head and pressure pad. If the pressure pad lifts up by
itself, then you need to adjust that. Usually trying to lift up on it (the part that the spring pushes down on) and
doing a tilt down movement (down on the head end and up on hinge end) can usually get it back into shape.

> and if any software/instructions exist for aligning drives?

There are some cartridges that Atari made for checking them out. B&C might have some of those. As far
as repair manuals, the is a 810 and a 1050 repair manuals. One published by Atari, the other published by
Howard W. Sams Publishing (the people who do TV/VCR Photofacts). Try looking in your local library
at the main branch and see if they carry the Sams Photofacts and if they have the Computer Facts. Check
with the people at the resource desk. They usually keep these in the reference section and are not available
for checkout (but that doesn't stop you from using the copier, know what I mean). Like for
me, the main branch in Denver, CO (near the state capital) has some of the Computer Facts for the 8 bit Atari's.
If your library doesn't, try the nearest large city. Usually the large cities have the budget to buy these.

B&C and Best Electronics also carry them. The Sams versions are good and also carry some troubleshooting
and alignment instructions (and very short basic program to help you with testing/troubleshooting). The Atari
one is really good for theory of operation and more detailed alignment/testing instructions and usually has information
to go with the test cartridge.

Again, only do this if you feel confident about doing it. I can't assume responsibility.

Hope this helps.

Glenn Bruner
brunergs@pcisys.net

1170. Re: ProSys Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-12 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <38a5cfff.31794291@202.61.249.15>
Source record: 46681

On Wed, 09 Feb 2000 15:46:57 -0500, Carolyn Hoglin <choglin@usa.net>
wrote:

>Having given up on constructing a working Xformer parallel cable, I am
>now trying my luck with the ProSys serial cable. I've followed the
>published schematics carefully, but so far have no better luck than with
>the Xformer cable. What can I be doing wrong? Can anyone post the
>expected voltages on the pins from a completed ProSys cable? Or give me
>a link to a site that has them? Thank you.

How aggravating, Carolyn. I hope you can get this thing to work. I
emailed the nice proprietors at www.myatari.com and they offer a
tested XFormer cable for $29.95. So I am getting that, because I have
a 486 that I think it will work well with.

Good luck!

VS

To email me just remove the Xs and underline marks from my email address.

1171. Re: Can anyone tell me?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Natasha1983@webtv.net
Message-ID: <27203-38A74F0A-61@storefull-124.iap.bryant.webtv.net>
Source record: 46543

The 7800 Pro System Controller. Manufactured starting around 1983,
mainly in Europe about time Atari tried to ressurect the game system.
Not sure how long or how many, though my dad remembers being able to buy
them rather cheaply in '85-closeout. Nice stick though.

1172. FA: 1050 drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Stinky <octopus@aracnet.com>
Message-ID: <38A7AD4F.13E8061D@aracnet.com>
Source record: 46544

Anybody need disk drives? I have three 1050s in good working shape.
I'm auctioning them on Ebay as a set:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=260824961

Thanks for looking!

octopus@aracnet.com
http://www.aracnet.com/~octopus

1173. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38A7AF2E.811BFD1E@earthlink.net>
Source record: 46545
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Lorr wrote:
>
> Must I also remind everyone that Wolfenstien was a precursor to Doom? Doom
> was the first 3-D game on IBM. Wolfenstien was the first 3-D game on Mac.
> Which was innovative? Whose chasing whose tail?

Erm, Wolf was the first on the PC (and the first in 3d on the PC -
you're thinking of earlier 2d Wolfenstein games for the Mac), and both
Wolfenstein and Doom were made by Id. Which was innovative is a moot
question - they both were, and their lineage has been continued through
Quake, Q2 and now Q3.

> My Mac LC, wich is over ten
> years old, outperforms the fairly NEW IBM we have. It is not subject to the
> viruses that chase IBM exe files, Mac doesn't have exe files.

Yes it does.

> It can save
> files using a space bar, *laughing* and it can read IBM discs without
> emulation. IBM can't do these things.

You mean, Microsoft Windows doesn't do these things (as a default, I
might add - they could be done). Let's not confuse software with
hardware, ok guy?

> In a comparison, for some odd reason,
> I can boot up my Mac LC, load up the web browser, hit my e-mail and then see
> that IBM has finished booting up in the same amount of time. Yet, IBM users
> always tell me Mac is slow. *laughs*

Boot-up time as an indicator of computer power or superiority is lame
and meaningless. How about a real benchmark of performance?

> Yep, and after ten years, IBM is still
> catching up.

Sure it is. Ok, off to play Unreal Tournament...

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1174. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38A7B10E.4383732B@earthlink.net>
Source record: 46546
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Jason Data wrote:
>
> Brian Pipa wrote:
> >
> > Now we are TOTALLY off-topic, but what the heck. I'm not a Mac hater or
> > anything but you did make some incorrect statements:
> > It's true Wolfenstein (the original) did come out for the Mac, but it was
> > NOT 3D. Wolfenstein 3D came out for the PC before DOOM did. Wolfenstein does
> > not equal Wolfenstein 3D.
>
> Oh well, I repeat what I hear. I guess my source was wrong. It's also been a while... I
do
> know that Marathon (there were about three in the series) on Mac blew Doom away with it's
> moving backgrounds and smoother frame rates. I don't think it ever made it to IBM, but it
> was a superior Doom-type game. Also Cosmic Osmo and MYST were Mac driven games...
> though MYST and Riven made it to IBM, it was very much a Mac developer who brought
> you those games. Innovative games are much more frequent on a Mac... or they used to be.
> That was my point, not which games were innovative. Today Mac and IBM are converging.
> It's sad because all the IBM stuff makes Mac look bad. Actually, it's the Motorola
errors.
> That's why I've regressed to Atari. (No affiliation with Hasbro)
>
> I'm a person who got my Galaga score to roll over to zero several times on the Atari
7800. I
> may not know Doom, but I know my Galaga. I've talked to Hasbro. They don't know what
> they have and they don't care. Hasbro doesn't deserve Galaga.
>
> On that note, when you really think about it, maybe they are truely meant for IBM and
> PlayStation. May they get what they deserve. (150 to 4000 dollars in lost profit for
every
> bootleg copy... more likely on PSX and PC.)
>
> Play on!

I had prepared a longer response to this posting, but as I got to the
last two paragraphcs, I realized that all of what you said made so
little sense, I didn't know where to go with it. What is your point
again? What's a "Motorola error"? Mac and IBM (nee PC) are
converging? Hasbro doesn't "deserve" Galaga, because you've talked to
them and made some sort of emotional determination?

What are you talking about?

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1175. Re: SCRAM Nuclear Powerplant Simulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <884j2o$1jh$1@news.ihug.co.nz>
Source record: 46682

Yep, it available at:
http://homepages.ihug.co.nz/~aaronat/atari.html
just look down the page in the news items, its there somewhere.

lon <lnolin@home.com> wrote in message
news:9Ucp4.14084$_d.787986@news1.gvcl1.bc.home.com...
> Hey, does anyone remember this game, or possible have it?
>
>

1176. Re: Trak-Ball mode

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: jlodoen@server.thegrid.net
Message-ID: <M_mp4.1218$tT6.23664@news.swbell.net>
Source record: 46683

In article <38a5b75b.884246@news.earthlink.net>, wiseguyUSA@xoommail.com wrote:
>On Sat, 12 Feb 2000 00:32:17 -0600, Mario D'Alessio
><dalessio@cig.mot.com> wrote:
>>If I remember correctly, joystick mode emulated the
>>digital codes of a real joystick, and trackball mode
>>emulated the paddles. I think the paddles were able to
>>provide values between 0-255, so the trackball was able
>>to do the same, giving a finer level of control.
>>
>>The trackball in trackball mode will not work on an ST.
>>There is a modification for the Atari trackball which would
>>allow it to work with the ST. I did it and still have
>>the trackball.
>
>My original question was about Missle Command.
>
>By switching the trakball to TB mode and hitting control-T on the
>keyboard Missle Command works in "Trak Ball" mode. Where there any
>other games for the 8bits that used the control-T feature?

Synapse's "Slime!"

1177. 5-1/4 diskettes $10 per 100

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <gxyp4.106591$j63.1756195@news1.rdc2.pa.home.com>
Source record: 46684
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64.marketplace,misc.forsale.computers.other,misc.forsale.computers.others

```
Five and one quarter inch diskettes for sale $10 per hundred.
Combination of new, used, demo, & densities.
Mostly from IBM and various 8 bit machines.
No labels, just diskettes

I need your ZIP to quote shipping.

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
gene@ehrich.com
```

1178. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Jason Data <Data@Zentanyx.com>
Message-ID: <38A66F0E.436A@Zentanyx.com>
Source record: 46685
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Brian Pipa wrote:
>
> Lorr <chuckles@funnyfarm.fart> wrote in message
> news:883lo2$h37$1@ins22.netins.net..
> >
> > Jeff Williams wrote in message <87utda$k20$1@nnrp1.deja.com>...
> >
> > Must I also remind everyone that Wolfenstien was a precursor to Doom? Doom
> > was the first 3-D game on IBM. Wolfenstien was the first 3-D game on Mac.
> >
> Now we are TOTALLY off-topic, but what the heck. I'm not a Mac hater or
> anything but you did make some incorrect statements:
> It's true Wolfenstein (the original) did come out for the Mac, but it was
> NOT 3D. Wolfenstein 3D came out for the PC before DOOM did. Wolfenstein does
> not equal Wolfenstein 3D.
>
> Brian

Oh well, I repeat what I hear. I guess my source was wrong. It's also been a while... I do know that Marathon (there were about three in the series) on Mac blew Doom away with it's moving backgrounds and smoother frame rates. I don't think it ever made it to IBM, but it was a superior Doom-type game. Also Cosmic Osmo and MYST were Mac driven games... though MYST and Riven made it to IBM, it was very much a Mac developer who brought you those games. Innovative games are much more frequent on a Mac... or they used to be. That was my point, not which games were innovative. Today Mac and IBM are converging. It's sad because all the IBM stuff makes Mac look bad. Actually, it's the Motorola errors. That's why I've regressed to Atari. (No affiliation with Hasbro)

I'm a person who got my Galaga score to roll over to zero several times on the Atari 7800. I
may not know Doom, but I know my Galaga. I've talked to Hasbro. They don't know what they have and they don't care. Hasbro doesn't deserve Galaga.

On that note, when you really think about it, maybe they are truely meant for IBM and PlayStation. May they get what they deserve. (150 to 4000 dollars in lost profit for every bootleg copy... more likely on PSX and PC.)

Play on!

1179. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: mspaeth@mtl.mit.edu
Message-ID: <38a6d3fe$0$22714@senator-bedfellow.mit.edu>
Source record: 46686
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Brian Pipa (joystick@takethisoutpipa.net) wrote:
:
:
: Lorr <chuckles@funnyfarm.fart> wrote in message
: news:883lo2$h37$1@ins22.netins.net...
: >
: > Jeff Williams wrote in message <87utda$k20$1@nnrp1.deja.com>...
: >
: > Must I also remind everyone that Wolfenstien was a precursor to Doom? Doom
: > was the first 3-D game on IBM. Wolfenstien was the first 3-D game on Mac.
: >
: Now we are TOTALLY off-topic, but what the heck. I'm not a Mac hater or
: anything but you did make some incorrect statements:
: It's true Wolfenstein (the original) did come out for the Mac, but it was
: NOT 3D. Wolfenstein 3D came out for the PC before DOOM did. Wolfenstein does
: not equal Wolfenstein 3D.

Actually, the original Wolfenstein was for the Apple II... really crude
digital speech ("Halt!" "Kommen Sie!" "Heil"), low rez 2d graphics, etc...

...and for what it's worth, the guys at iD got their start programming
for the Apple II and were distributed by SoftDisk...

...and wolf3d eventually did get ported to the Apple //gs after the source
was released in the days of doom...

I loathe macintrash, so I don't know about any wolf for the mac :)

--
Mark Spaeth mspaeth@mtl.mit.edu
50 Vassar St., #38.265 mspaeth@mit.edu
Cambridge, MA 02139
(617) 253-0719 http://arcade.ne.mediaone.net/~mspaeth

1180. Re: ProSys Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sadm2o69ivs70@corp.supernews.com>
Source record: 46687

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message
news:884lcq$871$1@freenet9.carleton.ca...
> Carolyn Hoglin (choglin@usa.net) writes:
> > carmel_andrews@my-deja.com wrote:
> >
> >> siopc/ape cable with a few extra components that is all, perhaps as
> >> your'e in the same country as stephen tucker (accreditted with the
> >> ape/prosys cable) he might be able to help you, and at the same time
> >> ask him if he intends building any distribution networks in the UK
> >>
> > Wow, I just checked this post and no answers, turned my back once, and
there
> > you are!
> >
> > I have already built the ProSys cable (it is similar to the SIO2PC
cable),
> > carefully following the instructions according to Stephen Tucker and
also
> > those of Clarence Dyson (with detailed schematics). I've tested it
> > thoroughly for continuity. Everything checks out OK, but it won't work
with
> > my XF551 or with a borrowed 1050 for that matter. I thought at first the
> > problem was that I couldn't locate a 14C89 CMOS and used a 1489 instead.
But
> > now I've swapped it for the correct chip, and it STILL DOESN'T WORK!
Please,
> > can anyone help me?
>
> It probably wont work because you didn't use the cmos version
> of the 1489. Most computers dont have enough current availble on the
> control lines of the serial port to drive the more power hungry version
> of the 1489.
>
> This chip works fine in the APE/SIO2PC design because in that
> design it is powered from the Atari's large 5v supply, and can soak up
> as much current as it likes. On the ProSystem interface it is powered
> from the control lines of the PC's RS232 ports, which supply only a tiny
> amount of current.
>
> I suggest you get a cmos version of the 1489, or add an external
> power supply to your cable design. Since you already have a cable thats
> probably well constructed, I suggest you try the external power
> supply.
>

> Just remove the zenier diode and attach a 5v+ source at pin 14,
> and ground at pin 7. If the supply is unregulated or well over 5v+ you
> will need the zenier or a 7805/7905 type voltage regulator. This type
> of voltage regulator is super-cheap and can be had at radio shack.
>
> Last time I bought a bunch they were like $0.20 each or less,
> which means RS will charge about $2 for it :)
>
> Steve

She has the CMOS version now, still problems.

I am thinking of putting one together and swaping with her if she will let me. It has kind of peaked my curiousity now.

Just digging out from what seems like a 1/2 decade hiatus from soldering. Actually have a working soldering iron again, still need a few other requirements like VOM.

1181. Re: Can anyone tell me?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <887845eod1@kohl.informatik.uni-bremen.de>
Source record: 46688

"Chris Shilliday" <cshilliday@neo.rr.com> schrieb im Newsbeitrag
news:38A6FE0B.3570053@neo.rr.com...
> I possess a set of joysticks for Atari that I have not seen around too
> much. Could anyone tell me if these are common? The boxes say Atari
> Deluxe joystick fpr 2600, 7800, and XE Video Game Systems. They are a
> long joystick with fire buttons on both sides. I have attached a photo
> for reference[Image]

I *think* that's a 5200 system joystick...

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

1182. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Steve Jacobs <sinclair@ix.netcom.com>
Message-ID: <38A72E2A.605699AB@ix.netcom.com>
Source record: 46689
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

I can't believe I'm opening myself up like this, but...

I don't get it.

Steve

Lorr wrote:
>
> James Sweet wrote in message <38A27173.6117@hotmail.com>...
> >Besides, the Mac is an ok machine for certain things, but what serious
> >gamer uses one?
>
> Q: Why does IBM and Motorolla help Apple
> make the Macintosh processors?
>
> A: For the errors!
>
> *laughs*

1183. Re: Can anyone tell me?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38A7394A.E3BCD759@qnet.com>
Source record: 46690

You could say there common since they came with every Atari 7800 sold.
In fact you can still buy them through Atari suppliers. I also remember
that these joysticks had some problems after awhile. I beleive Best
Electronics fixed the problem and know offers the upgrade parts.

Don

1184. Re: msc homepage removed !

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <taHp4.1262$xy.26720@typhoon.tampabay.rr.com>
Source record: 46691

Yea, but how about an ENGLISH version? Hey Guys, I did read the utilities programs in english and saw some CDROM stuff there, FYI. Maybe this interface works with CDROM drives?

"Belitz" <Matthias.Belitz@gmx.de> wrote in message news:01bf75ae$45b65600$90e64ec2@Irata2...
> Hallo,
>
> As I have no longes access to the server and not time to keep it living,
> the homepage of msc ide-interface:
>
> www.kawo2.rwth-aachen.de\~matz\atari
>
> has been removed some weeks ago.
>
> Basic information is now provided by :
>
> http:\\www.birmanns.de
>
> so please delete or update your links now.
>
>
> Also both email adresses wont work any longer.
>
> Thanx and keep on working
>
> Matt

1185. Re: Aligning 810s or 1050s

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-13 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <BjHp4.1263$xy.26580@typhoon.tampabay.rr.com>
Source record: 46692

I used to work at repairing & Modifying Atari 8-bit, mostly as a hobby for the local guys. I aquired quite a stash of Atari 8-bit parts over the years, most of it has been packed away since I moved here to the Tampa, FL area in 1996. If there is enough interest I might be will to do repairs. I collect Atari also as a hobby. I not to long ago aligned an 810 for a guy I met on eBay, found out he lived 10 minutes away. I have all the alignment disks and a good scope. Any Interest?

"Dan Vernon" <danver@safeco.com> wrote in message
news:883v8ohvk1@brokaw.wa.com...
> I'm suspecting alignment problems with several of my drives, and I expect
> this would be a concern of anyone who uses their Atari regularly. Is
there
> a way to properly align the drives without spending a fortune on special
> tools?
>
> I notice that B&C Computervisions has something called an "ALIGN DISK 5.25
> OSCOPE" for $25. I'm guessing its an oscilliscope for aligning floppy
> drives... does anyone know if this is a useful item, and if any
> software/instructions exist for aligning drives?
>
> Thanks!
> -Dan
>
>

1186. Re: Can anyone tell me?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <fbIp4.29598$in5.554445@news1.online.no>
Source record: 46547

Nope, it could be the one called Super Stick or something like that. They
fit nice in the D-sub of the 2600 and I think I got mine with a 7800 system

Thomas Meyer <i03a@zfn.uni-bremen.de> wrote in message
news:887845eod1@kohl.informatik.uni-bremen.de...
> "Chris Shilliday" <cshilliday@neo.rr.com> schrieb im Newsbeitrag
> news:38A6FE0B.3570053@neo.rr.com...
> > I possess a set of joysticks for Atari that I have not seen around too
> > much. Could anyone tell me if these are common? The boxes say Atari
> > Deluxe joystick fpr 2600, 7800, and XE Video Game Systems. They are a
> > long joystick with fire buttons on both sides. I have attached a photo
> > for reference[Image]
>
> I *think* that's a 5200 system joystick...
>
> Thomas
> --
> Thomas Meyer, Bremen, Germany
> mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/
>
>
>

1187. Re: Linux as a Gateway

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <887kkt$7gc$1@news.huji.ac.il>
Source record: 46548

pete <pete@nycocorp.com> wrote in message
news:pete-DC85B1.09320810022000@news.erols.com...
> I was wondering if anyone knows if its possible to use a Terminal Server
> under Linux to act as a gateway for my 8-bit. If so, how do I go about
> this?

A simple (well, not so simple) getty command will set your PC's serial port
as a terminal server, so all you have to do is attach an Atari (Easiest
method: Use an APE/Sio2PC cable to connect, and use Ice-T with the
"Rverter" handler).

This works for me:
getty ttyS0 DT19200 vt102

of course you can put any other ttySx if you want. Set the Atari to
19.2kbps.

-Itay Chamiel

itayc
at cs dot huji.ac.il (do NOT reply directly)

1188. Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: Saiful Mazli <saiful@singnet.com.sg>
Message-ID: <887u4l$f56$1@newton3.pacific.net.sg>
Source record: 46549

Wow.. I didn't think this place exist any more

I am a proud owner of an Atari 600 XL, bought over 15 years ago, and still think of it fondly. Alas, when I last turned it on one of the sound channels is faulty.

I am wondering ...

1) How can I repair it
2) What can I do with this machine today ?

Saiful

1189. FS: Atari 1020 Color Plotter, Epson MX80FT Printer, and more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: mjj14@aol.com
Message-ID: <20000214041151.14697.00000169@ng-cu1.aol.com>
Source record: 46550

Hi,
I have the following items for sale:
-2 Macinotsh Pluses - one of them has a non working floppy drive, other than that it is in perfect condition and the other one has a bad picture tube (you have to let it warm up for 5 - 10 mins before it will come on), other than that, the second one also works perfectly. Both come with the original Mac Plus keyboard and mouse and the first one to get sold comes with a power cord (sorry I don't have 2) and some copies of system disks for the Plus. Any more questions, just e-mail me. You can see a pic of one of the Pluses (they both are actually very similar in condition) at:
http://members.aol.com/kjj58/MacPlus1.jpeg
I am asking $25 each for these plus shipping.
-Epson MX80FT Dot Matrix Printer - I have no clue if this printer works or not, I think it is for non-Apple computers anyway. It has not been tested whatsoever, so I can't guarantee anything. E-mail me if you have more questions. You can see pictures of it at:
http://members.aol.com/kjj58/EpsonMX80FT1.jpeg
http://members.aol.com/kjj58/EpsonMX80FT2.jpeg
http://members.aol.com/kjj58/EpsonMX80FT3.jpeg
I am asking $10 plus shipping.
-Atari 1020 Color Plotter Printer - this unit is also totally untested and it is for use with Atari's 8 bit computer series. This is for the printer only, no power adaptor, sorry. If you have any questions, e-mail me. You can see pictures of it at:
http://members.aol.com/kjj58/Atari10201.jpeg
http://members.aol.com/kjj58/Atari10202.jpeg
I am asking $5 plus shipping.
Thanks so much! I am flexible with the prices though if it comes down to a few dollars here or there.
-Matt

1190. Re: Can anyone tell me?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <lXPp4.29702$in5.556107@news1.online.no>
Source record: 46551

Schoengarth <dons@qnet.com> wrote in message
news:38A7394A.E3BCD759@qnet.com...
> You could say there common since they came with every Atari 7800 sold.
> In fact you can still buy them through Atari suppliers. I also remember
> that these joysticks had some problems after awhile. I beleive Best
> Electronics fixed the problem and know offers the upgrade parts.
>
>
> Don

Actually, I don't think they came with all 7800's. I have a PAL 7800 and
they have a thumb type of controller with two different fire buttons. Awful
to control

1191. Re: Can anyone tell me?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <888j5l$3c0$2@kohl.informatik.uni-bremen.de>
Source record: 46552

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> Actually, I don't think they came with all 7800's. I have a PAL 7800 and
> they have a thumb type of controller with two different fire buttons. Awful
> to control

First, I was about to write it's a 7800 controller...

I also have one of the 7800's with those super-cheapo thumb pads, but
I saw those sticks (from the picture) with some Atari consoles. Maybe
they were just too expensive to manufacture and so Atari went with the
cheap ones after a while.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

1192. Anyone tried the Super Video Mod? I did.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: Brian Hutchinson <brian.hutchinson@ericsson.com>
Message-ID: <38A80535.498F95B5@ericsson.com>
Source record: 46553

Greetings,

I was just wondering if anyone has tried the Super Video mods on the XL/XE machines. I just did it to a 800XL and observed the following:

1. At http://members.delphi.com/lmcclure/svxl/SV20_800XL.htm Step 3 says to solder a 2.2 ohm resistor in parallel with the 51 ohm resistor that is already there.

2. At http://www.redshift.com/~cdyson/supervid2.html Step 3 says to remove the 51 ohm resistor and replace it with a 2.2 ohm resistor.

Which step is correct or does it make much of a difference?

When I went to make my S Video cable to hook up the 800XL to my Jam!!, I used
http://www.redshift.com/~cdyson/supervid.html and everything works great. Pay attention to the picture shown. The picture is of a female S Video plug (that is what is meant by "S-Video socket at the peripheral"). It was 2am when I made my cable and I didn't catch this and hooked up my cable backwards so don't be like me, study the picture!

Now I have a great picture on my 800XL. Now if I can get the 600XL and 130XE done I'll have my 8 bit collection up to date with S Video output!

Regards,

Brian

1193. 8bit Cable TV Char. Generator

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: pete <pete@nycocorp.com>
Message-ID: <pete-782716.12232314022000@news.erols.com>
Source record: 46554

I've seen several Cable TV systems that use Atari 8-bits for their character generation. Does anyone know who makes this software and where I might get it?

Thanks,
Pete

1194. Re: msc homepage removed !

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: Belitz <Matthias.Belitz@gmx.de>
Message-ID: <01bf7711$0cb1ee00$97f24ec2@Irata2>
Source record: 46555

Hello !

Thanx for the interest, but the thing is finished.
There won`t be any second edition because of a number of different reasons.

Maybe, we will publish a scematic (if we have one - this one was layouted
with scematic in mind only) and drivers (at the moment without any comment
and even I have great problems understanding it).

So if you want to have an IDE-interface try to get Atari Classics, Bob had
published plans for a simple, working
interface (but 8 bit only, so no trough CD-ROM support possible).

Sorry, but that is the situation at the moment.

Matt

Jim Smith <jsmith@j-com.net> schrieb im Beitrag
<taHp4.1262$xy.26720@typhoon.tampabay.rr.com>...
> Yea, but how about an ENGLISH version? Hey Guys, I did read the
utilities
> programs in english and saw some CDROM stuff there, FYI. Maybe this
> interface works with CDROM drives?
>
> "Belitz" <Matthias.Belitz@gmx.de> wrote in message
> news:01bf75ae$45b65600$90e64ec2@Irata2...
> > Hallo,
> >
> > As I have no longes access to the server and not time to keep it
living,
> > the homepage of msc ide-interface:
> >
> > www.kawo2.rwth-aachen.de\~matz\atari
> >
> > has been removed some weeks ago.
> >
> > Basic information is now provided by :
> >
> > http:\\www.birmanns.de
> >
> > so please delete or update your links now.
> >
> >
> > Also both email adresses wont work any longer.
> >
> > Thanx and keep on working

> >
> > Matt
>
>
>

1195. RS232 cable pinouts! 850-modem

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: Heavy G <heavyg@evcom.net>
Message-ID: <38A87B15.F8F0902D@evcom.net>
Source record: 46556

Does anyone have the pinouts to make a modem cable for an 850? or know a site that has it? I been looking, and I used to have a text file showing them but lost it.

1196. FS: Atari books and magazines - bundle for $20

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: bilstein@alumni.utexas.net
Message-ID: <38a87296.14382990@news-server>
Source record: 46557
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have the following books and magazines for sale as a bundle. You can see pictures here:

http://www.geocities.com/TimesSquare/Arena/3336/ataribooks1.jpg
http://www.geocities.com/TimesSquare/Arena/3336/ataribooks2jpg

Take everything for $20 plus shipping (will ship book rate if you want). US shipping addresses only please.

All are in pretty good condition, nothing has any seriously tears or blemishes, just some average light wear. I don't believe there are any missing pages, although I didn't comb through each item, so they are being sold as-is. Here are the titles:

BOOKS:

- Your Atari Computer: A Guide to Atari 400/800 Computers, by Lon Poole with Martin McNiff & Steven Cook, 458 pgs
- The Atari Assembler, by Don Inman and Kurt Inman, 270 pgs
- Hands-On BASIC for the Atari 400/800/1200XL, by Herbert Peckham, 304 pgs
- Atari BASIC, by Bob Albrecht, LeRoy Finkel, & Jerald R. Brown, 332 pgs
- Stimulating Simulations, by C.W. Engel, 100 pgs (12 BASIC programs, not specifically Atari)

MAGAZINES AND BROCHURES:

- Atari Explorer: 10 issues: Winter '86, Summer '87, Spring '87, November/December '87, March/April '88, May/June '88, July/August '88, March/April '89, September/October '89, January/February 91.
- The Atari Connection: 4 issues: Welcome Edition, Vol. 1 No. 2, 3, 4.
- An Atari 8-bit Extra from Analog Computing, Summer 1987. Slick cover 130 pgs.
- Computer Entertainment, August 1985. Lots of Atari gaming info.
- Compute! Magazine, Vol. 8, No.2 & Vol. 9, No. 9. '86 and '87, both feature articles on Atari.
- Personal Computing Magazine: 7 issues. Dec '85, May '86-August '86. These are mostly IBM oriented, but I thought I'd throw them in here.
- Atari Personal Computer Product Catalog, 1981, 29 pgs
- Atari Program Exchange, Software Catalog Fall Edition - 1981, 40 pgs

Finally, there is a packet of brochures from various companies offering Atari products. There is an accompanying form letter from Sally Bowman of Time Warner/Atari stating that they have sent these brochures to Atari 400/800 owners as a service to them. It's just a

form letter, but it's still pretty cool, and has the embossed Atari letterhead on it. The brochures are from the following companies: The Source, Creative Computing, Analog Magazine, Quality Hardware, Compumax, Compute!, Custom Electronics Inc, Dorsett Educational Systems Inc, Houston Instrument, Innovision, Kurta Corporation, Macrotronics, The Casemaker, Personal Software Inc, Peripherals Plus, and United Software of America.

1197. Re: Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <20000214172952.25012.00001380@ng-cp1.aol.com>
Source record: 46558

You could use it as a doorstop.

Just kidding !!!!!

My guess is that you could buy a replacement far cheaper than repairing your computer.

Even though I do most of my computing/web surfing on an IBM based unit, I still have my 800XL hooked up and use it for a variety of applications. Basically, I still use it for the things I used it for in 1985.

Gail

1198. SIO2PC cables?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: pjsmith@netins.net
Message-ID: <slrn8ah2np.gg8.pjsmith@worf.netins.net>
Source record: 46559

Does anyone know of a vendor/individual that sells these cables? I do not have the necessary tools/skills to build one myself nor do I want the hassle.

Thanks!

Phil Smith

1199. Re: Anyone tried the Super Video Mod? I did.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <88ab8m$8gf$1@nw001t.infi.net>
Source record: 46560

I haven't done the mod, but since the 2.2 ohm resistor is more than 10 times
smaller than the 51, it shouldn't make much difference if any at all.

Brian Hutchinson <brian.hutchinson@ericsson.com> wrote in message
news:38A80535.498F95B5@ericsson.com...
> Greetings,
>
> I was just wondering if anyone has tried the Super Video mods on the
> XL/XE machines. I just did it to a 800XL and observed the following:
>
> 1. At http://members.delphi.com/lmcclure/svxl/SV20_800XL.htm Step 3 says
> to solder a 2.2 ohm resistor in parallel with the 51 ohm resistor that
> is already there.
>
> 2. At http://www.redshift.com/~cdyson/supervid2.html Step 3 says to
> remove the 51 ohm resistor and replace it with a 2.2 ohm resistor.
>
> Which step is correct or does it make much of a difference?
>
> When I went to make my S Video cable to hook up the 800XL to my Jam!!, I
> used
> http://www.redshift.com/~cdyson/supervid.html and everything works
> great. Pay attention to the picture shown. The picture is of a female
> S Video plug (that is what is meant by "S-Video socket at the
> peripheral"). It was 2am when I made my cable and I didn't catch this
> and hooked up my cable backwards so don't be like me, study the picture!
>
> Now I have a great picture on my 800XL. Now if I can get the 600XL and
> 130XE done I'll have my 8 bit collection up to date with S Video output!
>
> Regards,
>
> Brian
>
>

1200. Re: 8bit Cable TV Char. Generator

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <38A8C593.82A2AB40@netscape.net>
Source record: 46561

I'm interested in this answer, as well. They used Atari 8-bits as announcement boards in at least one dining hall at Syracuse while I attended, and until they were swallowed by Gates Inc, the local cable company used what appeared to be the same program. There were times when they were actually airing an editing session.

Jeff

pete wrote:

> I've seen several Cable TV systems that use Atari 8-bits for their
> character generation. Does anyone know who makes this software and
> where I might get it?
>
> Thanks,
> Pete

1201. Re: 8bit Cable TV Char. Generator

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <88ai4h$p4h$1@news.storm.ca>
Source record: 46562

John Harris of Frogger and Jawbreaker fame was producing and selling such systems. I don't have a current Email for him, but he has been known to lurk here is csa8 from time to time.

David P

Jeff Jewell <jeffjewell@netscape.net> wrote in message news:38A8C593.82A2AB40@netscape.net...
> I'm interested in this answer, as well. They used Atari 8-bits as
> announcement boards in at least one dining hall at Syracuse while I
> attended, and until they were swallowed by Gates Inc, the local cable
> company used what appeared to be the same program. There were times
> when they were actually airing an editing session.
>
> Jeff
>
> pete wrote:
>
> > I've seen several Cable TV systems that use Atari 8-bits for their
> > character generation. Does anyone know who makes this software and
> > where I might get it?
> >
> > Thanks,
> > Pete
>

1202. Re: 8bit Cable TV Char. Generator

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-14 00:00:00 UTC
From: jackk <jknutson@pacbell.net>
Message-ID: <874q4.5138$yt2.144567@nnrp3-w.snfc21.pbi.net>
Source record: 46563

I have one of these cartridges. It's called "INFO/soft 3000 Text
Generator". The cart works, but I have no idea how to use it...

Jack

mailto:xjknutson@pacbell.net

remove 'x' in email message to send me email...

"Jeff Jewell" <jeffjewell@netscape.net> wrote in message
news:38A8C593.82A2AB40@netscape.net...
> I'm interested in this answer, as well. They used Atari 8-bits as
> announcement boards in at least one dining hall at Syracuse while I
> attended, and until they were swallowed by Gates Inc, the local cable
> company used what appeared to be the same program. There were times
> when they were actually airing an editing session.
>
> Jeff
>
> pete wrote:
>
> > I've seen several Cable TV systems that use Atari 8-bits for their
> > character generation. Does anyone know who makes this software and
> > where I might get it?
> >
> > Thanks,
> > Pete
>

1203. FA Ebay: Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Chris Ross <pragmatist@kc.rr.com>
Message-ID: <38A8AC61.7B0FDE23@kc.rr.com>
Source record: 46564
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Since I didn't get any trade offers including anything I really needed,
I decided to put this system up for auction. I will still entertain
trade offers of 2600 and NES carts, though and will end the auction
early if something really catches my eye.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=261211255

--

"One World, One Web, One Program" - Microsoft Promotional Ad
"Ein Volk, Ein Reich, Ein Fuhrer" - Adolf Hitler

1204. Re: 8bit Cable TV Char. Generator

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: itzjustmike@aol.com
Message-ID: <20000214232137.15772.00000063@ng-fq1.aol.com>
Source record: 46565

I seem to recall that Pab Sungenis wrote a basic program to display just such an information screen for a cable station he was working for at the time. MBoard2000 I think it was called, that did almost the same things you're describing. I'm betting there's a copy of it floating around Umich or one of the other archive sites.

1205. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: bond@clark.net
Message-ID: <js5q4.6077$IK6.142873@iad-read.news.verio.net>
Source record: 46566
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <883lo2$h37$1@ins22.netins.net>,
Lorr <chuckles@funnyfarm.fart> wrote:

>Must I also remind everyone that Wolfenstien was a precursor to Doom? Doom
>was the first 3-D game on IBM. Wolfenstien was the first 3-D game on Mac.
>Which was innovative? Whose chasing whose tail? My Mac LC, wich is over ten
>years old, outperforms the fairly NEW IBM we have. It is not subject to the

You must be defining "fairly new" as a 386sx-25???

>viruses that chase IBM exe files, Mac doesn't have exe files. It can save
>files using a space bar, *laughing* and it can read IBM discs without
>emulation. IBM can't do these things. In a comparison, for some odd reason,

Ummmmm...huh? Granted, a Mac can do it out of the box for
floppies. Something like MacDrice98 works well with a PC under Windoze in
accessing numerous drive/media types. But there are also installable file
systems (Mac HFS) for "real" OSes, ala OS/2 and Linux. or you could also
"resort" to OSS emulation. Executable virii were eclipsed by M$ virii
eons ago. Trojans are another issue.

>I can boot up my Mac LC, load up the web browser, hit my e-mail and then see
>that IBM has finished booting up in the same amount of time. Yet, IBM users
>always tell me Mac is slow. *laughs* Yep, and after ten years, IBM is still
>catching up.

Without quantifying the specs, you're talking apples and oranges.

Please stop! You're giving me 10+ year old Amiga vs Mac flame
nightmares! Eeekkkkk...
--
-=-=-=-=-=-=-=-|-=|
bond@clark.net | Support OpenDVD @ http://www.opendvd.org |
| My PGP pub key @ http://pgp5.ai.mit.edu |

1206. Wanted: Action Quest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: randymac99@aol.comStopSpam
Message-ID: <20000215011234.19777.00000252@ng-fi1.aol.com>
Source record: 46567

```
The subject says it all, but here it is again:

Wanted: Action Quest cartridge

Email to RandyMac99@a0l.c0m (those aren't really zeros -grin- )
```

1207. Re: 8bit Cable TV Char. Generator

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <38A8FAF5.2DFCB98B@worldnet.att.net>
Source record: 46568

I have an Atari 130 XE that was apparently modified and
re-sold as such a system. The label on the bottom of
the system was replaced with one saying "Control and
Information Systems Inc" along with a serial #. Inside
it is a very new 130 board that has only 4 64x4 Memory
chips instead of the usual 16 64x1 Chips. The cartridge
port has been removed and re-soldered in place so that
it points straight up into the case. In this port there
is a modified cartridge board that fits inside the case.
Th board has 2 256K eproms and a clock chip on it as
well as several jumper wires etc. It also appears that
some of the components around the video socket have been
re-soldered so it may have a video upgrade as well (the
picture IS very good).

When the system is booted it comes up to a package titled
GraphTech Systems. This appears to be a very extensive package
allowing for editing text, saving to disk, reading from disk
changing font sizes colors, smooth scrolling etc. etc. etc. .
It has a complete online help system and actually is quite
impressive. The clock chip is still keeping time (I have never
set it and it was less than an hour off) but does have a Y2K bug
(It thought today (monday) was Sunday).

Because of the way the cartride is modified to fit the case I
have been unable to try it in any other 8-bit system so I don't
know if it makes use of the extra memory in the 130XE but I'd
bet it does.

Jeff Jewell wrote:
>
> I'm interested in this answer, as well. They used Atari 8-bits as
> announcement boards in at least one dining hall at Syracuse while I
> attended, and until they were swallowed by Gates Inc, the local cable
> company used what appeared to be the same program. There were times
> when they were actually airing an editing session.
>
> Jeff
>
> pete wrote:
>
> > I've seen several Cable TV systems that use Atari 8-bits for their
> > character generation. Does anyone know who makes this software and
> > where I might get it?
> >

> > Thanks,
> > Pete

1208. WTB: EPROM programmer

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: SII <jerry.glenwright@sixty3ink.ndo.co.uk>
Message-ID: <88c65s$p8j$1@nnrp1.deja.com>
Source record: 46569

Prefer ProBurner.

I'm in the UK.

Your price plus shipping paid.

Reply via email.

Anyone successfully built the burner described in Antic December 1985?

Sent via Deja.com http://www.deja.com/
Before you buy.

1209. FA: Action!, MAC/65, LOGO, P:R: Connection, Supra MicroPrint

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Alex Chamberlain <octopus@aracnet.com>
Message-ID: <38A91D0C.5F6B5E96@aracnet.com>
Source record: 46570

I'm still auctioning off almost all my Atari stuff on Ebay. (Keeping
the essentials: one 600XL, one joystick, and Star Raiders...)

Action! cart and manual:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=261524489

MAC/65 cart and MAC/65 Toolkit disk with manuals:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=261524210

LOGO cart and manuals:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=261522858

P:R: Connection parallel/serial interface:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=261521383

Supra MicroPrint parallel interface:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=261521841

Thanks for looking!

----
octopus@aracnet.com
http://www.aracnet.com/~octopus

1210. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <88bljifhj1@ins20.netins.net>
Source record: 46571
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Mike Kohary wrote in message <38A7B10E.4383732B@earthlink.net>...

>I had prepared a longer response to this posting, but as I got to the
>last two paragraphcs, I realized that all of what you said made so
>little sense, I didn't know where to go with it. What is your point
>again?

Ooops, I clipped it.

> What's a "Motorola error"?

An address error. When you read an odd address on the processor.

> Mac and IBM (nee PC) are
>converging?

Yes. Mac System 8 should be able to run on IBM, I heard.

>Hasbro doesn't "deserve" Galaga, because you've talked to
>them and made some sort of emotional determination?

Thank you for your reply.
Thank you for your reply.
Thank... It was quite unemotional.

>What are you talking about?

That which is above the line written here.

1211. Re: SIO2PC cables?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <2Gdq4.3384$xy.36190@typhoon.tampabay.rr.com>
Source record: 46572

I'll build you one, $25 shipping included.

"PHIL SMITH" <pjsmith@netins.net> wrote in message
news:slrn8ah2np.gg8.pjsmith@worf.netins.net...
>
> Does anyone know of a vendor/individual that sells these cables? I do
> not have the necessary tools/skills to build one myself nor do I want
> the hassle.
>
> Thanks!
>
> Phil Smith
>

1212. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <88bpgglqr1@ins20.netins.net>
Source record: 46573
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Mike Kohary wrote in message <38A7AF2E.811BFD1E@earthlink.net>...
>Lorr wrote:

>> viruses that chase IBM exe files, Mac doesn't have exe files.
>
>Yes it does.

Not without an IBM emulator to run ".exe" and ".zip" files. Mac use hqx,
sit, and sea files. Generally, you don't see these things on IBM
compatibles.

>> It can save
>> files using a space bar, *laughing* and it can read IBM discs without
>> emulation. IBM can't do these things.
>
>You mean, Microsoft Windows doesn't do these things (as a default, I
>might add - they could be done). Let's not confuse software with
>hardware, ok guy?

I was talking about Dos.
I think there are folders in Windows that are called "My Documents" and
other things that use a space bar... for folders. That's software, though.
You have to buy that, in some cases. Most IBMs come with Dos as standard
issue.

>> In a comparison, for some odd reason,
>> I can boot up my Mac LC, load up the web browser, hit my e-mail and then
see
>> that IBM has finished booting up in the same amount of time. Yet, IBM
users
>> always tell me Mac is slow. *laughs*
>
>Boot-up time as an indicator of computer power or superiority is lame
>and meaningless. How about a real benchmark of performance?

You mean like the Macs that are quoted at 500 Mhz need to be compared to an
IBM Compatible of at least 600 Mhz? (Clone inconsistencies may vary.)

>> Yep, and after ten years, IBM is still
>> catching up.
>
>Sure it is. Ok, off to play Unreal Tournament...

Don't play StarCraft. You'll probably never be able to complete a networked
game. Well, maybe once a week... if you play every day.

Are they networking Galaga? There's an interesting concept... well, not on the machines Hasbro chose. On Atari Jaguar would be cool. Voice Modem would be prefered. Stereo sound is a must. Can't PlayStation any of the words. You have to utilize every aspect of Jaguar's networking capabilities and make use of those CatBoxes. Nah, it's too big a task for Hasbro. They couldn't make a 790 MB Jaguar CD with Voice Modem Networking capability with up to 32 players and Stereo Sound. They just aren't up to the challenge. They remake games. They don't improve them. They'll do what everyone else is doing to "update" them. That's what Hasbro does. Nothing creative. No doubt Hasbro will fail raise the bar.

1213. Re: msc homepage removed !

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38A9779A.A13D0BF0@mail.uni-mainz.de>
Source record: 46574

Jim Smith schrieb:
>
> Yea, but how about an ENGLISH version? Hey Guys, I did read the utilities
> programs in english and saw some CDROM stuff there, FYI. Maybe this
> interface works with CDROM drives?
>
[snip]
Hello Jim,
since this harddisk-interface was made in Germany, it has a german
manual :-) It supports IDE/EIDE harddisks (up to 240 partitions of max.
16 MB MyDos/SpartaDOS capacity), single+double+quad speed CD Rom (max.
is about 20x CD ROM), ZIP-Drives (OEM versions) and maybe other things.
It was once sold for about 120DM, which are nearly equal to 60
US-Dollars. It was made for the parallel bus, thus you needed any XL
computer. Nowadays this interface is completely sold out and it is not
produced any longer... greets - Andreas

P.S.: If you still need a harddisk interface you should buy
a black box or an XE-interface from poland (sorry no infos about that).
Maybe they support CD-ROM as well...

1214. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38A97C2D.3104A96F@mail.uni-mainz.de>
Source record: 46575

[snip] ...some XE carts need 64k memory (Ram under OS ROM)...

> That depends on the program stored in the cart. some require less then 64K ram. some will work on an 800. It is possiable for XE carts to have any size rom from 8K to 128K. As far as I am aware, 128K rom is the largest XE cart around. James B

Hello James,
yes thats true. But 128k is not the largest size thats possible.
You can have up to 256 (!) "banks" of 16k (via bankswitching). That would be 4 megabyte, but since we need some program management for doing the bank switching it will be less than 4MB, let`s say something in between 2 and 4MB (theoretically). Conclusion: Any XL/XE game could be brought to a cart, even Alternate Reality and many others - if there are hackers and patchers that redesign or reprogram a game in such a way, so it works from a cart...
Any volunteers out there, for moving both A.R. games onto a cart ?!?
greetings - Andreas Magenheimer

1215. Re: MyDOS 6.0 and 48MB partitions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38A97F16.4345D4E2@mail.uni-mainz.de>
Source record: 46576

"David A. Paterson" schrieb:
>
> No, SpartaDos never broke the 16Meg limit - 65536 sectors of 256 bytes each.
> Any new DOS would realistically have to support Sparta and Atari/MyDOS and
> then provide a way to have its own extended structure.
>
> Not impossible, but I don't realistically see such a thing - who will put
> the time into doing it?
>
> David P.
>
Hello David,
some guys from Poland are trying to do that by now. If I am correct,
they are writing a DOS thats Sparta compatible, but able to use 512
bytes or even 1024 bytes per sector (harddisk only). that would be 32Mb
per partition or 64Mb per partition... A Long long time ago (quoting
American Pie) Atari developed quite unpopular DOS 3, it used 1k per
sector/block. Maybe there is a posibility to get DOS 3 working with a
harddisk and up to 65535 sectors/blocks (a 1kbyte).
Who knows, we will see what`s happening in Poland (sooner or later).
greetings - Andreas

1216. Phili classics ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38A98285.F1B03C4A@mail.uni-mainz.de>
Source record: 46577

Just missed the info about Phili classics :(
Where and when is the event located ?? (Ok, Philadelphia, but where in
Philadelphia and when ??) greetings - Andreas Magenheimer

1217. Re: msc homepage removed !

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <88ckinaer1@news.storm.ca>
Source record: 46578

Are the plans still available? I'm sure that some entrepreneur could;d make some $$$ producing another lot of these.

David P.

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message news:38A9779A.A13D0BF0@mail.uni-mainz.de...
>
>
> Jim Smith schrieb:
> >
> > Yea, but how about an ENGLISH version? Hey Guys, I did read the utilities
> > programs in english and saw some CDROM stuff there, FYI. Maybe this
> > interface works with CDROM drives?
> >
> [snip]
> Hello Jim,
> since this harddisk-interface was made in Germany, it has a german
> manual :-) It supports IDE/EIDE harddisks (up to 240 partitions of max.
> 16 MB MyDos/SpartaDOS capacity), single+double+quad speed CD Rom (max.
> is about 20x CD ROM), ZIP-Drives (OEM versions) and maybe other things.
> It was once sold for about 120DM, which are nearly equal to 60
> US-Dollars. It was made for the parallel bus, thus you needed any XL
> computer. Nowadays this interface is completely sold out and it is not
> produced any longer... greets - Andreas
>
> P.S.: If you still need a harddisk interface you should buy
> a black box or an XE-interface from poland (sorry no infos about that).
> Maybe they support CD-ROM as well...

1218. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Jim <superblast@hotmail.com>
Message-ID: <MPG.1313ee52e853fd15989687@news.supernews.com>
Source record: 46579
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <Suoq4.6394$lK6.156397@iad-read.news.verio.net>,
bond@clark.net says...
> >Not without an IBM emulator to run ".exe" and ".zip" files. Mac use hqx,
> >sit, and sea files. Generally, you don't see these things on IBM
> >compatibles.
>
> Oh for the love of Pete! I'm sure someone must find your daftness
> endearing...
>
> All computers or OSes have "executables". These can be infected with a
> virus. From an "*.exe" under DOS/Doze to a "Fat" binary under
> MacOS. Thank god I don't see HQX on my PC unless I am doing
> cross-platform. I can quite do without resource forks thank you.

Yeah, don't you love this stuff?! All Mac owners think they're completely
safe from viri! Trust me, once Apple does something to piss people off,
there'll be plenty of people writing Mac viri. For now though, they're
too busy attacking the "Great Satan" of the computer world, Microsoft!

1219. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38AA3E25.851EF247@earthlink.net>
Source record: 46580
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Lorr wrote:
>
> Mike Kohary wrote in message <38A7AF2E.811BFD1E@earthlink.net>...
> >Lorr wrote:
>
> >> viruses that chase IBM exe files, Mac doesn't have exe files.
> > >
> > >Yes it does.
> >
> > Not without an IBM emulator to run ".exe" and ".zip" files. Mac use hqx,
> > sit, and sea files. Generally, you don't see these things on IBM
> > compatibles.

I knew you were going to say that. Mac programs are executable files;
they are as vulnerable to virii as any other executable program.

> >> It can save
> >> files using a space bar, *laughing* and it can read IBM discs without
> >> emulation. IBM can't do these things.
> > >
> > >You mean, Microsoft Windows doesn't do these things (as a default, I
> > >might add - they could be done). Let's not confuse software with
> > >hardware, ok guy?
> >
> > I was talking about Dos.

DOS? Who the fuck uses DOS anymore?

> > I think there are folders in Windows that are called "My Documents" and
> > other things that use a space bar... for folders. That's software, though.
> > You have to buy that, in some cases. Most IBMs come with Dos as standard
> > issue.

Most PCs (stop with the "IBMs" already) come with Win32 as standard.
Your computer knowledge is nil, it seems.

> >> In a comparison, for some odd reason,
> >> I can boot up my Mac LC, load up the web browser, hit my e-mail and then
> > see
> >> that IBM has finished booting up in the same amount of time. Yet, IBM
> > users
> >> always tell me Mac is slow. *laughs*
> > >
> > >Boot-up time as an indicator of computer power or superiority is lame
> > >and meaningless. How about a real benchmark of performance?

>
> You mean like the Macs that are quoted at 500 Mhz need to be compared to an
> IBM Compatible of at least 600 Mhz? (Clone inconsistencies may vary.)

No, I mean like running a benchmark (you know what that is, right?) on
two different systems, and comparing the results. It doesn't matter
what two machines you run them on, whether they're comparable or not -
that's the point of a benchmark, to find out which has superior
performance in that area.

> >> Yep, and after ten years, IBM is still
> >> catching up.
> >
> >Sure it is. Ok, off to play Unreal Tournament...
>
> Don't play StarCraft. You'll probably never be able to complete a networked
> game. Well, maybe once a week... if you play every day.

I have no idea what you're talking about.

> Are they networking Galaga? There's an interesting concept... well, not on
> the machines Hasbro chose. On Atari Jaguar would be cool. Voice Modem would
> be prefered. Stereo sound is a must. Can't PlayStation any of the words. You
> have to utilize every aspect of Jaguar's networking capabilities and make
> use of those CatBoxes. Nah, it's too big a task for Hasbro. They couldn't
> make a 790 MB Jaguar CD with Voice Modem Networking capability with up to 32
> players and Stereo Sound. They just aren't up to the challenge. They remake
> games. They don't improve them. They'll do what everyone else is doing to
> "update" them. That's what Hasbro does. Nothing creative. No doubt Hasbro
> will fail raise the bar.

Kook.

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1220. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38AA3E94.6FBA8F45@earthlink.net>
Source record: 46581
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Sean Connery wrote:
>
> In article <88bpgglqr1@ins20.netins.net>,
> Lorr <chuckles@funnyfarm.fart> wrote:
>
> >>> viruses that chase IBM exe files, Mac doesn't have exe files.
> >>
> >>Yes it does.
> >
> >Not without an IBM emulator to run ".exe" and ".zip" files. Mac use hqx,
> >sit, and sea files. Generally, you don't see these things on IBM
> >compatibles.
>
> Oh for the love of Pete! I'm sure someone must find your daftness
> endearing...
>
> All computers or OSes have "executables". These can be infected with a
> virus. From an "*.exe" under DOS/Doze to a "Fat" binary under
> MacOS. Thank god I don't see HQX on my PC unless I am doing
> cross-platform. I can quite do without resource forks thank you.
>
> >I was talking about Dos.
> >I think there are folders in Windows that are called "My Documents" and
> >other things that use a space bar... for folders. That's software, though.
> >You have to buy that, in some cases. Most IBMs come with Dos as standard
> >issue.
>
> Warning #1! You may have been asleep in a cave!
>
> >You mean like the Macs that are quoted at 500 Mhz need to be compared to an
> >IBM Compatible of at least 600 Mhz? (Clone inconsistencies may vary.)
>
> Warning #2. Old hat. In case you haven't heard AMD Athlons can be
> vapor-cooled OCed past a GHZ, and AMD has demoed 1.1ghz chips.
>
> I suggest you visit the library to see what you missed during your
> respite, Mr. Van Winkle...

Good, I'm not the only one that found this guy just plain weird. I was worried I might be offending some long-time member of the newsgroup or something - the guy displays his computing ignorance with every muttered word, doesn't he?

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1221. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-15 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38AA3E45.DAD64F52@earthlink.net>
Source record: 46582
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Lorr wrote:
>
> Mike Kohary wrote in message <38A7B10E.4383732B@earthlink.net>...
>
> >I had prepared a longer response to this posting, but as I got to the
> >last two paragraphcs, I realized that all of what you said made so
> >little sense, I didn't know where to go with it. What is your point
> >again?
>
> Ooops, I clipped it.
>
> > What's a "Motorola error"?
>
> An address error. When you read an odd address on the processor.
>
> > Mac and IBM (nee PC) are
> >converging?
>
> Yes. Mac System 8 should be able to run on IBM, I heard.
>
> >Hasbro doesn't "deserve" Galaga, because you've talked to
> >them and made some sort of emotional determination?
>
> Thank you for your reply.
> Thank you for your reply.
> Thank... It was quite unemotional.
>
> >What are you talking about?
>
> That which is above the line written here.

You are a true goofball. I won't waste any more of my time responding
to you.

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1222. Re: portfoio

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: äëðñ ëàï ùí ôøèé/îùôçä <"�� ������"@zahav.net.il>
Message-ID: <88f5j6$r7m$1@news2.inter.net.il>
Source record: 46443

As much as I can remember, the Atari Portfolio was an attempt to create a hand held PC compatible computer, with a reduced screen size (80 columns wide, probably about 10 lines high). Maybe it can referred to as the first palm computer. The operating system is supposed to have the 'look and feel' of MS-DOS, and it may be software compatible as well, although I recall that modifications to software had to be made. Popular PC programs like Lotus 1-2-3 were available for this computer.
BlackBeard <sleeper@hotkey.net.au> wrote in message
news:UIko4.11$gj7.2215@nsw.nnrp.telstra.net...
hi guys, i have this atari "portfoio",
no cards, no cables, only a "C" drive with no apps.
how do i use this thingg?
what do i need to buy?
thanks for any info.
Steve.

1223. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <samsa6s72pd91@corp.supernews.com>
Source record: 46444
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Sal Manfredonia <hysteria@gti.net> wrote in message news:K3Kq4.48737
> I have to disagree here. Hasbro seems to be doing pretty good with their
> ownership of Atari so far. Have you tried some of their releases? Their
Pong
> for IBM PC/compatibles is a roaring good time whether alone or against a
> friend (it even supports Internet play), and Atari Arcade Hits Volume 1 is
a
> textbook example of how a classic arcade game compilation on personal
> computers should be done. I'm pleased with their efforts so far, and I
look
> forward to their future products as well.
They've also started to file a couple of copyright infringement actions.

I'm not to sure I like this. I mean I am for protection of intellectual
property and all that, but I liked making the argument in the abstract i.e.
you shouldn't do it because it is wrong. "asbro will file a lawsuit if you
come out with a Pac Man clone"isn't nearly as much fun to debate.

1224. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: Sam Gladstone <sam.gladstone@mail.com>
Message-ID: <38ab831b.0@news.bewellnet.com>
Source record: 46445
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Maybe I missed something here. Hasbro is filing lawsuits for pacman
clones?

Namco owns Pacman and Galaga. Why is Hasbro using their money
to defend Namco's property? Atari doesn't own either, maybe a license
but not own, that title belongs to Namco only.

It would be humorus if Hasbro released another updated Namco game like
"Ms. Pacman" only to be tapped on the shoulder by Namco wondering why
Hasbro believed they owned other popular Namco titles.

Other oddball things I wonder about is will Hasbro pacman stuff end up on
the
playstation? That would be dilution of tradmark that Namco enjoys on the
playstation. (It would be sweet to see two Giants battle royal over
something
like this rather than pick on the small fries. C'mon Namco, put the fear of
God
in one of those big corporate giants and stop picking on the small potatoes
arcade
collectors!)

Regards,
Sam Gladstone

"Richard Cortese" <ricortes@netmagic.net> wrote in message
news:samsa6s72pd91@corp.supernews.com...
> Sal Manfredonia <hysteria@gti.net> wrote in message news:K3Kq4.48737
> > I have to disagree here. Hasbro seems to be doing pretty good with their
> > ownership of Atari so far. Have you tried some of their releases? Their
> Pong
> > for IBM PC/compatibles is a roaring good time whether alone or against a
> > friend (it even supports Internet play), and Atari Arcade Hits Volume 1
is
> a
> > textbook example of how a classic arcade game compilation on personal
> > computers should be done. I'm pleased with their efforts so far, and I
> look
> > forward to their future products as well.
> They've also started to file a couple of copyright infringement actions.
>
> I'm not to sure I like this. I mean I am for protection of intellectual
> property and all that, but I liked making the argument in the abstract
i.e.
> you shouldn't do it because it is wrong. "asbro will file a lawsuit if you

> come out with a Pac Man clone"isn't nearly as much fun to debate.
>
>

1225. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: bond@clark.net
Message-ID: <Suoq4.6394$lK6.156397@iad-read.news.verio.net>
Source record: 46583
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <88bpgglqr1@ins20.netins.net>,
Lorr <chuckles@funnyfarm.fart> wrote:

>>> viruses that chase IBM exe files, Mac doesn't have exe files.
>>
>>Yes it does.
>
>Not without an IBM emulator to run ".exe" and ".zip" files. Mac use hqx,
>sit, and sea files. Generally, you don't see these things on IBM
>compatibles.

Oh for the love of Pete! I'm sure someone must find your daftness
endearing...

All computers or OSes have "executables". These can be infected with a
virus. From an "*.exe" under DOS/Doze to a "Fat" binary under
MacOS. Thank god I don't see HQX on my PC unless I am doing
cross-platform. I can quite do without resource forks thank you.

>I was talking about Dos.
>I think there are folders in Windows that are called "My Documents" and
>other things that use a space bar... for folders. That's software, though.
>You have to buy that, in some cases. Most IBMs come with Dos as standard
>issue.

Warning #1! You may have been asleep in a cave!

>You mean like the Macs that are quoted at 500 Mhz need to be compared to an
>IBM Compatible of at least 600 Mhz? (Clone inconsistencies may vary.)

Warning #2. Old hat. In case you haven't heard AMD Athlons can be
vapor-cooled OCed past a GHZ, and AMD has demoed 1.1ghz chips.

I suggest you visit the library to see what you missed during your
respite, Mr. Van Winkle...
--
-=-=-=-=-=-=-|-=|
bond@clark.net | Support OpenDVD @ http://www.opendvd.org |
| My PGP pub key @ http://pgp5.ai.mit.edu |

1226. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-77Toj99pnfHd@cth-analog-ts01-s2.cth.com.au>
Source record: 46584

On Sun, 15 Feb 3900 17:17:49, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> [snip] ...some XE carts need 64k memory (Ram under OS ROM)...
>
> > That depends on the program stored in the cart. some require less then 64K ram. some will work on an 800. It is possiable for XE carts to have any size rom from 8K to 128K. As far as I am aware, 128K rom is the largest XE cart around. James B
>
> Hello James,
> yes thats true. But 128k is not the largest size thats possible.
> You can have up to 256 (!) "banks" of 16k (via bankswitching). That
> would be 4 megabyte, but since we need some program management for doing
> the bank switching it will be less than 4MB, let`s say something in
> between 2 and 4MB (theoretically). Conclusion: Any XL/XE game could be
> brought to a cart, even Alternate Reality and many others - if there are
> hackers and patchers that redesign or reprogram a game in such a way, so
> it works from a cart...
> Any volunteers out there, for moving both A.R. games onto a cart ?!?
> greetings - Andreas Magenheimer

I did say that 128k is the largest XE cart avilable. The XE cart has
that design limit. The xe cart also only switches the bottom 8k, The
upper 8k always stays where it is. Of course, poeple can design much
larger carts. There is nothing stopping you from having 65535 banks
in theroy.

James B

1227. Re: Anyone tried the Super Video Mod? I did.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-dm9rWQTTsp9c@cth-analog-ts01-s2.cth.com.au>
Source record: 46585

On Sun, 14 Feb 3900 08:37:58, Brian Hutchinson
<brian.hutchinson@ericsson.com> wrote:

> Greetings,
>
> I was just wondering if anyone has tried the Super Video mods on the
> XL/XE machines. I just did it to a 800XL and observed the following:
>
> 1. At http://members.delphi.com/lmcclure/svxl/SV20_800XL.htm Step 3 says
> to solder a 2.2 ohm resistor in parallel with the 51 ohm resistor that
> is already there.
>
> 2. At http://www.redshift.com/~cdyson/supervid2.html Step 3 says to
> remove the 51 ohm resistor and replace it with a 2.2 ohm resistor.
>
> Which step is correct or does it make much of a difference?
the orignal artical says to solder the 2.2 ohm resistor on top of the
51ohm resistor in parallel. In reality, it don't make much difference.

James B

1228. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <88dmm7bef1@freenet9.carleton.ca>
Source record: 46586

Lance Ringquist (Video61@webtv.net) writes:
> we are currently looking into publishing icet 48k&icet 128k on cart(we
> got permission from itay)if any one is interested in seeing this project
> come to life,just post your answer back here,thanks,

Sure would like a 128k copy, but how will you load my choice
of DOS first?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1229. Re: Cave of Hasbro

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <88eae7apf1@ins20.netins.net>
Source record: 46587
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Sean Connery wrote in message ...
>
>Warning #1! You may have been asleep in a cave!

What of it?
Hasbro can do it. Why can't I?
They aren't going for Dreamcast. They're not going for Nuon. They're not shooting for PlayStation2. They are shooting for OLD market PC and PlayStation.

{Other warning irrelevant. See above.}

1230. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <88ebplcpn1@ins20.netins.net>
Source record: 46588
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Mike Kohary wrote in message <38AA3E25.851EF247@earthlink.net>...

>I knew you were going to say that. Mac programs are executable files;
>they are as vulnerable to virii as any other executable program.

That was not my point and you know it. (or should) A virus that seeks out
.exe specific files will not create a great disturbance in the Mac arena.
That's what I said before. That's what took out city power... forget it.
You're obviously not interested or not paying attention.

>> I was talking about Dos.
>
>DOS? Who uses DOS anymore?

blinks

Who uses IBM constructively?

grin

>Most PCs (stop with the "IBMs" already) come with Win32 as standard.
>Your computer knowledge is nil, it seems.

Thankfully, when it comes to IBM, I have no schooling. Well, that's not
entirely true... but I don't want to bore you. I've used Apple IIe, IBM,
Mac, Silicon graphics, NeXT... big deal. Yadda, yadda.

IBM, and their compatibles = PCs. No one ever calls Macs PCs. IBM clones can
be called IBMs. So, I won't stop. IBM is spelled just as long as PCs.

>> You mean like the Macs that are quoted at 500 Mhz need to be compared to
an
>> IBM Compatible of at least 600 Mhz? (Clone inconsistencies may vary.)
>
>No, I mean like running a benchmark (you know what that is, right?) on
>two different systems, and comparing the results. It doesn't matter
>what two machines you run them on, whether they're comparable or not -
>that's the point of a benchmark, to find out which has superior
>performance in that area.

Right. *grin* That's funny!!! I thought you didn't want to talk about IBM
software. There is no reason to compare the slower operation speeds of a Mac
when they are so close to windows and windows programming bogs down the IBM
to speeds under that of a Mac. IBM also costs more to maintain system
software. If you want to spend that kind of money, fine. Have an IBM. Stop
putting them in schools. We pay for those megaliths. Certain programs are
minutes faster on Mac.

>> Don't play StarCraft. You'll probably never be able to complete a
networked
>> game. Well, maybe once a week... if you play every day.
>
>I have no idea what you're talking about.

You don't know what StarCraft is?

There are networks that crash in IBM that will mess with your screen, prevent dreams, and make you scream. IBM has more incompatibilities/errors than a Mac, like I said before. But realize that I'm talking about an older Mac compared to a new IBM. New computers are virtually compatible.

>> Are they networking Galaga? There's an interesting concept... well, not
on
>> the machines Hasbro chose. On Atari Jaguar would be cool. Voice Modem
would
>> be prefered. Stereo sound is a must. Can't PlayStation any of the words.
You
>> have to utilize every aspect of Jaguar's networking capabilities and make
>> use of those CatBoxes. Nah, it's too big a task for Hasbro. They couldn't
>> make a 790 MB Jaguar CD with Voice Modem Networking capability with up to
32
>> players and Stereo Sound. They just aren't up to the challenge. They
remake
>> games. They don't improve them. They'll do what everyone else is doing to
>> "update" them. That's what Hasbro does. Nothing creative. No doubt Hasbro
>> will fail raise the bar.
>
>Kook.

They apparently ARE networking Galaga.
I guess you don't care about the subject. I'll change it... done.
I like when I actually discuss the subject... how people react poorly. Makes you wonder why there aren't more Kooks, spooKs, and gooKs.

By the way. I mistyped before. I think it was Mac System 9 that should be playable on IBM, if the rumors are true. Mac and IBM will be one. You wait long enough, it'll happen.

IBM and Motorola destroyed Atari and Mac. All it took was a handshake.
Keep your friends close. Keep your enemies closer.
False friend or true enemy?

1231. Re: Cave of Hasbro

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: Jim <superblast@hotmail.com>
Message-ID: <MPG.131470af5688b688989688@news.supernews.com>
Source record: 46589
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <88eae7apf1@ins20.netins.net>, chuckles@funnyfarm.fart
says...
>
> Sean Connery wrote in message ...
> >
> >Warning #1! You may have been asleep in a cave!
>
>
> What of it?
> Hasbro can do it. Why can't I?
> They aren't going for Dreamcast. They're not going for Nuon. They're not
> shooting for PlayStation2. They are shooting for OLD market PC and
> PlayStation.

Okay, let me get this straight. Hasbro has been asleep in a cave because they've taken one of the most popular arcade games ever (one which continues to make operators money today), and created a new version of it for the most popular computing platform (Windows being on 90% of the world's computers), and the most popular gaming system, Playstation. Boy, someone should warn the stockholders because they're really going out on a limb here!

BTW - Playstation2 will play Playstation discs and a year from now, people will be saying "Whatcast"?

Now go away.

1232. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <7105-38AAC299-13@storefull-178.iap.bryant.webtv.net>
Source record: 46590

good question,we do not know yet,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1233. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <salioein2pd26@corp.supernews.com>
Source record: 46591

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message
news:88dmm7bef1@freenet9.carleton.ca...
> Lance Ringquist (Video61@webtv.net) writes:
> > we are currently looking into publishing icet 48k&icet 128k on cart(we
> > got permission from itay)if any one is interested in seeing this project
> > come to life,just post your answer back here,thanks,
>
> Sure would like a 128k copy, but how will you load my choice
> of DOS first?
DOS still loads from disk if you set the cart flag for boot. I used the
SpeedScript cart I made with every DOS I had laying around. I actually made
two SpeedScript carts, one with no disk boot for when I just wanted to knock
off a quick letter w/o saving it.

1234. Re: MyDOS 6.0 and 48MB partitions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <saljm0e72pd88@corp.supernews.com>
Source record: 46592

LLpwhite <llpwhite@cs.com> wrote in message
news:20000215194932.29584.00003549@ng-fg1.news.cs.com...
> >A Long long time ago (quoting
> >American Pie) Atari developed quite unpopular DOS 3, it used 1k per
> >sector/block. Maybe there is a posibility to get DOS 3 working with a
harddisk
> and up to 65535 sectors/blocks (a 1kbyte).
>
> I don't remember that much about Dos 3, but
> can remember that there was such a fuss
> from Atari owners at the time about all the
> "wasted space" by using clusters instead of
> individual sectors! I can still remember the
> howling at the user's group meetings. Makes
> me curious to dig out my Dos 3 manual and
> disk and check it out again.
> Larry
I remember the problem being the minimum allocation unit was ~1024 bytes. So
if you had a short files, like 10 versions of ML program you are debugging,
it was possible to waste almost 20k for the 10 copies of source code and 10
.obj files.

Just my op, but in anything Atari storage you are going to do, you will have
this type of file storage problem. Specifically, most Atari files are 4-32k
in lenght, so even when you start talking 16 meg of storage per hard drive
partition you have to take the number of files into account.

1235. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Sal Manfredonia <hysteria@gti.net>
Message-ID: <K3Kq4.48737$ox5.12852545@tw11.nn.bcandid.com>
Source record: 46446
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Lorr <chuckles@funnyfarm.fart> wrote in message
news:88bpgglqr1@ins20.netins.net...
>
> Are they networking Galaga? There's an interesting concept... well, not on
> the machines Hasbro chose. On Atari Jaguar would be cool. Voice Modem
would
> be prefered. Stereo sound is a must. Can't PlayStation any of the words.
You
> have to utilize every aspect of Jaguar's networking capabilities and make
> use of those CatBoxes. Nah, it's too big a task for Hasbro. They couldn't
> make a 790 MB Jaguar CD with Voice Modem Networking capability with up to
32
> players and Stereo Sound. They just aren't up to the challenge. They
remake
> games. They don't improve them. They'll do what everyone else is doing to
> "update" them. That's what Hasbro does. Nothing creative. No doubt Hasbro
> will fail raise the bar.

I have to disagree here. Hasbro seems to be doing pretty good with their ownership of Atari so far. Have you tried some of their releases? Their Pong for IBM PC/compatibles is a roaring good time whether alone or against a friend (it even supports Internet play), and Atari Arcade Hits Volume 1 is a textbook example of how a classic arcade game compilation on personal computers should be done. I'm pleased with their efforts so far, and I look forward to their future products as well.

Would I like to see Galaga or some of these other games on the Jaguar? Sure I would. Unfortunately the Jaguar has been off of the mass market for nearly four years now. The voice modem only exists in prototype form; only a handful of people own one. It's not a matter of being too big a task for Hasbro--it's just that these other markets offer a much larger potential userbase. Also, many of these platforms offer hardware that is simply more powerful than the six-year-old Jaguar system, meaning that they can often get more impressive results with less effort.

Don't get me wrong, I think the Jaguar is a great machine. I still have mine hooked up, just as it has been since November 1993. I still play it frequently. I still support the developers who are bringing out new, quality software for the machine. But at the same time, I appreciate Hasbro's efforts to bring Atari games to a broader audience of gamers who happen to own other systems.

About four or five years ago, I read an interview with Nolan Bushnell where he made a remark along the lines of (not an exact quote here): "Software is

what really matters. Hardware is just something you buy to play software on." Think about it.

--
Sal Manfredonia (hysteria@gti.net)

"Let's be heard!" -- Bob Grant

1236. I am selling a real nice atari 400 computer.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: smberzerk@aol.com
Message-ID: <20000217000127.03815.00000804@ng-fd1.aol.com>
Source record: 46447

If the guy who has it now, stays at the same price, he's going to get one heck of a deal!

Check it out at:http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=259245984

Thanks, Chris Smith

1237. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: ruach_navi@my-deja.com
Message-ID: <88hgsdhjf1@nnrp1.deja.com>
Source record: 46448

```
In article <88dmm7$bef$1@freenet9.carleton.ca>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
> Lance Ringquist (Video61@webtv.net) writes:
> > we are currently looking into publishing icet 48k&icet 128k on
cart(we
> > got permission from itay)if any one is interested in seeing this
project
> > come to life,just post your answer back here,thanks,
>
> Sure would like a 128k copy, but how will you load my choice
> of DOS first?
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator!
* * *
> * * * Turn your 8-bit Atari into a powerhouse with APE!
* * *
> * * * Ape Homepage: http://www.nacs.net/~classics
* * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!
>

How would get one? I would like one of each cart.

Sent via Deja.com http://www.deja.com/
Before you buy.
```

1238. Re: Indus GT and Rana Diskdrives

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: ruach_navi@my-deja.com
Message-ID: <88hh0nhrh1@nnrp1.deja.com>
Source record: 46449

In article <884c4l$fb9$1@nnrp1.deja.com>,
carmel_andrews@my-deja.com wrote:
> Hi/hello Atari fans, I have a question regarding those obscure
> american 3rd party atari 8bit compat. d/d's, namely the Indus and Rana
> d/d's, as I have an indus GT, which i use in the UK
>
> I seem to remember hearing or reading that the indus and rana d/d's
> actually were designed by the same people/family, and apparently there
> was some argument about the future direction of the existing product,
> and half the family left to set up a rival diskdrive co.. based on the
> existing tech...
>
> Anyone out the who can substansiate this, or can shed any new light on
> this story, is it true.... only you out there in atari cyberland can
> tell me, also I would be interested in what happened to Atari's sierra
> computer (which was atari's attempt at either co processor tech..
> (8086/6502 etc) or combining atari standard with ibm standard (s/w and
> h/w compatability) I remember some atari commentator making a snide
> remark by saying that it was the only worthwhile contrbution made by
> warners last atari president before tramiel took over(and screwed
atari)
> I would also like to know what happened to dataques/charles steinmanns
> attemts with the 65816 based turbo 816 u/g and also the 3rd party
atari
> compat. machine he was hoping to bring to market, some of which were
> based on turbo 816 as i remember
>
> Keep the ATARI faith
>
> Carmel A
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

I have a T816 from when I beta tested it but I don't have a final
version or any info on what else I can do with it. I would like some
more info as well as apps to go along with this.

Sent via Deja.com http://www.deja.com/
Before you buy.

1239. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <88gvk5$361$1@bob.news.rcn.net>
Source record: 46450
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

> > >> I was talking about Dos.
> > >
> > >DOS? Who uses DOS anymore?
> >
> > *blinks*
> >
> > Who uses IBM constructively?
> >
> > *grin*
>
> Hi dork. You said you were talking about DOS, and I ask you: who the
> fuck uses DOS anymore? Don't dodge it - answer it.
>

I use Windows 98 at work, thus I'm still using dos with a buggy GUI menu thing running on top of it.

Gregm

1240. Re: Looking for monitor on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <JoTq4.15309$%M5.342705@bgtnsc06-news.ops.worldnet.att.net>
Source record: 46451

Mike,

If you're still looking for a good composite video monitor, I have a Sanyo DMC-5500 monitor available, complete with the connecting cable for your 8-bit Atari system. The monitor is in like-new condition and works perfectly. By the way, it also works great connected to a standard VCR for television output (using the VCR tuner). You can have it for $25 plus shipping (USA only). Shipping cost depends on location, so if you Email back your address, I can check with UPS on the shipping cost.

Reply in Email to : s.winick@worldnet.att.net

Sheldon

"Mike Kohary" <mkohary@earthlink.net> wrote in message
news:389FB0F5.91B7E63F@earthlink.net...
> I would like to shop for a monitor for my Atari 800XL (which has a 5-pin
> monitor plug in the back). I'd like to know what I need to look for;
> I'm sure not just any monitor will do. I saw an earlier thread that
> mentioned a lot of specific names, which is helpful. But I'd also like
> to know, in a more abstract sense, what I need? What features do I
> need, and more importantly, what features might not be compatible? Does
> it *have* to be a composite monitor? I'm not very monitor-savvy, so
> please forgive the silly questions. If someone could propose a
> checklist of sorts, I'd be most grateful. Thanks,
>
> Mike
> --
> ���`����,��,�`����`����,��,�`�����`�������`��
> Mike Kohary Seattle, WA http://kohary.simplenet.com
> ���`����,��,�`����`����,��,�`�����`�������`��

1241. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <38AC1028.5675B7BA@asw.cz>
Source record: 46452
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Greg Menke wrote:
> I use Windows 98 at work, thus I'm still using dos with a buggy GUI menu
> thing running on top of it.

Again? One of the most popular errors? :-) Correct installation of
Windows uses DOS as a bootloader. Then it uses it for 16bit Win/DOS
programs.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1242. Re: Hasbro bridges falling down

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <88h5v9$ah0$1@ins21.netins.net>
Source record: 46453
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Mike Kohary wrote in message <38AB30B6.24BD3C35@earthlink.net>...
>Lorr wrote:

>You are a computer numbskull. The reason PCs have 10 times the virii
>Macs do is because, <gasp>, there are 10 times the PCs out there in
>current use. But as it is, there are virii written for the Mac just as
>there are for the PC.

People are brainwashed by advertising. I knew that. Your supporting evidence
of numbskullism eludes us. Because your friends jump off a bridge means, you
ask how many? If it's a high enough pile, you jump. Go ahead.

You doubt your strength or courage, don't come to join with me.

>Hi dork. You said you were talking about DOS, and I ask you: who uses DOS
anymore? Don't dodge it - answer it.

Hi guy.
One of my programming friends uses it. Microsoft uses it. I know people who
use it. What of it? I don't understand where this is supposed to lead us?
Suddenly Windows shouldn't offer an option of a dos screen? Do it! I'd like
to see user reaction. I'd like to see Ms-Windows without the Ms-Dos option.

>> Thankfully, when it comes to IBM, I have no schooling.
>
>Yeah, that was pretty apparent. So, why do you think you should be
>talking about it then? You are making a total fool of yourself.

I fail to see that. You are the one calling names, clipping out the
subsequent quotes, which answer the very questions you seek...

>> IBM, and their compatibles = PCs. No one ever calls Macs PCs. IBM clones
can
>> be called IBMs. So, I won't stop. IBM is spelled just as long as PCs.
>
>You'll be understood better if you call them PCs, which is the standard
>term. But if you don't care about being understood, and insist on using
>a non-standard term (remember, IBM makes a lot of things besides PCs),
>prepare to be misunderstood.

I was using the standard term. You are not. Personal Computer is a term
brewed by Atari.

>> >No, I mean like running a benchmark (you know what that is, right?) on
>> >two different systems, and comparing the results. It doesn't matter
>> >what two machines you run them on, whether they're comparable or not -

>> >that's the point of a benchmark, to find out which has superior
>> >performance in that area.
>>
>> Right. *grin* That's funny!!! I thought you didn't want to talk about IBM
>> software.
>
>Benchmarks gauge hardware, brainiac.

This is no time to indulge in clipping quotes that explained my sentence.
Here...
throw *bounce* *plop*
>> There is no reason to compare the slower operation speeds of a Mac
when they are so close to windows and windows programming bogs down the IBM
to speeds under that of a Mac. IBM also costs more to maintain system
software. If you want to spend that kind of money, fine. Have an IBM. Stop
putting them in schools. We pay for those megaliths. Certain programs are
minutes faster on Mac.

Now, who cares about hardware when software makes the system? No one gets
rich selling hardware, alone.

>> >> Don't play StarCraft. You'll probably never be able to complete a
>> networked
>> >> game. Well, maybe once a week... if you play every day.
>> >
>> >I have no idea what you're talking about.
>>
>> You don't know what StarCraft is?
>
>Play it all the time. I said I don't know what you're talking about -
>"never complete a networked game"?

You must get on-ine with only one other person?

My brother, who plays it constantly with multiple persons, has trouble with
the majority of his friends' computers. I was talking about incompatibility
issues among IBMs. They have no standards. They've always had an open
platform.

>> There are networks that crash in IBM that will mess with your screen,
>> prevent dreams, and make you scream. IBM has more
incompatibilities/errors
>> than a Mac, like I said before. But realize that I'm talking about an
older
>> Mac compared to a new IBM. New computers are virtually compatible.
>
>Your non-sequiters continue to pile high. I thought you said Motorola
>had "more errors" (more newbie terminology). Anyway, all of the above
>is nonsensical, again. Big surprise.

grin I like when people call me a newbie. Thanks. I look young for my age,
too.

PowerMac gave Mac more errors than previous Macs, not more than IBM has. Mac used to have complete control over it's hardware. For some time now, Mac has had clones. IBM has more inconsistencies without ever having a real standard, giving it more errors. (See StarCraft notes.) Apparently, Macs give you warnings with error codes when an error occurs, so that you can correct the problem or at least know what went wrong. I don't think I've ever seen that type of thing on an IBM machine. They just lock up, or go all weird on you. (Check out my vocab., dude. "all weird on you" could give you some great ammunition.)

>Why do I keep responding to you? I guess I can't stand not to have the
>last word. ;)

That's what I thought.

>> They apparently ARE networking Galaga.
>
>Great.

Yep, and since Hasbro bought everything else, (not an ounce of Hasbro in the game) they are building a space ship based on the game designs. They're going to send a team of astronauts into space to compete with networked Earthlings around the globe. It should be grand. Sign up now for your time slot. Win a free game.

>> I guess you don't care about the subject. I'll change it... done.
>> I like when I actually discuss the subject... how people react poorly.
Makes
>> you wonder why there aren't more Kooks, spooKs, and gooKs.
>
>The subject is fine, but your ignorance of it is so plain, it makes me
>wonder why you'd want to open your flap and reveal your foolishness.
>But, it's your life.

My ignorance? Hasbro is the one who said they want to develop for "next-generation machines," not I. They procaliamed superior games on seperior technology. It is their words which do no justice to the Atari name. Hasbro just is PSX, and not PSX2. Got it? Hasbro just is IBM, and not Mac. If they want a WIDE audience, they should choose more than two platforms... and some with standards.

>You are again confusing hardware with software. It doesn't matter if
>any Mac OS will run on a PC, it will still be a PC. You do know that
>you can run a variety of operating systems on a PC, don't you? None of
>them make it anything other than a PC.

So, you're saying some Mac clones are a PC. Now, I understand what you mean by "PC." That sounds correct, but now we'll be confused. I thought that's what you were trying to avoid by forcing me to use your definition of PC.

>> IBM and Motorola destroyed Atari and Mac. All it took was a handshake.
>> Keep your friends close. Keep your enemies closer.
>> False friend or true enemy?
>

>I get it now - you're a troll.

A man only sees what he wants to see...
Ride the barrel of innovation.
I'm definitely more than a man.

1243. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <88h5tf$s8k$1@bob.news.rcn.net>
Source record: 46454
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Jindrich Kubec <kubecj@asw.cz> wrote in message
news:38AC1028.5675B7BA@asw.cz...
> Greg Menke wrote:
> > I use Windows 98 at work, thus I'm still using dos with a buggy GUI menu
> > thing running on top of it.
>
> Again? One of the most popular errors? :-) Correct installation of
> Windows uses DOS as a bootloader. Then it uses it for 16bit Win/DOS
> programs.

Actually, I use Windows 98 as a device driver for PCXformer and Atari800Win.

Gregm

1244. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sao7hhkb2pd176@corp.supernews.com>
Source record: 46455
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Yeapers. Can't remember who they are suing though, I was reading newsgroups when one of the national news services like CNN announced it. Almost positive it was two games and one of them was a Pac Man clone. The company they were suing I had never heard of before, but then I don't follow the game industry at all so essentially I haven't heard of anybody.

Not sure about the actual machinations, I think you are right about the Namco being the originator of the game, but I assume they sold certain rights to Atari for things like the home version vs arcade. IIRC, when you run an 8 bit Pac Man cart you do see a "Copyright 1979" or something around that time period on the screen. Can't remember if it was Copyright Namco or Atari off hand, but Atari definately had the rights to sole distributorship.
Sam Gladstone <sam.gladstone@mail.com> wrote in message
news:38ab831b.0@news.bewellnet.com...
> Maybe I missed something here. Hasbro is filing lawsuits for pacman
> clones?
>
> Namco owns Pacman and Galaga. Why is Hasbro using their money
> to defend Namco's property? Atari doesn't own either, maybe a license
> but not own, that title belongs to Namco only.
>
> It would be humorus if Hasbro released another updated Namco game like
> "Ms. Pacman" only to be tapped on the shoulder by Namco wondering why
> Hasbro believed they owned other popular Namco titles.
>
> Other oddball things I wonder about is will Hasbro pacman stuff end up on
> the
> playstation? That would be dilution of tradmark that Namco enjoys on the
> playstation. (It would be sweet to see two Giants battle royal over
> something
> like this rather than pick on the small fries. C'mon Namco, put the fear
of
> God
> in one of those big corporate giants and stop picking on the small
potatoes
> arcade
> collectors!)
>
> Regards,
> Sam Gladstone
>
>
> "Richard Cortese" <ricortes@netmagic.net> wrote in message

> news:samsa6s72pd91@corp.supernews.com...
> > Sal Manfredonia <hysteria@gti.net> wrote in message news:K3Kq4.48737
> > > I have to disagree here. Hasbro seems to be doing pretty good with
their
> > > ownership of Atari so far. Have you tried some of their releases?
Their
> > Pong
> > > for IBM PC/compatibles is a roaring good time whether alone or against
a
> > > friend (it even supports Internet play), and Atari Arcade Hits Volume
1
> is
> > a
> > > textbook example of how a classic arcade game compilation on personal
> > > computers should be done. I'm pleased with their efforts so far, and I
> > look
> > > forward to their future products as well.
> > They've also started to file a couple of copyright infringement actions.
> >
> > I'm not to sure I like this. I mean I am for protection of intellectual
> > property and all that, but I liked making the argument in the abstract
> i.e.
> > you shouldn't do it because it is wrong. "asbro will file a lawsuit if
you
> > come out with a Pac Man clone"isn't nearly as much fun to debate.
> >
> >
>
>
>

1245. METEORITES for Atari 5200 (VERY rare!)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Anon <heybob711@hotmail.com>
Message-ID: <88h8tj$327$1@nntp3.atl.mindspring.net>
Source record: 46456

I have the extremely collectable Meterorites 5200 game for sale with box
on E-Bay.Details available at
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=262890693

Thanks for taking a look!

1246. METEORITES for Atari 5200 (VERY Rare)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Robert Becker <heybob711@hotmail.com>
Message-ID: <88h9oe$45a$2@nntp3.atl.mindspring.net>
Source record: 46457

Sorry! I didn't mean to post as Anon. New news program! If anyone would like pics of the box (front and back) I'll be glad to e-mail them to you.I'm at heybob711@hotmail.com. Thanks again!

1247. Energy Czar?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.4.10.10002171224320.23462-100000@becker1.u.washington.edu>
Source record: 46458

Does anyone remember an old Atari game called Energy Czar? I've been trying to find an ATR file of it but I can't seem to locate one.

I don't really know anything about it, but I remember looking at it in the store (a LONG time ago!) and thinking it had a peculiar name. Anyone willing to share memories?

Thanks!

1248. Re: Cave of Hasbro

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: bond@clark.net
Message-ID: <K0Zq4.7204$lK6.172075@iad-read.news.verio.net>
Source record: 46459
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <88eae7apf1@ins20.netins.net>,
Lorr <chuckles@funnyfarm.fart> wrote:

>>Warning #1! You may have been asleep in a cave!
>
>What of it?
>Hasbro can do it. Why can't I?

Because it makes you look ig-nant? Knock yourself out.

>They aren't going for Dreamcast. They're not going for Nuon. They're not
>shooting for PlayStation2. They are shooting for OLD market PC and
>PlayStation.

Strike 1.
"They aren't going for Dreamcast." I suppose that is the rationale behind releasing the Centipede remake for the Sega Dreamcast. Because they "aren't going for it".

Strike 2.
Frankly, no established developers are really going for NUON at this time. The point is moot.

Strike 3.
Come back after the PS2 is even launched in the USA. Unless of course you have scans of internal Hasbro Interactive memos re the cost/benefit ratio of PS1/PS2 development.
--
-=-=-=-=-=-=-=-|-=|
bond@clark.net | Support OpenDVD @ http://www.opendvd.org |
| My PGP pub key @ http://pgp5.ai.mit.edu |

1249. Re: Cave of Hasbro

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: bond@clark.net
Message-ID: <L3Zq4.7215$lK6.172080@iad-read.news.verio.net>
Source record: 46460
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <MPG.131470af5688b688989688@news.supernews.com>,
Jim <superblast@hotmail.com> wrote:

>BTW - Playstation2 will play Playstation discs and a year from now,
>people will be saying "Whatcast"?

And *then* people will be drooling over Nintendo's latest vaporware and
saying "Whatstation"?

I guess we won't be seeing you on any of Sega Networks interactive DC
titles this fall and winter :/ You know, right about when all the PS2
backward compatability problems crop up...
--
-=-=-=-=-=-=-=-|-=|
bond@clark.net | Support OpenDVD @ http://www.opendvd.org |
| My PGP pub key @ http://pgp5.ai.mit.edu |

1250. Re: Hasbro is a Kook (Mac vs. PC ranting)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: "Bao H. Lammy" <Bao@VTom.com>
Message-ID: <CLZq4.1358$iw1.449875@homer.alpha.net>
Source record: 46461
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Please let us not delve into the Mac vs. PC battles again. It doesn't freaking matter -- you use what you want to for whatever reason. We don't care why you feel that way or who's actually "right"!

And, for the record, yes, PC stands for personal computer. It theoretically can be used to refer to any personal computer. But, you will only confuse people if you refer to anything but "IBM-compatible" computers. PC is the industry-accepted moniker for such, whether you like it or not. It's like "video" being used to refer to VHS only, even though video itself obviously can refer to anything visual encoding involving motion, including (but not limited to) Beta, 8mm, DVD, laser discs...there's another one: laser disc. This is used refer only to the large LP-sized discs, though DVD is also obviously a disc technology using lasers. Just listen to the ads: "Coming soon on video and DVD..."

1251. Re: Hasbro bridges falling down

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38AC7648.CFC0070C@earthlink.net>
Source record: 46462
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Lorr wrote:
>
> People are brainwashed by advertising. I knew that. Your supporting evidence
> of numbskullism eludes us. Because your friends jump off a bridge means, you
> ask how many? If it's a high enough pile, you jump. Go ahead.
>
> You doubt your strength or courage, don't come to join with me.

If anyone at all was able to make sense of this, feel free to enlighten
me. In the meantime, I don't have time to waste on this meaningless
"discussion".

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1252. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38AC7727.4C0C1345@earthlink.net>
Source record: 46463
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Sal Manfredonia wrote:
>
> About four or five years ago, I read an interview with Nolan Bushnell where
> he made a remark along the lines of (not an exact quote here): "Software is
> what really matters. Hardware is just something you buy to play software
> on." Think about it.

Bingo! If more people understood this fact, there would be less
meaningless hardware advocacy. Me, I use whatever is the most powerful
and advanced at the time, and has the software to support it. Right
now, that means PC. In 1989, that meant Amiga. In 1982, that meant
Atari. The switches are actually very easy, and as long as the software
rocks, I don't much care what the platform is.

The whole idea that Hasbro is out of it because they aren't supporting
the Jaguar just gives me the giggles. They're bringing great updates to
our screens, and we're worried that they don't support a sentimental
favorite, that can't even do the things their updates do? Give me a
break....

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1253. Atari Falcon030 - Complete System w/ Software

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-17 00:00:00 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <88ic83daj1@nntp5.atl.mindspring.net>
Source record: 46464

The following system is for sale on EBay. The current price is $401.00.
Any feedback on this price for the equipment listed below?

Thanks to all who respond...
Rich Jackson

Atari Falcon030 CPU
16 MHz
4 Mb RAM
420 Mb HDD (external)
Atari SC 1224 Color Monitor
Atari Mouse & Beetle Mouse
Joystick

Now for the long and incomplete list of included software
(ALL legitimately purchased NO pirate copies!)

Arkanoid
Atari Planetarium
Atari Scholastic Series:
Biology Vol. 1-4
Physics Vol. 1-2
Boulder Dash
Day of the Viper
Degas Elite
Devpack DSP (HiSoft)
Flash & Flash II Telecom
Flight Simulator II (Sublogic)
GFA Compiler
Gold Rush (Sierra)
Infocom:
Infidel
SeaStalker
Mavis Beacon Teaches Typing
Major Motion
Michtron Master CAD
Microprose:
Silent Service
M1 Tank Platoon
Midwinter II Flames of Freedom
Pagestream 2.2
Pirates!
Risk
Silmarils:
Robinsons Requiem

Transarctica
Simcity
Spectrum Holobyte:
Falcon
Flight of the Intruder
Sundog
Timeworks:
Datamanager ST
WordWriter ST
Ultimate Virus Killer
Xenon2

1254. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-18 00:00:00 UTC
From: slapdash@enteract.com
Message-ID: <slapdash-ya023180001802000004590001@news.enteract.com>
Source record: 46465
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Not to jump into the middle of what appears to be an ugly fray... and
not to claim this is ordinary... but...

Mike Kohary <mkohary@earthlink.net> wrote:
> You said you were talking about DOS, and I ask you: who the
> fuck uses DOS anymore?

I use DOS four days out of the week, being the days I work. The
company that employs me has a large suite of programs used by many
hospitals across the country. Currently the DOS product makes up
80-90% of our revenue stream, even though the legacy team is down
to just 8 people maintaining and enhancing the code. The Windows
products don't have the functionality of the DOS version yet, so
the company can't afford to shut down the DOS products any time soon.
In fact, unless something major happens, they won't even rethink the
status of the DOS products until 2004.

So, I, my 7 fellow legacy developers, the QA & interface & support
people still working with the DOS product, and the MANY users of the
product still use DOS.
--
//*===++
|| Russ Perry Jr 2175 S Tonne Dr #105 slapdash(AT) VIDEOGAME ||
|| 847-952-9729 Arlington Hts IL 60005 enteract.com COLLECTOR! ||
++===*//

1255. Looking for GRAND PRIX

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-18 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@chilesat.net>
Message-ID: <38ADE578.38E2B10E@chilesat.net>
Source record: 46466

Hi!
I'm looking for a game named GRAND PRIX, for the Atari 800XL.
If anybody could tell me where to get the ATR at the internet...

Thanks!

Luis P. Baeza Q.

PD: *PLEASE* reply to lbaeza@yahoo.com

1256. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-18 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <38adf84c@news.iglou.com>
Source record: 46467
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

On 2000-02-18 themaverick@volcano.net said:
Lorr wrote: >
>> Jaguar CD out performs PlayStation.
>Except where it counts: sales.
>the Mav
Was that Jaguar's fault or Atari's? Atari Corp. couldn't sell water in the Sahara. Hasbro could sell a game console if they wanted to.

Net-Tamer V 1.08X - Test Drive

1257. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-18 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38AE0EBB.575F6F0@earthlink.net>
Source record: 46468
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Russ Perry Jr wrote:
>
> Not to jump into the middle of what appears to be an ugly fray... and
> not to claim this is ordinary... but...
>
> Mike Kohary <mkohary@earthlink.net> wrote:
> > You said you were talking about DOS, and I ask you: who the
> > fuck uses DOS anymore?
>
> *I* use DOS four days out of the week, being the days I work.

It's not ordinary, so why pipe up about it? You know what I mean -
obviously it's not that literally *no one* uses DOS anymore. But this
kook made a crazy claim, was called on it, then claimed he was just
talking about DOS, a cheap excuse for a backtrack if I ever saw one.

Let's not get too semantically oriented here.

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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1258. Re: Weird Cart - Is this for the Atari 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000218212751.455A-100000@vtn1>
Source record: 46469

On Sat, 19 Feb 2000, Jeff Lodoen wrote:

>
> I did the same thing with a crappy game cart... hold RESET,
> jam in the cart, release RESET. Why not just turn it off?
> I wonder what I was thinking...
>
Well... if you had a RAMdisk you were probably thinking you wanted a
reboot without the necessity of reloading the RD. I used to do the same
thing with an old game cart to get a "locked up" 256k XL to reboot. Funny
thing was I could get a locked XE to boot by rapidly pressing the Reset
key several times but the same trick never worked on the XL.

jkp

1259. Re: 8bit Cable TV Char. Generator

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <88kmf7$p6l$1@nnrp1.deja.com>
Source record: 46470

I have a cart labeled "INFO/soft 5000 Graphics Generator". Never knew
what it was. Thanks!

Gene

In article <874q4.5138$yt2.144567@nnrp3-w.snfc21.pbi.net>,
"jackk" <jknutson@pacbell.net> wrote:
> I have one of these cartridges. It's called "INFO/soft 3000 Text
> Generator". The cart works, but I have no idea how to use it...
>
> Jack
>
> mailto:xjknutson@pacbell.net
>
> remove 'x' in email message to send me email...
>
> "Jeff Jewell" <jeffjewell@netscape.net> wrote in message
> news:38A8C593.82A2AB40@netscape.net...
> > I'm interested in this answer, as well. They used Atari 8-bits as
> > announcement boards in at least one dining hall at Syracuse while I
> > attended, and until they were swallowed by Gates Inc, the local
cable
> > company used what appeared to be the same program. There were times
> > when they were actually airing an editing session.
> >
> > Jeff
> >
> > pete wrote:
> >
> > > I've seen several Cable TV systems that use Atari 8-bits for their
> > > character generation. Does anyone know who makes this software
and
> > > where I might get it?
> > >
> > > Thanks,
> > > Pete
> >
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1260. 800xl/1050/SIO2PC/ProSystem on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: themrfreeze@my-deja.com
Message-ID: <88kup1ude1@nnrp1.deja.com>
Source record: 46471

Hi all.

I've put my Atari 800XL system up for auction on eBay. The need to
scrape together as much money as possible for our new house outweighs
my need to have the Atari around. :^(

There are two things unusual about this system:

1) The 800XL sports that somewhat rare matching two-tone power supply
(the one that Atari didn't backfill with epoxy)

2) It comes with BOTH an SIO2PC interface and a ProSystem interface
(quality built by yours truly). :^)

The auction's URL is:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=264289240

Thanks much,

Chris

==========
Chris Freemesser themrfreeze@my-dejanews.com
==========

Sent via Deja.com http://www.deja.com/
Before you buy.

1261. Re: Weird Cart - Is this for the Atari 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: jlodoen@server.thegrid.net
Message-ID: <xjmr4.2771$WH1.50053@news.swbell.net>
Source record: 46472

In article <38ada4be$0$1398@news.execpc.com>, krieg@earth.execpc.com (Andrew Krieg) wrote:
>Take a look at these scans of what appears to be an Atari computer cart.
>Anyone ever hear of a "Jumpstart" cart by Logic One? If so, what is it?
>
>http://home.earthlink.net/~junkdlr33/800.JPG
>http://home.earthlink.net/~junkdlr33/800a.JPG
>
>What's weird is the case. Look at the bottom, that appears to be the Atari
>Computers patented case. I can't think of any other company that used them.
>
>P.S. Does any other Atari 8-bit cart have a button on it? I've seen them on
> C64 carts, but never on Atari carts.

I know what it is! It allows you to simulate a cold-start
without turning off the power. Hold the button and press
RESET. It's just a glorified jumper, but it has its uses.
(?)

I did the same thing with a crappy game cart... hold RESET,
jam in the cart, release RESET. Why not just turn it off?
I wonder what I was thinking...

Oddly, it's the 400/800 that really needed this (RESET doesn't
really do anything, unlike the XL/XEs), but the cartridge door
would make it unusable.

1262. Memory Expansion Testing

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <38AE2278.15C57859@worldnet.att.net>
Source record: 46473

I am looking for software that will perform
a complete test of Expanded memory on Atari
8-Bit computers. I have a 576K XE, a 256K
800XL and a 1200XL with a RAMBO XL 256K
expansion. They all seem to work but sometimes
flaky things happen when I access the extra memory
so I would like to get something that writes and
reads every byte of the memory and can point to
bad addresses. Any help in locating such software
would be appreciated.

Thanks
Boyd

1263. Re: Weird Cart - Is this for the Atari 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: jlodoen@server.thegrid.net
Message-ID: <Xeqr4.958$04.22029@news.swbell.net>
Source record: 46474

In article <Pine.GSO.3.95.iB1.0.1000218212751.455A-100000@vtn1>, "John K. Picken"
<yg473@victoria.tc.ca> wrote:
>
>
>On Sat, 19 Feb 2000, Jeff Lodoen wrote:
>
>>
>> I did the same thing with a crappy game cart... hold RESET,
>> jam in the cart, release RESET. Why not just turn it off?
>> I wonder what I was thinking...
>>
>Well... if you had a RAMdisk you were probably thinking you wanted a
>reboot without the necessity of reloading the RD. I used to do the same
>thing with an old game cart to get a "locked up" 256k XL to reboot. Funny
>thing was I could get a locked XE to boot by rapidly pressing the Reset
>key several times but the same trick never worked on the XL.

No RAM disk, I just hated to use the power switch. I guess
because my only fried XL died on power-up. Superstition?

1264. A somewhat crazy idea

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <hfkpaso45hj83vg1cnltmnqocttqifn85l@4ax.com>
Source record: 46475

I was just thinking... with the A8 handling so many things
through device drivers/handlers, hasn't anyone thought yet
of writing a sound or music device, in the same fashion as
the Linux /dev/dsp , /dev/audio , /dev/midi , etc. ? I mean,
having a device handler would simplify enormously the task
of writing let's say a MIDI player or a WAV player (examples
of synthesized and sampled sound, respectively).
So, how do you like the idea?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

1265. WTB: Miner 2049er and more

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <88mvve$7bi$1@nnrp1.deja.com>
Source record: 46476

I want to buy the following games, preferrably including box, instructions etc, for the Atari 400/800/XL/XE home computer series.

-Miner 2049er (cartridge)
-Pole Position (cartridge)
-The Institute (diskette)
-The Count (diskette)
-Lucifer's Realm (diskette)
-Ollie's Follies (any format)
-Ghost Chaser (any format)
-Koroni's Rift (any format)
-Karateka (any format)

I am not interested in buying budget label releases from the late 80's, I need the original early to mid 80's versions.

I live in Sweden and I will pay in advance for the games, packaging, shipping etc.

Anders Skelander

Sent via Deja.com http://www.deja.com/
Before you buy.

1266. 4 Meg.printer memory £6

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <38AE6D8A.F3915DEC@cyberpeeps.freeserve.co.uk>
Source record: 46477

Mice ï¿½3, Lexmark printer memory, NEW 4 Meg. ï¿½6 all inclusive of
U.K.Postage.
Printer ribbons ï¿½3.
Also as apace is needed I am forced to sell allot of software and
hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and PC stuff at
silly prices. Prices start at 30p. Look at my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.

1267. 1 Meg.30 Pin Sims for Atari ST

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <38AE6DA0.D365DB69@cyberpeeps.freeserve.co.uk>
Source record: 46478

Mice ï¿½3, Lexmark printer memory, NEW 4 Meg. ï¿½6 all inclusive of
U.K.Postage.
1 Meg. 30 Pin Sims for Atari ST & STE .Printer ribbons ï¿½3.
Also as apace is needed I am forced to sell allot of software and
hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and PC stuff at
silly prices. Prices start at 30p. Look at my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.

1268. Printer ribbons for Citizen £3

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <38AE6DAB.322A3062@cyberpeeps.freeserve.co.uk>
Source record: 46479

Mice ï¿½3, Lexmark printer memory, NEW 4 Meg. ï¿½6 all inclusive of
U.K.Postage.
Printer ribbons ï¿½3.
Also as apace is needed I am forced to sell allot of software and
hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and PC stuff at
silly prices. Prices start at 30p. Look at my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.

1269. NEW 5.25 inch Disks 10 for £1.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <38AE6DB2.5478591@cyberpeeps.freeserve.co.uk>
Source record: 46480

Mice ï¿½3, Lexmark printer memory, NEW 4 Meg. ï¿½6 all inclusive of
U.K.Postage.
New 5.25 inch DS HD 96 TPI Disks 10 for ï¿½1. Printer ribbons ï¿½3. 1 Meg.
30 Pin Sims for Atari ST & STE.
Also as apace is needed I am forced to sell allot of software and
hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and PC stuff at
silly prices. Prices start at 30p. Look at my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.

1270. Re: Brand New Atari Jaguar Units, Games and Accessories

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Lucie Wright <luciewright@mn.mediaone.net>
Message-ID: <Psur4.521$yT6.29995@typhoon.mn.mediaone.net>
Source record: 46481
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

A FABULOU$ WAY TO TURN $6 DOLLARS INTO THOUSAND$
Thursday, 16 feb-2000

I found this on a bulletin board and decided to try it. A little while back, I was browsing through newsgroups and came across an article similar to this that said you could make thousands of dollars within weeks with only an initial investment of $6.00! So I thought, "Yeah right, this must be a scam", but like most of us, I was curious, so I kept reading. Anyway, it said that you send $1.00 to each of the 6 names and address stated in the article. You then place your own name and address in the bottom of the list at #6, and post the article in at least 200 newsgroups (there are thousands). No catch, that was it. So after thinking it over, and talking to a few people first, I thought about trying it. I figured, "What have I got to lose except 6 stamps and $6.00, right?" Then I invested the measly $6.00. Well, GUESS WHAT!!... Within 7 days, I started getting money in the mail! I was shocked! I figured it would end soon, but the money just kept coming in. In my first week, I made $25.00. By the end of the second week, I had made a total of over $1,000.00! In the third week I had over $10,000.00 - and it's still growing. This is now my fourth week and I have made a total of just over $42,000.00 and it's still coming in rapidly. It was certainly worth the $6.00, and six stamps. I have spent more than that on a lunch!!

Let me tell you how this works and, most importantly, why it works....also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. I promise you that if you follow the directions exactly, that you will start making more money than you ever thought possible by doing something so easy!

Suggestion: Read this entire message carefully! Print it out or download it. Follow the simple

directions and watch the money come in! It's easy. It's legal - and your investment is only
$6.00 (plus postage) .

IMPORTANT: This is not a scam; it is not indecent; it is not illegal; and it is virtually no risk - it
really works!!!! If all of the following instructions are adhered to, you will receive extraordinary
dividends.

PLEASE NOTE: Follow these directions EXACTLY and $50,000, or more, can be yours in 20
to 60 days. This program remains successful because of the honesty and integrity of the
participants. Please continue its success by carefully adhering to the instructions.

You will now become part of the Mail Order business. In this business, your product is not solid
and tangible, it's a service. You are now in the business of Developing Mailing Lists. Many large
corporations are willing and happy to pay big bucks for quality lists; however, the money made
from the mailing lists is secondary to the income which is made from people like you and me
asking to be included in that list.

Here are the 4 easy steps to success:

STEP 1: Get 6 separate pieces of paper and write the following on each piece of paper,
"PLEASE PUT ME ON YOUR MAILING LIST". Include your name and address. Now get six US
$1.00 bills and place ONE bill inside EACH of the 6 pieces of paper (so the dollar bill will not be
seen through the envelope - this is to prevent thievery). Next, place one paper (with the dollar
bill wrapped inside) into each of the 6 envelopes and seal the envelopes. You should now have
6 sealed envelopes, each with a piece of paper stating the above phrase, your name and
address, and a $1.00 bill. What you are doing is creating a service. THIS IS ABSOLUTELY
LEGAL! You are requesting a legitimate service and you are paying for it!

Like most of us, I was a little skeptical and a little worried about the legal aspects of it all so I
checked it out with the U.S. Post Office (1-800-725-2161) and they confirmed that it is indeed
legal!

Put a stamp on each envelope and mail the 6 envelopes to the following addresses:

#1 Dr. Harry T.K.
273 Coe St
Tiffin, OH 44883-3159

#2) Samantha Bussey
113 McHenry Road #234

#3) Micheal Kolb
12217 Barbary Rd
Philadelphia, PA 19154

#4) Natalie Surkova
506 Society Place
Newtown, PA 19056

#5) Greg
1317 Bristol Lane
Buffalogrove, ILL 60089

#6) Lucie E. Wright
1848 Todd Drive
Arden Hills, MN 55112

STEP 2: Now take the #1 name off the list that you see above, move the other names up (6
becomes 5, 5 becomes 4, etc.) and add YOUR Name as number 6 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to the original as
possible. Now, post your amended article to at least 200 newsgroups (I think there are close to
24,000 groups). All you need is 200, but remember, the more you post, the more money you
make! This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the
Postal laws. Keep a copy of these steps for yourself and whenever you need money, you can
use it again and again.

PLEASE REMEMBER that this program remains successful because of the honesty and
integrity of the participants and their carefully adhering to the directions. Look at it this way, if
you are of integrity, the program will continue and the money that so many others have
received will come your way also.

NOTE: You may want to retain every name and address sent to you, either on a computer or
hard copy and keep the notes people send you. This VERIFIES that you

are truly providing a
service. Also, it might be a good idea to wrap the $1 bill in dark
paper to reduce the risk of mail
theft. As each post is downloaded and the directions carefully
followed, six members will be
reimbursed for their participation as List Developers with one dollar
each. Your name will move
up the list geometrically so that when your name reaches the #1
position you will be receiving
thousands of dollars in CASH!!!

What an opportunity for only $6.00 ($1.00 for each of the first six
people listed above). Send it
now, add your own name to the list and you're in business!

DIRECTIONS FOR HOW TO POST TO NEWSGROUPS

Step 1) You do not need to re-type this entire letter to do your own
posting. Simply put your
cursor at the beginning of this letter and drag your cursor to the
bottom of this document, and
select 'copy' from the edit menu. This will copy the entire letter
into the computer's memory.

Step 2) Open a blank 'notepad' file and place your cursor at the top
of the blank page. From the
'edit' menu select 'paste'. This will paste a copy of the letter into
notepad so that you can add
your name to the list.

Step 3) Save your new notepad file as a .txt file. If you want to do
your postings in different
settings, you'll always have this file to go back to.

Step 4) Use Netscape or Internet explorer and try searching for
various newsgroups (on-line
forums, message boards, chat sites, and discussions).

Step 5) Visit these message boards and post this article as a new
message by highlighting the
text of this letter and selecting paste from the edit menu. Fill in
the Subject, this will be the
header that everyone sees as they scroll through the list of postings
in a particular group, click
the post message button. You're done with your first one!
Congratulations...THAT'S IT! All you
have to do is jump to different newsgroups and post away. After you
get the hang of it, it will
take about 30 seconds for each newsgroup!

**REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL
MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200**

That's it! You will begin receiving money from around the world within days! You may
eventually want to rent a P.O. Box due to the large amount of mail you will receive. If you wish
to stay anonymous, you can invent a name to use, as long as the postman will deliver it.

** JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT **

Now the WHY part: Out of 200 postings, say I receive only 5 replies (a very low example). So
then I made $5.00 with my name at #6 on the letter. Now, each of the 5 persons who just sent
me $1.00 make the MINIMUM 200 postings, each with my name at #5 and only 5 persons
respond to each of the original 5, that is another $25.00 for me. Now those 25 each make 200
MINIMUM posts with my name at #4 and only 5 replies each. I will bring in an additional
$125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #3
and only receive 5 replies each, I will make an additional $626.00! OK, now here is the fun part,
each of those 625 persons post a MINIMUM 200 letters with my name at #2 and they each only
receive 5 replies, that just made me $3,125.00!!! Those 3,125 persons will all deliver this
message to 200 newsgroups with my name at #1 and if still 5 persons per 200 newsgroups
react, I will receive $15,625.00 with an original investment of only $6.00! AMAZING!

When your name is no longer on the list, you just take the latest posting in the newsgroups,
and send out another $6.00 to names on the list, putting your name at number 6 and start
posting again. The thing to remember is that thousands of people from all over the world are
joining the internet and reading these articles everyday JUST LIKE YOU are now!! So, how can
you not afford the $6.00 to see if it really works?? I think you can't afford the opposite - to not
give it a try. People have said, "What if the plan is played out and no one sends me the
money?" So what! It's only six bucks. What are the chances of that really happening anyway
when there are tons of new honest people who are joining the internet and newsgroups
everyday and who are willing to give it a try? Estimates are at 20,000 to 50,000 new users,
every day, with thousands of those joining the actual internet.

Remember, play FAIRLY and HONESTLY - We're all on this planet together
and we're here to
love one another. Can you think of a better way than to treat one
another kindly and to share
the wealth?

Jim Lazarenko <jim_l@NOSPAM.telusplanet.net> wrote in message
news:mc0m4.97570$n3.2102520@news0.telusplanet.net...
> I have a limited amount of brand new Atari Jaguar items for sale or trade.
> These packages are ideal for new collector's or somebody wanting to start
or
> add to their Atari collection. If you have any questions, please feel
free
> to ask. I am also willing to trade for certain items, please see my list
at
> the end of this post. All prices quoted are in U.S. funds with the buyer
> paying shipping.
>
> If you are interested in any of these items, please respond to Jim at
> jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the
> NOSPAM first). Or email me if you would like a current listing of items I
> have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision,
> Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex,
> Microvision, or Handheld games) sent to you, (please specify system).
>
>
>
> ** Atari Jaguar Packages - Brand New (all contain one controller, RF Box
and
> AC adapter)**
> ==========
> Box conditions vary, best condition boxes will be sold first.
> -.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
> - Atari Jaguar with CyberMorph cartridge $40
> - Atari Jaguar (No Cart) $30
>
>
> ** Atari Jaguar Games And Accessories - New/Shrink-wrapped**
> ==========
> - Checkered Flag $10
> - Composite Video Cable $15
>
>
> **Atari Jaguar Games - Complete but Opened** Please make an offer
> ==========
> - Doom
>
>
> **Atari Force Comics** Please make an offer
> ==========
> All are in Mint Condition

> - Issue #2 - February 84
> - Issue #3 - March 84
> - Issue #11 - November 84
>
>
> **Trades**
> ==
> I am also willing to trade for rare or shrink-wrapped/sealed titles for...
> - Intellivision, Colecovision, Vectrex or various Atari systems
> - Shrink-wrapped Intellivision NHL Hockey or PGA Golf
> - Shrink-wrapped or mint SEARS Telegames for the Intellivision
> - Shrink-wrapped or mint DigiPlay games for the Intellivision
> - Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
> - Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
> - Rarer Mattel and Coleco Handhelds (a list is available upon request).
> - A complete brown variation of the Intellivision ECS
> - A World Book Tutorvision (Intellivision III Clone)
> - A complete Atari Jaguar CD Unit or Jaguar Accessories
> - Atari Jaguar Games
> - A working Vectrex controller
> - A working DSS Satellite Receiver with H Card
> - Working DSS HU / P3 Cards
> - And of course the ever popular, original Intellivision keyboard (should
I
> be so lucky :).
>
>

1271. Re: Brand New Atari Jaguar Units, Games and Accessories (Updated)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Lucie Wright <luciewright@mn.mediaone.net>
Message-ID: <Uuur4.537$yT6.30021@typhoon.mn.mediaone.net>
Source record: 46482
Cross-posted to:
alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.vid

A FABULOU$ WAY TO TURN $6 DOLLARS INTO THOUSAND$
Thursday, 16 feb-2000

I found this on a bulletin board and decided to try it. A little while back, I was browsing through newsgroups and came across an article similar to this that said you could make thousands of dollars within weeks with only an initial investment of $6.00! So I thought, "Yeah right, this must be a scam", but like most of us, I was curious, so I kept reading. Anyway, it said that you send $1.00 to each of the 6 names and address stated in the article. You then place your own name and address in the bottom of the list at #6, and post the article in at least 200 newsgroups (there are thousands). No catch, that was it. So after thinking it over, and talking to a few people first, I thought about trying it. I figured, "What have I got to lose except 6 stamps and $6.00, right?" Then I invested the measly $6.00. Well, GUESS WHAT!!... Within 7 days, I started getting money in the mail! I was shocked! I figured it would end soon, but the money just kept coming in. In my first week, I made $25.00. By the end of the second week, I had made a total of over $1,000.00! In the third week I had over $10,000.00 - and it's still growing. This is now my fourth week and I have made a total of just over $42,000.00 and it's still coming in rapidly. It was certainly worth the $6.00, and six stamps. I have spent more than that on a lunch!!

Let me tell you how this works and, most importantly, why it works....also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. I promise you that if you follow the directions exactly, that you will start making more money than you ever thought possible by doing something so easy!

Suggestion: Read this entire message carefully! Print it out or download it. Follow the simple

directions and watch the money come in! It's easy. It's legal - and your investment is only
$6.00 (plus postage) .

IMPORTANT: This is not a scam; it is not indecent; it is not illegal; and it is virtually no risk - it
really works!!!! If all of the following instructions are adhered to, you will receive extraordinary
dividends.

PLEASE NOTE: Follow these directions EXACTLY and $50,000, or more, can be yours in 20
to 60 days. This program remains successful because of the honesty and integrity of the
participants. Please continue its success by carefully adhering to the instructions.

You will now become part of the Mail Order business. In this business, your product is not solid
and tangible, it's a service. You are now in the business of Developing Mailing Lists. Many large
corporations are willing and happy to pay big bucks for quality lists; however, the money made
from the mailing lists is secondary to the income which is made from people like you and me
asking to be included in that list.

Here are the 4 easy steps to success:

STEP 1: Get 6 separate pieces of paper and write the following on each piece of paper,
"PLEASE PUT ME ON YOUR MAILING LIST". Include your name and address. Now get six US
$1.00 bills and place ONE bill inside EACH of the 6 pieces of paper (so the dollar bill will not be
seen through the envelope - this is to prevent thievery). Next, place one paper (with the dollar
bill wrapped inside) into each of the 6 envelopes and seal the envelopes. You should now have
6 sealed envelopes, each with a piece of paper stating the above phrase, your name and
address, and a $1.00 bill. What you are doing is creating a service. THIS IS ABSOLUTELY
LEGAL! You are requesting a legitimate service and you are paying for it!

Like most of us, I was a little skeptical and a little worried about the legal aspects of it all so I
checked it out with the U.S. Post Office (1-800-725-2161) and they confirmed that it is indeed
legal!

Put a stamp on each envelope and mail the 6 envelopes to the following addresses:

#1 Dr. Harry T.K.
273 Coe St
Tiffin, OH 44883-3159

#2) Samantha Bussey
113 McHenry Road #234

#3) Micheal Kolb
12217 Barbary Rd
Philadelphia, PA 19154

#4) Natalie Surkova
506 Society Place
Newtown, PA 19056

#5) Greg
1317 Bristol Lane
Buffalogrove, ILL 60089

#6) Lucie E. Wright
1848 Todd Drive
Arden Hills, MN 55112

STEP 2: Now take the #1 name off the list that you see above, move the other names up (6
becomes 5, 5 becomes 4, etc.) and add YOUR Name as number 6 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to the original as
possible. Now, post your amended article to at least 200 newsgroups (I think there are close to
24,000 groups). All you need is 200, but remember, the more you post, the more money you
make! This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the
Postal laws. Keep a copy of these steps for yourself and whenever you need money, you can
use it again and again.

PLEASE REMEMBER that this program remains successful because of the honesty and
integrity of the participants and their carefully adhering to the directions. Look at it this way, if
you are of integrity, the program will continue and the money that so many others have
received will come your way also.

NOTE: You may want to retain every name and address sent to you, either on a computer or
hard copy and keep the notes people send you. This VERIFIES that you

are truly providing a
service. Also, it might be a good idea to wrap the $1 bill in dark
paper to reduce the risk of mail
theft. As each post is downloaded and the directions carefully
followed, six members will be
reimbursed for their participation as List Developers with one dollar
each. Your name will move
up the list geometrically so that when your name reaches the #1
position you will be receiving
thousands of dollars in CASH!!!

What an opportunity for only $6.00 ($1.00 for each of the first six
people listed above). Send it
now, add your own name to the list and you're in business!

DIRECTIONS FOR HOW TO POST TO NEWSGROUPS

Step 1) You do not need to re-type this entire letter to do your own
posting. Simply put your
cursor at the beginning of this letter and drag your cursor to the
bottom of this document, and
select 'copy' from the edit menu. This will copy the entire letter
into the computer's memory.

Step 2) Open a blank 'notepad' file and place your cursor at the top
of the blank page. From the
'edit' menu select 'paste'. This will paste a copy of the letter into
notepad so that you can add
your name to the list.

Step 3) Save your new notepad file as a .txt file. If you want to do
your postings in different
settings, you'll always have this file to go back to.

Step 4) Use Netscape or Internet explorer and try searching for
various newsgroups (on-line
forums, message boards, chat sites, and discussions).

Step 5) Visit these message boards and post this article as a new
message by highlighting the
text of this letter and selecting paste from the edit menu. Fill in
the Subject, this will be the
header that everyone sees as they scroll through the list of postings
in a particular group, click
the post message button. You're done with your first one!
Congratulations...THAT'S IT! All you
have to do is jump to different newsgroups and post away. After you
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**REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL
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respond to each of the original 5, that is another $25.00 for me. Now those 25 each make 200
MINIMUM posts with my name at #4 and only 5 replies each. I will bring in an additional
$125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #3
and only receive 5 replies each, I will make an additional $626.00! OK, now here is the fun part,
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receive 5 replies, that just made me $3,125.00!!! Those 3,125 persons will all deliver this
message to 200 newsgroups with my name at #1 and if still 5 persons per 200 newsgroups
react, I will receive $15,625.00 with an original investment of only $6.00! AMAZING!

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posting again. The thing to remember is that thousands of people from all over the world are
joining the internet and reading these articles everyday JUST LIKE YOU are now!! So, how can
you not afford the $6.00 to see if it really works?? I think you can't afford the opposite - to not
give it a try. People have said, "What if the plan is played out and no one sends me the
money?" So what! It's only six bucks. What are the chances of that really happening anyway
when there are tons of new honest people who are joining the internet and newsgroups
everyday and who are willing to give it a try? Estimates are at 20,000 to 50,000 new users,
every day, with thousands of those joining the actual internet.

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and we're here to
love one another. Can you think of a better way than to treat one
another kindly and to share
the wealth?

Jim Lazarenko <jim_l@NOSPAM.telusplanet.net> wrote in message
news:3Chp4.885$yj.32697@news0.telusplanet.net...
> Updated as of 02/12/00
> New Items Added
>
> I have a limited amount of brand new Atari Jaguar items for sale or trade.
> These packages are ideal for new collector's or somebody wanting to start
or
> add to their Atari collection. If you have any questions, please feel
free
> to ask. I am also willing to trade for certain items, please see my list
at
> the end of this post. All prices quoted are in U.S. funds with the buyer
> paying shipping.
>
> If you are interested in any of these items, please respond to me by using
> this automated link
> jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the
> NOSPAM first). Or email me if you would like a current listing of items I
> have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision,
> Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex,
> Microvision, or Handheld games) sent to you, (please specify system).
>
>
> ** Atari Jaguar Packages - Brand New (all contain one controller, RF Box
and
> AC adapter)**
> ==
> -.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
> - Atari Jaguar with CyberMorph cartridge $40
> - Atari Jaguar (No Cart) $30
>
>
> ** Atari Jaguar Accessories - New**
> ==
> - Composite Video Cable $15
> - Spare Controller $15
> - AC Power Supply $15
> - RF Switch Box $10
>
>
> ** Atari Jaguar Games - New/Shrink-wrapped**
> ==
> - Checkered Flag $10
> - CyberMorph $5 (No Box)

>
>
> **Atari Force Comics** Please make an offer
> ==
> All are in Mint Condition
> - Issue #2 - February 84
> - Issue #3 - March 84
> - Issue #11 - November 84
>
>
> **Trades**
> ==
> I am also willing to trade for rare or shrink-wrapped/sealed titles for...
> - Intellivision, Colecovision, Vectrex or various Atari systems
> - Shrink-wrapped Intellivision NHL Hockey or PGA Golf
> - Shrink-wrapped or mint SEARS Telegames for the Intellivision
> - Shrink-wrapped or mint DigiPlay games for the Intellivision
> - Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
> - Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
> - Rarer Mattel and Coleco Handhelds (a list is available upon request).
> - A complete brown variation of the Intellivision ECS
> - A World Book Tutorvision (Intellivision III Clone)
> - A complete Atari Jaguar CD Unit or Jaguar Accessories
> - Atari Jaguar Games (Most titles)
> - A working Vectrex controller
> - A working SONY SAT-A50 DSS Satellite Receiver
> - Working DSS H or HU Cards
> - And of course the ever popular, original Intellivision keyboard (should
I
> be so lucky :).
>
>
>
>

1272. Re: Classic Gaming Expo 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Lucie Wright <luciewright@mn.mediaone.net>
Message-ID: <Svur4.545$yT6.29785@typhoon.mn.mediaone.net>
Source record: 46483
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.cbm,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

A FABULOU$ WAY TO TURN $6 DOLLARS INTO THOUSAND$
Thursday, 16 feb-2000

I found this on a bulletin board and decided to try it. A little while back, I was browsing through newsgroups and came across an article similar to this that said you could make thousands of dollars within weeks with only an initial investment of $6.00! So I thought, "Yeah right, this must be a scam", but like most of us, I was curious, so I kept reading. Anyway, it said that you send $1.00 to each of the 6 names and address stated in the article. You then place your own name and address in the bottom of the list at #6, and post the article in at least 200 newsgroups (there are thousands). No catch, that was it. So after thinking it over, and talking to a few people first, I thought about trying it. I figured, "What have I got to lose except 6 stamps and $6.00, right?" Then I invested the measly $6.00. Well, GUESS WHAT!!... Within 7 days, I started getting money in the mail! I was shocked! I figured it would end soon, but the money just kept coming in. In my first week, I made $25.00. By the end of the second week, I had made a total of over $1,000.00! In the third week I had over $10,000.00 - and it's still growing. This is now my fourth week and I have made a total of just over $42,000.00 and it's still coming in rapidly. It was certainly worth the $6.00, and six stamps. I have spent more than that on a lunch!!

Let me tell you how this works and, most importantly, why it works....also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. I promise you that if you follow the directions exactly, that you will start making more money than you ever thought possible by doing something so easy!

Suggestion: Read this entire message carefully! Print it out or download it. Follow the simple

directions and watch the money come in! It's easy. It's legal - and your investment is only
$6.00 (plus postage) .

IMPORTANT: This is not a scam; it is not indecent; it is not illegal; and it is virtually no risk - it
really works!!!! If all of the following instructions are adhered to, you will receive extraordinary
dividends.

PLEASE NOTE: Follow these directions EXACTLY and $50,000, or more, can be yours in 20
to 60 days. This program remains successful because of the honesty and integrity of the
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and tangible, it's a service. You are now in the business of Developing Mailing Lists. Many large
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Newtown, PA 19056

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Buffalogrove, ILL 60089

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Arden Hills, MN 55112

STEP 2: Now take the #1 name off the list that you see above, move the other names up (6 becomes 5, 5 becomes 4, etc.) and add YOUR Name as number 6 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to the original as possible. Now, post your amended article to at least 200 newsgroups (I think there are close to 24,000 groups). All you need is 200, but remember, the more you post, the more money you make! This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Postal laws. Keep a copy of these steps for yourself and whenever you need money, you can use it again and again.

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Congratulations...THAT'S IT! All you
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That's it! You will begin receiving money from around the world within days! You may
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each of those 625 persons post a MINIMUM 200 letters with my name at #2 and they each only
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money?" So what! It's only six bucks. What are the chances of that really happening anyway
when there are tons of new honest people who are joining the internet and newsgroups
everyday and who are willing to give it a try? Estimates are at 20,000 to 50,000 new users,
every day, with thousands of those joining the actual internet.

Remember, play FAIRLY and HONESTLY - We're all on this planet together
and we're here to
love one another. Can you think of a better way than to treat one
another kindly and to share
the wealth?

John Hardie <jhardie@pipeline.com> wrote in message
news:38aad4a1.51741518@news.pipeline.com...
> For Immediate Release
>
> Contact John Hardie, Sean Kelly, and Keita Iida
> info@cgexpo.com
> 516-568-9768
> http://www.cgexpo.com
>
>
> CLASSIC GAMING EXPO 2000 SHOW DATES ANNOUNCED;
> "FATHER OF VIDEOGAMES" FIRST TO SIGN ON
>
>
> VALLEY STREAM, NY (February 15, 2000) -- The organizers of Classic
> Gaming Expo have announced the dates of the 2000 show to take
> place at Jackie Gaughan's Plaza Hotel. On Saturday, July 29,
> and Sunday, July 30, the computer and gaming industry's most
> innovative pioneers will gather in Las Vegas to attend Classic
> Gaming Expo 2000. Dubbed CGE2K, the third annual event is
> inspired by a strong, continued commitment to classic game
> updates and re-releases by such major publishers as Hasbro,
> Midway, Namco, Activision, Konami, Capcom, and others.
>
> Heading up this years line-up of industry pioneers is none
> other than the "Father of Videogames" himself, Ralph Baer.
> "Mr. Baer was one of THE major highlights at last year's event
> and we're thrilled that he has decided to join us again for
> CGE 2000," said Sean Kelly, co-promoter of Classic Gaming Expo.
>
> Last year, Baer thrilled audiences by allowing some members to
> play with his prototype "Brown Box", which eventually became
> the Magnavox Odyssey. In addition to the Odyssey, Baer was the
> mastermind behind the Coleco Telstar Arcade and Gemini systems,
> Milton Bradley's Simon, and the Coleco Kid Vid peripheral for
> the Atari 2600. Mr. Baer has created many other products and
> currently has over 150 patents in his name worldwide.
>
> "I'm proud to have had a hand in shaping the videogame hobby
> as we know it today," said Mr. Baer. "It was a thrill to meet
> so many of the attendees at last year's show as well as some
> of my old friends. I'm looking forward to the opportunity to
> share more of my experiences and to again show the 'Brown Box'
> prototype at CGE 2000."
>

> The "Brown Box" prototype is just one of the technological
> wonders that will be on display at CGE 2000. Aside from
> the keynote speeches by various industry legends, Classic
> Gaming Expo also hosts the largest public display of classic
> game hardware, software, and memorabilia around. Some of the
> countless items to be displayed at the CGE 2000 museum include
> numerous hardware and software prototypes as well as many
> unreleased items and loads of videogame memorabilia. "What
> makes the Classic Gaming Expo Museum so special is the fact
> that it's comprised of items belonging to at least two dozen
> different individuals," stated co-promoter John Hardie.
> "This is not just a single person's collection but rather a
> grouping of items on loan from enthusiasts as well as many
> of our distinguished guests."
>
> Among the other activities planned, CGE 2000 will play host
> to a large number of classic videogame vendors and exhibitors.
> While many of them will be selling mint-condition hardware and
> software from the days of old, others will be presenting new
> products for sale for systems such as the Vectrex, Odyssey 2,
> Colecovision, Intellivision, Atari 2600, Lynx, and Jaguar.
>
> Other show highlights include various classic console game
> stations, tournaments, raffles, door prizes, and an incredible
> number of classic coin-operated videogames, all set on free
> play for the attendees.
>
> "I'm delighted to see the growing commitment from the major
> videogame publishers to this market segment. It is becoming
> clear that classic gaming is a pastime enjoyed by more and
> more people," points out Mr. Donald A. Thomas, Jr., Curator of
> ICWhen.com. Thomas worked as Atari's Consumer Services
> Marketing Director in its later years. He currently works as
> a licensing director in the high-tech industry.
>
>
> Now in its third year, Classic Gaming Expo remains the
> industry's only annual event that is dedicated to celebrating
> the roots of electronic entertainment; bringing together
> industry pioneers, gaming enthusiasts, and the media for the
> ultimate experience in learning, game-playing and networking.
> Classic Gaming Expo is a production of CGE Services, Corp.
> (www.cgexpo.com)
>
> ### END ###
>

1273. Re: Atariwriter to Word Perfect

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38AE638F.5DA0@swbell.net>
Source record: 46484

I think I've seen your column around, but I can't place where.
So... where was it published?

Doctor Clu

1274. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38AE6B91.517C@swbell.net>
Source record: 46485

Ronen,

Since the Atari 400 was the first computer I ever owned, I am very partial to it and find it the "mouse that roared" of the Atari 8-bit world.
My original "Franken400" (Which my dad prefers to call "Goodwin's Monster" since Frankenstein was the name of the professor not the creation... technical, technical...) with 48K and added 1400 XL keyboard can be seen at:

http://www.geocities.com/clu-da-bard/Aut_0017.jpg

My dad and I have worked on that computer off an on since I got it. The keyboard used to sit on top of the 400 since we didn't originally think a 1200/1400 keyboard could fit in a 400 case. Then late last year we took a drummel tool and started filing down the case, and moved a capasitor or two and a LED, and I can say it makes a nice tight fit. I took a dead 400 keyboard and removed some of the sticky portion of the keys to label the unmarked silver keys.

I've met up with Wes Newell lately here in Dallas, and he runs a BBS called Wylie Connection 972-429-7005 (has lots of Atari message areas BTW.. shameless plug) and he did a lot of upgrades to Atari 8-bit and ST machines. And he loves to keep up with the Atari hobby scene though he doesn't have one any more himself.
But he did a 64K modification to an Atari 400. Said it was a board that could be plugged into the one memory port of the 400 which was connected to another mother board which allowed for three more slots. Though I'm trying to find more details ever so often (what he did was a prototype that he sold to someone years ago), I wonder if the partially working Atari 800 I have (player missile graphics dead on it) couldn't serve as a nice expansion board for my 400. Hmmm....

Someday I plan to break the 48K barrier on the 400... once I figure out exactly what my dad did to upgrade the computer. hehe.. It's been so long even my dad doesn't remember.

Doctor Clu

1275. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38AE6DB2.5316@swbell.net>
Source record: 46486

Ronen,

How does that SideWriter keyboard work, or I should say, how was it connected. I vaguely remember it in the late 80's. Looks really cool.

I also remember the little sticky keys you could add to the top of the 400, and I remember thinking how neat those were since they had the same design in many ways as the Tandy color Computer keys, which to this day I think was one of the neatest key designs.

Of course the 400 is cool since it was one of the few to have the McDonald's register keyboard. :) It would be neat if someone were to use them again for field applications, and who knows, maybe they do.

In the movie TRON Mr. Dilliger had a cool desk I wouldn't mind seeing. It was a black desk with a glass top. Pretty ornate but simple looking. You tap an area on it, and you find a computer monitor built inside of it, and a flat, touch sensitive keyboard lights up on the glass itself.

Now I wouldn't mind having THAT computer setup at work.

Ever since the 400 (And the Odessey II, people forget about that being the other that had it) I have wondered the applications of membrane keyboards.

Anywho, off on a tangent there, still would love to learn more about the SideWriter. :)

Doctor Clu

1276. Re: Help with project!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38AE6F52.3257@swbell.net>
Source record: 46487

Zoom!!

That was a low pass over my head. But I'm responding to let you know
I'm at least studying the message.

Doctor Clu

Vinnie Rinaldi wrote:
>
> Can anyone here help with a non Atari, electronics project??? I have 2 stereo
> 'line audio' sources but my tv only has one set of jacks..... I cannot use a y
> connector because there will be a signal present on both sources on one of my
> settings... I know I could build an a/b switch and manually switch depending on
> which source I want to hear .... but, something automatic doesn't seem too far
> stretched... any advice here?????? thanks so very much! (I was also thinking
> in terms of a relay, which would 'kick' over to source 2, when 'on', thus
> shutting source 1... but, how good are the contacts in these things for audio?
> And, I think line voltage is very low.. is it enough to switch the relay
> over... unless I go with a relay that handles 120v that would 'kick in' when I
> turn on my second source???????'

1277. Super Cart question

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38AE71A2.3040@swbell.net>
Source record: 46488

Hi folks,

I have a "Super Copy"... a cute brown cartridge with a yellow label with superman on it. This cartridge has a red LED and a switch at the top. I have an idea of what this is but I just want to confirm. :)

Talk soon,

Doctor Clu

1278. Re: Looking for Atari SC1224

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38AE6FE1.4F0C@swbell.net>
Source record: 46489

Have you received any response on this?

Doctor Clu

1279. Re: Best monitor for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38AE74F1.53C3@swbell.net>
Source record: 46490

I'm kinda with James on the problem with the monitor. There are a few solutions however.

If you are a Macintosh user, some Macintosh computers have an option of a RF module that allows the Macintosh to be used as a TV. This also make a good monitor for the 8-bit computer sitting nearby. Still thinking of this option, and in time, I will probably go this route.

ST and Amiga computers, since at least the earlier versions tended to have an RF option, can be used and share an RF connection with a monitor. I currently have two ST computers aiding my Atari 400, and they share the same monitor with a RF switch.

PC computers, most people tend to find it easier to emulate an Atari 8-bit and go from there. Though with the the mob of technology for the PC you would think someone out there has developed (It HAS to be out there.. I'm just not a PC user) a RF board to allow the PC to be used as a TV. This, once again, would give a monitor to the 8-bit computer.

But the problem is a real, and 8-bit computers do tend to sprawl out with all the wonderful devices you can get for it.

As for stocking up... don't know what to say about that. The Atari has been discontinued for almost a solid decade (Atari stopped supporting the 8-bit around 1991 or 92 right?) Yet in 2000 we are still finding these computers fun.

Will it ever completely vanish. No. I don't see it happening. I see a lot of equipment floating around, and I know a lot of those have had too much fun to simply throw any of it away. They either sell it or make sure it has a nice home.

The Atari 8-bit has survived into antiquity for two reasons, it is a fun machine to play games on, and it is fun to hack. And those joystick ports are actually quite useful for a good lot of things. (remote control, robotics, etc, etc....)

I think the users will be a while yet. :)

Doctor Clu

1280. Re: APE/SIO2PC & the Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000219074828.22630.00000413@ng-cm1.news.cs.com>
Source record: 46491

>I have never been able to get SIO2PC or APE -or- a real SIO floppy drive to work on my systems at the same time.<

Oops! " -or-" should be "-and-" sorry!
Larry

1281. Re: APE/SIO2PC & the Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sat7tc9ur2a92@corp.supernews.com>
Source record: 46492

LLpwhite <llpwhite@cs.com> wrote in message
news:20000219074321.22627.00000427@ng-cm1.news.cs.com...
> Hi all-
> I have never been able to get SIO2PC or APE
> -or- a real SIO floppy drive to work on my
> systems at the same time. Tried several
> computers and several drives and both SIO2PC
> and APE cables. My question is (sort of a
> survey):
> How many people that use APE or SIO2PC
> have success or failure with a real drive hooked
> in the SIO chain at the same time? If you can
> use this combination successfully, have you
> been able to use Ultra Speed/Warp Speed?
I've never had a problem. I would boot a copy protected AR Dungeon disk as
drive 1 with sio2pc drives as 2-4. I have only used it with 810s, 1050s, and
a US Doubler 1050, but never any problems.

1282. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000219141422.34185A@ilaskey.compulink.co.uk>
Source record: 46493

In article <38adf84c@news.iglou.com>, bmarcum@iglou.com () wrote:

> Jaguar CD out performs PlayStation.
I don't think so. The Jag had some serious hardware limitations. On paper it looks like it ought to be able to chuck polys around nicely but the reality is different. The memory bus was crippled at a late stage introducing some big problems with concurrency eg you can't have moving graphics as a sample is playing without some veryclever design and even then you have to have poor sample rates or not much GFX going on. There were other problems too. I did some work for Atari at a trade show and the SOny stand was next to the Jaguar one and comparing the two sets of games was embrassing and that was in the very early days of the the PSX. Later games got even better on it. I've had some dealings with Jag developers and done some beta testing etc and trust me, nice as it was, the Jag wasn't a PSX beater no matter how badly you'd like it to be.

Iain

1283. Re: ProSys Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Spectre <rlange19@idt.net>
Message-ID: <kKmuOAIV7sCvXbFVgruUYRok64hc@4ax.com>
Source record: 46494

On Fri, 11 Feb 2000 08:11:32 -0500, Stephen Knox <gooch@erols.com>
wrote:

>I have a SIO2PC cable but hate having to bring the 800XL up to the PC to run
>it

Where can I buy a SIO2PC cable and what software do I need to make it
work? I have several 8bit Atari BASIC games I wrote trapped on the old
disks.

1284. Re: ProSys Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <satesqirr2a114@corp.supernews.com>
Source record: 46495

Spectre <rlange19@idt.net> wrote in message
news:kKmuOAIV7sCvXbFVgruUYRok64hc@4ax.com...
> On Fri, 11 Feb 2000 08:11:32 -0500, Stephen Knox <gooch@erols.com>
> wrote:
>
> >I have a SIO2PC cable but hate having to bring the 800XL up to the PC to
run
> >it
>
> Where can I buy a SIO2PC cable and what software do I need to make it
> work? I have several 8bit Atari BASIC games I wrote trapped on the old
> disks.
Not sure if you are aware of the difs. SIO2PC cable for transferring files
to an IBM would mean that you have both a real Atari 8 bit and a real 8 bit
drive like a 1050. The Prosys cable is different and not interchangible, but
allows you to make copies your disks using only an 8 bit drive and an IBM
compatible computer.

There is someone from Europe that sells SIO2PC cables on eBay for ~$25 and
seems to be very highly reccomended by buyers. He has to keep costs/weight
down by using fairly short cables though.

Clarence Dyson has done a really excellent job of putting a hobbiest guide
to assembling the cables if you want to try to build one yourself.

http://www.redshift.com/~cdyson/atari.html

1285. Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-19 00:00:00 UTC
From: Belitz <Matthias.Belitz@gmx.de>
Message-ID: <01bf7b14$06b2b280$6b0feec3@Irata2>
Source record: 46496

Hallo !

F.e. BW-DOS could use any drive letter up to D9:, and I think SD 3.2 could handle D9: also

Matt

Cabell Clarke <cabell@richmSPAMNOond.infi.net> schrieb im Beitrag <88mcpa$7s8$1@nw001t.infi.net>...
> I have occasionally seen posts here where people refer to using drives above
> D8: - How exactly do you do this? I would assume a special DOS is needed.
> Which one? Any info is greatly appreciated.
>
>
> --
> Cabell Clarke
> email: cabell@richmSPAMNOond.infi.net
> A8Site: http://www.geocities.com/siliconvalley/node/6969
> A8BBS: telnet://cabell.tzo.com 12a - 6a daily
>
>
>
>
>
>

1286. Atari 410 recorder/ Rare Thorn EMI games bundle cheap!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <88oiqteja1@nnrp03.primenet.com>
Source record: 46497

Bidding starts at a penny!

Also rare Astro Chase (Atari 800) cart in mint condition!

Check my Ebay auctions this week at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=satcom2

and bid high! ;) Thanks! -Satcom2

1287. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: doctor@localhost.localdomain
Message-ID: <88okodig1@localhost.localdomain>
Source record: 46498

In article <fD%n4.25552$in5.473952@news1.online.no>,
Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
>Hmmm, the printer started to do something, but as it's an Canon BJ-6000 I
>guess it's not working because it's not a DOS compatible printer. I expect
>it should be, like a Canon BJ-200 I guess would work. Also the number I
>tried to call from BobTerm was not answering, but it did act upon it. I
>think it works, just need the right equipment, like a DOS compatible,
>preferably Epson FX compatible printer, and a standard modem.

What is a "DOS compatible" printer.The handler for the printer is built into
the Atari.And if you're talking about the IBM,DOS doesn't handle that either.
(that's handled by the built-in ROM (BIOS) as well)

1288. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: doctor@localhost.localdomain
Message-ID: <88om89ji1@localhost.localdomain>
Source record: 46499

In article <389F9680.8DF3F291@earthlink.net>,
Mike Kohary <mkohary@earthlink.net> wrote:
>I'm considering a purchase of the registered APE and accompanying
>cable. The two together will cost me a cool $100 including shipping.
>General question: is it worth it? Here is some context for my
>question:
>
>- I have about 100 Atari floppies that I want to convert to .atr files
>on my PC.
>
>- I would like the ability to transfer .atr files back to real Atari
>floppies; however, this ability is not necessary, just frosting on the
>cake.
>
>Additional questions: given my desired task(s), what will the
>registered version of APE give me that the unregistered version does
>not? How reliable a businessman is Steven Tucker (i.e. product
>delivered in a timely manner, well constructed and worked as expected)?
>What has your general experience with the product been, and would you
>recommend it to others? All comments and reviews are welcome.

Well,the fact that he talks (in the manual) as if "3X" (57600 baud) is some how
the fastest that you'll ever see on the Atari is mysterious.Also the fact that
he refers to "2X" (38400 baud) as "UltraSpeed" when Ultraspeed is a protocol
and not a actual baud rate or BPS rating.And if he meant the 1050 with US
Doubler upgrade,that runs at 53200 baud,which is closer to 3X than 2X.There's
also the fact that programmes can't tell when you replace one "floppy disk"
(ATR file) with another one so programmes that depend on that (and don't
include a manual way to indicate a disk change) will just sit there waiting for
ever for you to open and shut the drive's door/latch.Oh,and when programmes ask
the "disk drive" (i.e.APE) how many sectors are on the current disk,it always
gives a number twice as big since it always indicates single-sided disks as
being double-sided and REAL double-sided disks as being TRIPLE-SIDED!
(of course this only affects format and disk fix programmes as DOS just checks
a number on the disk rather than asking the drive it-self,but still...)

>Thanks for any response. $100 isn't a fortune, but it's a goodly amount
>of money to simply spend on my Atari. Still, getting those floppies
>over to the PC is pretty important to me, for preservation purposes.

There's really no purpose to buying the software if you're just going to use it
to archive your disks.Registration just means that you can write to a ATR file
at 57600 instead of 38400 baud.Remember that the slowest Ultraspeed drive (e.g.
1050 with US Doubler upgrade) is 53200 baud so it's hardly "greased lightning".

1289. Re: MyDOS 6.0 and 48MB partitions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: doctor@localhost.localdomain
Message-ID: <88oourlt1@localhost.localdomain>
Source record: 46500

In article <saljm0e72pd88@corp.supernews.com>,
Richard Cortese <ricortes@netmagic.net> wrote:
>LLpwhite <llpwhite@cs.com> wrote in message
>news:20000215194932.29584.00003549@ng-fg1.news.cs.com...
>> >A Long long time ago (quoting
>> >sector/block. Maybe there is a posibility to get DOS 3 working with a

I thought that that was from a Weird Al Yancovic song. <heh>

>I remember the problem being the minimum allocation unit was ~1024 bytes. So
>if you had a short files, like 10 versions of ML program you are debugging,
>it was possible to waste almost 20k for the 10 copies of source code and 10
>.obj files.

ProDOS (on the Apple) did the same thing.It was designed for 512 byte blocks so
it would put two 256 byte (Disk][) sectors in each block.What was annoying is
that they didn't just use 512 byte sectors and try to get more disk space out
of the deal.And,of course,you get MAMMOTH block sizes on the Macintosh and IBM
computers.
(even with the 32-bit FATs you get 4 KILOBYTE sectors!!!)

>Just my op, but in anything Atari storage you are going to do, you will have
>this type of file storage problem. Specifically, most Atari files are 4-32k
>in lenght, so even when you start talking 16 meg of storage per hard drive
>partition you have to take the number of files into account.

You could do like BSD UNIX and have the last few hundred bytes of several files
share one "block".BSD UNIX did this so that it could be used with bigger fixed
disks.
(presumably it had 16-bit FATs ("indirect blocks"))
Each file would have a "fragment" number,which told which part of the 4k block
the end of the file was in,and how many fragments it took up.Linux disks have
fragments on them,but Linux's "ext2" DOS only supports disks which have the
fragments the same size as the blocks (usually 1k) so there is basicly no
support for fragments in Linux.
(unless version 2.2 of Linux implemented them;we've been waiting a LONG time)

But is there really any point to having bigger partitions?
The new ATA interfaces give you 16+ partitions at a time.Do you really need
disks with HUNDREDS of megabytes of storage on them?
And if it's a question of BBS downloads,BBSes should have a option of running a
programme before accessing certain drives.This programme could be a simple
assembly programme to change the drives/partitions around.

1290. Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: doctor@localhost.localdomain
Message-ID: <88or79nm1@localhost.localdomain>
Source record: 46501

In article <38AF89F9.F702CC33@usa.net>,
Carolyn Hoglin <choglin@usa.net> wrote:
>MyDos 4.5 lets you have 9 drives. Usually D9: is the RAMdisk.

SpartaDOS X (if you can stand it) also allows 9 drives.
And the Black Box allows a drive (floppy or fixed) to be set up as #9.

1291. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <0_Rr4.3068$kz6.56046@news1.online.no>
Source record: 46502

> What is a "DOS compatible" printer.The handler for the printer is built into
> the Atari.And if you're talking about the IBM,DOS doesn't handle that either.
> (that's handled by the built-in ROM (BIOS) as well)

Well, BJ-200 is compliant with dos, my BJC-6000 is not. I can't print from DOS with that. I also know the OKI 4 (something) a laser printer is Windows only.

1292. Re: MyDOS 6.0 and 48MB partitions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <savtqkpmr2a74@corp.supernews.com>
Source record: 46503

<doctor@localhost.localdomain> wrote in message
news:88oourlt1@localhost.localdomain...
> But is there really any point to having bigger partitions?
> The new ATA interfaces give you 16+ partitions at a time.Do you really
need
> disks with HUNDREDS of megabytes of storage on them?
There is a danger in thinking you are a typical Atari user. I mean I thought I was typical until I started running into people that only owned an Atari 400 and 5-10 carts.

But I can't get past thinking that the typical Atari owner on average has at least 2 disk drives and on average 200 disks. My collection of Antic and ANALOG disks is probably over 50 disks alone.

200X150k<avg density from double, single, flippies, etc> =>30000k or 30,000,000. I am kind of the Oscar Madison of file organization, but I realize some people are "Everything in its place and a place for everything" Felix Unger types.
> And if it's a question of BBS downloads,BBSes should have a option of
running a
> programme before accessing certain drives.This programme could be a simple
> assembly programme to change the drives/partitions around.

The BSD stuff was interesting, it made me think a little retro. I think some of the first disk drives for micros were not very sophisticated, just stacked files on a disks one right after another w/o file allocation blocks and whatnot.

I would guess 90% of the stuff I have is essentially read only. What would work and be fairly easy to implement on an Atari for things like a bbs/archival purposes is just having the files appended to each other with a directory structure that functions as an index into the big file. Something like a directory structure that is MYFILE.001 1039<first byte of file> 8920<last byte of file> MYFILE.001 8921<first byte of file> 16233<last byte of file>. The actual storage would just be a large hunk of hard drive partition set aside/marked as in use for the file with the first byte of the first sector => byte zero.

1293. Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <38afdcf2.3041325@news.netunlimited.net>
Source record: 46504

What the heck will you do with 9 drives?

VS
To email me just remove the Xs and underline marks from my email address.

1294. Re: FA: 400/800/1200 xl SAMPLE CART Star Trek SOS

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38AFEDB2.B0A@swbell.net>
Source record: 46505

Burke wrote:
>
> I have an ultra rare sample cartridge (never released), Star Trek: Strategic
> Simulations Simulator, for 400/800/1200xl for auction on eBay. Check it out
> if you'd like here:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=264819690

Checked it out, seems to be the player's variation of the Star Trek
game by SEGA. Not bad.

Doctor Clu

1295. Re: NTSC/PAL Question..?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <88ovt0$h8c$1@news.netvision.net.il>
Source record: 46506

I have encountered several UK and European games that did not worked
on the NTSC machine (like T-34 etc...)

you can easily fix that by replacing you Antic chip with a PAL one..
then both PAL and NTSC games/demos will work on your machine

check:

http://thor.prohosting.com/~atari8/palntsc.htm

nir

Vidar "Hawk" Olavesen <olavese@online.no> wrote in message
news:_KCr4.2629$kz6.49607@news1.online.no...
> Mostly, unless the programmes uses the VBI, well they can use it, but the
> VBI time is less on NTSC machines. Has nothing to do with the tapes, but
the
> code in the games. I think there's very few, if any, that won't run on
NTSC
> machines. Haven't really tested it on NTSC machines, but I know my demos
> won't run on NTSC, so I guess somebody must have made games that only runs
> on PAL machines. Polish games I guess, as most of them are demo coders.
> Could be wrong, but that's my impression
>
>
>
> bowling <mbowlin1@tampabay.rr.com> wrote in message
> news:WxBr4.6029$xy.65723@typhoon.tampabay.rr.com...
> > Will cassette tape programs -- that were distributed in the U.K. for the
> > British Atari 8bit market -- work on an American Atari 8bit NTSC setup?
> >
> > --mb
> >
> >
>
>

1296. Bad trader Reporting Page

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38AFF5D4.10F5@swbell.net>
Source record: 46507
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

This page that Vidar "Hawk" Olavesen has created is a valuable
resource. I have to say that I have dealt with numerous people over the
internet, and all those people except one were honorable in that they
did what they said they would do, or at least tried to make some
retribution with sincerest apologies.

Know that we can not only warn each other of that occational thief
in the fold with this web page, but there is now a Comsumer Protection
Division to file a formal report. I am filing such a report, and after
message from Vidar below, I will mention more information about the one
bad trader I have encountered in my tradings. Again, my thanks to the
rest of you for making the Atari experience a fun one.

Doctor Clu

Vidar "Hawk" Olavesen wrote:
>
> I updated my bad trader page at : http://home.sol.no/~olavese/avoids.htm
>
> I've included Power Games Inc, because I have now been waiting over a year
> and lately, no replies to emails. Stay clear of them :
> Power Games Inc.
> 47 Shoals Avenue
> Killen, AL 35645
> USA
> email to the person I dealt with : dan@shoalsnet.com
>
> Just to warn off anybody, or at least make them aware of a possible thief.

@>-->--------------------

Trader name: Ron & Mary Schwab
Alias: "Qtip"

Address: 855 L Street
Gering, NE 69341

E-Mail address qtip@scottsbluff.net
qtip@excalibur.scottsbluff.net

Confirmed by drclu@swbell.net

Background story:
Back in late October'99 the the trader known as "Qtip" announced
that he/she was selling a bunch of Jaguar equipment and claimed to have
two catboxes.

Made a deal to buy a Catbox, & Dragon's Lair CD + shipping for
$50. Payment was sent out, and check was cleared in early November.
Weeks passed, and then upon asking, I was told the plumbing had backup
in the back room where the games were and they need testing.
Realizing the time it would take, asked for a refund to be sent
and that we would try the trade later when everything was cleaned up.
"Qtip" promised refund. After that, weeks would pass, then questions
asked answered with promises of refunds being sent. Finally in late
December the trader in anger said that a refund was sent with a money
order, and unprofessionally said no money order number would be given to
track the money order, nor would any other responses be given to the
status of the refund.
Currently in February I have yet to see the refund, and the trader
no longer replies to E-mails.

I am currently filing a formal report with the Consumer Protection
Division which is a branch of the FBI. If anyone else has had any bad
business dealings with the trader "Qtip", please send E-mails to:

drclu@swbell.net

Thank you for your time,

Doctor Clu

1297. Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sb0ep12r2a109@corp.supernews.com>
Source record: 46508

Way back when, dark ages kind of thing, there was Compucat BBS. The original incarnation of it ran on eight modified 810 drives IIRC. Neil Kinney, the sysop, had an online store with complete prices lists, specials, that kind of stuff. There was also an adventure game built into the BBS, standard "You are in an elevator and you see buttons marked up and down. Which way will you go?" kind of thing.

Of course as soon as the ST came out he switched. He still has the adventure up now, but it is as web pages.

Some people are just different I guess. I probably have 7-8 drives laying around, but whenever I run my system I just have one real 1050 type drive and let the others collect dust.
Velcro SPY <X_velcro_X@netunlimited.net> wrote in message news:38afdcf2.3041325@news.netunlimited.net...
> What the heck will you do with 9 drives?
>
> VS
> To email me just remove the Xs and underline marks from my email address.

1298. Classic video game ROM's

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: fozman <fozman@breathemail.net>
Message-ID: <38b058c0_3@news2.vip.uk.com>
Source record: 46509
Cross-posted to: comp.sources.atari,comp.sources.atari.st,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

Check out Rom Dumper for all the classic Atari System ROM's at
http://www.romdumper.free-online.co.uk/

Roms available for :-

Atari 2600
Atari 5200
ColecoVision
Master System
MSX
TG16
Vectrex

Atari 7800 coming soon

1299. Re: 1 Meg.30 Pin Sims for Atari ST

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <eeauOly1Vn29xghlt3An3uv3fi1H@4ax.com>
Source record: 46510

You are in an empty room with David LOUGHTON <"David
"@cyberpeeps.freeserve.co.uk>. There's a rock in the middle with "Y2"
written on. A hollow voice says:

>Mice ï¿½3, Lexmark printer memory, NEW 4 Meg. ï¿½6 all inclusive of
>U.K.Postage.
>1 Meg. 30 Pin Sims for Atari ST & STE .Printer ribbons ï¿½3.
>Also as apace is needed I am forced to sell allot of software and
>hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and PC stuff at
>silly prices. Prices start at 30p. Look at my web site :-
>http://www.cyberpeeps.freeserve.co.uk
>prices start at 30p.

So the STs take 30 pin SIMMs do they? Hmm....<ponder>.....now where's
that bag of 'em I've got stowed away somewhere.....
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

1300. Re: Prosys musings

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000220174509.14759.00000924@ng-fh1.aol.com>
Source record: 46511

Richard Cortese" ricortes@netmagic.net implied

>if someone needs a functional Pro cable, now would be a good time to ask.

Doing same; what will you be asking?

-Ron

I started life with nothing, and still have most of it left...

1301. FA EBAY: Atari 800 system Last day!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: Chris Ross <pragmatist@kc.rr.com>
Message-ID: <38B075A8.68C9AFA1@kc.rr.com>
Source record: 46512
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=261211255

--

"One World, One Web, One Program" - Microsoft Promotional Ad
"Ein Volk, Ein Reich, Ein Fuhrer" - Adolf Hitler

1302. Re: Prosys musings

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sb1eo9lnr2a42@corp.supernews.com>
Source record: 46513
Body handling: HTML body converted to readable text

RHamiIton5 wrote in message
news:20000220174509.14759.00000924@ng-fh1.aol.com...
> Richard Cortese" ricortes@netmagic.net implied
>
> >if someone needs a functional Pro cable, now would be a good time to ask.
>
> Doing same; what will you be asking?
I am just getting rid of loose chips and doing some things like measuring
voltages at pins as I have never bothered. Ergo I am just going to ask
Carolyn for her cable in exchange so I can see why it failed and a couple of
bucks for the others.

There are issues that Nir brought up in email that would be nice to see
addressed, things like the emulator writers supporting the cable, but for
the most part I just want to add some data that will help debugging ~5 years
late.

I'm really bad at guessing prices, I think some people paid me ~$25 for
SIO2PC cables back when I was doing the 4049 => 74LS00 => 1489 jumping through hoops, but I
probably gave away as many as I
sold. Sheesh! Bill Kendrick even got one with an LED data line monitor.

Just MHO, but I think $25 is a fair price. ~$8 in parts, $1 for blister pack mailer and
$1.29 for postage last time I
checked.

A little birdie told me about myself, said "CHEAP CHEAP CHEAP!". I even cut
the RS 417 hole general purpose PC boards in 1/2 so they will fit in the
smallest $2 case RS sells and make 2 cables from them. I am abnormal! I
don't expect everyone to do what I do. I don't even buy strain reliefs for
cables, I just dose them with large gobs of gunk from my hot melt glue gun.

But they take ~20-40 minutes each to make once you get your mojo working,
plus you can sort of tack on the time it take to buy materials and mail
them. @$25 you would be making ~$10-$17 profit each, so it should translate
to $10-$51 per hour depending on how good you are. Just my op, but that is
about right. The cables are not fun to make after say, the first 2. It is
really like work after the first couple anyway, nothing like a hobby or
something you would do for fun. I swear, after you make 10 of them, you
won't make another for less then 60 bucks!

1303. Sell/Want/Trade list...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: nexar@my-deja.com
Message-ID: <88qe6tcfu1@nnrp1.deja.com>
Source record: 46514

```
==============================
**** Want/Trade-Sell List ****
updated:2/18/2000
==============================
Contact me at: xNexar_Net_x@yahoo.com ; Nexar64 on AIM.
Feel free to page me on Yahoo! pager.
=====================================================================
Wanted:
=====================================================================
Jaguar/Jaguar CD ||
================
Air Cars
Atari Carts
Baldies CD
Breakout 2000
Brutal Sports Football
Bubsy
Cannon Fodder
Cybermorph (94' version)(w/box)
Defender 2000
Dino Dudes
Double Dragon
Dragon/Bruce Lee
Dragons Lair CD
Fever Pitch Soccer
Hoverstrike (cart)
Hyperforce
I-War
Iron Soldier-2 (cart)(CD)
Myst CD
NBA Jam T.E.
Pinball Fantasies
Pitfall
Power Drive Rally
Primal Rage CD
Protector
Raiden
Ruiner Pinball
Sensible Soccer
Skyhammer
Soccerkid
Super Burnout
Supercross 3D
Syndicate
```

Theme Park
Towers-II
Troy Aikman
World Tour Racing
Worms
Zero 5
Zoop
IS2(cart)(CD)

Any Misc. Flash Carts/Proto's/Demo's/etc.
Pro Controller
Blue/Grey Controller
Lynx-like(Jag Controller)
Jaglink Cable
Jaguar Composite Cable
Jaguar Developers Manual
Jaguar Dev Kit (complete)
Jaguar EPROMS/Misc
Jaguar Test Cart.
Atari Launches CD
Catbox
ANY schematics
Misc Promotional items/ads.
ALL Atari Videos

==========
Falcon/ST Hardware/Software ||
==========
Falcon030 accessories/misc/games/periphs.
ST Color Monitor
ST HD/misc software
Any and all ST/Falcon Mags. Info-promos,. etc.
Magazines!!!!!! :)

==========
==========
==========
For Trade/Sell:
E-Mail me , Pics are available for ANY of the following listed upon
request.
==========
==========
2600 misc. ||
==========
Commando Raid
Cosmic Ark
Dark Cavern
Defender-II
Donkey Kong
Eggomania
Frogs and Flies

Gangster Alley
Kung Fu Superkicks
Lock 'n' Chase
Midnight Magic
Ms. Pac-Man
Phaser Patrol (cass.)
Snoopy and the Red Baron
Thunderground
Tite Match Pro Wrestling
Warlords
Yars' Revenge
)more avail. upon request(

==========
5200 misc. ||
==========
Centipede
Countermeasure
Dig Dug
Galaxian
Mario Bros.
Missle Command
Pac-Man)lol(
Ms. Pac-Man
Moon Patrol
Popeye)label torn(
Pole Position
RealSports Soccer
Rescure on Fractalus
Space Invaders
Super Breakout
Qix

==========
7800 misc. ||
==========
System only,no ps, no controllers
7800 controller
(games avail upon request)

(complete system avail with 20+7800 gamse and misc 2600 games, email
for info)

==========
Commodore64 ||
==========
Complete System Avail or will sep.
2 DD
1 C64
3 cases of software
Printer

misc., some carts.

```
=====================================================================
XE Computer/Game||
================
Cato (cart)
Deeromancer (cart)
Bug Hunt(gun required but not included)

=====================================================================
ST ||
================
n/a

=====================================================================
Intellivision Misc ||
================
Games avail upon request
Systems Avail.

=====================================================================
NES Games ||
================
Avail Upon Request

=====================================================================
SNES ||
================
SNES system
Warlock
Doom
misc, more upon request

=====================================================================
32x ||
================
32x System
Tempo
Doom

=====================================================================
G-Boy MIsc ||
================
Color Gameboy
R-Type DX)color(
Mortal Kombat
Mario:6 Coins

=====================================================================
PC Parts and Misc.||
================
56k int. (new)
16bit soundcard(new)
```

40x-CD-Rom(new)
ATX 300watt PS (new)
540MB IDE HD
misc. avail upon reueest.

==========
DVD ||
==========
The Mummy
The 13th Floor
City of Angels

E-Mail: xNexar_Net_x@yahoo.com
pics are available for all items, freely email me.

Thanks!
Clint

Sent via Deja.com http://www.deja.com/
Before you buy.

1304. Re: Energy Czar?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000220202738.14750.00000874@ng-fh1.aol.com>
Source record: 46515

>Does anyone remember an old Atari game called Energy Czar?

real thing on eBay... not seen on ATR sites

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=261211255

good another 23 hrs - Fri 4pm PST

-Ron

I started life with nothing, and still have most of it left...

1305. Re: I am selling a real nice atari 400 computer.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: Alan Pollock <nexus@king.cts.com>
Message-ID: <88qp3m$283s$1@thoth.cts.com>
Source record: 46516

Nice, but he doesn't mention if it's a 16 k ram (in which all of those carts would work) or if it's the 48 k, which would allow it to work well with a disk drive. Nex (ex 400 owner from way back)

SMberzerk <smberzerk@aol.com> wrote:
> If the guy who has it now, stays at the same price, he's going to get one heck
> of a deal!

> Check it out
> at:http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=259245984

> Thanks, Chris Smith

--

1306. Atari loving graphic/web designers wanted!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <88rid2$4i2$1@nnrp1.deja.com>
Source record: 46517

Hi everyone! I am going to begin work on expanding my "Atari Software List" site into a full-fledged Atari computer site. Seeing as I'm not the graphical type, I would welcome any help from people that are. If you're interested in helping in any sort of capacity, please e-mail me!

mailto:dnoguero@iname.com

Thanks!

Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

1307. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38B120ED.C012CC6A@mail.uni-mainz.de>
Source record: 46518

[snip]
> I did say that 128k is the largest XE cart avilable. The XE cart has
> that design limit. The xe cart also only switches the bottom 8k, The
> upper 8k always stays where it is. Of course, poeple can design much
> larger carts. There is nothing stopping you from having 65535 banks
> in theroy.
>
> James B

Hello James,
yes there is something that stops us from having 65535 banks on a cart !! Some cartridge location holds the info for avaiable banks, this location only allows banks 00-ff (thats 256 banks). So you can merely have 256 banks of up to 16k. You can use 4k bankswitching like OSS, 8k bankswitching like Atari or use your own way of 16k bankswitching (besides you could also use 1k or 2k bankswitching).
A friend of mine is currently testing the different bankswitching techniques on Atari cartridges (which differ from Ramdisk bankswitching!). I hope we are lucky enough to get bigger carts than 128k, since I would like to get an up to 4MB cart (256 banks of 16k, if thats possible)... Andreas Magenheimer

1308. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: sherryny@aol.com
Message-ID: <20000221074627.14219.00000799@ng-ce1.aol.com>
Source record: 46519

> Someday I plan to break the 48K barrier on the 400... once I figure
>out exactly what my dad did to upgrade the computer.

When you do, please let me know.. years ago I had a mosaic 64k board.. I sold it because it wasn't compatible with the axlon upgrades... but, for sure, that mosaic board bank switched the same way.. but at a differerent address... I think..!

1309. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: sherryny@aol.com
Message-ID: <20000221074934.14219.00000800@ng-ce1.aol.com>
Source record: 46520

>Of course the 400 is cool since it was one of the few to have the
>McDonald's register keyboard. :)

LOL... exactly what I thought.. .. better yet, coupled with an 822 printer..
(40 column thermal - also used at Roy Rogers!)... fast food haven! .. Hey, I
forgot all about the sticky's you mentioned.. damn, were people creative,,,what
happened?

1310. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000221081516.14743.00000827@ng-fh1.aol.com>
Source record: 46521

Oooooops! Wrong screen name!
BTW... 'SherryNY' is my company email address..(Sherry Mfg Co, NY).... I was wondering where all my Newsgroups went!!!

Oh well... speaking of memory limitations..!!!

B'rgds,
Vinnie

"Can't means don't want to!"

1311. $100 REWARD for LOST AMS FILES!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: salvius@dexposure.com
Message-ID: <salvius-2102000825270001@salvius.dialup.access.net>
Source record: 46522

Hi Folks!

Many years ago, I programmed 4 AMS files: A Kind of Magic, Stereotomy, True Colors and Tonight She Comes. I have found one of them, A Kind of Magic, in the AMS archives of Atari 800 files, but the other three are still lost.

I'll pay $100 EACH to anyone who can come up with any of the other three files. I remember their file names as:

STROTOMY.AMS
TRUCOLOR.AMS
TNSHECMS.AMS

For anyone who remembers the old BBS circuit, I was Mr. Roboto, sysop of the STYX BBS. A belated hello to anyone from the past :-)

I posted them to many BBSes at that time. Thanks in advance for any help you can give!

--
Vinny Salzillo, President
Double Exposure, Inc.
==========
Gaming the way it was MEANT to be!
http://www.dexposure.com

1312. Re: Cave of Hasbro

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <88rtb9cia1@nnrp1.deja.com>
Source record: 46523
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <88eae7apf1@ins20.netins.net>,
"Lorr" <chuckles@funnyfarm.fart> wrote:

> >Warning #1! You may have been asleep in a cave!
>
> What of it?
> Hasbro can do it. Why can't I?
> They aren't going for Dreamcast. They're not going for Nuon. They're
not
> shooting for PlayStation2. They are shooting for OLD market PC and
> PlayStation.
>
> {Other warning irrelevant. See above.}

Right...and the Dreamcast version of Centipede I've seen in stores was
a hoax that some prankster did.

Honestly, as much as I am somewhat amused by constant rants of
illogical arguements and fictional meaningless bias...this is really
getting old.

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

1313. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <88rus2dpc1@nnrp1.deja.com>
Source record: 46524
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <38ab831b.0@news.bewellnet.com>,
"Sam Gladstone" <sam.gladstone@mail.com> wrote:
> Maybe I missed something here. Hasbro is filing lawsuits for pacman
> clones?
>
> Namco owns Pacman and Galaga. Why is Hasbro using their money
> to defend Namco's property? Atari doesn't own either, maybe a license
> but not own, that title belongs to Namco only.

Probably because Hasbro is making money off the licenses given by
Hasbro and will treat it as if it's their own. It's like in the States
the whole Pac-Man francise was "owned" by Midway even though Namco
licensed it to them.

> It would be humorus if Hasbro released another updated Namco game like
> "Ms. Pacman" only to be tapped on the shoulder by Namco wondering why
> Hasbro believed they owned other popular Namco titles.

I think that that might include other Pac-Man titles in the agreement,
I'm not sure. That's interesting consdiering that Midway made Ms. Pac-
Man and not Namco, but you'll find Ms. Pac-Man on PSX and GBC
from...you guessed it, Namco.

> Other oddball things I wonder about is will Hasbro pacman stuff end
up on
> the
> playstation? That would be dilution of tradmark that Namco enjoys on
the
> playstation.

Because Namco already has Pac-Man World for PSX, so you won't find
Hasbro's Pac-Man on PSX...only on the PC which Namco won't develop
for. At least you can play Pac-Man World on bleem! :)

> (It would be sweet to see two Giants battle royal over
> something
> like this rather than pick on the small fries. C'mon Namco, put the
fear of
> God
> in one of those big corporate giants and stop picking on the small
potatoes
> arcade
> collectors!)

True...but corporations would rather do "business" with each other and only sue as a last resort. It's like a powerful nation trying to have good dipolmatic relations with another powerful nation while waging war only with small weak countries. Sad but true...

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

1314. Tech: 130XE Black Screen and a Tone.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <88rmer$ao1$1@ffx2nh3.news.uu.net>
Source record: 46525

Hi All you Techies.

I have a 130XE computer that I have tried to upgrade with Steven Tuckers Ape OS+. I followed the directions that Steve gave.. Had a bugger of a time removing the solder from the pins using de-solder wick and a solder sucker. (I think this is where I might have damaged the board?)

When I installed the socket, and put in the old OS, I get a black screen, and a constant tone out of the monitor speaker... I get the same thing when I install the Ape OS+.

Did I happen to destroy a trace, or maybe shock something important? Because I looked over the soldering joints, and looked around the socket, and can't see any broken traces, but they're might be.. I got a little rough with it.. anyway.. if need be, I have a nice big spool of 30 gauge wire sitting here ready to be used to jumper traces.

Any help will be appreciated.

--
Marshall Walker
mwalker@mc.net

1315. FA: FIXED LINK FOR STAR TREK SOS

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: Burke <chrisadcock@rocketmail.com>
Message-ID: <88rthn$67ce$1@mercury.vcu.edu>
Source record: 46526

If you read the above message and can't link, try this one:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=264819690

1316. NIB carts wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <38B17E36.68BF@volcano.net>
Source record: 46527

Am looking for vendors that have various new-in-box 8-bit carts for sale (I would prefer to buy several titles at once, not just one or two at a time.)

Also, if anyone is interested in swapping 8-bit carts for my spare Channel F and Atari 5200 carts, contact me via e-mail.

Thanks for the help!

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

1317. Re: NIB carts wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <38B180DA.3816@volcano.net>
Source record: 46528

The Maverick wrote:
>
> Also, if anyone is interested in swapping 8-bit carts for my spare
> Channel F and Atari 5200 carts, contact me via e-mail.

Whoops... forgot to mention that I also have several boxed Odyssey^2
carts which I would be willing to swap for 8-bit carts as well.

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

1318. Re: Another response after the end

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: Neko <neko@eatel.net>
Message-ID: <bNgs4.39013$Cn1.756620@news5.giganews.com>
Source record: 46529
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

> This is an open forum. Anyone can jump in. Feel free.

I often do!

. They bought up several software companies and used
> them to make games for the names they purchased. This is how you make a
name
> for yourself?

Hasbro really doesn't HAVE to make a name for themselves. However, I follow your point if you are referring to PC and console games. There is an interesting (to me) trend lately of re-using old concepts and slapping a recognizable name on a recycled game from the classis era. I ought to know, I own the new versions of Pong, Frogger, Centipede, Space Invaders, Asteroids, Q*Bert, Battlezone (not a re-hash at all but a totally new game) and I may pick up Missile Command soon.

Of those, most of them are disappointing. The few I enjoy and continue to play are Pong, Space Invaders, and a little Q*Bert from time to time - although the MAME version of Q*Bert is FAR superior and more fun.

The games that alarm me the most are the ones that rely on 3D acceleration when they really don't need it - and since all the programmer's resources went into figuring out how to make a 2D game like Frogger suddenly be a 3D game, they ran out of creativity when they got around to trying to make a FUN game. Look at Sinistar Unleashed. What a failure that game is. No fun, and it doesn't resemble the original AT ALL. They lost out on both points there - old-timers (like me) didn't buy it because it wasn't enough like the original, and young whippersnappers stayed away because it got bad reviews!

Let's face it: Frogger would have been tons better if it had been updated to the level of **2D** graphics our PC's and consoles are capable of today. More detail, more color, higher resolution - but keep a 2D game 2D. Just 'cause you HAVE a 3D card doesn't mean you SHOULD use it for everything. Look at SubSpace, the online Space Wars evolutionary hybrid. It's in 2D and it's still one of the most popular computer games out there. 3D support would kill it and probably would not add a darn thing to the game.

Ah hell, I digress. The simple fact is Hasbro and Activision are both rehashing old games. True - I give you that. Does it make Hasbro a video gaming company? Debatable. I tend to side with Hasbro proponents since I like a couple of their titles.

> It's too late to remove the "ergonomically planned" claim from the
> ProController packaging, but please explain your discomfort.

I have small hands and the controller was unweildy for me. Here we get into opinion, so I'll stop pursuing that point.

> I don't understand the toilet seat reference. I'd think being a custodian at
> one point would make me aware of such similarities... but Jaguar is better
> suited for certain games than PlayStation.

A popular gaming magazine actually brought that to my attnetion. THe CD drive sitting on top of a Jag looks sort of like a toilet with the lid down. Doesn't affect the system though - and I would like to point out two very important things right here. I plan to buy a Jag in the near future to complete my Atari collection (I have a 2600, 7800, and Lynx - I want a Jag+CD and no, I don't want a 5200. Never liked 'em. I also have a 520ST I hacked four megs of RAM into, and an 800 and 130XE with all the peripherals). So I am not "Anti Atari" by any means.

Secondly, I have to bow to the reference that certain games work better on a Jag than a PSX. FOr some reason the PSX hase very few 2D scrollers or shooters - a genre that I like. Aero Fighters, 1943, Raiden, - those are the games I like. Yes, some of those are on PSX but the Jag has some very interesting offerings, too. And have you seen Tempest on both systems? The PSX version comes nowhere near the Jag version.

But I still stand by my original statement that the PSX is more powerful overall. And the PSX 2 has specs that show that it can do more operations per second than the Cray Supercomputer. It doesn't come with built-in seats and it looks more like a brick than the PSX1.

> comparable. Check out www.allgame.com to compare stats on different systems.
> They are noticably lacking in detail on Jaguar, but Atari's own stats were
> not exactly on track. Fogging and Transparency can be done on Jaguar

Thanks for the link, I will use it. And yes, fogging and transparency WERE used on the Jag - every time Atari Corp tried to compare it to systems like the Saturn, N64, and PSX they used transparent lies and tried to fog the issues at hand. I remember some really heated interviews in my gaming mags. Wish I still had those available to quote. The whole time the Jag was the only power machine on the block, Atari sat on their hands - and when the PSX and N64 started getting all the positive press, they began making exaggerated claims about the system's power.

> I'll have to look at the iMacs... if this is another toilet-like reference,
> I won't see it.

No, the pack-in mouse for the iMac is a small, round, single button disc. NOT ergonomic and NOT functional. First thing iMac buyers do is buy a new mouse. Oh, and an external drive (like a Zip drive) since the iMac does not come with a removable storage device - right, no floppy or Zip drive.

What's with Mac users, anyway? Haven't they ever learned that they can use more that one finger to click - all the mice have only one button.Proponents

will obviously claim it's due to the obscenely easy interface - "you only need one button!" But I suspect it has something to do with a half duplex thought processing model on the user's part. One mouse button is about all they can handle ;)

Just kidding - Now I can expect a mail bomb from every Mac user in RGVAC!

Anyway - that was longer than I intended and now I guess I had better get back to work! I still stand by my original statement: To each his own, pick what you like and stick with it.

Lorr <chuckles@funnyfarm.fart> wrote in message news:88m44o$f4o$1@ins21.netins.net...
> Neko wrote in message ...
> >Now, I don't usually jump in in the middle, but wasn't your (or someone
> >else's) original post that the new Hasbro software should run on a Jag?
>
>
> This is an open forum. Anyone can jump in. Feel free.
>
> It was that Hasbro might as well go with Atari Jaguar or Macintosh. (to name
> names) I can claim they are next-generation machines just as formidable as
> the ones Hasbro's chosen. They claimed they were producing for
> next-generation systems. They bought up several software companies and used
> them to make games for the names they purchased. This is how you make a name
> for yourself?
>
> >I follow your point about hardware - at least in this last post - but if
> you
> >are advocating the Jag over the Playstation or any other modern 32 bit
> >console, you're SOL and your logic falls apart.
>
>
> SOL?
>
> I, am the soul.
> I ! ...am the soul.
> That's a great song, man.
>
> >Call me a sniper or anything else you want - it really doesn't matter to
> >me - but I had a point or two I wanted to make:
>
>
> You have not attacked me personally.
>
> >> You don't care about how the controller feels in your hands? You don't
> >care
> >> about blisters from the direction pad or the underside of the control

> >
> >The Jag has one of the most uncomfortable, unweildy pad designs since the
> >2600's numeric keypad or the original NES thumb-straining, non-ergonomic
> >flat mini-pads.
>
>
> It's too late to remove the "ergonomically planned" claim from the
> ProController packaging, but please explain your discomfort. I haven't
> noticed one bit of discomfort. I haven't really heard anyone make such a
> claim and I am sincerely interested in your thoughts.
>
> >Correct me if I am wrong, but aren't there some hard-coded errors in the
> >Jag's bios? Might just be rumor I heard along the line so forgive me if I
> am
> >totally wrong. Remember, I'm just asking a few questions and trying to
make
> >a point - valid or not.
>
>
> The motorola processor can become a bus hog if you let it.
>
> >> stats, just like name-calling has nothing to do with education. Jaguar
CD
> >> out performs PlayStation. Mac out performs IBM.
> >
> >I'd like to see the stats. Please don't tell me you think an add-on CD
> >player that looks like a toilet seat and has to be purchased separately
> >outperforms the PSX as a gaming system simply because it has a faster
spin
> >rate and can load a cutscene faster than the PSX's CD drive. This is a
> >comparison between a falied gaming system that started life as a catridge
> >system and tried to maintain a tenuous fingerhold on a niche market by
> >adding on a CD drive in the last 10% of it's marketable life.
>
>
> I don't understand the toilet seat reference. I'd think being a custodian
at
> one point would make me aware of such similarities... but Jaguar is better
> suited for certain games than PlayStation. PSX and Jaguar are very
> comparable. Check out www.allgame.com to compare stats on different
systems.
> They are noticably lacking in detail on Jaguar, but Atari's own stats were
> not exactly on track. Fogging and Transparency can be done on Jaguar
> hardware, though it was said to be beyond it's capabilities... for
example.
> At least, that's what I've read.
>
> >ergo trackball instad of a little round finger cramping hockey puck like
on
> >an iMac.

>
>
> I'll have to look at the iMacs... if this is another toilet-like
reference,
> I won't see it. I can't tell you what the iMacs I've seen have for hockey
> pucks, but hockey pucks are somewhat large...
>
> >But hey - that's all personal preference and I probably shouldn't mention
> it
> >here. I'll just leave it with the statement that neither my PSX nor my
PC's
> >shock me or hurt when I use them - although I can throw a pkug in for my
> >Atari Lynx and say it's the most ergonomic handheld I own.
>
>
> *grin*
>
> >Hardware *is* important - but without software to back it, you have a
very
> >flashy, expensive boat anchor.
>
>
> Actually, PlayStation has a piece on top that has a great weight to it,
> perfect dimensions, and appropriate air travel for a game of Frisbee.
> There's a classic game. That'd be an odd game to put to software... no
one's
> done that, have they? I don't know how you'd go about it, but THAT's an
> idea. It hasn't been done... or so I think.
>
> >> prooved to be a sniper time and again. You give a false sense of
> >self-pride
> >> in misrepresenting what I say, and then attack. You, sire, are not
smart.
> >> (supported by documentation)
> >
> >Your post seems an awful lot more like a flame or attack than any of the
> >others I see up here.
>
>
> That last post was the first time I recall ever attacking said victim. I
> thought I was attacking platforms and he was attacking me, personally. If
I
> am wrong, I appologise. If I am right, I did bow before him (calling him
> sire) and then told him he was "not smart." If he wishes to behead me, and
I
> should live, he must honor me with a counter attack. In 12 months time,
and
> one day, he should meet me at the green chapel.
>
> Inquire within for the Green Knight.

>
>

1319. Re: Atari 400 question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: Ronen Habot <rhabot@globespan.net>
Message-ID: <88s7og$50e$1@news.monmouth.com>
Source record: 46530

"Greg Goodwin" <drclu@swbell.net> wrote in message
news:38AE6DB2.5316@swbell.net...
> Ronen,
>
> How does that SideWriter keyboard work, or I should say, how was it
> connected. I vaguely remember it in the late 80's. Looks really cool.
>
Well, here is what I know:
At the back there is a 25-pin D-type connector.
On the ATARI-400 that came with it, there is the opposite D-type connector
(this one looks like a 'do-it-yourself' installation). I think that
internally it is connected instead of the original flat cable the used to go
to the original keyboard...
My assumption is that a regular 25-wires flat cable should be used to
interconnect the two...
I'm still waiting for a friend to loan me a flat cable so I could test it...

I asked the guy who gave me this stuff if he knows something about it,
apparently he just recalls that a company that went out of business during
the late 80's sold them (used) for about $25 (ATARI-400 + a SideWriter
keyboard)...

As soon as I have more details I'll be happy to post them is there is an
interest.

Thanks,
Ronen

1320. Jupiter Mission 1999 HELP

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.4.10.10002211252110.1628-100000@becker2.u.washington.edu>
Source record: 46531

I've been slogging through Jupiter Mission 1999 and I think I'm stuck.

I've made it past the asteroid field, repaired the ship, launched the probes and found the signals on Callisto and Ganymede. The computer suggests I set a course to Callisto but every time I set a burn angle and run the simulation, I always just get pulled into Jupiter.

Is there some kid of trick to making the burn to Callisto? Am I missing something? Help!

1321. For sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <951170290.25860.0.nnrp-11.c1ed70d1@news.demon.co.uk>
Source record: 46532

I am clearing out. I have lots of games for Atari,Amstrad cpc464,atari ST, Commodore 64

Atari 800xl for sale, this computer comes with some games and sotware, inc assembler editor cartridge. there several Atari manuals including operating system source listing,Atari hardware manual, operating system manual, operating system users manual, sio users guide and more. There two 1050 disk drives and a 1010 cassette drive and the power supplies.
2ST's for sale and a Mega2, 270meg hard drive magic cad fastweb connection 4meg memory vidi st etc

CPC 464 computer comes with color monitor, two Amstrad disc drives and a DMP1 printer. A box full of games and cpm. Mini Office. The four main Amstrad manuals, operating sys firmware specification, Devpac manual, Concise basic specification and DDI-1 firmware, complete cpc464 disc operating system rom specification. A few books on the 8 bit Amstrad. Protext and Wordstar. several Amstrad action magazines

email me from http://www1.50megs.com/llewis/

1322. Re: 8bit Cable TV Char. Generator

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: wiseguyUSA@xoommail.com
Message-ID: <38b1bb7e.15026839@news.earthlink.net>
Source record: 46533

remember GEnie (GE's online service) ??

It used to be available for download in their Atari 8bit section.

1323. PILOT Docs neede

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: wiseguyUSA@xoommail.com
Message-ID: <38b1bdc3.15607415@news.earthlink.net>
Source record: 46534

I bought a PILOT cartridege, i need docs for it, can anyone help?

1324. Re: $100 REWARD for LOST AMS FILES!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38b20e7a$0$1373@news.voyager.net>
Source record: 46535

found one called STEREOTO.ZIP (an ams file tho).
ftp://ftp.spudster.com/pub/ATARI/CTH and look in the AMS/S
directory I think.
I'll donate my $100 to the ..... uhm Boy Scouts.

1325. Re: Memory Expansion Testing

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-21 00:00:00 UTC
From: Atari Bob <rwoolley@pacbell.net>
Message-ID: <oaps4.10788$Ev4.263893@nnrp1-w.snfc21.pbi.net>
Source record: 46536

It is usually a bit more complicated than that...

Many failures show up as writing a physical memory location from two or more logical addresses - like $4000 in bank $3 is the same location in bank $B. To see something like this you need to write the logical address into each physical location and then read them all back and compare.

Lots of failures can be attributed to refresh problems or timing skew and stuff like that.

And, you get software issues thrown in just for fun....

Makes writing a diagnostic a big job.

Bob

Boyd Staley wrote in message <38AE2278.15C57859@worldnet.att.net>...
>I am looking for software that will perform
>a complete test of Expanded memory on Atari
>8-Bit computers. I have a 576K XE, a 256K
>800XL and a 1200XL with a RAMBO XL 256K
>expansion. They all seem to work but sometimes
>flaky things happen when I access the extra memory
>so I would like to get something that writes and
>reads every byte of the memory and can point to
>bad addresses. Any help in locating such software
>would be appreciated.
>
>Thanks
>Boyd
>

1326. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <88uj2j$9cc$1@nnrp1.deja.com>
Source record: 46393

> we are currently looking into publishing icet 48k&icet 128k on cart(we
> got permission from itay)if any one is interested in seeing this
project
> come to life,just post your answer back here,thanks,
>
> I'm interested!

me too!!
-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

1327. Re: 800XLDJ / ST <--> 8-bit - REVIEW

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <38b2dbd1.1132978@news.s-direktnet.de>
Source record: 46394
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

for screenshots and some demos included in a zip-archive full with
macro-assembler and the dj you can download from my site

http://www.s-direktnet.de/homepages/k_nadj/main.html

in the download-section... ;=)

papa, heaven

1328. FS: Atari 2600 game cart copier

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: GRePHx / Arjet Aafjes <arjet@grephx.demon.nl>
Message-ID: <38B2E7DB.E0A1AE90@grephx.demon.nl>
Source record: 46395

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=267306608

Thnx

1329. How did they do that?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000222163642.17873.00001233@ng-cn1.aol.com>
Source record: 46396

Just acquired USDoubled 1050 and Indus case full of miscellaneous disks; one is in double density and contains DOS.SYS & DUP.SYS for Atari DOS 2.0S(?). The disk boots fine to the 2.0S DUP menu but will not read single density on the 1050 (which will normally auto detect density) nor on D2: 810. Booting with standard 2.0S or 2.5 will not read it, which was as expected.

I can easily access and manipulate the files with TopDOS or MyDOS, BUT the question is: HOW did they make the DD disk, write the .SYS files, and transfer SD stuff to or from it?

Not really critical now, just puzzling!

-Ron

I started life with nothing, and still have most of it left...

1330. Re: Atari Hardware F/S

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: Adkins <merlyn@thegrid.net>
Message-ID: <38B30D80.8123858A@thegrid.net>
Source record: 46397

do you still have any of these computers left?

BobKlaas wrote:

> 2ea Atari 130 XE's comes with power supply guranteed 30 days Price
> $30.00 shipping inc.
>
> 2ea Atari 800XL's comes with power supply guranteed 30 days Price $25.00
> Shipping inc
>
> 4ea Atari 1050 Disk Drives comes with power supply and sio cable
> Price$20.00 Shppinc inc
>
> Above xe's and xl's come with video cable also.
>
> On the non gurantee list...if interested...
>
> 4 atari 130 xe's, may work may not..price $15.00 ea shipping included.
>
> 4 atari 800xl's may work may not price $10.00 ea shipping included
>
> 6 ea atari 1050 disk drives price $10.00 ea shipping included..
>
> the above do not come with power supplies, or cables came from a school
> district and may
> work, some may be in rough cosmetic condition, parts only and may
> actually work chance you take as I did.
>
> bob

1331. Re: $100 REWARD for LOST AMS FILES!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: salvius@dexposure.com
Message-ID: <salvius-2202001742380001@salvius.dialup.access.net>
Source record: 46398

Thank you to those who responded. I have found 2 of the 3 files now. I'm still looking for TRUCOLOR.AMS. First person to come up with it gets $100!

In article <salvius-2102000825270001@salvius.dialup.access.net>, salvius@dexposure.com (Vinny Salzillo) wrote:

> Hi Folks!
>
> Many years ago, I programmed 4 AMS files: A Kind of Magic, Stereotomy,
> True Colors and Tonight She Comes. I have found one of them, A Kind of
> Magic, in the AMS archives of Atari 800 files, but the other three are
> still lost.
>
> I'll pay $100 EACH to anyone who can come up with any of the other three
> files. I remember their file names as:
>
> STROTOMY.AMS
> TRUCOLOR.AMS
> TNSHECMS.AMS
>
> For anyone who remembers the old BBS circuit, I was Mr. Roboto, sysop of
> the STYX BBS. A belated hello to anyone from the past :-)
>
> I posted them to many BBSes at that time. Thanks in advance for any help
> you can give!
>

--
Vinny Salzillo, President
Double Exposure, Inc.
==========
Gaming the way it was MEANT to be!
http://www.dexposure.com

1332. Need help to repair a 400

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: Mike <changm@arvotek.net>
Message-ID: <38B31969.3C130B3E@arvotek.net>
Source record: 46399

Hi all,

Still have this 400 in my basement. I took it apart and checked for
cold solder joints and such and it seems fine but does not work.
I stick in a cart and the screen goes black but nothing else, take it
out
and the screen goes back to neutral. I know this is due to the cart door

and the switch there. Basically, is there a repair guide I can look at ?

The 400 is in great shape but it won't come up. I cleaned the cart
slot,
the power light is on, the cart is good.

I read somewhere you can blow the 'U-1' chip. Can this be the problem ?
Thanks,
-Mike

1333. Atari Carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: "Leigh W. Wells" <leigh.wells@powersurfr.com>
Message-ID: <38B3434D.9B118A8B@powersurfr.com>
Source record: 46400

Hi, all.

I have access to a warehouse containing over 1,000,000 Atari 2600 and 7800 games. They are all brand new, and I need to get rid of them. I don't have to sell them all in one shot. I'm taking offers. There are 31 different games. If you or anyone you know would be interested, drop me an e-mail.

Leigh W. Wells
lwwells@ee.ualberta.ca

1334. Page 6 (New Atari User)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000221194430.26320.00001067@ng-bj1.news.cs.com>
Source record: 46537

The last issue of NAU that I received was #85
(Autumn 1998). In his editorial, Mr. Ellingham
explained that he was winding up the magazine,
and there would be 6 more issues. That was about
a year and a half ago. Anyone heard anything about
what is happening with NAU?
Larry

1335. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <88sn2t$5do$1@freenet9.carleton.ca>
Source record: 46538

(doctor@localhost.localdomain) writes:
> In article <fD%n4.25552$in5.473952@news1.online.no>,
> Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
>>Hmmm, the printer started to do something, but as it's an Canon BJ-6000 I
>>guess it's not working because it's not a DOS compatible printer.

> What is a "DOS compatible" printer.

A 'DOS compatible' printer is one that will print out whatever
ascii you send to it, using only a 'standard' cable handshake.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1336. Re: PILOT Docs neede

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000221233648.18073.00001101@ng-cf1.aol.com>
Source record: 46539

wiseguyUSA@xoommail.com (wiseguy) opines:

>I bought a PILOT cartridege, i need docs for it, can anyone help?

All I have is an article or so from ANALOG listing commands & tips; glad to
scan it for ya...

-Ron

I started life with nothing, and still have most of it left...

1337. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-PwsKoPHnLdFm@cth-analog-ts01-s6.cth.com.au>
Source record: 46540

On Sun, 21 Feb 3900 12:26:37, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> Hello James,
> yes there is something that stops us from having 65535 banks on a cart
> !! Some cartridge location holds the info for avaiable banks, this
> location only allows banks 00-ff (thats 256 banks). So you can merely

That is 1 Byte. What is wrong with using 2 or more bytes for bank
switching??????????
$D5xx has 256 Bytes to play with. No reason why all cannot be used to
switch banks. The hardware required would be the bigger limiting
factor.

> have 256 banks of up to 16k. You can use 4k bankswitching like OSS, 8k
> bankswitching like Atari or use your own way of 16k bankswitching
> (besides you could also use 1k or 2k bankswitching).

Well aware of that

James B

1338. Atari 65XE for sale on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: ar106 <ar106@brighton.ac.uk>
Message-ID: <38B26CA6.4728AA34@brighton.ac.uk>
Source record: 46541

Fully working British PAL version with power supply and tape drive!

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=266568158

Andy

1339. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-22 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <88u0ku$939$1@news.xmission.com>
Source record: 46542

Lance Ringquist <Video61@webtv.net> wrote:
> we are currently looking into publishing icet 48k&icet 128k on cart(we
> got permission from itay)if any one is interested in seeing this project
> come to life,just post your answer back here,thanks,

I'm interested!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

1340. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-23 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <88v6gr$en0$1@news.huji.ac.il>
Source record: 46401

Hi all,

I am surprised and happy to hear that people are still using my software in the age of cable modems and graphical WWW access... :)

I wanted to post a little reminder to those of you who are using Ice-T and are not registered (I've received a respectable amount of registrations to date; However, I still believe these are only a small portion of the users). Writing this program took up most of my nights as an adolescent (I was 13 when I started.. 18 when I put out the current version, and 21 now :) and literally represents thousands of hours of work.

While I am still offering this software for free, I still request that anyone using it on a normal basis, registers it. $25 is a small price to ask for this program.

Thank you, and keep enjoying Ice-T!

(my address is below. Do NOT reply directly)

-itay
--
Itay Chamiel
itayc at cs.huji.ac.il

1341. Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-23 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <88v7tf$f6q$1@news.huji.ac.il>
Source record: 46402

Hello all,

I may be moving in a few months, and it's time to clear out some unneeded items.

Despite the fact that I live in Israel, most of these items were purchased in the USA and therefore conform to US standards (NTSC video, 110 volts, etc). If the item doesn't say PAL or Europe, it's for US users.

Power supplies can be included if you're willing to pay the extra shipping price.

Generally, sending parcels overseas is relatively cheap from here (esp. with surface mail).

Just make me an offer, and remember buyer pays shipping.

My email address is at the bottom of this message. You can NOT reply to me by hitting the Reply button!

- High power AC/AC adapter. 220VAC in, 9VAC out. Good for Atari 400, 800, 1200XL, Rana 1000 drives, anything that needs 9VAC. For European users.

- Atari 800, 48K, non-working (green screen of death). Last time I checked it did work intermittetly after a good few minutes of being on. I guess it's a small repair.

- Atari 1200XL, working BUT a few keys don't work, and I installed a video upgrade that didn't help very much..

- Atari 800XL, PAL VERSION, fully functional.

- Green-only 13" monitor. Excellent for 80-column work (Ice-T was written on it..). This is quite heavy so shipping might get costly.

- 14" American-standards Color television set. It's old, but it works, 13 channels plus UHF. Nothing I can do with it in Israel.. Also quite a bit heavy.

(NOTE: I am willing to get rid of the TV/monitor for just the shipping price - I don't want to throw them away!)

- Supramodem 2400 + manual. I'll throw in a cable that lets you attach it to an APE/Sio2PC cable (so you don't need an interface).

- Disk drives: Indus GT, Rana 1000, worked last time I checked.. May need dusting :)

- Atari 850 interface, includes manual (!).

- Atari 410 tape drive, non-working.

- Ancient Atari 2600 cartridges: Defender, Combat (PAL), Circus Atari (PAL).

- Miscellaneous joysticks, cables, adapters, power supplies in various states. EVERYTHING MUST GO!! BWAHAHAHAhahahaa :)

I also have quite a library of books and some esoteric manuals.. Feel free to ask about these.

-itay
--
Itay Chamiel
itayc at cs.huji.ac.il

1342. Re: Atari Carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-23 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <38B41023.48B@volcano.net>
Source record: 46403

Leigh W. Wells wrote:
>
> I have access to a warehouse containing over 1,000,000 Atari 2600 and
> 7800 games. They are all brand new, and I need to get rid of them. I
> don't have to sell them all in one shot. I'm taking offers. There are
> 31 different games. If you or anyone you know would be interested, drop
> me an e-mail.

Would this be the same warehouse at http://www.oshealtd.com/ which
offers carts for 80 cents each? Perhaps you should list the titles you
have available so we know how much to offer...

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

1343. NEW LYNX OTHELLO WEB PAGE

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-23 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <7187-38B40673-13@storefull-178.iap.bryant.webtv.net>
Source record: 46404

we have got a web page dedicated to screen shots of the finished lynx
game"lynx othello" if you want to see the finished product, just go to
our web site, and click on the "lynx othello" web page.
lynx othello will be $39.95 per unit, or $54.95 with a lgss cartridge
packed in,thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1344. Re: PILOT Docs neede

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-23 00:00:00 UTC
From: ���� ��� �� ����/���� <"�� ����"@zahav.net.il>
Message-ID: <8914mj$151$1@news3.inter.net.il>
Source record: 46405

Well, I have the 107 page "Atari 400/800 Student Pilot Reference Guide" that used to come with the cartridge. But I do not have a scanner and do not want to sell it. If you have any specific questions, I will be happy o reply.

wiseguy <wiseguyUSA@xoommail.com> wrote in message news:38b1bdc3.15607415@news.earthlink.net...
> I bought a PILOT cartridege, i need docs for it, can anyone help?

1345. Re: PILOT Docs neede

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-23 00:00:00 UTC
From: ���� ��� �� ����/���� <"�� ����"@zahav.net.il>
Message-ID: <8915m4$1k9$1@news3.inter.net.il>
Source record: 46406

Well, I have the 107 page "Atari 400/800 Student Pilot Reference Guide" that used to come with the cartridge. But I do not have a scanner and do not want to sell it. If you have any specific questions, I will be happy to reply.

wiseguy <wiseguyUSA@xoommail.com> wrote in message news:38b1bdc3.15607415@news.earthlink.net...
> I bought a PILOT cartridege, i need docs for it, can anyone help?

1346. Atari Emulators for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-23 00:00:00 UTC
From: KENN MILLER <MRKENN@prodigy.net>
Message-ID: <892d5q$5brk$1@newssvr04-int.news.prodigy.com>
Source record: 46407

Hello group.

I used to have Atari emulators for my old computer and now I wish to have them on my new computer. I always enjoyed playing the 8 bit games on here. However when looking to play the games every link I goto is down. Does anyone know where I can find the emulators to play games like Alternate Reality and Return of Hercules?

Thanks,

Kenn

http://www.angelfire.com/oh/mrkenn/

1347. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <891n1jhth1@news.huji.ac.il>
Source record: 46408

Since I haven't clarified this....

Buyers of the cartridge, when it is released, need not register Ice-T. The cart version won't nag you about paying the author nor about supporting 8-bit software. :)

Those who use Ice-T will then be requested to either buy the cartridge, OR register by paying me directly.

-itay
--
Itay Chamiel
itayc at cs.huji.ac.il

1348. Ghostbusters info needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: quester@eskimo.com
Message-ID: <8921rb$21d$1@eskinews.eskimo.com>
Source record: 46409

What is the key that preempts the Marshmallow Man?

If you know please email quester@eskimo.com.

--

- Charles -

1349. Earliest Atari references in magazines?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.131e855e7834369a989694@news-west.newscene.com>
Source record: 46410

I was just reminicing about the first time I read Antic magazine back in
'83 or so and started wondering what the first references to the 8bit
line were in magazines. Byte? Creative Computing? Don't know which
others were most popular back in 1979/1980. Please share any
information or stories you have.

-Oscar

1350. XE/GS Manual/Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <38B4E57D.2D4A@volcano.net>
Source record: 46411

Help! I'm trying to find a manual for the XE Game System (an online version would be fine.) Have scoured several web sites with no luck...

My specific problem is trying to get cassettes to load. Whenever I try the power on method used with the 800, I get a "boot error" message a few seconds after the data starts being transmitted.

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

1351. Re: XE/GS Manual/Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <C76t4.39$74.990@news1.online.no>
Source record: 46412

You should use the same method. OPTION and START while powering up for most commercial games. Problem might be if you use a XC-12 tape recorder. They are really bad. I tested these for a company here in Norway and of the 200, I guess about 90 were defective. Try adjusting the heads, see if the ground cable is properly connected to the heads. Also try to rewind the tape fully, then forward some 4 to 6 steps on the counter.

The Maverick <themaverick@volcano.net> wrote in message news:38B4E57D.2D4A@volcano.net...
> Help! I'm trying to find a manual for the XE Game System (an online
> version would be fine.) Have scoured several web sites with no luck...
>
> My specific problem is trying to get cassettes to load. Whenever I try
> the power on method used with the 800, I get a "boot error" message a
> few seconds after the data starts being transmitted.
>
> the Mav
>
>
> --
> Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
> http://www.volcano.net/~themaverick/index.html
> The Classic Microgames Museum
> http://maverick.brainiac.com/cmm/index.html
> The Space and Fantasy Gamer's Guide
> http://www.brainiac.com/micro/sfgg/index.html

1352. Re: Another response after the end

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <892s18$a8v$1@ins21.netins.net>
Source record: 46413
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Neko wrote in message ...

>Hasbro really doesn't HAVE to make a name for themselves. However, I follow
>your point if you are referring to PC and console games. There is an

Thank you. I'm gald someone follows along.

>FUN game. Look at Sinistar Unleashed. What a failure that game is. No fun,
>and it doesn't resemble the original AT ALL. They lost out on both points
>there - old-timers (like me) didn't buy it because it wasn't enough like
the
>original, and young whippersnappers stayed away because it got bad reviews!

That's an interesting view.

>Ah hell, I digress. The simple fact is Hasbro and Activision are both
>rehashing old games. True - I give you that. Does it make Hasbro a video
>gaming company? Debatable. I tend to side with Hasbro proponents since I
>like a couple of their titles.

Uridium to Last Starfighter. There was rehashed. At least Hasbro isn't in
the Mindscape state of mind. A Marginal thumbs up for Hasbro? Still, where
are the rallying games that you anticipate? Where are the pokemon, cabbge
patch, barbie, or Star Wars rushes for new games? Where are the games that
are worthy of the hype?

>> It's too late to remove the "ergonomically planned" claim from the
>> ProController packaging, but please explain your discomfort.
>
>I have small hands and the controller was unweildy for me. Here we get into
>opinion, so I'll stop pursuing that point.

Okay. I can see small hands being a problem. Personally, after playing the
Jaguar, PlayStation controls seem awkwardly small...

>A popular gaming magazine actually brought that to my attnetion. THe CD
>drive sitting on top of a Jag looks sort of like a toilet with the lid
down.

I thought it was something like that. It's not the first time I've heard it.
I pictured the Jaguar + CD design more along the lines of Star Trek: The
Next Generation's Enterprise ship that seperates...

I did notice taht it's not designed for left handed people, too.

>Secondly, I have to bow to the reference that certain games work better on
a

>Jag than a PSX. FOr some reason the PSX hase very few 2D scrollers or
>shooters - a genre that I like. Aero Fighters, 1943, Raiden, - those are
the
>games I like. Yes, some of those are on PSX but the Jag has some very
>interesting offerings, too. And have you seen Tempest on both systems? The
>PSX version comes nowhere near the Jag version.

I have not seen other versions, but I did read an interview with Jeff
stating that his favorite version was the Jaguar's. Isn't that a good
recommendation?

>But I still stand by my original statement that the PSX is more powerful
>overall. And the PSX 2 has specs that show that it can do more operations
>per second than the Cray Supercomputer. It doesn't come with built-in seats
>and it looks more like a brick than the PSX1.

32-Bit graphics will always travel much faster given approximately the same
power. Too bad, the seams show and the objects become lost in other sprites.
If the programmers could spell and the errors weren't so obvious, I'd still
play the PlayStation more than the Jaguar. It had it's chance. It didn't pan
out.

>Thanks for the link, I will use it. And yes, fogging and transparency WERE
>used on the Jag - every time Atari Corp tried to compare it to systems like
>the Saturn, N64, and PSX they used transparent lies and tried to fog the
>issues at hand. I remember some really heated interviews in my gaming
mags.

Try the developer section of Just Claws. That appears to be where I read the
transparency and fogging issues there.

>Wish I still had those available to quote. The whole time the Jag was the
>only power machine on the block, Atari sat on their hands - and when the
PSX
>and N64 started getting all the positive press, they began making
>exaggerated claims about the system's power.

Darn, gotta go.
The Macs you refer to below are economy entry level macs. There are
comparable systems for IBM. Zip drives are out when you have an Optical
Drive from your old system. (My old drive cost the same as a current IMac.)
I can't tell you how many usres probably asked for Zip to be taken off their
systems, but I'm one of 'em.

[clipped for time]

1353. Re: Atari Emulators for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: Denis Leroy <denis_leroy@vt4.net>
Message-ID: <38B50710.D77DB90A@vt4.net>
Source record: 46414

KENN MILLER wrote:
>
> Hello group.
>
> I used to have Atari emulators for my old computer and now I wish to have
> them on my new computer. I always enjoyed playing the 8 bit games on here.
> However when looking to play the games every link I goto is down. Does
> anyone know where I can find the emulators to play games like Alternate
> Reality and Return of Hercules?

Both work great on the Atari800 emulator :

http://cas3.zlin.vutbr.cz/~stehlik/a800.htm

There are a number of other emulators as well. I was going to point you
towards emulators.atari.org, but that link has been down for some time.
Anyone has some info?

Check also the Emulator FAQ at :

http://www.sonic.net/~nbs/new_and_emu.html

DennisZeMenace

1354. Re: M.U.L.E. question...?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: Spectre <rlange19@home.com>
Message-ID: <gjG1OIMEKZVpW5lKVOmYOsfNrA4F@4ax.com>
Source record: 46415

On Wed, 19 Jan 2000 22:05:57 GMT, cryorunner@yahoo.com (Rhett James Barnes) wrote:

>It's just plain disturbing to here people still talking about playing the >game M.U.L.E., in the year 2000 no less.

Why disturbing? I'm playing Alternate Reality (Atari 8bit version) even as I type. Some games never lose their edge. For a game to be popular 15 years after it stopped being distributed is quite a feat. It's really a tribute to Dani that the game still has legs...

1355. Re: Ghostbusters info needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38B5336B.CCA073F5@mail.uni-mainz.de>
Source record: 46416

```
Charles schrieb:
>
> What is the key that preempts the Marshmallow Man?
>
> If you know please email quester@eskimo.com.
>
> --
>
> - Charles -

Hello Charles,
if I remember correctly, you had to press "B" quickly...
greetings - Andreas Magenheimer
```

1356. Re: Earliest Atari references in magazines?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <38b512f1.1426305@news.netunlimited.net>
Source record: 46417

On 24 Feb 2000 01:00:29 -0600, Oscar Fowler <oscar@justified.com>
wrote:

>I was just reminicing about the first time I read Antic magazine back in
>'83 or so and started wondering what the first references to the 8bit
>line were in magazines. Byte? Creative Computing? Don't know which
>others were most popular back in 1979/1980. Please share any
>information or stories you have.

COMPUTE! was one I read. You can peruse back issues of COMPUTE! in a
lot of public libraries. I remember devouring the articles and ads in
those magazines. Artworx was a company that I remember putting out
crappy BASIC programs that looked great in the advertisement.

VS

To email me just remove the Xs and underline marks from my email address.

1357. Re: XE/GS Manual/Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <2807-38B54B1E-2@storefull-173.iap.bryant.webtv.net>
Source record: 46418

some programs require that you turn on your computer first,then type in the command "cload" then hit return to start loading, others you may have to hold down the start button, turn on your machine, wait for a beep,then release the start button, then hit return on your computer to start loading, some i have had luck with holding down the start button,and the option button at the same time,then turn on your computer, listen for the beep,release the start button,then the option button,then hit return.
some may never load,i use my tranlator cart on tough ones,but there are some that just will not go,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1358. having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: KENN MILLER <MRKENN@prodigy.net>
Message-ID: <893ssi$4vcg$1@newssvr04-int.news.prodigy.com>
Source record: 46419

Hello group,

I am having trouble with the Win xl-it v .03. I can not seem to have the roms to make it run. OS Rom directory is not valid and a window comes up with the Connectivity Options.

Thanks,

Kenn

http://www.angelfire.com/oh/mrkenn/

1359. Re: Atari Emulators for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: Petr Liebl <lieblp@atlas.cz>
Message-ID: <894bve$b7d$1@news.vol.cz>
Source record: 46420

Try this one: A800DOS ....best for DOS and WIN too!!!

http://cas3.zlin.vutbr.cz/~stehlik/

> However when looking to play the games every link I goto is down. Does
> anyone know where I can find the emulators to play games like Alternate
> Reality and Return of Hercules?
>

1360. Re: Earliest Atari references in magazines?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <894c4v$3uj$1@news.storm.ca>
Source record: 46421

Byte mentioned the coming Ataris in a late '78 issue (I think).

David P.

Oscar Fowler <oscar@justified.com> wrote in message
news:MPG.131e855e7834369a989694@news-west.newscene.com...
> I was just reminicing about the first time I read Antic magazine back in
> '83 or so and started wondering what the first references to the 8bit
> line were in magazines. Byte? Creative Computing? Don't know which
> others were most popular back in 1979/1980. Please share any
> information or stories you have.
>
> -Oscar

1361. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: Petr Liebl <lieblp@atlas.cz>
Message-ID: <894c39bga1@news.vol.cz>
Source record: 46422

> I am having trouble with the Win xl-it v .03.

Where can I find this one???? I know only XL-it! 2.0 :-((((

Bye Petr

1362. Lightgun Calibrating

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-24 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@chilesat.net>
Message-ID: <38B5EC21.C4A34BE6@chilesat.net>
Source record: 46423

Hi!
My XE Lightgun seems to be a little defective. It is not calibrated. I
almost miss all shots on the left side of my TV.
Is there a way to calibrate it?

Thanks!

1363. Atari XE on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: ar106@connectfree.co.uk
Message-ID: <38b5d208.1831638@news.connectfree.net>
Source record: 46424

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=266568158

It's rather good!

1364. Re: XE/GS Manual/Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <38B5E33D.7F12@volcano.net>
Source record: 46425

Lance Ringquist wrote:
>
> some programs require that you turn on your computer first,then type in
> the command "cload" then hit return to start loading

I tried this after the "boot error" message was received, but received
an Error 21 when I tried to use CLOAD. The manuals for the cassettes I
am trying to load all state that I should use the boot up method...

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

1365. Re: Wanted: COMMBAT

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <lqlt4.70$9q2.1834@typhoon.tampabay.rr.com>
Source record: 46426

I have it NIB for the TRS-80, will that help?

"nospam" <nospam@nospam.nospam> wrote in message
news:UoFr4.9871$Ev4.229174@nnrp1-w.snfc21.pbi.net...
> Does anyone have a copy of COMMBAT for sale?
> Or know where I can find documentation for it?
>
> This game was published by Adventure International in
> 1981 or so, for the TRS-80 and Atari 800.
>
> Thanks for any help you can provide!

1366. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <895dqe$8ec$1@user2.teleport.com>
Source record: 46427
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes & Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit & Atari ST! And remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, March 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. We're trying to rebuild our club so we're looking for Atarians who wan't to get involved in supporting other Atarians. If your interested, call Ben at (503)256-9974 and by all means, come to our meetings on the 2nd Thursday of the Month. For more info, surf the Web@

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1367. NEW Meeting Night! Atari Club Meeting in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <895e6d$8sh$1@user2.teleport.com>
Source record: 46428
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.computing,pdx.forsale,pdx.general
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, March 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1368. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <895eb6$93j$1@user2.teleport.com>
Source record: 46429
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1369. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_951479142@rtfm.mit.edu>
Source record: 46430
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

1370. Re: Atari Emulators for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <n2cdbs0rt838vd51epov9go92t2dgjcrrv@4ax.com>
Source record: 46431

The other Day "Petr Liebl" <lieblp@atlas.cz> wrote:

>Try this one: A800DOS ....best for DOS and WIN too!!!
>
>http://cas3.zlin.vutbr.cz/~stehlik/
>
The DOS version is superb but I would recommend the Windows version hands
down.

Speaking of which, I wonder if Rich has any plans for it?

Here's hoping.. :)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

1371. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <l6cdbscorsccfauffulhj5uk3ieisv22tm@4ax.com>
Source record: 46432

The other Day "KENN MILLER" <MRKENN@prodigy.net> wrote:

>
>Hello group,
>
>
>I am having trouble with the Win xl-it v .03. I can not seem to have the
>roms to make it run. OS Rom directory is not valid and a window comes up
>with the Connectivity Options.

Any reason why you are not using Atari800win?
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

1372. looking for john harris

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <22956-38B6B5FA-40@storefull-171.iap.bryant.webtv.net>
Source record: 46433

i am looking for john harris who is the author of MAE,if any one knows
him,would you please pass this along,and he can privately e-mail
me,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1373. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <896ied$9uq$1@bob.news.rcn.net>
Source record: 46434

I sucessfully used the .ROM files from PC Xformer.

http://shell.ihug.co.nz/~aaronat/atari.html

has a link

Gregm

Paul Irvine <mclane@dellos.freeserve.co.uk> wrote in message
news:l6cdbscorsccfauffulhj5uk3ieisv22tm@4ax.com...
> The other Day "KENN MILLER" <MRKENN@prodigy.net> wrote:
>
> >
> >Hello group,
> >
> >
> >I am having trouble with the Win xl-it v .03. I can not seem to have
the
> >roms to make it run. OS Rom directory is not valid and a window comes up
> >with the Connectivity Options.
>
> Any reason why you are not using Atari800win?
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

1374. Re: Atari Emulators for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-25 00:00:00 UTC
From: Jose Olivera Jr <ace942@gate.net>
Message-ID: <38B74914.30D5EF13@gate.net>
Source record: 46435

There is a free Atari 8-bit emulator at http://www.emulators.com. It was originally commercial but now the program has made it available for free. It will probably not be updated since the programmer does not feel that there is a market left for the Atari 8-bit but given the number of years that has been spent on this project, it is extremely stable and not likely to need any updates.

There is also a free Atari ST emulator available there too but you will need a TOS rom image to get it to work.

KENN MILLER wrote:

> Hello group.
>
> I used to have Atari emulators for my old computer and now I wish to have
> them on my new computer. I always enjoyed playing the 8 bit games on here.
> However when looking to play the games every link I goto is down. Does
> anyone know where I can find the emulators to play games like Alternate
> Reality and Return of Hercules?
>
> Thanks,
>
> Kenn
>
> http://www.angelfire.com/oh/mrkenn/

1375. Re: Atari Emulators for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: Denis Leroy <denis_leroy@vt4.net>
Message-ID: <38B7DF2D.B2227ECF@vt4.net>
Source record: 46343

Jose Olivera Jr wrote:
>
> There is a free Atari 8-bit emulator at http://www.emulators.com. It was
> originally commercial but now the program has made it available for free. It
> will probably not be updated since the programmer does not feel that there is a
> market left for the Atari 8-bit but given the number of years that has been
> spent on this project, it is extremely stable and not likely to need any
> updates.

Is the source code available ? I'd love to port it to Linux.

-denis

1376. FS: Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: "John D. Czerwinski" <jczerwin@mindspring.com>
Message-ID: <898pr7iss1@nntp5.atl.mindspring.net>
Source record: 46344

The following items are for sale

3 Atari 400 (with power supply) $20 each obo.
1 Atari 1030 modem $10 obo
1 Atari 600XL $30 obo
1 Centipede Game Cartridge $5 obo
1 BASIC Cartridge $5 obo
1 Atari 130XE (Some keys don't work...needs new contact membrane. Comes with monitor!) $15 obo
1 1050 5 1/4 Floppy Drive $20 obo

All come with power supply.

I would like to depart with all at once and will be willing to take any serious offer into consideration.
Please contact jczerwin@mindspring.com

1377. Re: 8bit Cable TV Char. Generator

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <38B7EE4F.B8F2DC7E@pcisys.net>
Source record: 46345

Did you check with B&C Computervisions? I know Bruce had some copies of
the software some years ago.

Give him a visit at:

http://www.myatari.com

Glenn Bruner
brunergs@pcisys.net

pete wrote:

> I've seen several Cable TV systems that use Atari 8-bits for their
> character generation. Does anyone know who makes this software and
> where I might get it?
>
> Thanks,
> Pete

1378. Re: 8bit Cable TV Char. Generator

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <38B7EF85.3AE5C65C@pcisys.net>
Source record: 46346

Yes your right on that one. In fact, John tailored these systems to
airports. I believe
he said he did the system at a airport in Hawaii (Honolulu maybe?) at the CGE
99 show.

He even went as far as to design a new 8bit system to market with his
software, but just
didn't quite have the market for it. He said it was getting hard for him to
find surplus XE/XL
machines.

It would be interesting to know what airports have these systems?

Glenn Bruner
brunergs@pcisys.net

"David A. Paterson" wrote:

> John Harris of Frogger and Jawbreaker fame was producing and selling such
> systems. I don't have a current Email for him, but he has been known to
> lurk here is csa8 from time to time.
>
> David P
>
> Jeff Jewell <jeffjewell@netscape.net> wrote in message
> news:38A8C593.82A2AB40@netscape.net...
> > I'm interested in this answer, as well. They used Atari 8-bits as
> > announcement boards in at least one dining hall at Syracuse while I
> > attended, and until they were swallowed by Gates Inc, the local cable
> > company used what appeared to be the same program. There were times
> > when they were actually airing an editing session.
> >
> > Jeff
> >
> > pete wrote:
> >
> > > I've seen several Cable TV systems that use Atari 8-bits for their
> > > character generation. Does anyone know who makes this software and
> > > where I might get it?
> > >
> > > Thanks,
> > > Pete
> >

1379. Atari Stuff FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: "John D. Czerwinski" <jczerwin@mindspring.com>
Message-ID: <898t28ege1@nntp5.atl.mindspring.net>
Source record: 46347

Please contact jczerwin@mindspring.com for any questions or offers

Hardware
All come with power supply.
I would like to depart with all at once and will be willing to take any
serious offer into consideration.

3 Atari 400 (with power supply) $20 each obo.
1 Atari 1030 modem $10 obo
1 Atari 600XL $30 obo
1 Centipede Game Cartridge $5 obo
1 BASIC Cartridge $5 obo
1 Atari 130XE (Some keys don't work...needs new contact membrane. Comes
with monitor and manual!) $15 obo
1 1050 5 1/4 Floppy Drive $20 obo

Software
I can't guarintee the 5 1/4. Therefore, I would like to sell every piece of
software to one buyer.

Crystal Voice VFX Catridge
Atari Writer Plus 5 1/4
DropZone 5 1/4
Axis Assisian 5 1/4
Tons others

Books
Atari ST Computer Owner's Manual
Atari Logo Source Book

Magizines
All in Excellent condition

Compute
April 1996 May 1996 July 1987 May 1985 May 1986 Feb 1985
April 1985 March 1988 Nov 1985 Oct 1983 March 1984

Atari Current Notes
Dec 1987 June 1987 April 1987 May 1987 March 1987 Feb 1987
Nov 1986 Oct 1986 Sept 1986 July/Aug 1986 June 1986
Oct 1985 Oct 1986 Sept 1987 April 1986 March 1986
Feb 1986 Sept 1985 Deb 1985 Nov 1985

Antic
July 1985 Sept 1985 April 1986 Feb 1986 Jan 1986
June 1986 Aug 1985 Oct 1985 Dec 1985 Nov 1985
June 1985 April 1985 Dec 1986

Atari Explorer
May 1985 Sept 1985

Analog
Sept 1985 July 1986

The Book of Atari Software 1984

1380. FS/T Atari 5200 Hardware, Games, and Miscellaneous

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <pqUt4.9561$pn1.342552@news0.telusplanet.net>
Source record: 46348
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed link rather than your reply button.

Last Updated 02/26/2000
- Sold/Traded Items Removed

I have the following Atari 5200 items for sale or trade. All units are fully functional, cleaned and detailed, and in good or better condition. If you have any questions in regards to unit, box, or label condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please use this link to contact me jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.5200 (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari/TI 99/4A), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

This list covers the following Atari categories:
- Controllers
- Shrink-wrapped/New Games
- Multicarts
- Atari Force Comics

Controllers for Atari 5200 & Computer Units
==========
These controllers are intended to use the standard Atari plugs, and require an adapter to work on the 5200.
- 2x Suncom Tac Joysticks $10 for the pair
- 1x Spectravideo Joystick with suction cup base

** Atari 5200 Titles - New/Shrink-wrapped**
==========
- Ballblazer by Atari/Lucasfilm $20
- Pitfall by Activision $15
- Rescue on Fractalus by Atari/Lucasfilm $25
- River Raid by Activision $10
- Space Shuttle by Activision $12
- Zone Ranger by Activision $10

Multicart Cartridges
==========
- Atari 5200 Multicart $125 - Contains all of the released 5200 game titles as well as demos and the 5200 diagnostic cart. Game selection is done by using DIP switches.

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Electronic Games Magazine memorabilia Please make an offer
==========
-Order Form Insert (Vectrex Version) - Mint Condition. This was the original full color order form insert that was packaged in with many companies cartridges to help promote sales of 'Electronic Games' magazine. It is a three page foldout which covers all the regular articles that 'Electronics Games' ran. The front cover is purple and offers Vectrex players a 44% discount.

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games
- A working Vectrex controller
- A working SONY SAT-A50 Satellite Receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

1381. 400/800/1200 xl SAMPLE CART Star Trek SOS

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: Burke <chrisadcock@rocketmail.com>
Message-ID: <8995a4$5rum$1@mercury.vcu.edu>
Source record: 46349

I have an ultra rare sample cartridge (never released), Star Trek: Strategic Simulations Simulator, for 400/800/1200xl for auction on eBay. Check it out if you'd like here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=264819690

1382. SAMPLE COPY of Star Trek SOS

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: Burke <chrisadcock@rocketmail.com>
Message-ID: <8995ci$5spm$1@mercury.vcu.edu>
Source record: 46350

I am auctioning off a sample copy of Star Trek SOS for 400/800/1200xl. This is an ultra-rare sample copy, sent to people within Sega, and testers. Check it out if you'd like:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=264819690

1383. Re: APE/SIO2PC & the Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <89963k$qr1$1@news.xmission.com>
Source record: 46351

LLpwhite <llpwhite@cs.com> wrote:
> How many people that use APE or SIO2PC
> have success or failure with a real drive hooked
> in the SIO chain at the same time? If you can
> use this combination successfully, have you
> been able to use Ultra Speed/Warp Speed?

I have.. But, you need to ensure two things:

First, that the real disk drive isnt using the same drive number as an
APE/SIO2PC drive
Second, if #1 is true, power off real disk drive.

Works fine for me..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

1384. 1050 died - U7 chip the culprit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: Mark Milbourne <milbourn@usit.net>
Message-ID: <38B866A0.A28E7A4F@usit.net>
Source record: 46352

A while ago I posted asking for help with my dead 1050. Thanks to
several that responded with good advice and somebody that had a SAMS
service manual that scanned and e-mailed me copies.

Can anyone out there with 1050 service experience confirm my hypothesis
before I go spend money on replacment parts:

I believe I have a partially bad U7 chip (the 6532 PIA). Is this chip
a common failure point in the 1050? It is the first chip that the SAMS
manual suggests to swap out for this category of problem.

Symptoms:
On powerup the drive motor does the normal brief spin and the head does
it's little 1/4" out and back which I understand is also normal.

On inserting a disk it also spins the motor briefly which seems to be
normal.

The drive does not make any response to the computer being powered up.

Checks done:
The IO lines come through the U1 chip (a bank of about 5 transistors).
I have verified, best I can, that these are all still working.

The incoming "hello" from the computer turning on can be seen as a brief
burst of pulses on the logic probe at the output of U1 and the input to
U7 (pin 17). Likewise the Command and Ready lines are working through
U1 and pulling their pins low on U7 when the computer is powered on.

The CPU seems to be working because it is doing the normal power on and
disk insertion prespins and spot checks with the logic probe show the
address and data lines to be actively pulsing.

However, there is never any response to the computer. The data out pin
on U7 (24) stays high when the computer is powered on. No pulses
whatsoever on the probe.

So best I can tell, the data in or out portion of U7 is probably fried.
But I've never messed with a 1050 before and wanted to see if anyone
with experience could confirm this or suggest checks that I've missed.

All the voltages and other preliminary checks in the SAMS service info
check out except that the 10V on J1/pin1 when the drive motor is off
seems to be dead wrong - checks as zero and has to be at least very low
- otherwise motor would spin faster than normal 7V "on" and busy LED
would stay lit.

Background: The computer and drive were resurrected after half a dozen years or more in storage and then used for a couple months until the failure. The failure occured after a week or more of leaving the computer on all the time to play a couple levels of Lode Runner each day. In between, I'd turn off the TV and I think often I powered the drive off as well. One day after playing the current level, it never came to life to load the next and has been dead since.

Please reply by e-mail.

Thanks

1385. Re: XE/GS Manual/Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000225200628.19363.00001551@ng-cj1.aol.com>
Source record: 46436

The Maverick themaverick@volcano.net said:

>command "cload" then hit return to start loading
>
>I tried this after the "boot error" message was received, but received an
Error 21

Yep #21 means NOT a BASIC load file which could be "CLOAD"ed; #138 (timeout) or
139 (not acknowledge) are more common with the cassette & SIO.

-Ron

I don't have a solution but I admire the problem.

1386. Re: Lightgun Calibrating

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <38B74B53.1834@volcano.net>
Source record: 46437

Luis P. Baeza Q. wrote:
>
> My XE Lightgun seems to be a little defective. It is not calibrated. I
> almost miss all shots on the left side of my TV.
> Is there a way to calibrate it?

I'm having a similar experience with my XE lightgun, but this is consistent with what I've read about them. I've heard that the Best Electronics lightgun is better (anyone have hands-on experience?)

I've also converted a Sega Master System lightgun for Atari use. The instructions came from an old Antic article posted at the Atari Gaming Headquarters (http://www.atarihq.com/atcomp/xegs.html.) I haven't tried it on my XE yet, but it works great on my Atari 7800!

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

1387. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38b768f5$0$1392@news.voyager.net>
Source record: 46438

(quoter turned off to save space.)
Lemme see, Ken Miller has trouble with roms in 'Win xl-it v.03'.
Never heard of that one. I thought xlit .2 was the last from that guy,
bad memory on his name. Ahh Marcus Gietzen and Ron Fries.
Mr. Irvin asks why not use atari800win from Firth and the people
who have been updating it. Ok, so I found atari800win 2.5 I think it
is. And I still prefer xlit .2.
1. my 486 dx4 120 is too slow for the 800win version.
2. I spent an hour or so trying to get used to 800win and I'm just used to
xlit.
3. 800win doesn't support a pc joystick. Now, most things people want
to do on an emulator requires a joystick, and keyboard just doesn't
cut it.
4. I still can't run SpartaDOS, my DOS of choice, even on an emulator.
I tried enable RAM under OS and that didn't seem to get SpDOS to work.

Regards
Russg

1388. Re: Ghostbusters info needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <k53cbs0him9qo7aa01to5rq148s4k208ci@4ax.com>
Source record: 46439

On Thu, 24 Feb 2000 14:34:35 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
>Charles schrieb:
>>
>> What is the key that preempts the Marshmallow Man?
>>
>> If you know please email quester@eskimo.com.
>>
>> --
>>
>> - Charles -
>
>Hello Charles,
>if I remember correctly, you had to press "B" quickly...
>greetings - Andreas Magenheimer

Yes, but only if you bought the Ghost Bait at the beginning!

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

1389. Re: Ghostbusters info needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <20000226043356.01236.00000952@ng-ff1.aol.com>
Source record: 46440

anybody have the manual???

Ralph

1390. Re: APE/SIO2PC & the Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000226063638.01603.00000191@ng-bh1.news.cs.com>
Source record: 46441

>I have never been able to get SIO2PC or APE -and- a real SIO floppy drive to work on my systems at the same time. <

Well, I whacked out all the caps attached to the SIO pins in my 130XE. Made no difference in using a real drive with an APE cable in the circuit at the same time. The real drive could still read with difficulty, but could not write. Ok, more components for the interface...
Larry

1391. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-26 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <38b7cad7.787651@news.s-direktnet.de>
Source record: 46442

On Sat, 26 Feb 2000 00:52:03 -0000, "Russg" <russg@en.com> wrote:

>(quoter turned off to save space.)
>Lemme see, Ken Miller has trouble with roms in 'Win xl-it v.03'.
>Never heard of that one. I thought xlit .2 was the last from that guy,
>bad memory on his name. Ahh Marcus Gietzen and Ron Fries.
>Mr. Irvin asks why not use atari800win from Firth and the people
>who have been updating it. Ok, so I found atari800win 2.5 I think it
>is. And I still prefer xlit .2.
>1. my 486 dx4 120 is too slow for the 800win version.

well... why not using atari800-dos version instead????? ;)

here is the link:

http://cas3.zlin.vutbr.cz/~stehlik/a800.htm

bye, heaven/taquart

http://www.s-direktnet.de/homepages/k_nadj/main.html

1392. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000226191519.18909.00001983@ng-ca1.aol.com>
Source record: 46353

Russg" russg@en.com said:

>4. I still can't run SpartaDOS, my DOS of choice, even on an emulator.

Atari800 for DOS is the only emulator I have used successfully with Sparta 3.2g

-Ron

I don't have a solution but I admire the problem.

1393. Re: Ghostbusters info needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000226191902.18909.00001985@ng-ca1.aol.com>
Source record: 46354

>anybody have the manual???

try this site; fairly comprehensive:
http://www.crestviewfl.com/~richard/GHOST.TXT

-Ron

I don't have a solution but I admire the problem.

1394. Classic Gamer Magazine

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: hajjej@aol.comnospam
Message-ID: <20000226221604.17169.00002077@ng-ci1.aol.com>
Source record: 46355

Hello all, I just wanted to tell you all about this great magazine I've discovered. It's great to finally have a magazine that actually concentrates on the good ol days of videogaming. I encourage all of you to check out their website at www.classicgamer.com. I am in no way connected with the mag, but I just wanted to share my discovery with you all.

just another john

" I'd rather spend my time looking at the sky than listening to Whitney Houston." Robert Smith

1395. 8-bit price list

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Gregory George <greggeorge@att.net>
Message-ID: <38B8AD59.6E483EC4@att.net>
Source record: 46356

I haven't seen a FAQ in the newsgroup for this so, I'd appreciate it if
you could point me to it.

Anyway, I recently acquired a bunch of 8-bit cart games from a co-worker
who also gave me his XEGS (with lightgun) and modified 400 (with real
keyboard and extra RAM!) . Is there a rarity list for Atari 8-bit
computer games? I have no intention of selling any of these, but I'm
just curious to know if any of these could be considered to be a
"grail."

K-Razy Antiks
K-Razy Shootout
Boulders and Bombs
Peanut Butter Panic
Gorf
Journey to the Planets
Pit Stop
Jumpman Jr. (I think. No label and it doesn't seem to work now.)
Bug Hunt (XEGS)
David's Midnight Magic (XEGS)
River Raid
Pitfall
Miner 2049er

And the one *I think* may be rare:

Bounty Bob Strikes Back!

Thanks,

--
Greg

^^
^ ||| LATEST ATARI NEWS: ^
^ ||| Lynx Ultra Vortex, Cybervirus, and Mechtiles! ^
^ / | \ From Songbird Productions! http://songbird.atari.net ^
^ ATARI ^
^ ~~~~~~~~~~~~~~~~~~ ^
^ The Atari Times Newsletter - http://www.geocities.com/greggeorge ^
^^

1396. Re: Lightgun Calibrating

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <38B8C816.6AD6@volcano.net>
Source record: 46357

The Maverick wrote:
>
> Luis P. Baeza Q. wrote:
> >
> > almost miss all shots on the left side of my TV.
>
> I've also converted a Sega Master System lightgun for Atari use. The
> instructions came from an old Antic article posted at the Atari Gaming
> Headquarters (http://www.atarihq.com/atcomp/xegs.html.) I haven't tried
> it on my XE yet, but it works great on my Atari 7800!

UPDATE: I tried the converted Sega lightgun last night and it works
much better than my XE gun. I'd still like to hear any comments
regarding the Best Electronics gun though... Thanks!

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

1397. Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <89ahdq$6p4$1@ssauraaa-i-1.production.compuserve.com>
Source record: 46358

What would I do with 9 drives? My Mydos 4.5.1M system has real 4 drives now- 2 @ 360K, 1 @ 1 meg, and 1 1050. It also has a 256K or 1 meg ramdisk as d8:(since more software supports this number). I also have made use of d7: using Omniview to create a second ramdisk for "j" duplicating disks. And I recall having a "patch" that would let me redirect any other D# to any path on any existing drive. That was a long time ago. I needed to do this for software development and disk library management/copying.

--

1398. Re: Memory Expansion Testing

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <89ai59$6p4$2@ssauraaa-i-1.production.compuserve.com>
Source record: 46359

My tried and true method for testing memory expansions is to copy
a big text file to it as D#:, then copy all of it to the screen.
If anything is whacked, there is a problem. scrambled chars
usually mean a bad bit or connection. Repeating sections meana
bad address connection or the page bytes are corrupted(I did that
once). If this first page is o.k., I then proceed to copy all of
the files into the sam ramdisk as another name, with append,
until I fill it up. If it doesn't crash-great. I then delete
all of the files except the last one, again expecting it to pass,
then recopy everything to fill up the rd again. Copy all of it
to the screen to check for lockups, several times.

This works for me.

Rick D.

--

1399. Re: Need help to repair a 400

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <89aila$6p4$3@ssauraaa-i-1.production.compuserve.com>
Source record: 46360

Does the SIO sputter occur at all?

I'd take it apart and reseat all of the chips first.

Rick D.

--

1400. Re: Tech: 130XE Black Screen and a Tone.

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <89aj5k$6p4$4@ssauraaa-i-1.production.compuserve.com>
Source record: 46361

Its very easy to destroy those tiny traces, the top was the worst place to put them. The problem could also be shorts in the solder up. Also, most holes are thru and must be soldered on both sides.

My method for large chips is to remove the old chip by solder wick and solder sucking, heat each pin and wiggle with tweezers, then lift the old chip off. Clean up the traces with a solder sucker. Check the traces to make sure they are complete, and the thru holes connect. For anything missing, I use a small piece of wire, thru the hole if needed. Only after I'm sure the chip area is good do I put in the socket.

For small chips, I have a homemade tool that I heat over the stove, then apply to all pins at once with the board clamped down. I can usually yank the chip out clean, then go to inspect and repair as needed.

If I don't want to save the old chip, I use flat clippers to cut the pins, remove the chip, then unsolder the pins.

--

1401. Re: 8-bit price list

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <89c0n3kta1@nnrp1.deja.com>
Source record: 46362

Greg,

I'll offer $10 for Bounty Bob :>))). Seriously, it is a rare cart and would bring in a nice price. Check cart rarity in Andrew Krieg's cart list:

http://www.execpc.com/~krieg/links/8bit.carts

My experience is that C (common) and U (uncommon) carts are often under $10. R (rare) carts are about $5 to $10 more. ER (extemely rare) can be any price. Keep in mind I am talking about loose carts and the list is not always correct in the rarity ratings.

Gene

> K-Razy Antiks
> K-Razy Shootout
> Boulders and Bombs
> Peanut Butter Panic
> Gorf
> Journey to the Planets
> Pit Stop
> Jumpman Jr. (I think. No label and it doesn't seem to work now.)
> Bug Hunt (XEGS)
> David's Midnight Magic (XEGS)
> River Raid
> Pitfall
> Miner 2049er
>
> And the one *I think* may be rare:
>
> Bounty Bob Strikes Back!
>
> Thanks,
>
> --
> Greg
>
> ^^
> ^ ||| LATEST ATARI NEWS: ^
> ^ ||| Lynx Ultra Vortex, Cybervirus, and Mechtiles! ^
> ^ / | \ From Songbird Productions! http://songbird.atari.net ^
> ^ ATARI ^
> ^ ~~~~~~~~~~~~~~~~~~ ^
> ^ The Atari Times Newsletter - http://www.geocities.com/greggeorge ^
> ^^

>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1402. Tech: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: TraunStaa <traunstaa@aon.at>
Message-ID: <sbivqeeqjp166@news.supernews.com>
Source record: 46363

Hi,
I want to transfer some Atari .ATR files (mainly gamefiles) to my real Atari-System (to the old 5 1/4" floppy-disks). Which equipment do i need (I have an Atari 800XL, the floppy-drive). Do I need the SIOTOPC cable?
Many thanks, Reinhard

1403. Re: Need help to repair a 400

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Mike <changm@arvotek.net>
Message-ID: <38B98790.BF0BA435@arvotek.net>
Source record: 46364

Hi,

What is SIO sputter ? A noise ? Should I turn up the volume ?
Visibly, the screen goes black and that is it.

Thanks for any input,
-Mike

Rick D wrote:

> Does the SIO sputter occur at all?
>
> I'd take it apart and reseat all of the chips first.
>
> Rick D.
>
>
> --
>

1404. Re: Tech: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38b9c87e$0$1369@news.en.com>
Source record: 46365

Yes, you need sio2pc (Nick Kennedy) or APE cable (Steve Tucker.)
Both come with free software, the APE shareware version, unregistered
is slightly crippled, but still quite functional.
Uhm.. I forget which direction APE unregistered is hampered, seems like
it was the other direction, moving stuff from A8 to pc.
Russg

1405. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38b9c74a$0$1373@news.en.com>
Source record: 46366

(Mr. Irvin responds. Quoter turned off, and memory (mine) not so hot.)
I'm still trying to figure what to do with my old XT.
(Mr. Irvin mentions limitations with my 486 120 mhz.)
I can't play modern PC games. Other than that, I do most what I want
to do. It'll run Chess Master 7000, even the internet connection parts.
(Mr. Irvin says A800 DOS or Win supports PC joystick).
I re-read the docs (again my memory doesn't hold up so good.)
The part where it said no joystick was for Win NT, I guess.
I couldn't/didn't get my joystick working when I tried it, but I guess
it (pc joystick support) must be there if you say so. The doc said some
thing about needing Direct X (I think I have) and Direct Input (don't
have, I think.)
Someone said that they got Sparta 3.2g to work on the DOS version
of A800. My 3.2d .atr wouldn't work when I tried the Win version.

So, Thanks. About all I use the xlit for is Sargon III and occasionally
a game or so. Maybe I'll try the DOS version of A800.

Care to mention some specifics on the advantage of A800 DOS and Win?

Regards,
Russg

1406. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38b9d27b$0$1385@news.en.com>
Source record: 46367

(Me babbling on.)
Nobody here had a vested interest in any of the excellent emulators.
I'm not putting down Atari800 win or dos.
Ken Miller, the guy who started the thread, hasn't commented.
I guess he got his answer in e-mail and moved on.
I downloaded .9.9 for DOS. I already had it in my files, actually,
along with .9.7.
There's no cure for my slow machine (it was plenty fast 5 years ago).
I tried my Sargon III on it. The joystick works, don't know why I
thought it didn't work, maybe something to do with the Windows 2.5
version.
The top of my screen (about the top 5%) gets cut off.
XLit has ways to adjust the frame rate for older slower machines,
you can make it go as fast as you want, ridiculously fast on even
an old machine like mine.
XLit also has video options to let you fix video display problems from
within the program. I picked NTSC in the config for A800 DOS,
maybe that was my mistake.
Thanks for listening.
Russg

1407. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38b9d317$0$1379@news.en.com>
Source record: 46368

Oh, yes.
I tried APE_32g.atr. I guess a SPDOS 3.2g. It wouldn't work.
Russg

1408. Re: Malmsteen, Hasbro, & Mice

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <89cpllqjo1@ins21.netins.net>
Source record: 46369
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Rodrigo Andrade wrote in message ...
>>PSX and PC? Could they pick two worse systems? NO.
>>How about Mac and Atari Jaguar?
>
>Because they're not in the business for charity.
>
>--
>RODRIGO
>
>==========
>
>"One of the worst soloist out there is Kirk Hammet. Don't get me wrong,
>he can play amazingly, his solos are pure gold, but to my ears they sound
>like shit. You see I have perfect pitch, and Kirk doesn't follow scales,
and
>he sounds like garbage a lot of the time. People who don't have perfect
>pitch can say he is amazing, but I think he sounds like shit"
>
> -- Yngwie Malmsteen

Hey, Rodrigo!

We're not in a music newsgroup, but Yngwie is not a god. Don't tell him that. Malmsteen is not a good person to quote... not that Kirk is the best.

As for the Hasbro thing, they aren't in the business of video games, either. They are marketing and they should stick to board games and action figures. Normally people learn how to fully use one machine before improving upon it. Instead, with computers, more power and faster processors are all we're seeing. I'd rather see Atari come back. Not Hasbro's Atari. Hasbro's doing nothing new. Atari always did. Until they do, they should not use the Atari name.

I wanted to touch on the iMac Mouse opinion. Mac and IBM don't need a mouse unless you have hitboxes. There are quick commands, or shortcuts, that you can use for most programs including the operating systems. You can hit the first letter of a file and the alphabetical first file will be highlighted. On Mac you can actualy put in the first three letters (or more?) of a file, but on IBM it generally only lets you jump to the first alphabetical letter. Then, you can use arrow keys, up and down, to select the file you're searching for. You also have the TAB key to toggle through entry blocks, open-apple + v to paste, open-apple + x to cut, open-apple + O to open a file, and so on. This is the same as ctrl + V and ctrl + X on IBMs. When complaints about Mac having one button come up, it's funny because whenever

you use the Mac mouse, you're not being efficient... unless you have hitboxes or bullet buttons. In short, don't use the mouse whenever possible. Use keyboard shortcuts and you'll save time.

If you have an IBM emulator on your Mac, there are two button mice you can purchase for your Mac. Why you need two button mice when you have a keyboard is probably more for ease-of-use than speed or functionality.

As I was collecting my Atari 7800 games, Jaguars, learning how to program, and finding prospective Jaguar Developer System sellers, it seems that Mac has come out with OS 9 (actually talking about system 10) and IBM has Windows 2000 for businesses. (incompatible with all old software) How much time has passed since Mac's OS 8.1? They didn't used to update their operating system this much, did they? They never had to before the Mac Power PC.

With meddlesome charm,
MegaData

1409. Re: How did they do that?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38B9E944.9EDE1815@usa.net>
Source record: 46370

Atari Dos 2.0 will read and write single- or double-density disks, but it will not sense and/or change a drive's density. When I had the Astra Big-D drive, I could make drive 2: double density with TopDos or MyDos, then reboot the computer with Dos 2.0. The second drive would remain in double density, so if you then formatted a disk in the drive and copied the .sys files to it (with the "H" command), you would have what you have described: a double-density disk with Atari Dos 2.0 on it. Booting with either a single- or double-density 2.0 disk will not allow you to read enhanced-density disks, and as you mentioned, Dos 2.5 will not read double-density disks created by anyone's Dos!

BTW, you can create a double-sided, but single-density, disk with MyDos. I even found a use for this oddity. I used to use Home Accountant. Since it used "Note" and "Point" to find and save data, it wouldn't work with anything but a 128-byte sector. But it did work with the DS-SD disks!

Carolyn

RHamiIton5 wrote:

> Just acquired USDoubled 1050 and Indus case full of miscellaneous disks; one is
> in double density and contains DOS.SYS & DUP.SYS for Atari DOS 2.0S(?). The
> disk boots fine to the 2.0S DUP menu but will not read single density on the
> 1050 (which will normally auto detect density) nor on D2: 810. Booting with
> standard 2.0S or 2.5 will not read it, which was as expected.
>
> I can easily access and manipulate the files with TopDOS or MyDOS, BUT the
> question is: HOW did they make the DD disk, write the .SYS files, and transfer
> SD stuff to or from it?
>
> Not really critical now, just puzzling!
>
> -Ron
>
> I started life with nothing, and still have most of it left...

1410. Dusting off the old XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.38ba2e84@fmlynet.org>
Source record: 46371

FamilyNet HQ: Telnet:\\209.217.2.202

Hi there,
How are you doing on making your own Ape interface (sio2pc) cable? Did you find
a SIO connector? If not I might have the parts to one. .
Doctor Clu
Dallas Texas (972)-496-0650

1411. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-27 00:00:00 UTC
From: NOvelcro@netunlimited.netSPAM
Message-ID: <38b92e13.1063091@news.netunlimited.net>
Source record: 46372

On Sun, 27 Feb 2000 19:59:04 -0000, "Russg" <russg@en.com> wrote:

>(Mr. Irvin mentions limitations with my 486 120 mhz.)
>I can't play modern PC games. Other than that, I do most what I want
>to do.

That machine is a good enough one for basic Internet stuff. It'll run Netscape 4 (use just the browser, not the Communicator). It is certainly good enough to run an Atari emulator.

>Someone said that they got Sparta 3.2g to work on the DOS version
>of A800. My 3.2d .atr wouldn't work when I tried the Win version.

>Care to mention some specifics on the advantage of A800 DOS and Win?

What is out there now are more or less complete emulators. I saw a website that commented on XL-it that Markus Gietzen was not updating it. But that overlooks the fact that XL-it does pretty much everything already.

There are other complete emulators out there as well so the people advocating one or the other are expressing their personal preferences, not that one runs 800 software better than the other or anything.

The advantage of A800 Win over A800 DOS is probably (haven't tried them) ease-of-use.

I certainly think any of the emulators would run Sparta DOS. A DOS does not bend the hardware or attempt to stretch the capability of the machine as you might see some advanced game doing. I think you are having some configuration problem or you have a bad ATR.

VS

1412. Atari items for auction

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Sheane and Bonnie Meikle <action1@telusplanet.net>
Message-ID: <MQDu4.95$BG5.3577@news0.telusplanet.net>
Source record: 46293
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.misc

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=271609622

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=271622858

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=271725217

Thanks for looking

Sheane

1413. Re: Atari items for auction

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: atarigalen
Message-ID: <22446336.86e2cb89@usw-ex0108-063.remarq.com>
Source record: 46294
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari,comp.sys.atari.st.misc

In article <MQDu4.95$BG5.3577@news0.telusplanet.net>, "Sheane
and Bonnie Meikle" <action1@telusplanet.net> wrote:
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=271609622
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=271622858
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=271725217
>
An Atari 400, a 600, and a joystick are all that's there.

Galen

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

1414. Anyone interested...

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: nexar@my-deja.com
Message-ID: <89de08$i1d$1@nnrp1.deja.com>
Source record: 46373

Anyone interested in joining a new Atari site ranging from 2600-Jaguar?

anyone with the following would be of great help:

Old mags, manuals, etc.
Scanner
Fast Connection
Great deal of knowledge of Atari's background
Ideas, content to submit, etc.

If you feel you would enjoy joining a new site with exciting content
and will be here years to come, please email me at
xNexar_Net_x@yahoo.com

So far, the site consists of only 3 people.
That may sound like alot, but not this time around. Trust me.

Thanks,
Clint

details about the site will be given upon approval of your joining.
Submitting example work is a plus.
This is for a hobby only/recognition. But a fun way to communicate with
the Atari Community!

Sent via Deja.com http://www.deja.com/
Before you buy.

1415. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <89d18o$9te$1@nw001t.infi.net>
Source record: 46374

SpartaDOS is all I use - I run 3.3 and 3.2g on both the DOS and Win versions
of A800.

--
Cabell Clarke
email: cabell@richmSPAMNOond.infi.net
A8Site: http://www.geocities.com/siliconvalley/node/6969
A8BBS: telnet://cabell.tzo.com 12a - 6a daily

Russg <russg@en.com> wrote in message news:38b9d317$0$1379@news.en.com...
> Oh, yes.
> I tried APE_32g.atr. I guess a SPDOS 3.2g. It wouldn't work.
> Russg
>
>

1416. Re: How did they do that?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <89d18p$9te$2@nw001t.infi.net>
Source record: 46375

Speaking of Big-D's... doesn't the Astra BigD have one single-sided drive
and a second double sided drive? (Iwas just wondering... I have one stashed
around here somewhere).

--
Cabell Clarke
email: cabell@richmSPAMNOond.infi.net
A8Site: http://www.geocities.com/siliconvalley/node/6969
A8BBS: telnet://cabell.tzo.com 12a - 6a daily

Carolyn Hoglin <choglin@usa.net> wrote in message
news:38B9E944.9EDE1815@usa.net...
> Atari Dos 2.0 will read and write single- or double-density disks, but it
will not
> sense and/or change a drive's density. When I had the Astra Big-D drive, I
could

1417. Re: 1050 died - U7 chip the culprit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-J1pGeLiU306w@cth-analog-ts01-s5.cth.com.au>
Source record: 46376

On Sun, 26 Feb 3900 23:50:41, Mark Milbourne <milbourn@usit.net>
wrote:

> The incoming "hello" from the computer turning on can be seen as a brief
> burst of pulses on the logic probe at the output of U1 and the input to
> U7 (pin 17). Likewise the Command and Ready lines are working through
> U1 and pulling their pins low on U7 when the computer is powered on.

Lets try the simple things first. is the drive number switches in the
right position and are they working?? sounds a lot like they aren't.

James B

1418. Re: Atari Emulators for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <89ee2j$8ht$1@nnrp1.deja.com>
Source record: 46377

In article <38B7DF2D.B2227ECF@vt4.net>,
Denis Leroy <denis_leroy@vt4.net> wrote:
> Jose Olivera Jr wrote:
> >
> > There is a free Atari 8-bit emulator at http://www.emulators.com.
It was
> > originally commercial but now the program has made it available for
free. It
> > will probably not be updated since the programmer does not feel
that there is a
> > market left for the Atari 8-bit but given the number of years that
has been
> > spent on this project, it is extremely stable and not likely to
need any
> > updates.
>
> Is the source code available ? I'd love to port it to Linux.

That would be PC Xformer. I tried that emulator once to see how it
would play Donkey Kong and it was "so" bad I laughed my butt off. And
the ST version is even worse since all it's good for is running
occasional BASIC programs. You can use Xformer and the special cable
to transfer files from a 8-bit drive but then again APE/SIO2PC is more
efficent.

Trust me, you're much better off using Atari800 for Linux or even
Windows (the best port yet) :)

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

1419. Re: Lightgun Calibrating

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38BA5BEB.DD3A69F6@mail.uni-mainz.de>
Source record: 46378

[snip]
Hello Maverick,
we tried the Sega Lightgun too and the following happened:
- Atari LG works "good" with TV, does not work at all with monitors (we tested Philips and Commodore)
- Sega LG works "great" with TV and also with monitors (Philips and Commodore)
- Best LG yet unknown
So it looks like it is worth converting a Sega LG, maybe someone knows a little more about the Best LG... greetings - Andreas

1420. Dragon Tiles - Anybody know where to get a copy ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <dVwu4.3050$Xk2.19789@tor-nn1.netcom.ca>
Source record: 46379

I have just received the following email from a lady who works at a home,
and was wondering if any of you could help the following person out. If you
know where a copy could be located, drop me a line and I will forward the
message. I am not sure if they wish to run the game under an emulator as she
does not state what PCs they are using.

Thanks in advance,

Richard.

~~~~~~

>>I work with residents at our local Cheshire Home and they have just
>>bought some new PC computers.

>>On their old PCs they had an Atari game called 'Dragon Tiles' which is
>>ideal for some of their residents. They cannot find the original disks
>>and have asked me to go searching for the game.

>>Do you know anything about this game. We think it was developed by

>>MR S J SMITH
>>THE GARDEN FLAT
>>27 MONTOR ST.
>>RYE
>>I.O.W. PO33 2BY

>>Mr R S J SMITH MUSIC {C} 1992 SEXTON PROGRAMMER USING DEVPAC.
>>VERSION 3

>>I would be most grateful if you could help us trace a copy which was
>>originally found on a shareware disk.

>>With thanks

>>Annita E Fisher
~~~~~~

1421. Re: MyDOS 6.0 and 48MB partitions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Pab Sungenis <pab@cnx.com>
Message-ID: <38b914dc02_rau@cnx.com>
Source record: 46380

AM>Atari developed quite unpopular DOS 3, it used 1k per
AM>sector/block. Maybe there is a posibility to get DOS 3 working with a
AM>harddisk and up to 65535 sectors/blocks (a 1kbyte).

No. DOS 3 used internal conversions to logically translate 8 128-byte sectors into a 1K "block." It never used true 1K sectors. I have to wonder how (without hardware translation) an 8-bit DOS would ever use 512 or 1K byte sectors. (I know the Black Box did it in hardware, breaking the 512 byte sectors into two 256 byte sectors.)

And (I'm going to sound like a heretic here, but) why would an Atari need more than 16MB in a partition? :)

-!-
* BM 0.8 * I parked my harddisk - now I can't find it!

--
Pab Sungenis Vineland, NJ
+---+
Whenever I find myself in a difficult situation, I ask myself "What
Would Jesus Do?" The mental image of my opposition being cast into
pits of hellfire for all eternity *is* comforting, but probably not
what the inventors of the phrase had in mind.
-- David Zeiger
+---+
Check out Notes from Underfoot: http://www.cnx.com/underfoot
For up-to-the-minute filter lists http://www.cnx.com/stopspam.html

1422. carts, us/uk compatible?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <38BAB9A8.1B1490C0@cix.co.uk>
Source record: 46381

is there any problems involved in using us issue carts with a uk spec
machine?
note this is in reference to 800/xl/xe machines.
i seem to remember there was a problem with specific carts and programs
due to particular graphix modes rather than a generality beacause the
machine could (note the term could) convert the signal.

sorry I used to be an 800xl owner and are about to become so again so i
am checking sources for kit/games/parts.

yours, Jon-Paul

1423. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: doctor@localhost.localdomain
Message-ID: <89eddc$g0$1@localhost.localdomain>
Source record: 46382
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

```
In article <88gvk5$361$1@bob.news.rcn.net>,
Greg Menke <nospam@erols.com> wrote:
>> > >> I was talking about Dos.
>> > >
>> > >DOS? Who uses DOS anymore?
>> >
>> > *blinks*
>> >
>> > Who uses IBM constructively?
>> >
>> > *grin*
>>
>> Hi dork. You said you were talking about DOS, and I ask you: who the
>> fuck uses DOS anymore? Don't dodge it - answer it.
>>
>
>
>I use Windows 98 at work, thus I'm still using dos with a buggy GUI menu
>thing running on top of it.

Actually Chicago Windows (as well as 3.11) has it's own DOS built in.That's why
MS-DOS programmes can only use long file names while Windows is running.It
catches $21 interupts (among others) and handles anything DOS-related.
(so time/date function calls get passed on to MS-DOS)
```

1424. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: doctor@localhost.localdomain
Message-ID: <89eeqhgv1@localhost.localdomain>
Source record: 46383
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <88gvk5$361$1@bob.news.rcn.net>,
Greg Menke <nospam@erols.com> wrote:
>> > >> I was talking about Dos.
>> > >
>> > >DOS? Who uses DOS anymore?
>> >
>> > *blinks*
>> >
>> > Who uses IBM constructively?
>> >
>> > *grin*
>>
>> Hi dork. You said you were talking about DOS, and I ask you: who the
>> fuck uses DOS anymore? Don't dodge it - answer it.

Well I never use plain DOS but I use MS-DOS to play IBM games,of course.
Of course any Windows (Win16,not Chicago) programmes you run use MS-DOS.
(I don't think that plain DOS would work with Windows/Chicago)

1425. Re: carts, us/uk compatible?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <89egn3se1@barcode.tesco.net>
Source record: 46384

Hi, I have never had a problem with a US cart to date, although some colours are sometimes a little "strange". I don't think a lot of cartridges were converted for PAL. Most cart problems I have found are dirty connectors and also the old 400/800 / XL/XE differences with some early carts.

Richard

Jon-Paul <pockets@cix.co.uk> wrote in message news:38BAB9A8.1B1490C0@cix.co.uk...
> is there any problems involved in using us issue carts with a uk spec
> machine?
> note this is in reference to 800/xl/xe machines.
> i seem to remember there was a problem with specific carts and programs
> due to particular graphix modes rather than a generality beacause the
> machine could (note the term could) convert the signal.
>
> sorry I used to be an 800xl owner and are about to become so again so i
> am checking sources for kit/games/parts.
>
> yours, Jon-Paul

1426. Re: How did they do that?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: doctor@localhost.localdomain
Message-ID: <89egkaif1@localhost.localdomain>
Source record: 46385

In article <20000222163642.17873.00001233@ng-cn1.aol.com>,
RHamiIton5 <rhamiiton5@aol.comedy.com> wrote:
>Just acquired USDoubled 1050 and Indus case full of miscellaneous disks; one is
>in double density and contains DOS.SYS & DUP.SYS for Atari DOS 2.0S(?). The
>disk boots fine to the 2.0S DUP menu but will not read single density on the
>1050 (which will normally auto detect density) nor on D2: 810. Booting with
>standard 2.0S or 2.5 will not read it, which was as expected.
>
>I can easily access and manipulate the files with TopDOS or MyDOS, BUT the
>question is: HOW did they make the DD disk, write the .SYS files, and transfer
>SD stuff to or from it?

Are you sure that it's not 2.0D,the DOS for the 815 drive?
(though 2.0D should also be able to use the 810 (and compatibles) as well)

1427. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: doctor@localhost.localdomain
Message-ID: <89eh8ijo1@localhost.localdomain>
Source record: 46386

In article <891n1jhth1@news.huji.ac.il>,
Itay Chamiel <itayc@spam.cs.huji.ac.il> wrote:
>Since I haven't clarified this....
>
>Buyers of the cartridge, when it is released, need not register Ice-T. The
>cart version won't nag you about paying the author nor about supporting
>8-bit software. :)
>
>Those who use Ice-T will then be requested to either buy the cartridge, OR
>register by paying me directly.

How about if you add flow control,so that it can actually be used at a high
speed,and I'll consider it.
(not all of us have those powerful 850 interfaces,you know)

1428. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <1580-38BAD9F1-21@storefull-174.iap.bryant.webtv.net>
Source record: 46387

hi doc,
do you have a black box,or a mio?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1429. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000228161032.10175.00001337@ng-cn1.aol.com>
Source record: 46388

velcro@netunlimited.net (Velcro SPY) said:

>I certainly think any of the emulators would run Sparta DOS. A DOS
>does not bend the hardware or attempt to stretch the capability of the
>machine as you might see some advanced game doing. I think you are
>having some configuration problem or you have a bad ATR.
>

Not so! The Sparta3.2g ATR boots fine in A800DOS and NOT in any of the others (XFormer, XL-it, XFormer2000, A800Win); on at least some of them, I think it is the RAM under the OS part that glitches... XFormer is also the only emulator I have that will boot DD MyDOS453 XFD?

-Ron

I don't have a solution but I admire the problem.

1430. Re: How did they do that?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000228162351.10175.00001341@ng-cn1.aol.com>
Source record: 46389

dklugh@iwaynet.net said:

>Are you sure that it's not 2.0D, the DOS for the 815 drive?
>(though 2.0D should also be able to use the 810 (and compatibles) as well)

Absolutely, at least almost... the DUP menu indicates "2.0S"; don't have a quick & easy way to do a byte to byte comparison of the stock 2.0S DOS & DUP files? Pokes before you write .SYS files can alter it or a sector editor can make it say "9.4X" for that matter!

-Ron

I don't have a solution but I admire the problem.

1431. Re: How did they do that?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38BAEA30.A6AB60AD@usa.net>
Source record: 46390

The Astra Big-D has two drives, each one capable of reading and writing
double-sided, double-density disks.

Carolyn

Cabell Clarke wrote:

> Speaking of Big-D's... doesn't the Astra BigD have one single-sided drive
> and a second double sided drive? (Iwas just wondering... I have one stashed
> around here somewhere).

1432. Re: Weird Cart - Is this for the Atari 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38BAEC1E.1F431990@usa.net>
Source record: 46391

My Omniview for the 130XE achieved rebooting by pressing first the HELP key and then the RESET
key. I'm convinced that was much easier on the computer than was turning if off and back on. A
plus benefit was that whatever was in the RamDisk (if anything) was retained upon rebooting.

Carolyn

> I know what it is! It allows you to simulate a cold-start
> without turning off the power. Hold the button and press
> RESET. It's just a glorified jumper, but it has its uses.
> (?)

1433. Late News/Good News/Prosys cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-28 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sblstc75jp146@corp.supernews.com>
Source record: 46392

Took me a bit longer then expected, but I finally got the voltage measurements from a Prosys cable.

The good news is, I had a couple of 1489's laying around in addition to the 14C89s. I decided to try one out, and sure enough it worked w/o so much as a burp.

I did use a 10 mF cap on the thing vs .1, parts drawer thing. It shouldn't make a difference in any circumstance.

The voltage numbers, [pin, 1489, 14C89]
1 -10 -10
2 -.6 0.0
3 3.3 6.3
4 -10 -10
5 -.6 0.0
6 3.3 6.3
7 0.0 0.0
8 .18 0.0
9 .72 0.0
10 1.7 2.8 => 5.6k pull up may be borderline for 1489
11 3.2 6.3
12 .14 0.0
13 .14 0.0
14 3.2 6.3

The other thing I did was NOT tie pin 13 to ground. I reread the RS232 specs and data sheets and found it was not necessary. Open pin is tied on chip/silicon to represent a logic level vs float.

I did one other design, this was before I even realized/measured voltage levels. I wired the zener across pins 7 and 14 and fed it with a 300 Ohm resistor. I didn't bother to measure this one, but I would suspect it would operate much closer to +5V then the current design. That is, the 1489 will get closer to 5V from below, while the 14C89 will drop to 5.1V from the 6.3V I am seeing now.
IMO: Don't worry about this one since the 1050 and 810 use transistors to buffer the data lines, you would have to do something really radical, like exceed the breakdown voltage for the the transistor before you get a problem.

I'm not going to put this info up on my web page, but as with anything I do, I consider it PD. Post it freely and no need to attribute it.

1434. Re: Atari items for auction

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: Alan Pollock <nexus@king.cts.com>
Message-ID: <89fek4$1buh$2@thoth.cts.com>
Source record: 46295
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari,comp.sys.atari.st.misc

In comp.sys.atari.8bit atarigalen <kNOk@SPAM@uia.net.invalid> wrote:
> In article <MQDu4.95$BG5.3577@news0.telusplanet.net>, "Sheane
> and Bonnie Meikle" <action1@telusplanet.net> wrote:
>>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=271609622
>>
>>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=271622858
>>
>>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=271725217
>>
> An Atari 400, a 600, and a joystick are all that's there.

> Galen

Yeah - I hate it when folks just provide a url without even deigning to
mention what items those urls point to. Let's hope it was mere oversight,
rather than intentional hinderance. Nex

1435. Re: Malmsteen, Hasbro, & Mice

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <y0Hu4.124883$j63.2606084@news1.rdc2.pa.home.com>
Source record: 46296
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

> As for the Hasbro thing, they aren't in the business of video games,

They're in the business of producing and selling them.

> Normally people learn how to fully use one machine before improving upon
it.
> Instead, with computers, more power and faster processors are all we're
> seeing.

How would you improve upon PCs? we've got:

32 Bit color, Stereo >64bit audio, Huge extremely fast hard drives,
processors >700MHz,
Plug and Play USB, voice recogition, 3D glasses.....etc...

What are you looking for?

I'd rather see Atari come back. Not Hasbro's Atari. Hasbro's doing
> nothing new. Atari always did.
^^^^^^^^
Yeah, they burned up the world with the XL and XE lines. They were
incremental with their developments, and the real stuff that was ahead of
everyone else (or their time) was shelved. Really a waste.

> I wanted to touch on the iMac Mouse opinion. Mac and IBM don't need a
mouse
> unless you have hitboxes.

You can use keys with windows...And the TAB key usually moves from item to
item and return can select it.

tony

1436. Re: MyDOS 6.0 and 48MB partitions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-3tIdNXNMkFEH@cth-analog-ts01-s13.cth.com.au>
Source record: 46297

On Sun, 28 Feb 3900 12:13:00, Pab Sungenis <pab@cnx.com> wrote:

> or 1K byte sectors. (I know the Black Box did it in hardware, breaking
> the 512 byte sectors into two 256 byte sectors.)

very true, but it isn't done in hardware. the bb rom reads in the
whole 512 bytes and stores it in 2 pages in it's internal ram. The
required 256 bytes is transfered to computer ram. If the nextsector
required is in ram, the transfer will be very quick. Generally, the
drive formatted with 512 byte sectors will be faster reading.
Writing however is a different story. First, the required 512 byte
sector is read, the 256 byte half is changed and the whole 512 byte
sector is written out again.
As you can see, writing will take longer with 512 byte sectors.

James B

1437. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <89g6sb$t5a$1@plutonium.compulink.co.uk>
Source record: 46298

In article <88gvk5$361$1@bob.news.rcn.net>, nospam@erols.com (Greg Menke) wrote:

> DOS? Who uses DOS anymore?
Lots of quite large firms still use DOS exclusively. DOS software tends to be stable and makes it easy to train non computer literate staff how to use apps.
I know large legal practices who still use WordPerfect for DOS on 386 machines they bought years ago. It works fine so why change? Likewise, lots of travel agents use DOS packages for flight bookings etc.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1438. Re: Dragon Tiles - Anybody know where to get a copy ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <89g6sc$t5b$1@plutonium.compulink.co.uk>
Source record: 46299

In article <dVwu4.3050$Xk2.19789@tor-nn1.netcom.ca>, rsmith@planeteer.com (Richard Smith) wrote:

> I have just received the following email from a lady who works at a
> home,
What kind of game is Dragon Tiles? If it's a Mahjongg type (wild guess given the title) then there are loads of PC games that fit the bill.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1439. Great deals at auction

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: Sheane and Bonnie Meikle <action1@telusplanet.net>
Message-ID: <RBOu4.348$BG5.22531@news0.telusplanet.net>
Source record: 46300
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.atari,comp.sys.atari.8bit,comp,sys.atari.st,comp.sys.atari.st.misc,comp.sys.cbm

Check out my auctions

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=turkeyjerke
y

Thanks
Sheane

1440. FA: SIO2PC cable: cheap

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <89ghlf$j9d$1@korweta.task.gda.pl>
Source record: 46301

```
Check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=269693336

j131
```

1441. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: solarfox@DON'TMESSWITHtexas.net
Message-ID: <mujnbssmt49kebooo688o9rjdegh8mbtjm@4ax.com>
Source record: 46302
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

doctor@localhost.localdomain wrote:

>>> Hi dork. You said you were talking about DOS, and I ask you: who the
>>> fuck uses DOS anymore? Don't dodge it - answer it.

>Well I never use plain DOS but I use MS-DOS to play IBM games,of course.

Somewhat off-topic for the groups, but I'll answer it anyway...

Yes, DOS is not used too much on the average user's desktop anymore,
although for some specialized instances it's still the better choice. (As
has been pointed out, many older games run better in a "pure" DOS
environment than in a Win9x DOS box.)

However - DOS is still _very_ big in the embedded-systems market; i.e.
small computers (typically 386 or 486 systems crammed onto a board about
the size of a stack of 3 ZIP discs) that are sealed up inside a box.
Industrial automation, scientific instruments, gas pumps... you'd be
surprised how many things out there are still running DOS; you just don't
see them running it because they don't _look_ like PC's.

BREAK UP MICROSOFT!!
(Preferably with a wrecking ball and some dynamite.)

---

solarfox@DON'TMESSWITHtexas.net (Gary Akins jr.)
http://lonestar.texas.net/~solarfox

1442. FA:Atari 2600 cart copier (3 hours)

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: GRePHx / Arjet Aafjes <arjet@grephx.demon.nl>
Message-ID: <38BBF2DE.1359979D@grephx.demon.nl>
Source record: 46303

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=267306608

1443. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: KENN MILLER <MRKENN@prodigy.net>
Message-ID: <89h4gr$386g$1@newssvr04-int.news.prodigy.com>
Source record: 46304

Hello again group. Actually I have not been able to get back online since I posted the question. I appreciate all the emails and the replies on here. I have several of the emulators downloaded, I guess I need it explained to me like a 2 year old. I have the roms (at least I think I do) but I still can not get the games to run at all.

Kenn

>http://www.angelfire.com/oh/mrkenn/
>
>

1444. Re: 400/800/1200 xl SAMPLE CART Star Trek SOS

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: Vkoslak <vkoslak@my-deja.com>
Message-ID: <89hargavd1@nnrp1.deja.com>
Source record: 46305

In article <8995a4$5rum$1@mercury.vcu.edu>,
"Burke" <chrisadcock@rocketmail.com> wrote:
> I have an ultra rare sample cartridge (never released), Star Trek:
Strategic
> Simulations Simulator, for 400/800/1200xl for auction on eBay. Check
it out
> if you'd like here:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=264819690
>
>

Have you played it?
is it fun? :)
Most star trek games (before interplay)
sucked really bad.

still that is quite kewl that its "sample only"
how did you end up with it?

PS scuse me for being a 8-bit lurker ;)

--
-Vkoslak
========== http://www.mp3.com/vkoslak/ ===========
I don't suffer from insanity...
I enjoy every minute of it!

Sent via Deja.com http://www.deja.com/
Before you buy.

1445. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: Jamn
Message-ID: <Jb%u4.3620$Xk2.22715@tor-nn1.netcom.ca>
Source record: 46306

"TraunStaa" <traunstaa@aon.at> wrote in message
news:sbivqeeqjp166@news.supernews.com...
> Hi,
> I want to transfer some Atari .ATR files (mainly gamefiles) to my real
> Atari-System (to the old 5 1/4" floppy-disks). Which equipment do i need
(I
> have an Atari 800XL, the floppy-drive). Do I need the SIOTOPC cable?
> Many thanks, Reinhard
>

You can also transfer disks using a 5 1/4 drive on your PC. I use a
program called "ataridsk" to accomplish this. I've been successfully
transferring disks to and from my 8-bit systems to run on Atari800win.

...Jamn

1446. Re: BattleSphere Press Release

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38BC6864.52E1@swbell.net>
Source record: 46307
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

This is some cool stuff here...

|CATOLOGIC RELEASES THE LONG AWAITED BATTLESPHERE(tm) FOR
| JAGUAR AND DONATES ALL PROFITS TO DIABETES RESEARCH
|
|
| February 29, 2000
|
| For immediate release:
|
| CAPITOLA, CA -- Scatologic Inc. is pleased to announce
|that the long awaited BattleSphere(tm) for the Atari Jaguar platform
|will soon ship, and that all |profits from the game will be donated
|to diabetes research.

We still have a month to go till April 1st, so I guess we can rule
out the April Fool's day gag. :)
(I think I said a while back on a Newton list serve to never
release a product on April 1st... if you are serious.) (grin)

| BattleSphere(tm) is the awesome full 3D networked
|action shooter for the Atari Jaguar. The game was developed by
|renowned Jaguar, NUON, PSX2 and PC developer 4Play, which recently
|merged with Scatologic Inc. to form the newest industry powerhouse
|development team.

Any chance we will see this on the NUON ?

| The highly anticipated BattleSphere(tm) combines the
|fast-action gameplay of a first person shooter with the nonlinear
|aspects of a strategic campaign simulator. Also included on the same
|cartridge are several additional play variations which range from a
|pure classic arcade action game to a multi-player networked
|deathmatch mode, where up to 32 players can dogfight for control of
|the Universe. The game garnered acclaim from players when it was
|demonstrated at the World Of Atari show in 1998, and it has received
|glowing praise from industry leading publications like Next
|Generation Magazine and Diehard Gamefan magazine.

Can we say "Star Raiders"? :) Can't think of any other platform I
would rather play a Star Raiders style game on this side of an Atari
400. (grin)
Now we just need to get this style game for the Lynx and 7800 and
we'll have it covered. Panther is optional. :)

| BattleSphere(tm) was completed several years ago, but
|the release has been pending for some time due to the fact that the
|Jaguar ceased to be a mainstream platform, and the software, tooling,
|and procedures required to produce cartridges were lost and had to be
|recreated. "The biggest hurdle was overcoming the loss of the
|software encryption keyxi,." said Scatologic COO, Douglas Engel, who
|was one of the original BattleSphere(tm) development team. Scott
|LeGrand, Scatologic CEO, was enthusiastic about the team's effort to
|recreate the missing encryption key. He commented, "Generating a
|unique key ourselves allowed us to produce the highest quality game,
|cartridge, and packaging without resorting to risky unproven and
|expensive hardware bypassing techniques."

Songbird seems to be doing well with bypassing as shown with
Protector, but hey, breaking the code was a much cleaner way of going
about it. Good to know it can be done.

| In an unprecedented move, Scatologic has announced that
|all profits from the sale of BattleSphere(tm) will be donated to
|diabetes research. Scatologic CTO Stephanie Wukovitz stated,
|"Videogames are stereotyped as a harmful influence on society, and we
|wanted to show that they can be a very positive factor.

That is nice and all, but ALL profits?!?

| Donating the profits to diabetes research is our way of
|showing this, as well as a way to thank everyone who has helped us
|get this game produced."

That is nice and all, but ALL profits?!? :)

Common! I would hope there would be a little incentive to program
other games. Just my opinion of course, otherwise, highly noble of
you.

| A special autographed copy of BattleSphere(tm) is up
|for auction on eBay right now. As an added incentive, the high
|bidder's name will be digitally encoded into this very special
|collector's item.

(Smile) Well, I guess there was some room in that "packed"
cartridge of Battlesphere afteral.

| BattleSphere(tm) will begin full-scale shipping soon
|afterwards. BattleSphere(tm) is priced at only $74.99 plus $5.00ï¿½
|shipping and handling (Continental U.S.). Orders outside the
|continental U.S.ï¿½ will require additional charges depending on the
|destination. California residents must add 8.25% sales tax.

About the going rate for new Jaguar games these days.

| Copyright (c) 2000 Scatologic Inc. All rights reserved.
|This article may be reprinted in its entirety. BattleSphere(tm) is
|copyright and trademark 4Play/Scatologic. All rights reserved.

Imagine having Battlesphere otherwise surnamed
"Star Raiders 2000" out by 2000? What a concept. Being a fan of
cockpit style games, I know I'm going to be spending many hours on
BattleSphere and Skyhammer.

Probably good, since I've solved Wolfenstein and just about
finished off Bubsy and Kasumi Ninja. ;)

Doctor Clu
@>-->----------------
Atari 400/800 User (w/ 4196 STE hard drive interface)
Atari Jaguar 64-Bit Player

1447. Re: APE/SIO2PC & the Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: Nick Kennedy <nkennedy@tcainternet.com>
Message-ID: <sbp1p3d9jp74@corp.supernews.com>
Source record: 46308

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20000226063638.01603.00000191@ng-bh1.news.cs.com...
> >I have never been able to get SIO2PC or APE -and- a real
SIO floppy drive to
> work on my systems at the same time. <
>

That's pretty sad, cause that's exactly what SIO2PC is designed to do. Of course, "SIO2PC" has become sort of a generic term and I can't vouch for the simpler hardware designs. (I'm sure they generally work, though.)

Someone mentioned making sure that you don't assign the same number to a virtual drive and a real drive. You should also ensure that your Atari DOS isn't setting up a RAM drive with the same number as your real drive.

Finally, some old DOS versions don't even support drives 3 and 4 unless you poke in a certain value and write DOS files.

Good luck,

Nick,
the SIO2PC guy

1448. Re: SIO2PC cable: cheap

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: Nick Kennedy <nkennedy@tcainternet.com>
Message-ID: <sbp2ltm5jp134@corp.supernews.com>
Source record: 46309

<webmaster@cbmpan.gdynia.pl> wrote in message
news:89ghlf$j9d$1@korweta.task.gda.pl...
> Check it out at:
>
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26969
3336
>
> j131

Actually, this is a copy of SIO2PC and an invitation to use
my software.

I've always encouraged people to build their own and to pay
a tiny shareware fee only if they felt like it, but it's
kind of rankling to see someone hawking my stuff for profit.

Not asking you not to buy it; just stating my position.

Regards,

Nick

1449. Re: Need help to repair a 400

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: Erik Temesi <temesi@fuse.net>
Message-ID: <sbp3k34ajp137@corp.supernews.com>
Source record: 46310

Does the computer generate any Video signal (even blankness) when it is on. when it is reset. If it does, what color is it? Does it make the grinding noise when it is turned on. I have a 400 and it is my original computer. I fixed it once already and it runs fine (i got it in 1982 and fixed it back in 83.) All the chips in the 400 are findable (not too hard to replace). You may want to check the power supply and work back from there. Even if the computer does not make video, you can hear the 6502 reset all the IO chips when it is turned on, if it is still ok. This is a good sign and tells us the address decoders, RAM ROM and the processor itself has a heartbeat still.
I have the book DE RE Atari. It has a complete schematic, a little fuzzy and tiny but recognizeable. It also describes the complete workings of the atari chipset (Pokey Antic Ctia (or Gtia) and the 6520 parallel port chip) Also has complete OS listing (for version A i think).
My computer died of a failed 74ls138 (i think its a 3 to 8 decoder). It's been a while but I think that was what was wrong. I took my girlfriends computer apart and swapped chips, one at a time, to see which was the culprit. This is not a thing I would do with rare parts, although you could test YOUR parts in a working computer to see if any of them are bad. The difference is, if your power supply is toast or something, you wont ruin new chips by frying them in your messed up computer. The best way, I think, is to take your parts one at a time and put them in a working computer. If your part is bad, that part of the computer wont work. It is also the best way to diagnose if you have more than one bad part in your computer. If you want, I could test them for you. I have put an 65816 chip (16 bit version of the 6502, only known use to my knowledge is in the APPLE II-GS) in my 400, and it works. I wished that I could have put one in my 1200XL. The 6502 chip in the 1200xl is a little different and i didnt want to pop my $80 65816. Now, im not even sure you can get a 65816 without hurting someones APPLE IIGS. I once lent it to someone with an APPLE IIc, and it worked, although Im sure some of the features (24 bit memory space AKA up to 16meg of ram) wouldnt work with out a sledgehammer and a lot of time...

I have an external AMDEK atari floppy drive controller. It lets you use its two built in Hitachi 3" (not 3.5") drives or add other regular floppy drives (5.25 or 3.5") in any combination up to four. The start IDentity of the drive is selectable from 1 to 4 and the little weirdo Hitachi drives can be yanked to accommodate all normal drives. It is single or 1050 or true double density compatible. I can use double sided drives, 80 track and that gives you 720 i think. It works with sparta dos or atari dos. Atari dos, hmm, i think i was in the possesion of a copy of Atari DOS 2.6F, but that's somewhere in my basement.

sorry about the length of this, I hope you can get your 400 fixed. I was gonna say colleen, but im not sure if that was the Internal Name that Atari

used for the 400 or not. I have an 800 also. In my family's total possesion are a 400, 800, 1200XL, 600XL, 1050 (in pieces), the Amdek unit, 410 tape player, working 850, and that damn little cheap XM301 modem. I have developed a hatred for the XM301 and would love to know what black hole exists in its microcontroller, or what bugs it has. I have a 16k BasicXL which is lovely and has PM graphics all built in. It does Dpoke and Dpeek which are word (16 bit) versions of peek and poke. Once back in 1985 i programmed eproms with my 1200xl... I use my PC now.

1450. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-02-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sbp2uu68jp131@corp.supernews.com>
Source record: 46311

```
You should specify which emulator you use. Xfomer for instance, just looks
in the Xformer directory for the ROMs, the Windows 8bit emulator IIRC starts
out looking in the directory it is in, but also lets you specify a path to
the ROMs.
KENN MILLER <MRKENN@prodigy.net> wrote in message
news:89h4gr$386g$1@newssvr04-int.news.prodigy.com...
>
>
> Hello again group. Actually I have not been able to get back online since
I
> posted the question. I appreciate all the emails and the replies on here.
> I have several of the emulators downloaded, I guess I need it explained to
> me like a 2 year old. I have the roms (at least I think I do) but I still
> can not get the games to run at all.
>
>
> Kenn
>
> >http://www.angelfire.com/oh/mrkenn/
> >
> >
>
>
```

1451. Re: BattleSphere Press Release

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: sebab@best.com
Message-ID: <38bca640$0$220@nntp1.ba.best.com>
Source record: 46312
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

In article <38BC6864.52E1@swbell.net>, Greg Goodwin <drclu@swbell.net> wrote:
> We still have a month to go till April 1st, so I guess we can rule
>out the April Fool's day gag. :)
Yeah, that's the day in 1990 Scott asked me out, by email. One gag's
enough...

> Any chance we will see this on the NUON ?
None. VM Labs chose not to offer us funding for such a project.

> That is nice and all, but ALL profits?!?
[...]
> That is nice and all, but ALL profits?!? :)
While what we'll make is probably nothing at which to sneeze, it's about
a month of salary for one Silicon Valley coder, at best. Feels good to
do it, too, and there are large amounts of self-interest involved
(I've been diabetic since 1973).

> (Smile) Well, I guess there was some room in that "packed"
>cartridge of Battlesphere afteral.
We're sooo clever :)

-Stephanie

1452. early Antic magazines for auction:

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: nicheware <nichewareSPAMFREE@parrett.net>
Message-ID: <38bcaad3.0@news>
Source record: 46313

early Antic magazines for auction:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=nicheware

1453. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-ic5rrpJ8lfBW@cth-analog-ts01-s5.cth.com.au>
Source record: 46314

On Sun, 28 Feb 3900 21:10:32, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> Not so! The Sparta3.2g ATR boots fine in A800DOS and NOT in any of the others
> (XFormer, XL-it, XFormer2000, A800Win); on at least some of them, I think it is
> the RAM under the OS part that glitches... XFormer is also the only emulator I
> have that will boot DD MyDOS453 XFD?

I think it is something to do with the high speed SIO routines. All
doses I have tried with high speed io failed to work on a some
emulators.

James B

1454. Re: Late News/Good News/Prosys cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-4bUdi4OGL83z@cth-analog-ts01-s5.cth.com.au>
Source record: 46315

On Sun, 28 Feb 3900 15:25:56, "Richard Cortese"
<ricortes@netmagic.net> wrote:

> Took me a bit longer then expected, but I finally got the voltage
> measurements from a Prosys cable.
> I'm not going to put this info up on my web page, but as with anything I
> do, I consider it PD. Post it freely and no need to attribute it.

All wel and good. I made my own cable with a MAX208 chip.
It requires an external +5v supply. I used a pc power supply to do
that. It also powers my external floppy drives for the BB.

James B

1455. Re: carts, us/uk compatible?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-X7nHNDp9DKZb@cth-analog-ts01-s5.cth.com.au>
Source record: 46316

On Sun, 28 Feb 3900 18:08:41, Jon-Paul <pockets@cix.co.uk> wrote:

> is there any problems involved in using us issue carts with a uk spec
> machine?
> note this is in reference to 800/xl/xe machines.
> i seem to remember there was a problem with specific carts and programs
> due to particular graphix modes rather than a generality beacause the
> machine could (note the term could) convert the signal.
>
There souldn't be any problems at all running us carts. The only
possiable one is if the cart uses artfacting to get its colours. ie
Lode Runner.
There just may be an issue using PAL carts on us machines. Due the the
fact that VBI's are a little longer and more time for each frame on
PAL computers. If a writer just gets his code to work on a PAL
machine, it will probly fall over on a NTSC one.

James B

1456. Re: SIO2PC cable: cheap

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-EyViUj30Ddv7@draco.home.earthlink.net>
Source record: 46317

or the least they could do is send some of the profit your way.

Ken

On Wed, 1 Mar 2000 03:05:00, "Nick Kennedy" <nkennedy@tcainternet.com>
wrote:

>
>
> <webmaster@cbmpan.gdynia.pl> wrote in message
> news:89ghlf$j9d$1@korweta.task.gda.pl...
> > Check it out at:
> >
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26969
> 3336
> >
> > j131
>
> Actually, this is a copy of SIO2PC and an invitation to use
> my software.
>
> I've always encouraged people to build their own and to pay
> a tiny shareware fee only if they felt like it, but it's
> kind of rankling to see someone hawking my stuff for profit.
>
> Not asking you not to buy it; just stating my position.
>
> Regards,
>
> Nick
>
>

1457. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38BD1262.D1FB4324@mail.uni-mainz.de>
Source record: 46318

RHamiIton5 schrieb:
>
> velcro@netunlimited.net (Velcro SPY) said:
>
> >I certainly think any of the emulators would run Sparta DOS. A DOS
> >does not bend the hardware or attempt to stretch the capability of the
> >machine as you might see some advanced game doing. I think you are
> >having some configuration problem or you have a bad ATR.
> >
>
> Not so! The Sparta3.2g ATR boots fine in A800DOS and NOT in any of the others
> (XFormer, XL-it, XFormer2000, A800Win); on at least some of them, I think it is
> the RAM under the OS part that glitches... XFormer is also the only emulator I
> have that will boot DD MyDOS453 XFD?
>
> -Ron
>
> I don't have a solution but I admire the problem.

Maybe this has to do with the SIO rate, Sparta enables Ultraspeed on every density, MyDos especially enables "higher speed" in double density (XF551 and others, not Happy !!). Looks like some of those emulators do not like higher speed rates than 19.2k Baud; Solution: a) fix/patch the emulators b) fix/patch the DOS, maybe this helps... Greetings - Andreas Magenheimer

1458. Re: How did they do that?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38BD142C.7A670CCD@mail.uni-mainz.de>
Source record: 46319

RHamiIton5 schrieb:
>
> dklugh@iwaynet.net said:
>
> >Are you sure that it's not 2.0D, the DOS for the 815 drive?
> >(though 2.0D should also be able to use the 810 (and compatibles) as well)
>
> Absolutely, at least almost... the DUP menu indicates "2.0S"; don't have a
> quick & easy way to do a byte to byte comparison of the stock 2.0S DOS & DUP
> files? Pokes before you write .SYS files can alter it or a sector editor can
> make it say "9.4X" for that matter!
>
> -Ron
>
I don't have a solution but I admire the problem. This is also true for
me. You can use DOS 2.0s also to read DD, just press Reset (with Basic
disabled) and it will now read DD, but not write nor format...
You can also patch DOS 2.0s very easily with 5-10 Data lines, the DOS
then still appears as DOS 2.0s but will read and write SD and DD, but
format only DD !! This patched DOS works well on auto-density drives
like 1050 (never tested it with the XF551). Besides it does not provide
Dual/Medium density which is very common here in Europe (since we did
not have non-Atari, third-party DD drives and no Happy or USD
support)... greets - Andreas Magenheimer

1459. Newsgroup Permision - Atari St

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Niaz Khan <gospvg@hotmail.com>
Message-ID: <89j723$2g675$1@fu-berlin.de>
Source record: 46320

I would like to check with the newsgroup first that it is ok to place an advert on this group for Atari St related equipment & software I have to sell.

Please either reply to the group where I will read or reply to my email.

I apologise if I may have offended the group or any individual.

--
Niaz Khan
'getting old & still playing video games'

gospvg homepage - http://solcities.co.uk/games/niazkhan/index.htm

1460. Re: Late News/Good News/Prosys cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sbq86k3dee6175@corp.supernews.com>
Source record: 46321
Body handling: HTML body converted to readable text

wrote in message
news:olg28mVLDrMR-pn2-4bUdi4OGL83z@cth-analog-ts01-s5.cth.com.au...
> On Sun, 28 Feb 3900 15:25:56, "Richard Cortese"
> wrote:
>
> > Took me a bit longer then expected, but I finally got the voltage
> > measurements from a Prosys cable.
> > I'm not going to put this info up on my web page, but as with anything
I
> > do, I consider it PD. Post it freely and no need to attribute it.
>
> All wel and good. I made my own cable with a MAX208 chip.
> It requires an external +5v supply. I used a pc power supply to do
> that. It also powers my external floppy drives for the BB.
>
> James B
Somehow reminded me: I also did a paper design for a cable that has a "don't
care" attitude as to being used with SIO2PC or Prosys software.

Mr. Dyson has a toggle switch design he created for a universal cable that
gave me the push in that direction.

1/2 of what would be required is 4 small signal diodes, 1N914 will work
~$.08 each,
1N914 exsisting zener
PC RTS ---->|-------------{<------
PC DTR---->|----ditto, attached to band side of zener
PC RTS ----|<----1489 pin 4
PC DTR----|<----1489 pin 4

The other half would be both Nick and Steve would have to set the state of
RTS and DTR lines for compatibility. Right now I believe the Prosys software
leaves the DTR line set at true, -10V on my Tandy, so it would need a
software patch. I don't seem to have the equivalent 1050TOPC software around
to check what state it leaves the lines in.

But after figuring out it would need a software patch I got rational.
Seems like very few people are transferring software this way, even fewer
would need to have both 1050TOPC and Prosys software let alone both of them.
Sheesh, the best solution would be a software one vs hardware anyway.

1461. Re: Newsgroup Permision - Atari St

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <89jcf6sng1@plutonium.compulink.co.uk>
Source record: 46322

In article <89j723$2g675$1@fu-berlin.de>, gospvg@hotmail.com (Niaz Khan)
wrote:

> I would like to check with the newsgroup first that it is ok to place an
> advert on this group for Atari St related equipment & software I have to
> sell.
You'd be better using comp.sys.atari.st - this newsgroup is for a
different type of machine.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1462. Re: Newsgroup Permision - Atari St

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <ufbqbs8spacrguk403ovbbcll73djmi8nb@4ax.com>
Source record: 46323

The other Day "Niaz Khan" <gospvg@hotmail.com> wrote:

>I would like to check with the newsgroup first that it is ok to place an
>advert on this group for Atari St related equipment & software I have to
>sell.
>
>Please either reply to the group where I will read or reply to my email.
>
>I apologise if I may have offended the group or any individual.

Blooming Hell Niaz..you get everywhere.. :)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

1463. Re: Newsgroup Permision - Atari St

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Niaz Khan <gospvg@hotmail.com>
Message-ID: <89je1a$2g9ms$1@fu-berlin.de>
Source record: 46324

ilaskey@cix.compulink.co.uk wrote in message
<89jcf6sng1@plutonium.compulink.co.uk>...
>In article <89j723$2g675$1@fu-berlin.de>, gospvg@hotmail.com (Niaz Khan)
>wrote:
>
>> I would like to check with the newsgroup first that it is ok to place an
>> advert on this group for Atari St related equipment & software I have to
>> sell.
>You'd be better using comp.sys.atari.st - this newsgroup is for a
>different type of machine.

Cheers thanks for the advice & noted.

Niaz Khan
'getting old & still playing video games'

gospvg homepage - http://solcities.co.uk/games/niazkhan/index.htm

1464. Re: Newsgroup Permision - Atari St

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Niaz Khan <gospvg@hotmail.com>
Message-ID: <89je7o$2h1qa$1@fu-berlin.de>
Source record: 46325

Paul Irvine wrote in message ...
>The other Day "Niaz Khan" <gospvg@hotmail.com> wrote:
>
>>I would like to check with the newsgroup first that it is ok to place an
>>advert on this group for Atari St related equipment & software I have to
>>sell.
>>
>>Please either reply to the group where I will read or reply to my email.
>>
>>I apologise if I may have offended the group or any individual.
>
>Blooming Hell Niaz..you get everywhere.. :)

Why do I get the feeling I am being stalked first Carol, then Ant & now
you... ahhhhh!!!!!!

Diet Niaz Khan
'less calories but all the taste'

'getting old & still playing video games'
gospvg homepage - http://solcities.co.uk/games/niazkhan/index.htm

1465. Re: early Antic magazines for auction:

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <38BD439D.2F5C@volcano.net>
Source record: 46326

The contents of early Antic magazines are also available online at:

http://www.atarimagazines.com/

A great resource!

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

1466. Free Atari XL-hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Chris Verleye <chris.verleye@salar.be>
Message-ID: <Ttdv4.52471$2v4.137248@afrodite.telenet-ops.be>
Source record: 46327

-> A message for people living in Belgium or Netherlands...

Iemand ge-interesseerd in Atari 8-bits hardware ?

-> 800 XL Home computer
-> 1050 Floppy drive
-> 1029 Dot matrix printer
-> ?? casstte-speler

Deze kunnen gratis opgehaald worden !

Zonder reactie zal dit helaas richting schroothoop worden...

Mail : chris.verleye@salar.be

Groeten.

1467. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: TraunStaa <traunstaa@aon.at>
Message-ID: <sbqpuq8oee6163@news.supernews.com>
Source record: 46328

Hey, that sounds great - is there any chance you could mail me the proggy.
Many thanks, TraunStaa

Jamn <[nospam]jdrywood@ttcc.attcanada.net> schrieb in im Newsbeitrag:
Jb%u4.3620$Xk2.22715@tor-nn1.netcom.ca...
>
> "TraunStaa" <traunstaa@aon.at> wrote in message
> news:sbivqeeqjp166@news.supernews.com...
> > Hi,
> > I want to transfer some Atari .ATR files (mainly gamefiles) to my real
> > Atari-System (to the old 5 1/4" floppy-disks). Which equipment do i need
> (I
> > have an Atari 800XL, the floppy-drive). Do I need the SIOTOPC cable?
> > Many thanks, Reinhard
> >
>
> You can also transfer disks using a 5 1/4 drive on your PC. I use a
> program called "ataridsk" to accomplish this. I've been successfully
> transferring disks to and from my 8-bit systems to run on Atari800win.
>
> ...Jamn
>
>

1468. Re: Atari items for auction

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: atarigalen
Message-ID: <113b9c8f.7235a07f@usw-ex0108-063.remarq.com>
Source record: 46329
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari,comp.sys.atari.st.misc

In article <89fek4$1buh$2@thoth.cts.com>, Alan Pollock
<nexus@king.cts.com> wrote:
>Yeah - I hate it when folks just provide a url without even
>deigning to mention what items those urls point to. Let's hope
>it was mere oversight, rather than intentional hinderance. Nex
>
That's why I posted -- to provide the information.

Galen

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

1469. ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <89kljmrat1@nntp9.atl.mindspring.net>
Source record: 46330

This Atari computer is for auction on E-Bay. What does the group think it is worth. Also, how many of these machines were built and how many are still available?

PS The current price is $256.00 with four days to go...

TIA Rich Jackson

1470. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0001.38be14f6@fmlynet.org>
Source record: 46331

FamilyNet HQ: Telnet:\\209.217.2.202

1471. Re: Hasbro is a Kook (Mac vs. PC ranting)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.38be14f6@fmlynet.org>
Source record: 46332

```
FamilyNet HQ: Telnet:\\209.217.2.202
```

1472. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Jeff Atkins <jatkin@hot.com>
Message-ID: <Ffu9OPJk3xVKPrx23zxAx8263bxj@4ax.com>
Source record: 46333

How about $510 right now.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=269698907

jeff

On Wed, 1 Mar 2000 19:02:37 -0800, "Rich Jackson"
<rj5jackson@mindspring.com> wrote:

>This Atari computer is for auction on E-Bay. What does the group
>think it is worth. Also, how many of these machines were built and
>how many are still available?
>
>PS The current price is $256.00 with four days to go...
>
>TIA Rich Jackson
>

1473. Jaguar amongst the 32-bit world

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.38be2306@fmlynet.org>
Source record: 46334

FamilyNet HQ: Telnet:\\209.217.2.202

Hearing all the recent posts about Playstation games working on
the Jaguar and the possibilities (and forgive me since this is an 8-bit forem,
but someone in this forem brought it up so while we are amoungst friends and
talkig...) I find myself wondering how the Jaguar stacks up in the 32/64 bit
world.

1474. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0003.38be2306@fmlynet.org>
Source record: 46335

FamilyNet HQ: Telnet:\\209.217.2.202

Hahaha... a 4 meg cartridge on the Atari 8-bit. Now that is rightous! Yeh, much like the six pack cartridges and the type that Bill Williams came out with, you would think that it would be possible to make a cartridge that would access first an 8K chip with a program to bring up a menu. From there, you could have that 8K chip access other chips of WHATEVER limit. Sice it is bankswitching, it would jut be a matter of accessing the next storage chip in pages the Atari8 could understand.

1475. i 400 beyond 48K

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0004.38be2306@fmlynet.org>
Source record: 46336

FamilyNet HQ: Telnet:\\209.217.2.202

Sherry,
Well, I have to say it will probably be some time till I have my 400 beyond the 48K barrier. I switch out between my Atari 400 (which I try to preserve) and my Atari 800. I think I will be expanding the Atari 800 since that is looking like a more likely candidate for my 64K machine.
Of course there is my Atari 800 XL.. but that is no fun. :) .
Doctor Clu
Dallas Texas (972)-496-0650

1476. s for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0001.38be2306@fmlynet.org>
Source record: 46337

FamilyNet HQ: Telnet:\\209.217.2.202

Hi there, just checking to see if you have any Jaguar games still av[illegible]?
Doctor Clu
Dallas Texas (972)-496-0650

1477. Re: I am selling a real nice atari 400 computer.

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0002.38be2306@fmlynet.org>
Source record: 46338

FamilyNet HQ: Telnet:\\209.217.2.202

Hello there fellow Atari 400 user. I actually broke my modified Atai 400 out a while back and have loved it. Got it hooked up to a local BBS service and check E-mail and newsgroups with it, and I'm having a blast with the new SIO2PC technology (Well, relatively new I guess). Take it for a spin before you get rid of it.

1478. I Have been offered

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <38bd9855@dns.alvarem.com>
Source record: 46339
Cross-posted to: alt.games.atari,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8

I Have been offered £60 for all this is there any more interest

```
Atari 800xl for sale, this computer comes with some games and sotware, inc
assembler editor cartridge. there several Atari manuals including operating
system source listing,Atari hardware manual, operating system manual,
operating system users manual, sio users guide and more. There two 1050
disk drives and a 1010 cassette drive and the power supplies.
There is a photocopy of "de re atari"
```

1479. Re: NTSC/PAL Question..?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <38bda9c2@dns.alvarem.com>
Source record: 46340

bowling <mbowlin1@tampabay.rr.com> wrote in message
news:WxBr4.6029$xy.65723@typhoon.tampabay.rr.com...
> Will cassette tape programs -- that were distributed in the U.K. for the
> British Atari 8bit market -- work on an American Atari 8bit NTSC setup?
>
> --mb
Hi
Check out my post 'I have been offered' 1/3/00 The manuals listed contain
all the atari info you will need
Lewis

>

1480. NTSC/PAL Question..?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-01 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <38bdaa70@dns.alvarem.com>
Source record: 46341

bowling <mbowlin1@tampabay.rr.com> wrote in message
news:WxBr4.6029$xy.65723@typhoon.tampabay.rr.com...
> Will cassette tape programs -- that were distributed in the U.K. for the
> British Atari 8bit market -- work on an American Atari 8bit NTSC setup?
>
> --mb
Hi
Check out my post 'I have been offered' posted 1/3/00 The manuals listed
contain
all the atari info you will need
Lewis

1481. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-k2p0Wy14trdv@draco.home.earthlink.net>
Source record: 46193

Steve,
cartridges have a disk boot flag in them that tells them to try to
boot dos or not. I am sure that Lance and Video61 will set it
properly(try to boot).

Ken

On Wed, 16 Feb 2000 08:21:27, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

> Lance Ringquist (Video61@webtv.net) writes:
> > we are currently looking into publishing icet 48k&icet 128k on cart(we
> > got permission from itay)if any one is interested in seeing this project
> > come to life,just post your answer back here,thanks,
>
> Sure would like a 128k copy, but how will you load my choice
> of DOS first?
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1482. Re: BattleSphere Press Release

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: Abram Hindle <abez@home.com>
Message-ID: <38BE0F7E.6793D627@home.com>
Source record: 46194
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

Greg Goodwin wrote:

> This is some cool stuff here...
> | | In an unprecedented move, Scatologic has announced that
> |all profits from the sale of BattleSphere(tm) will be donated to
> |diabetes research. Scatologic CTO Stephanie Wukovitz stated,
> |"Videogames are stereotyped as a harmful influence on society, and we
> |wanted to show that they can be a very positive factor.
>
> That is nice and all, but ALL profits?!?
>
> | Donating the profits to diabetes research is our way of
> |showing this, as well as a way to thank everyone who has helped us
> |get this game produced."
>
> That is nice and all, but ALL profits?!? :)
>
> Common! I would hope there would be a little incentive to program
> other games. Just my opinion of course, otherwise, highly noble of
> you.

Profits are pretty loosely defined. Profits often time refer to:
Programmers time and money
Manufacturer's time and money
Investors money etc.
Whatever left over get donated. It sounds somewhat lame but really people
have to eat.

I think it's a good idea and I hope it does make profit :)

ABeZ

1483. Re: $100 REWARD for LOST AMS FILES!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0001.38be2a0d@fmlynet.org>
Source record: 46195

FamilyNet HQ: Telnet:\\209.217.2.202

Mr. Roboto of the Styx BBS? Man, I wasn't even there and I'm thinking that was cool. But then again, I always did enjoy Styn's Kilroy Was Here album. ;)

1484. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.38be2a0d@fmlynet.org>
Source record: 46196

FamilyNet HQ: Telnet:\\209.217.2.202

Itay,
Hi there! Good to see you on the news group. I'm currently typing away on my Atai 800Xl and I think I'm starting to remember what I like the 400/800 better... what is up with this keyboard. The keyboard is slopped up to meet the fingers just fine for the space bar and the first two rows and then the row after that and the numbers are slopped back?!? What were they thinking?

1485. Re: 8-bit price list

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <89l7i1$2o5$1@nnrp1.deja.com>
Source record: 46197

In article <38B8AD59.6E483EC4@att.net>,
Gregory George <greggeorge@att.net> wrote:
> I haven't seen a FAQ in the newsgroup for this so, I'd appreciate it
if
> you could point me to it.
>

Try the discussion called 'welcome to comp.sys.8bit' for a large
listing of all kinds of Atari FAQs.

Sent via Deja.com http://www.deja.com/
Before you buy.

1486. Re: SIO2PC cable: cheap

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <89l6g3$g9r$1@korweta.task.gda.pl>
Source record: 46198

In article <sbp2ltm5jp134@corp.supernews.com>, "Nick Kennedy" <nkennedy@tcainternet.com>
wrote:
>
>
><webmaster@cbmpan.gdynia.pl> wrote in message
>news:89ghlf$j9d$1@korweta.task.gda.pl...
>> Check it out at:
>>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26969
>3336
>>
>> j131
>
>Actually, this is a copy of SIO2PC and an invitation to use
>my software.

Yes it is a copy.
If somebody likes to use your (very good indeed) software with it thats fine.
I can also provide alternative software (not as good as SIO2PC or APE but
working).

>
>I've always encouraged people to build their own and to pay
>a tiny shareware fee only if they felt like it, but it's
>kind of rankling to see someone hawking my stuff for profit.

Sorry you feel that way. I didnt mean to offend you.
Is your intention to copyright the desing of SIO2PC cable?
Do you want me to pay you a share for using the design for profit?

>
>Not asking you not to buy it; just stating my position.
>
Once again - its not my intention to get in anybodies way. If there are any
ethical/legal considerations i am open to discussion.

Regards-
j131

1487. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: Itay Chamiel <itayc@spam.huji.ac.il>
Message-ID: <38BE1C90.661F954E@spam.huji.ac.il>
Source record: 46199

> How about if you add flow control,so that it can actually be used at a high
> speed,and I'll consider it.
> (not all of us have those powerful 850 interfaces,you know

Well, what interface DO you have?

I haven't seen much documentation regarding hardware flow control, and
therefore have very little information about implementing it. The
hardware I used while developing Ice-T didn't support it anyway.

All I know is that users of powerful (non-SIO) interfaces such as the
Black Box can enjoy Ice-T at high speeds, with hardware flow control.

The problem with SIO-based interfaces is that the quick incoming data
flow steals cycles and slows down the software; Ice-T CAN pump out text
at 19.2kbps, but in real life a data stream of 19.2kbps bogs down the
CPU, and this isn't my fault. If you really want to use fast modems in
conjunction with a resource-heavy program like Ice-T, you need a good
non-SIO interface (and therefore even the "powerful" 850 won't cut it).

The Black Box, by the way (as reported by a user) automatically halts
flow if the software doesn't request data. That's why you will have
hardware flow control even though it isn't directly implemented in
Ice-T.

Thanks,

-itay

Itay Chamiel
itayc at cs.huji.ac.il (don't reply directly)

1488. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-3xgPdlCdB9NP@cth-analog-ts01-s14.cth.com.au>
Source record: 46200

On Sun, 1 Mar 3900 13:51:46, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> every density, MyDos especially enables "higher speed" in double density
?????? I have never known MyDos to do that. Special hardware like the
ultra speed os or the BB to do highspeed with Mydos. Unless you have a
special version.

James B

1489. comming out in the wash, old reps for kit and do they still hold true?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <38BE470C.D05488C3@cix.co.uk>
Source record: 46201

I am just about to get my grubby mits on a XC12 data recorder to add to my re-entry into atari 8 bits. Now if I remember correctly there were issues when it came out in reference to its reliabilty on loading and recording verses to 1010 datacorder. Has this proven to be the case long term? or was it just the fear or the new? Or is/was the issue to do with something simmilar to the old 800/xl/xe incompatabilities (few that they were).

Thanks in advance and thanks to all who replied about my carts question.

Jon-Paul

1490. Re: Malmsteen, Hasbro, & Mice

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: starsaber@worldnet.att.net
Message-ID: <starsaber-0203000640540001@77.st-louis-106-107rs.mo.dial-access.att.net>
Source record: 46202
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <y0Hu4.124883$j63.2606084@news1.rdc2.pa.home.com>, "Anthony Rudzki" <Arudzki@home.net> wrote:

> How would you improve upon PCs? we've got:
>
> 32 Bit color, Stereo >64bit audio, Huge extremely fast hard drives,
> processors >700MHz,
> Plug and Play USB, voice recogition, 3D glasses.....etc...
>
> What are you looking for?

A lower price. Console (that generally succeed) are under $200 US. Your abouve system is >$1000 (the cheapo PCs don't have all the good gaming features.

The Starsabre is a British blade. Please reverse the r and e
to reply to me directly.

1491. Re: Jaguar amongst the 32-bit world

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <89lufn$75d$1@plutonium.compulink.co.uk>
Source record: 46203

In article <0000.38be2306@fmlynet.org>,
Greg.Goodwin@p0.f2.n8.z8.fidonet.org (Greg Goodwin) wrote:

> I find myself wondering how the Jaguar stacks up in the
> 32/64 bit world.
It doesn't. The Saturn is slightly superior and the Playstation a lot
better. Jag could have been good but certain design decisions shot it in
the foot. It's all a moot point now anyway.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1492. Re: Jaguar amongst the 32-bit world

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <5Nxv4.4791$6b1.79743@news1.online.no>
Source record: 46204

Hmmm. Can't say I agree there! All Saturn games I played are much better
than what I have seen on my PSX. Atari and Sega delivered the best systems.
I must say Dreamcast really rocks, PSX has a very low percentage of good
games, in my opinion of course. All racers look the same and the same boring
engine is used widely.

I think, if more coders really sat down with the Jag, it could deliver some
mindblowing games.

Anybody want to sell me a Tempest for the Saturn ? I have PSX and Jag
Tempest, but I really think the Saturn version must be good. Higher frame
rate than the Jag and same gameplay. I didn't get the feel from the Tempest
on the PSX.

Get a real cool game for Saturn called Shining Force III, that's an
excellent role playing game.

<ilaskey@cix.compulink.co.uk> wrote in message
news:89lufn$75d$1@plutonium.compulink.co.uk...
> In article <0000.38be2306@fmlynet.org>,
> Greg.Goodwin@p0.f2.n8.z8.fidonet.org (Greg Goodwin) wrote:
>
> > I find myself wondering how the Jaguar stacks up in the
> > 32/64 bit world.
> It doesn't. The Saturn is slightly superior and the Playstation a lot
> better. Jag could have been good but certain design decisions shot it in
> the foot. It's all a moot point now anyway.
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT writer *
> **

1493. Black-Box strange effect - question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <89l6ednaf1@news.netvision.net.il>
Source record: 46205

I am experiencing strange problem with the Black Box HD controller.
recently I reopened my black box hard drive interface from it's storage and
tried to use it again. but experiencing weird problem:

every time I enter the bb menu, I see random atasci characters on random
places on the screen. (every time I enter the menu screen)

my suspension is that the problem is cased by bad connection to the pbi port
(dirty connectors etc...)

does anyone who uses the bb exercise this problem?, how did you solve it?

nir

1494. Re: FS: Brand New Atari Jaguar Packages, Games and Items

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38beb123.44956567@news.ds.centuryinter.net>
Source record: 46206
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit

With mailing lists like this, it's too bad they already caught the
unibomber. Hehee.

On Sat, 19 Feb 2000 10:37:19 GMT, "Lucie Wright"
<luciewright@mn.mediaone.net> wrote:

>A FABULOU$ WAY TO TURN $6 DOLLARS INTO THOUSAND$
>Thursday, 16 feb-2000
>
> I found this on a bulletin board and decided to try it. A little while
>back, I was browsing through
> newsgroups and came across an article similar to this that said you
>could make thousands of
> dollars within weeks with only an initial investment of $6.00! So I
>thought, "Yeah right, this must
> be a scam", but like most of us, I was curious, so I kept reading.
>Anyway, it said that you send
> $1.00 to each of the 6 names and address stated in the article. You
>then place your own name
> and address in the bottom of the list at #6, and post the article in
>at least 200 newsgroups
> (there are thousands). No catch, that was it. So after thinking it
>over, and talking to a few
> people first, I thought about trying it. I figured, "What have I got
>to lose except 6 stamps and
> $6.00, right?" Then I invested the measly $6.00. Well, GUESS WHAT!!...
>Within 7 days, I
> started getting money in the mail! I was shocked! I figured it would
>end soon, but the money
> just kept coming in. In my first week, I made $25.00. By the end of
>the second week, I had
> made a total of over $1,000.00! In the third week I had over
>$10,000.00 - and it's still growing.
> This is now my fourth week and I have made a total of just over
>$42,000.00 and it's still coming
> in rapidly. It was certainly worth the $6.00, and six stamps. I have
>spent more than that on a
> lunch!!
>
> Let me tell you how this works and, most importantly, why it
>works....also, make sure you print
> a copy of this article NOW, so you can get the information off of it
>as you need it. I promise you
> that if you follow the directions exactly, that you will start making

>more money than you ever
> thought possible by doing something so easy!
>
> Suggestion: Read this entire message carefully! Print it out or
>download it. Follow the simple
> directions and watch the money come in! It's easy. It's legal - and
>your investment is only
> $6.00 (plus postage) .
>
> IMPORTANT: This is not a scam; it is not indecent; it is not illegal;
>and it is virtually no risk - it
> really works!!!! If all of the following instructions are adhered to,
>you will receive extraordinary
> dividends.
>
> PLEASE NOTE: Follow these directions EXACTLY and $50,000, or more, can
>be yours in 20
> to 60 days. This program remains successful because of the honesty and
>integrity of the
> participants. Please continue its success by carefully adhering to the
>instructions.
>
> You will now become part of the Mail Order business. In this business,
>your product is not solid
> and tangible, it's a service. You are now in the business of
>Developing Mailing Lists. Many large
> corporations are willing and happy to pay big bucks for quality lists;
>however, the money made
> from the mailing lists is secondary to the income which is made from
>people like you and me
> asking to be included in that list.
>
> Here are the 4 easy steps to success:
>
> STEP 1: Get 6 separate pieces of paper and write the following on each
>piece of paper,
> "PLEASE PUT ME ON YOUR MAILING LIST". Include your name and address.
>Now get six US
> $1.00 bills and place ONE bill inside EACH of the 6 pieces of paper
>(so the dollar bill will not be
> seen through the envelope - this is to prevent thievery). Next, place
>one paper (with the dollar
> bill wrapped inside) into each of the 6 envelopes and seal the
>envelopes. You should now have
> 6 sealed envelopes, each with a piece of paper stating the above
>phrase, your name and
> address, and a $1.00 bill. What you are doing is creating a service.
>THIS IS ABSOLUTELY
> LEGAL! You are requesting a legitimate service and you are paying for
>it!

>
> Like most of us, I was a little skeptical and a little worried about
>the legal aspects of it all so I
> checked it out with the U.S. Post Office (1-800-725-2161) and they
>confirmed that it is indeed
> legal!
>
> Put a stamp on each envelope and mail the 6 envelopes to the following
>addresses:
>
> #1 Dr. Harry T.K.
> 273 Coe St
> Tiffin, OH 44883-3159
>
> #2) Samantha Bussey
> 113 McHenry Road #234
>
> #3) Micheal Kolb
> 12217 Barbary Rd
> Philadelphia, PA 19154
>
> #4) Natalie Surkova
> 506 Society Place
> Newtown, PA 19056
>
> #5) Greg
> 1317 Bristol Lane
> Buffalogrove, ILL 60089
>
> #6) Lucie E. Wright
> 1848 Todd Drive
> Arden Hills, MN 55112
>
> STEP 2: Now take the #1 name off the list that you see above, move the
>other names up (6
> becomes 5, 5 becomes 4, etc.) and add YOUR Name as number 6 on the
>list.
>
> STEP 3: Change anything you need to, but try to keep this article as
>close to the original as
> possible. Now, post your amended article to at least 200 newsgroups (I
>think there are close to
> 24,000 groups). All you need is 200, but remember, the more you post,
>the more money you
> make! This is perfectly legal! If you have any doubts, refer to Title
>18 Sec. 1302 & 1341 of the
> Postal laws. Keep a copy of these steps for yourself and whenever you
>need money, you can
> use it again and again.
>

> PLEASE REMEMBER that this program remains successful because of the
>honesty and
> integrity of the participants and their carefully adhering to the
>directions. Look at it this way, if
> you are of integrity, the program will continue and the money that so
>many others have
> received will come your way also.
>
> NOTE: You may want to retain every name and address sent to you,
>either on a computer or
> hard copy and keep the notes people send you. This VERIFIES that you
>are truly providing a
> service. Also, it might be a good idea to wrap the $1 bill in dark
>paper to reduce the risk of mail
> theft. As each post is downloaded and the directions carefully
>followed, six members will be
> reimbursed for their participation as List Developers with one dollar
>each. Your name will move
> up the list geometrically so that when your name reaches the #1
>position you will be receiving
> thousands of dollars in CASH!!!
>
> What an opportunity for only $6.00 ($1.00 for each of the first six
>people listed above). Send it
> now, add your own name to the list and you're in business!
>
> DIRECTIONS FOR HOW TO POST TO NEWSGROUPS
>
> Step 1) You do not need to re-type this entire letter to do your own
>posting. Simply put your
> cursor at the beginning of this letter and drag your cursor to the
>bottom of this document, and
> select 'copy' from the edit menu. This will copy the entire letter
>into the computer's memory.
>
> Step 2) Open a blank 'notepad' file and place your cursor at the top
>of the blank page. From the
> 'edit' menu select 'paste'. This will paste a copy of the letter into
>notepad so that you can add
> your name to the list.
>
> Step 3) Save your new notepad file as a .txt file. If you want to do
>your postings in different
> settings, you'll always have this file to go back to.
>
> Step 4) Use Netscape or Internet explorer and try searching for
>various newsgroups (on-line
> forums, message boards, chat sites, and discussions).
>
> Step 5) Visit these message boards and post this article as a new

>message by highlighting the
> text of this letter and selecting paste from the edit menu. Fill in
>the Subject, this will be the
> header that everyone sees as they scroll through the list of postings
>in a particular group, click
> the post message button. You're done with your first one!
>Congratulations...THAT'S IT! All you
> have to do is jump to different newsgroups and post away. After you
>get the hang of it, it will
> take about 30 seconds for each newsgroup!
>
> **REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL
> MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200**
>
> That's it! You will begin receiving money from around the world within
>days! You may
> eventually want to rent a P.O. Box due to the large amount of mail you
>will receive. If you wish
> to stay anonymous, you can invent a name to use, as long as the
>postman will deliver it.
>
> ** JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT **
>
> Now the WHY part: Out of 200 postings, say I receive only 5 replies (a
>very low example). So
> then I made $5.00 with my name at #6 on the letter. Now, each of the 5
>persons who just sent
> me $1.00 make the MINIMUM 200 postings, each with my name at #5 and
>only 5 persons
> respond to each of the original 5, that is another $25.00 for me. Now
>those 25 each make 200
> MINIMUM posts with my name at #4 and only 5 replies each. I will bring
>in an additional
> $125.00! Now, those 125 persons turn around and post the MINIMUM 200
>with my name at #3
> and only receive 5 replies each, I will make an additional $626.00!
>OK, now here is the fun part,
> each of those 625 persons post a MINIMUM 200 letters with my name at
>#2 and they each only
> receive 5 replies, that just made me $3,125.00!!! Those 3,125 persons
>will all deliver this
> message to 200 newsgroups with my name at #1 and if still 5 persons
>per 200 newsgroups
> react, I will receive $15,625.00 with an original investment of only
>$6.00! AMAZING!
>
> When your name is no longer on the list, you just take the latest
>posting in the newsgroups,
> and send out another $6.00 to names on the list, putting your name at
>number 6 and start

> posting again. The thing to remember is that thousands of people from
>all over the world are
> joining the internet and reading these articles everyday JUST LIKE YOU
>are now!! So, how can
> you not afford the $6.00 to see if it really works?? I think you can't
>afford the opposite - to not
> give it a try. People have said, "What if the plan is played out and
>no one sends me the
> money?" So what! It's only six bucks. What are the chances of that
>really happening anyway
> when there are tons of new honest people who are joining the internet
>and newsgroups
> everyday and who are willing to give it a try? Estimates are at 20,000
>to 50,000 new users,
> every day, with thousands of those joining the actual internet.
>
> Remember, play FAIRLY and HONESTLY - We're all on this planet together
>and we're here to
> love one another. Can you think of a better way than to treat one
>another kindly and to share
> the wealth?
>
>
>
>Mike <grovem@ridgenet.net> wrote in message
>news:86imfs$7mr$1@nnrp1.deja.com...
>> In article <aj3j4.94219$n3.1811195@news0.telusplanet.net>,
>> "Jim Lazarenko" <jim_l@NOSPAM.telusplanet.net> wrote:
>> > I have a limited amount of brand new Atari Jaguar items for sale or
>> trade.
>>
>> > Box conditions vary, best condition boxes will be sold first.
>> > -.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
>> > - Atari Jaguar with CyberMorph cartridge $40
>> > - Atari Jaguar (No Cart) $30
>>
>> > I am also willing to trade for rare or shrink-wrapped/sealed titles
>> for...
>>
>> > - A complete Atari Jaguar and Jaguar CD Unit
>>
>> > - And of course the ever popular, original Intellivision keyboard
>> (should I
>> > be so lucky :).
>>
>> I'm a bit confused. You have a couple of "New" Jaguars for sale, but
>> also willing to trade for a "New" Jaguar. What is wrong with the ones
>> you have? The CD is a seperate unit, why not keep one of your new ones
>> and just look for a CD?
>> Intellivision keyboard? There is one at the local thrift store, but it

>> surely isn't shrink wrapped. I don't even think they do that at the
>> counter. ;')
>>
>> Mikey
>>
>>
>> Sent via Deja.com http://www.deja.com/
>> Before you buy.
>

1495. Re: Jaguar amongst the 32-bit world

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: Jeff Williams <gendo@nervhq.org>
Message-ID: <89mdl1$v2d$1@nnrp1.deja.com>
Source record: 46207

In article <5Nxv4.4791$6b1.79743@news1.online.no>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> Hmmm. Can't say I agree there! All Saturn games I played are much
better
> than what I have seen on my PSX. Atari and Sega delivered the best
systems.

I will agree about the Sega systems, but the Jag really didn't compete. If you read the Jag FAQ, the best-guess for performance is about the level of the 32X if developers really maxed it out (which would be no small feat given how complicated the system was). That's about 1/10 the power of the Saturn, and about 1/7 the power of the PSX. With today's systems that doesn't matter nearly as much because we're at the point of diminishing returns, but 5 years ago a tenfold difference in power was huge.

The Saturn *was* more powerful than the PSX, though. It's just that nobody knew how to program the damn thing. Those few programmers that did figure it out, though, knew how to do some beautiful things. Look at VF2 - that game still stands up (and looks better than any fighter on the PSX). And of course every 2D game ever made was miles better on the Saturn. A game like Guardian Heroes could never be done on the PSX.

> I think, if more coders really sat down with the Jag, it could
deliver some
> mindblowing games.

I think Tempest 2K was about as mindblowing as you'd ever get on the Jag, and I think that game's overrated, personally.

> Anybody want to sell me a Tempest for the Saturn ? I have PSX and Jag
> Tempest, but I really think the Saturn version must be good. Higher
frame
> rate than the Jag and same gameplay.

It does have a higher frame rate and overall of the two versions I prefer the Saturn version for that reason. But the Jag version does have a couple of small pluses, like better explosion sounds and 24 bit color. The resolution also seems a little better on the Jag (Saturn's resolutions were a bit odd), but that may just be because I only have an RF connector for my Jag so I get more of a blurring effect that smooths the jagged edges. Overall, though, it's basically a direct port - I would have liked to have seen some more improvements on the Saturn version (at least gimme longer webs - the game just doesn't have that infinite feeling that the original did because the webs are too small). I guess Jeff Minter didn't want to show up Atari.

You can still get Tempest 2K for the Saturn new at
http://www.videogamedepot.com.

> Get a real cool game for Saturn called Shining Force III, that's an
> excellent role playing game.

It's not for everyone, though - you need to be into tactical RPG's. I have this game myself and never finished it because I just got bored. I can see that it's an excellent example of its genre, I am just not big into tactical RPG's (I like regular RPG's a lot, though). I tried Final Fantasy Tactics on the PSX and felt the same way about it (SF3's better, though).

--
// Jeff Williams
// gendo@nervhq.org

Sent via Deja.com http://www.deja.com/
Before you buy.

1496. Re: XE Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <6456-38BEB02B-35@storefull-177.iap.bryant.webtv.net>
Source record: 46208

we already have a cart like that,its called the twin pak,its got 2 games
on one cart with a menu.
the williams cart is set up for that,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1497. Re: SIO2PC cable: cheap

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: Nick Kennedy <nkennedy@tcainternet.com>
Message-ID: <sbu7ncqgee6165@corp.supernews.com>
Source record: 46209

>
>Sorry you feel that way. I didnt mean to offend you.
>Is your intention to copyright the desing of SIO2PC cable?
>Do you want me to pay you a share for using the design for profit?
>

I don't think the design could be copyrighted (if that's the right term).
Because it's pretty trivial. The cable is part of a system. It's one
precent, the other 99% of my thousands of hours of work is in the software.
Of course to a user, the opposite is true. Most of the trouble and/or
expense is in building or buying the cable. Downloading the software is
free!

The bottom line is, I probably don't have room to complain, since I've told
people they can use my software and pay shareware only if they felt like it.
(None do ;^)) As I said, it just struck me wrong.

I did have an Atari vendor ask me years ago if he could copy my interface
for sale and advise people to download my software to make it go. I said,
"I'd rather you didn't", and as far as I know--he didn't.

Regards,

NRK

1498. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <89ndfo$839$1@user2.teleport.com>
Source record: 46210
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes & Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit & Atari ST! And remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, March 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. We're trying to rebuild our club so we're looking for Atarians who wan't to get involved in supporting other Atarians. If your interested, call Ben at (503)256-9974 and by all means, come to our meetings on the 2nd Thursday of the Month. For more info, surf the Web@

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1499. NEW Meeting Night! Atari Club Meeting in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <89ndpj$8lt$1@user2.teleport.com>
Source record: 46211
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.computing,pdx.forsale,pdx.general
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, March 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1500. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <89nds8$8q7$1@user2.teleport.com>
Source record: 46212
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1501. Re: Free Atari XL-hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-02 00:00:00 UTC
From: jon-paul filkins <pockets@cix.co.uk>
Message-ID: <89k93bpfk1@plutonium.compulink.co.uk>
Source record: 46342

why only Belgium or Netherlands?
if your mains voltage is 240 then there may be a few brits that may want it
as well. 1050s are not easy to find over here. I'm sure ther will be some
one willing to pay postage or drop over and pick up the stuff

jp

Chris Verleye <chris.verleye@salar.be> wrote in message
news:Ttdv4.52471$2v4.137248@afrodite.telenet-ops.be...
> -> A message for people living in Belgium or Netherlands...
>
> Iemand ge-interesseerd in Atari 8-bits hardware ?
>
> -> 800 XL Home computer
> -> 1050 Floppy drive
> -> 1029 Dot matrix printer
> -> ?? casstte-speler
>
> Deze kunnen gratis opgehaald worden !
>
> Zonder reactie zal dit helaas richting schroothoop worden...
>
> Mail : chris.verleye@salar.be
>
>
>
> Groeten.
>
>

1502. Schematic for 800 needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: Mark Milbourne <milbourn@usit.net>
Message-ID: <38BF1C59.13DC5B53@usit.net>
Source record: 46213

Thanks to several who responsed to my plea for help with my apparently
bad 1050 drive. We have determined that the 1050 is probably OK, but
the computer is not pulling the COMMAND line low while sending the
intial power-on "hello" messages to try to find a drive. The incoming
data is intact but the drive is not paying attention because the COMMAND
line isn't active.

SO....
I need a copy of the 800 schematic or somebody with one to tell me which
pin on the 6520 PIA chip drives COMMAND (pin 7 - middle of bottom row)
on the SIO port. There is probably a buffer/driver chip in between like
U1 on the 1050, so if I can find the COMMAND signal intact on the 6520,
then I know I need to replace just the driver in between. But if
nothing on the 6520, then I replace it.

Thanks in advance.
Mark Milbourne

Please respond by e-mail
milbourn@usit.net

1503. Re: bit copy of .atr

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38c01ef3.73072332@news.ds.centuryinter.net>
Source record: 46214

Best way probably, other than hooking a real 1050 to the PC via ProSys
cable.

On 05 Feb 2000 19:59:03 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>>Anyone who has been successful at this, tell me your secret. They got the
>disk
>>into ATR format, there's got to be a
>>way to get it back out.
>
>There are several XFD2??? & ATR2??? utilities around; but I just use Imagic to
>convert it to a .DCM. Then transfer it to the 8-bit and Discom turns it into a
>5.25 floppy.
>
>-Ron
>
>I started life with nothing, and still have most of it left...

1504. Re: Amdek monitors

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38c12006.73348283@news.ds.centuryinter.net>
Source record: 46215

On Sun, 06 Feb 2000 13:33:37 GMT, Sage <sagedm@erie.net> wrote:

> Well, don't feel too bad, Curt. The Commodore monitors weren't
>actually made by Commodore. IIRC they were made by Magnavox.

I heard they were made by Goldstar. Maybe both is true depending on
other factors.

1505. Re: Soliciting APE reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38c225cb.74824762@news.ds.centuryinter.net>
Source record: 46216

What that means is a printer that can accept and act upon character
data by rasterizing the shape of the letter internal to the printer.
Many modern printers are what are typically called "Win" printers.
This means they do not have the full brains it takes and the computer
must act as part of the brains.

There once was an Atari laser printer that I guess you could call a
"ST printer" for the same reasons.

On 20 Feb 2000 06:55:57 -0500, doctor@localhost.localdomain wrote:

>In article <fD%n4.25552$in5.473952@news1.online.no>,
>Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
>>Hmmm, the printer started to do something, but as it's an Canon BJ-6000 I
>>guess it's not working because it's not a DOS compatible printer. I expect
>>it should be, like a Canon BJ-200 I guess would work. Also the number I
>>tried to call from BobTerm was not answering, but it did act upon it. I
>>think it works, just need the right equipment, like a DOS compatible,
>>preferably Epson FX compatible printer, and a standard modem.
>
>What is a "DOS compatible" printer.The handler for the printer is built into
>the Atari.And if you're talking about the IBM,DOS doesn't handle that either.
>(that's handled by the built-in ROM (BIOS) as well)

1506. FS: Atari Jaguar

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: tadra56574@aol.com
Message-ID: <20000302231415.19492.00002980@ng-co1.aol.com>
Source record: 46217

Great Deal on Atari Jaguar + CD Add On + 2 controllers + 13 games!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=274338830

1507. Re: Hasbro Lawsuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: hugg@my-deja.com
Message-ID: <89nmrmsvv1@nnrp1.deja.com>
Source record: 46218
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

They're suing GT Interactive and a number of small developers that can't afford to defend themselves against a megacompany like Hasbro. It's pure bullying.

I can understand trying to protect intellectual property, but I don't think Hasbro has any copyright on the actual design of their games, nor do I think they could get one. They can copyright the code, the graphics, the instructions to play the game, but can they copyright the IDEA? If anything, they would have to patent it, and it's 20 years too late for that.

This is just another freedom-of-expression versus intellectual-property question that I think has gone too far. I'll vote for freedom on this one.

In article <sao7hhkb2pd176@corp.supernews.com>,
"Richard Cortese" <ricortes@netmagic.net> wrote:
> Yeapers. Can't remember who they are suing though, I was reading newsgroups
> when one of the national news services like CNN announced it. Almost
> positive it was two games and one of them was a Pac Man clone. The company
> they were suing I had never heard of before, but then I don't follow the
> game industry at all so essentially I haven't heard of anybody.

Sent via Deja.com http://www.deja.com/
Before you buy.

1508. Atari 400/800 Bruce Lee Video Game - Datavision

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: Dan Calabrese <dan.calabrese@worldnet.att.net>
Message-ID: <tFJv4.176$Pq3.22016@bgtnsc05-news.ops.worldnet.att.net>
Source record: 46219

I'm trying to find an old Atari 800 video game made by Datavision. It was a Bruce Lee type game.

Can anyone recommend a site or place to locate it?

Thanks,
Dan

1509. Re: Schematic for 800 needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0203002320250001@dt045n10.san.rr.com>
Source record: 46220

In article <38BF1C59.13DC5B53@usit.net>, Mark Milbourne
<milbourn@usit.net> wrote:

> Thanks to several who responsed to my plea for help with my apparently
> bad 1050 drive. We have determined that the 1050 is probably OK, but
> the computer is not pulling the COMMAND line low while sending the
> intial power-on "hello" messages to try to find a drive. The incoming
> data is intact but the drive is not paying attention because the COMMAND
> line isn't active.
>
> SO....
> I need a copy of the 800 schematic or somebody with one to tell me which
> pin on the 6520 PIA chip drives COMMAND (pin 7 - middle of bottom row)
> on the SIO port. There is probably a buffer/driver chip in between like
> U1 on the 1050, so if I can find the COMMAND signal intact on the 6520,
> then I know I need to replace just the driver in between. But if
> nothing on the 6520, then I replace it.
>
> Thanks in advance.
> Mark Milbourne
>
> Please respond by e-mail
> milbourn@usit.net

Mark-
My schematic is pretty darned hard to read. But it looks like the
Command line from the SIO port goes untouched through the Power-Supply
Board, enters the Mother-Board where it is conditioned with a capacitor,
passes through a 100 ohm resistor, is tied "high" with a 4.7k resistor
then goes straight to pin 19 of the PIA. There is no buffer/inverter
between the SIO port and the PIA.

Hope this helps.
-Rhett

PS. I guess there must not be an buffering, because I managed to kill my
Atar 400 when I was about 11 by shorting out the SIO pins. The best part,
is that my friend did the same thing years later after I sold it to him.

1510. Re: Black-Box strange effect - question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <89no6viro1@news.netvision.net.il>
Source record: 46221

I found the solution...

check the Stable XL/XE mod fix at CSS home page..
this solved my problem

NIR

Nir Dary <ndary@bigfoot.com> wrote in message
news:89l6ednaf1@news.netvision.net.il...
>
> I am experiencing strange problem with the Black Box HD controller.
> recently I reopened my black box hard drive interface from it's storage
and
> tried to use it again. but experiencing weird problem:
>
> every time I enter the bb menu, I see random atasci characters on random
> places on the screen. (every time I enter the menu screen)
>
> my suspension is that the problem is cased by bad connection to the pbi
port
> (dirty connectors etc...)
>
> does anyone who uses the bb exercise this problem?, how did you solve it?
>
> nir
>
>

1511. Looking for people and BBSs

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: Pimpf <pimpfNOpiSPAM@gmx.net.invalid>
Message-ID: <0e1969df.2bac02f7@usw-ex0102-013.remarq.com>
Source record: 46222

Hello again everybody!

I just moved (again) to another city and am now trying to
rebuild my contacts database :)

Anyway, I'd like to know where to locate, by now, the following
people (random order):

Pawel "Pirx" Kalinowski
Freddy "Frankenstein" Offenga
Vidar "Hawk" Olavesen
Peter "Jacomo Leopardi" Dell
Joakim "WosFilm" Atterhal

I said "by now" because there are much more I had contact with;
gotta find their names :-)

Furthermore, I would like to know how to contact the "Closer To
Home"-BBS (USA). I remember it could be accessed via telnet (at
least so it was about 5 months ago).

Please, email and/or CC me your reply because I cannot check the
newsgroups very often.

Thanks a lot in advance!

Best regards,

Martin (a.k.a. Pimpf)
pimpf@gmx.net

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

1512. Re: Looking for people and BBSs

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <b_Lv4.5265$6b1.87661@news1.online.no>
Source record: 46223

```
Hi Martin!

Long time no see. How is life ? Haven't had much time to spend on my 8-bits
lately :-(

Email me if you have any questions

Pimpf <pimpfNOpiSPAM@gmx.net.invalid> wrote in message
news:0e1969df.2bac02f7@usw-ex0102-013.remarq.com...
> Hello again everybody!
>
> I just moved (again) to another city and am now trying to
> rebuild my contacts database :)
>
> Anyway, I'd like to know where to locate, by now, the following
> people (random order):
>
> Pawel "Pirx" Kalinowski
> Freddy "Frankenstein" Offenga
> Vidar "Hawk" Olavesen
> Peter "Jacomo Leopardi" Dell
> Joakim "WosFilm" Atterhal
>
> I said "by now" because there are much more I had contact with;
> gotta find their names :-)
>
> Furthermore, I would like to know how to contact the "Closer To
> Home"-BBS (USA). I remember it could be accessed via telnet (at
> least so it was about 5 months ago).
>
> Please, email and/or CC me your reply because I cannot check the
> newsgroups very often.
>
> Thanks a lot in advance!
>
>
> Best regards,
>
> Martin (a.k.a. Pimpf)
> pimpf@gmx.net
>
>
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network
*
```

> The fastest and easiest way to search and participate in Usenet - Free!
>

1513. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_952087937@rtfm.mit.edu>
Source record: 46224
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

1514. Re: BattleSphere Press Release

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: TJ <tj@jino.com>
Message-ID: <38BFAFEA.C7A03319@jino.com>
Source record: 46225
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

Ehi, I've a question: how many battlesphere cartridge has been producted?

Stephanie Wukovitz ha scritto:

> In article <38BC6864.52E1@swbell.net>, Greg Goodwin <drclu@swbell.net> wrote:
> > We still have a month to go till April 1st, so I guess we can rule
> >out the April Fool's day gag. :)
> Yeah, that's the day in 1990 Scott asked me out, by email. One gag's
> enough...
>
> > Any chance we will see this on the NUON ?
> None. VM Labs chose not to offer us funding for such a project.
>
> > That is nice and all, but ALL profits?!?
> [...]
> > That is nice and all, but ALL profits?!? :)
> While what we'll make is probably nothing at which to sneeze, it's about
> a month of salary for one Silicon Valley coder, at best. Feels good to
> do it, too, and there are large amounts of self-interest involved
> (I've been diabetic since 1973).
>
> > (Smile) Well, I guess there was some room in that "packed"
> >cartridge of Battlesphere afteral.
> We're sooo clever :)
>
> -Stephanie

1515. Re: Dusting off the old XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <38BFD6FC.1E565407@bellsouth.net>
Source record: 46226

Thanks for the offer, Greg. I found a page on the 'Net that described how to install the interface inside my 130XE and just install a standard serial port on the back side. I figured this was a better solution since I didn't have to hack an SIO cable. I'll let you know how it turns out.

P.S. - I'm also going to do the video improvement at the same time. Incredible that just a couple of resistors could improve the colors and sharpness on my screen.

Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\209.217.2.202
>
> Hi there,
> How are you doing on making your own Ape interface (sio2pc) cable? Did you find
> a SIO connector? If not I might have the parts to one. .
> Doctor Clu
> Dallas Texas (972)-496-0650

1516. Re: Atari 400/800 Bruce Lee Video Game - Datavision

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <89onqvkbc1@nnrp1.deja.com>
Source record: 46227

Dan,

> I'm trying to find an old Atari 800 video game made by Datavision.
> It was a Bruce Lee type game.
>
> Can anyone recommend a site or place to locate it?

I do not know where you can find it but it sounds like you
are referring to the game 'Bruce Lee' which was made by
Datasoft, not Datavision.

Anders

Sent via Deja.com http://www.deja.com/
Before you buy.

1517. WTB: Atari Connection (magazine)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <89oovm$l9n$1@nnrp1.deja.com>
Source record: 46228

I own only one issue of the Atari Connection magazine, and I love it. It was the first Atari related magazine that I got immediately after I bought my first computer (ever), an Atari 600XL, in 1983.

It would mean a lot to me if I got an opportunity to buy other issues of this magazine. I am also interested in buying extra copies of the issue I have already got, the one with the LOGO vs BASIC discussion.

PLEASE contact me if you own old issues of Atari Connection that you want to sell. I will pay in advance for the magazines, packaging and shipping to Sweden.

Anders Skelander

Sent via Deja.com http://www.deja.com/
Before you buy.

1518. Re: Black-Box strange effect - question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <89oo3elvk1@mohawk.hwcn.org>
Source record: 46229

Nir Dary (ndary@bigfoot.com) wrote:

: I am experiencing strange problem with the Black Box HD controller.
: recently I reopened my black box hard drive interface from it's storage and
: tried to use it again. but experiencing weird problem:

: every time I enter the bb menu, I see random atasci characters on random
: places on the screen. (every time I enter the menu screen)

: my suspension is that the problem is cased by bad connection to the pbi port
: (dirty connectors etc...)

: does anyone who uses the bb exercise this problem?, how did you solve it?

: nir

Usually, it means that your computer just does not like the Black
box....I have found that replacing the CPU, or the whole computer fixes
the problem.....however, as someone already said, Bob published some fixes
that get rid of stability problems. However, if you have other Ataris
hanging around, it is probably easier to swap them out.

Willy

1519. Re: Hasbro Lawsuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sbvqh3g8ee6143@corp.supernews.com>
Source record: 46230
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

I'll start off by saying the current situation is a mess and I don't endorse
it, but...
<hugg@my-deja.com> wrote in message news:89nmrmsvv1@nnrp1.deja.com...
> They're suing GT Interactive and a number of small developers that can't
> afford to defend themselves against a megacompany like Hasbro. It's
> pure bullying.
It is expensive, but sheesh! Spent $23k of my personal funds last year on
lawyers. I would have much rather spent a year living abroad. It shouldn't
be that much of a strain on a company. I don't think that I or the companies
should necessarily have to spend the money, but then Hasbro shouldn't have
to either. The case is really the same case, I mean Hasbro prepares a case
for X, and uses it for Y and Z. Y and Z stall while X goes before a judge,
if Hasbro loses Y and Z use the results of that case. Likewise if Hasbro
wins, Y and Z get out of Dodge.

Officially the case would have to be appealed before any new 'laws' would go
into the books. That is, you need a lower court decision that has to be
appealed, then if the case is upheld by the appeal court it is ~law.
>
> I can understand trying to protect intellectual property, but I don't
> think Hasbro has any copyright on the actual design of their games, nor
> do I think they could get one. They can copyright the code, the
I'm not sure they have a copyright either, looked at a Defender cart and it
says copyright Atari, Tradmark Williams, go figure.

I think this implies they are defending their licencing rights. I don't know
jack about licencing rights, even how to spell it.<grin>
> graphics, the instructions to play the game, but can they copyright the
> IDEA? If anything, they would have to patent it, and it's 20 years too
> late for that.
I though this case was established in two cases. Lotus Development Corp Vs
Borland, for speadsheets and Apple Corp Vs Microsoft over GUIs.

It was a terrible decision, heck I can say anything that went the wrong way
from my POV is a terrible decision, but look and feel is copyrightable.
>
> This is just another freedom-of-expression versus intellectual-property
> question that I think has gone too far. I'll vote for freedom on this
> one.
Our legal system really sucks right now. Constitutional right to petition
for the redress of grievances has been interpreted to "File lawsuits often
with little reason". I remember seeing a 60 minutes episode<?> where a guy
had sued he former landlady numerous times after she kicked him out for
violating his lease. I think he was filing and losing about a case a month,

but been too long to remember. The judges could tell him the legalese equivalent of "get a life loser", but they couldn't stop him from filing lawsuits: Constitutional right to harass people as long as you do it with lawsuits.

Our legal system from DAs to Judges to the law makers themselves have a huge elected componet. Make the right decision, do the right prosecution, get the right special interest law passed and it is a golden ticket for a free ride in the next election.

>
>
> In article <sao7hhkb2pd176@corp.supernews.com>,
> "Richard Cortese" <ricortes@netmagic.net> wrote:
> > Yeapers. Can't remember who they are suing though, I was reading
> newsgroups
> > when one of the national news services like CNN announced it. Almost
> > positive it was two games and one of them was a Pac Man clone. The
> company
> > they were suing I had never heard of before, but then I don't follow
> the
> > game industry at all so essentially I haven't heard of anybody.
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1520. Re: BattleSphere Press Release

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: bob fisher <bfisher@sunlink.net>
Message-ID: <omTv4.52350$bz2.5845369@tw12.nn.bcandid.com>
Source record: 46231
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

one that we know of and it's on e-bay.

--
BOB FISHER
"TJ" <tj@jino.com> wrote in message news:38BFAFEA.C7A03319@jino.com...
> Ehi, I've a question: how many battlesphere cartridge has been producted?
>
>
>
> Stephanie Wukovitz ha scritto:
>
> > In article <38BC6864.52E1@swbell.net>, Greg Goodwin <drclu@swbell.net>
wrote:
> > > We still have a month to go till April 1st, so I guess we can rule
> > >out the April Fool's day gag. :)
> > Yeah, that's the day in 1990 Scott asked me out, by email. One gag's
> > enough...
> >
> > > Any chance we will see this on the NUON ?
> > None. VM Labs chose not to offer us funding for such a project.
> >
> > > That is nice and all, but ALL profits?!?
> > [...]
> > > That is nice and all, but ALL profits?!? :)
> > While what we'll make is probably nothing at which to sneeze, it's about
> > a month of salary for one Silicon Valley coder, at best. Feels good to
> > do it, too, and there are large amounts of self-interest involved
> > (I've been diabetic since 1973).
> >
> > > (Smile) Well, I guess there was some room in that "packed"
> > >cartridge of Battlesphere afteral.
> > We're sooo clever :)
> >
> > -Stephanie
>

1521. 800XL up for grabs to a new home

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <38c00523@nntp2.nac.net>
Source record: 46232

Hello all,
I usually frequent the video games groups, but I figured I would hit
this one as well....
A year ago, I bought an Atari 800XL, a 410 tape recorder and an 1050 disk
drive, all with the intention of learning to program it.
Well, I do not have the time any more and have accumulated a few games
and programs and books for it and I regretfully have to find a new home for
it.
This is what programs I have:
All cart only:
Centipede
Millipede
Pac-Man
Ms Pac-Man
Donkey Kong
With box, instructions, etc:
Miner 2049'er
Star Trek SOS
Atari Assembler Editor
Frogger (sealed)
Books:
Master Memory Map for the Atari
Games for the Atari
Compute's First Book of Atari Graphics
The sustem comes with all hook-ups and works perfectly. I love it, but
again it is not being used to it's potental. E-mail me at delliott@nac.net
with offers. Best offer will get it and all offers considered.

1522. Re: Schematic for 800 needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-dT13yedNtL6N@localhost>
Source record: 46233

On Sun, 3 Mar 3900 01:59:34, Mark Milbourne <milbourn@usit.net> wrote:

> on the SIO port. There is probably a buffer/driver chip in between like
> U1 on the 1050, so if I can find the COMMAND signal intact on the 6520,

it comes direct from the 6520 on the xl/xe

James B

1523. PhillyClassic Update 3.3.2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <38C03C55.2741F5C5@adelphia.net>
Source record: 46234
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit,rec.games.vectrex

Hi everyone:

I know that *some* of you know about this event already, but I just wanted to give everyone an update (or an introduction, as the case may be) to what is shaping up to be a terrific event coming up April 14-16, 2000. If you have any questions, please feel free to email me. Or if you have some cool classic gaming items you'd like to bring and do a session on (even just an informal show'n'tell kind of thing), we'd love to have your participation. Or bring your goodies for sale or trade. Or just come, play, browse, shop, and meet some fellow gamers and collectors.

** PhillyClassic, Philadelphia's first annual Classic Gamers' Event! **

** UPDATE: 3.3.2000 **
Many sponsors and friends added. These folks are either coming to the event, sending a door prize or tournament prize, or BOTH! For full details, see:

http://members.aol.com/davidn9000/philly.html

Here's a sampling of what you'll have a shot at winning:
3 Missile Commands for PSX (donated by Hasbro)
3 Space Invaders for N64, GBC, and PSX (donated by Activision)
Asteroids for PSX (donated by Activision)
Intellivision Collection for PSX (donated by Activision)
7 *NEW revision of Ed. 5* Digital Press Guides (donated by Joe Santulli of Digital Press)
3 copies of Leonard Herman's book "PHOENIX: The Fall and Rise of Video Games"
Verrrry cool AdventureVision logo T-shirts donated by Jeff Folejewski of AdventureVision.com
AND MORE STILL TO COME!

Website has complete details, including
* Information/scheduled events
* Hotel accomodation info/online reservations
* Door to Door driving directions and interactive maps
* Ticket information
* How To Link to Us banners/ads available for YOUR classic game related site!

http://members.aol.com/davidn9000/philly.html

** UPDATE: 1.31.2000 **
TNT Amusements, a local coin-op vendor is allowing us to borrow a Galaga coin-op for a Galaga tournament!

** INITIAL POST: 1.28.2000 **
Hey all! I'm here to announce the first annual PhillyClassic East Coast Classic

Gamer's Event. We are organizing an event to bring classic gamers together as a group for a weekend of trading, selling, and storytelling!

The weekend of April 14th, 15th, and 16th will be one to remember as classic gamers unite for a weekend of hardcore gaming! Planned events include casual trading/selling, *tournaments*, *auction*, show-and-tell, and a general good time by all!

We have rented a 1000 sq ft conference room at the Villanova University Conference Center for the event, which means enough room for a lot of people to come and setup the pride and joy of their collections, and even a little tradebait!

The conference center is COMPLETELY PRIVATE, has security, FREE PARKING and LOTS OF IT, and is located in a higher class area, so we shouldn't have any problems with anyone worrying about their rarities being pilfered.

The tentative times are as follows:

Friday: 7pm - whenever -- Setup Night/ meet 'n' greet/ informal gaming/ early

bird trading
Saturday: 10am - 7pm (will probably go longer) -- MAIN DAY
Sunday: 9am - noon -- Packup, Final Goodbyes

If you have any questions or would like to help organize a part of the event PLEASE e-mail David Newman davidnewman@adelphia.net) or Chuck Whitby (intv-sama@worldnet.att.net). If you plan on attending, please purchase your tickets early and make those hotel reservations!

Thank you very much!

1524. Is there a free atari 800 emulator for the mac?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-03 00:00:00 UTC
From: Bryan Nelson <brywolf@ix.netcom.com>
Message-ID: <38C0AD8C.8AA76EB8@ix.netcom.com>
Source record: 46235

I would just love to play M.U.L.E. and I'm having a little trouble finding an Atari 800 emulator for the Mac. Is there one? Also a site with matching roms would be great too. Thanks.

1525. Re: Is there a free atari 800 emulator for the mac?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Denis Leroy <denis_leroy@vt4.net>
Message-ID: <38C0D237.C7565447@vt4.net>
Source record: 46236

Bryan Nelson wrote:
>
> I would just love to play M.U.L.E. and I'm having a little trouble
> finding an Atari 800 emulator for the Mac. Is there one? Also a site
> with matching roms would be great too. Thanks.

i know of at least two (Wacke and Rainbow), but they are not free,
though they have downloadable demo versions. See the pages

http://www.shenleyfields.demon.co.uk/rainbow.html

http://www.ctaz.com/~jlfenton/Wacke.html

I think some of the free/open-source emulators, which typically are
better than the commercial ones, have been ported to the Mac, but I
don't have the info here. It'd be nice if someone ported the Atari800
emulator to the Mac.

As for the roms, they are many places on the web where you can download
them. Just search the web a bit, or contact me directly.

-denis

1526. Re: Looking for people and BBSs

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <89rada$d3c$1@nnrp1.deja.com>
Source record: 46237

In article <0e1969df.2bac02f7@usw-ex0102-013.remarq.com>,
Pimpf <pimpfNOpiSPAM@gmx.net.invalid> wrote:
> Hello again everybody!
>
> Furthermore, I would like to know how to contact the "Closer To
> Home"-BBS (USA). I remember it could be accessed via telnet (at
> least so it was about 5 months ago).
>

The URL to the BBS is below.

Best,
Tom

--
http://cth.tzo.com/
http://members.xoom.com/cc65foratari
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

1527. Re: Schematic for 800 needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Mark Milbourne <milbourn@usit.net>
Message-ID: <38C13251.5C8FA704@usit.net>
Source record: 46238

Once again, profuse thanks to several who provided quick and helpful info!
COMMAND is indeed connected directly to pin 19 on the 6520 through 100 ohms

with something like a 4.7k pullup. Pulls high at power-on but otherwise no

activity concurrent with pulses on the DATA OUT, so it must be bad there.

So after thinking my 1050 was bad, it looks like we're on the home
stretch. Have an e-mail into myatari.com to see about a replacement 6520.

Thanks everyone!

Mark Milbourne

1528. Captain Beeble

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Dick Correa <dick1@tampabay.rr.com>
Message-ID: <2vaw4.6113$VM.40594@typhoon.tampabay.rr.com>
Source record: 46239

Looking for Captain Beeble......

Anybody know where to get it let me know....

dick1@tampabay.rr.com

1529. Re: Hasbro Lawsuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: starsaber@worldnet.att.net
Message-ID: <starsaber-0403001017290001@114.st-louis-113-114rs.mo.dial-access.att.net>
Source record: 46240
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <sbvqh3g8ee6143@corp.supernews.com>, "Richard Cortese"
<ricortes@netmagic.net> wrote:

> > graphics, the instructions to play the game, but can they copyright the
> > IDEA? If anything, they would have to patent it, and it's 20 years too
> > late for that.
> I though this case was established in two cases. Lotus Development Corp Vs
> Borland, for speadsheets and Apple Corp Vs Microsoft over GUIs.
>
> It was a terrible decision, heck I can say anything that went the wrong way
> from my POV is a terrible decision, but look and feel is copyrightable.

In the case of spreadsheets, the precedent was that Visicalc predated
Lotus, and Lotus took their look and feel, not to mention that Visicalc
wasn't properly copyrighted in the first place, so any spreadsheet that
emulates Visicalc at its base is clear.

Apple vs. MS got muddied by several factors, including that Apple was
given their base look and feel by Xerox PARC (under protest of the PARC
researchers), and Apple was sloppy on how they distributed things before
properly protecting them, thus giving MS an inside peek without proper
protection up front. This latter was ultimately settled in a single phone
call by Jobs to Gates just after he returned to Apple as the iCEO.

The Starsabre is a British blade. Please reverse the r and e
to reply to me directly.

1530. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <38C13847.808A759F@pcisys.net>
Source record: 46241

So where's the picture of it?

Glenn Bruner
brunergs@pcisys.net

Jeff Atkins wrote:

> How about $510 right now.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=269698907
>
> jeff
>
> On Wed, 1 Mar 2000 19:02:37 -0800, "Rich Jackson"
> <rj5jackson@mindspring.com> wrote:
>
> >This Atari computer is for auction on E-Bay. What does the group
> >think it is worth. Also, how many of these machines were built and
> >how many are still available?
> >
> >PS The current price is $256.00 with four days to go...
> >
> >TIA Rich Jackson
> >

1531. Re: Black-Box strange effect - question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <38C13948.73649C30@pcisys.net>
Source record: 46242

Might also be a problem with a dirty edge connector on either the black box
side or the computer side on the parallel bus.

I find that if I insert and remove and insert again several times, it keeps me
going for
a while. Also, you can take a clean pencil eraser and clean the contacts with
it. That's
if you're using the 130XE connector.

Glenn Bruner
brunergs@pcisys.net

William Moeller wrote:

> Nir Dary (ndary@bigfoot.com) wrote:
>
> : I am experiencing strange problem with the Black Box HD controller.
> : recently I reopened my black box hard drive interface from it's storage and
> : tried to use it again. but experiencing weird problem:
>
> : every time I enter the bb menu, I see random atasci characters on random
> : places on the screen. (every time I enter the menu screen)
>
> : my suspension is that the problem is cased by bad connection to the pbi port
> : (dirty connectors etc...)
>
> : does anyone who uses the bb exercise this problem?, how did you solve it?
>
> : nir
>
> Usually, it means that your computer just does not like the Black
> box....I have found that replacing the CPU, or the whole computer fixes
> the problem.....however, as someone already said, Bob published some fixes
> that get rid of stability problems. However, if you have other Ataris
> hanging around, it is probably easier to swap them out.
>
> Willy

1532. Re: Classic Gamer Magazine

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <cjbw4.1288$Fw6.4804@newsfeed.slurp.net>
Source record: 46243

On 27 Feb 2000 03:16:04 , just another john wrote:
>Hello all, I just wanted to tell you all about this great magazine I've
>discovered. It's great to finally have a magazine that actually concentrates on
>the good ol days of videogaming. I encourage all of you to check out their
>website at www.classicgamer.com. I am in no way connected with the mag, but I
>just wanted to share my discovery with you all.
>
>just another john

Yes, it is a good magazine. I subscribe to it and just received my
copy. It is great with lots of nice color shots of the games we still
love to play.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1533. Re: Captain Beeble

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <7sbw4.6125$VM.40731@typhoon.tampabay.rr.com>
Source record: 46244

I've got it. Got anything to trade?

--mb

Dick Correa wrote in message
<2vaw4.6113$VM.40594@typhoon.tampabay.rr.com>...
>Looking for Captain Beeble......
>
>Anybody know where to get it let me know....
>
>dick1@tampabay.rr.com
>
>
>

1534. Re: Looking for people and BBSs

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yd7paaamy.fsf@co.umist.ac.uk>
Source record: 46245

> Pimpf <pimpfNOpiSPAM@gmx.net.invalid> wrote in message
> news:0e1969df.2bac02f7@usw-ex0102-013.remarq.com...
> Anyway, I'd like to know where to locate, by now, the following
> people (random order):
>
> Pawel "Pirx" Kalinowski
> Freddy "Frankenstein" Offenga
> Vidar "Hawk" Olavesen
> Peter "Jacomo Leopardi" Dell
> Joakim "WosFilm" Atterhal

Freddy Offenga has a page in the WebRing:
http://www.student.kun.nl/f.offenga/atari.htm

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

1535. Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38C150BD.398D749D@usa.net>
Source record: 46246

Rick D wrote:

> What would I do with 9 drives? My Mydos 4.5.1M system has real 4

For one thing, when running the PC Xformer, an individual Atari file can be loaded same as if it were an .atr or .xfd image file. Then you can "L" run these files without being obliged to combine them on a disk image. Or, on the other hand, you might assign them to individual drives and then copy each of them to another drive holding a disk-image file. I've found it quite a convenience to have a large number of drives available.

Carolyn

1536. Re: Hasbro Lawsuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: cybpunks@earthlink.net
Message-ID: <38c15b41.6385138@news.earthlink.net>
Source record: 46247
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

On Fri, 3 Mar 2000 09:45:42 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:
>It was a terrible decision, heck I can say anything that went the wrong way
>from my POV is a terrible decision, but look and feel is copyrightable.

Not sure those cases apply to games. Think of all the "legal" clones
in gaming history. Atari 400/800 Jawbreaker vs. Atari's Pac-Man port
is probably the most visible and referenced example.

Sure, there is the KC Munchkin case, but I think Magnavox just got
unlucky in the courts on that one. Overall, precedence is that you
can copy gameplay as long as you give it a different name and slightly
different graphics.

God knows that there are more recent examples of this... Just about
any racing game could be considered a clone of another racing game
based on gameplay, or quake-style games.

1537. Re: Captain Beeble

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Mark Milbourne <milbourn@usit.net>
Message-ID: <38C170A3.901B7F5C@usit.net>
Source record: 46248

I have a copy too. Good ole' Cap'n Beeble! Between that and Spelunker
I wasted too many hours during my sophomore year in college and my GPA
never recovered!

Anybody else discover the bug where you can squish through the crack in
the floor and fly around in the solid area?

I need a 6520 PIA chip for my 800 in trade before I could make you a
copy! :-)

Mark

bowling wrote:

> I've got it. Got anything to trade?
>
> --mb
>
> Dick Correa wrote in message
> <2vaw4.6113$VM.40594@typhoon.tampabay.rr.com>...
> >Looking for Captain Beeble......
> >
> >Anybody know where to get it let me know....
> >
> >dick1@tampabay.rr.com
> >
> >
> >

1538. FA: Action! Toolkit, Atariwriter, Supra parallel interface, LOGO cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Alex Chamberlain <octopus@aracnet.com>
Message-ID: <38C174D6.F95DFE96@aracnet.com>
Source record: 46249

Got a few things for auction. Good stuff and low starting prices so
check them out! This is among the last of my 8-bit stuff. I have an
SIO2PC cable, two XF551s in great shape, and some carts including a
silver label Miner 2049er---watch for a post when I put those up in the
next couple of days if you are interested, or make me an offer right
now!

Action! Toolkit disk & manual:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=275721842

AtariWriter cart, box & manual, with Antic Printer Drivers Construction
Set:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=275727826

Atari LOGO cart and manuals:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=275714425

Supra MicroPrint parallel interface:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=275704534

Thanks for reading!

----
octopus@aracnet.com
http://www.aracnet.com/~octopus

1539. Re: BattleSphere Press Release

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <89sd1kfkk1@ins20.netins.net>
Source record: 46250
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

TJ wrote in message <38BFAFEA.C7A03319@jino.com>...
>Ehi, I've a question: how many battlesphere cartridge has been producted?

"Have been," is one. "Will be," is approximately 1000.

With meddlesome charm,
MegaData

1540. Re: Hasbro Lawsuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sc3lrsa8ee6111@corp.supernews.com>
Source record: 46251
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

<hugg@my-deja.com> wrote in message news:89sgmp$6bu$1@nnrp1.deja.com...
> In article <38c15b41.6385138@news.earthlink.net>,
> krishna@cyberjunkie.com wrote:
> I think precedence might be a little shaky on this point. Look at this
> page, which contains descriptions and outcomes of the major
> look-and-feel cases: http://www.computerlaw.com/lookfeel.html
Thanks for the link but.
> Also, I'd like to ask readers of this newsgroup to submit this story to
> Slashdot -- they didn't run it when I posted it, and I think it's
> important that everyone be aware of this case.
I would if I could, but I am so beat down over being in court and advocacy that I am about ready to blow my brains out.

Current case I have with the Cal State Court of appeals; if I lose it, it will open the door to never ending divorce settlements. Ex-wife managed to reopen my divorce settlement for stock option granted post divorce ~20 years after intial divorce.

It will be the law, it will not be something I am in favor of, but I just can't fight anymore. I have been sued for everything from a woman getting a finger ripped off in a tabletting machine I voted against buying to getting accused by police of being a bike thief because someone I sold a truck to did not change the registration. Only had 2 years since 1978 I have not been in court and as many as 5 cases going on at the same time. And I am a nice guy.

I have had it.

1541. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-04 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38C20AB4.FB05BD67@earthlink.net>
Source record: 46252

ilaskey@cix.compulink.co.uk wrote:
>
> Lots of quite large firms still use DOS exclusively. DOS software tends to
> be stable and makes it easy to train non computer literate staff how to
> use apps.
> I know large legal practices who still use WordPerfect for DOS on 386
> machines they bought years ago. It works fine so why change? Likewise,
> lots of travel agents use DOS packages for flight bookings etc.

I can't believe this thread is *still* alive with people answering this
rhetorical question, which I posed over a month ago.

Folks: 90% of all PCs are running some form of Windows. Semantic
anecdotes about people who still use DOS are unnecessary - don't you
recognize rhetoric when you see it? The point was: someone was talking
about a deficiency of the PC, it was pointed out that there was no such
known deficiency, and the original someone came back with, "I was
talking about DOS". In this day and age, the response, "Who the ****
uses DOS anymore" was meant to indicate: "Using a deficiency of DOS to
point out the shortcomings of the modern-day PC is like using a
deficiency of the Edsel to point out the shortcomings of the modern-day
automobile".

Of course *some* people still use DOS. But they are so few that their
significance is negligible to the point at hand. Remember, this was all
about an argument that the *Jaguar* is the premeire gaming machine today
- better than a Playstation, better than a PC. Well yeah, I guess a
Jaguar is superior to a 386, which was about the last time DOS was in
widespread use.

I didn't think it needed to be spelled out like that, but there you have
it....

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½

1542. Re: Hasbro Lawsuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: hugg@my-deja.com
Message-ID: <89sgmp$6bu$1@nnrp1.deja.com>
Source record: 46253
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <38c15b41.6385138@news.earthlink.net>,
krishna@cyberjunkie.com wrote:
> Sure, there is the KC Munchkin case, but I think Magnavox just got
> unlucky in the courts on that one. Overall, precedence is that you
> can copy gameplay as long as you give it a different name and slightly
> different graphics.

I think precedence might be a little shaky on this point. Look at this page, which contains descriptions and outcomes of the major look-and-feel cases: http://www.computerlaw.com/lookfeel.html

But legal issues aside, what Hasbro's doing just plain BUGS me. These classic games seeded what has become a gigantic video game industry. On the family tree of video games, Pac-Man and Asteroids surely hold distinguished positions at the root. It's as if Capitol Records started suing pop bands that sounded like the Beatles, even if the songs were different. Hasbro should treat the ownership of these games as museum pieces to cherish, not as a collection of legal sledgehammers used to advance their market position.

I know, I should hardly expect a big, old company like Hasbro to behave "respectfully". But I am one of those who perceives video games as a form of expression, and I view any attempt to prevent expression as harmful to the entire industry. Hasbro, just because your Asteroids reissue sucked doesn't mean you need to kill off everyone else's games!

Also, I'd like to ask readers of this newsgroup to submit this story to Slashdot -- they didn't run it when I posted it, and I think it's important that everyone be aware of this case.

Steve Hugg
http://cometbusters.com/ (a shareware rock-shooting game)

Sent via Deja.com http://www.deja.com/
Before you buy.

1543. Re: An optical allusion that will astound you, works on all spec pc's:) 2166

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Bill K <wlkim@home.com>
Message-ID: <bpmw4.30123$8S2.622383@news1.rdc1.tn.home.com>
Source record: 46254
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

> www.fortunecity.com/westwood/makeover/759/optical.exe
>

Yes indeed.. what a nice trojan infected file you've spammed us with.

Bill

1544. Re: Hasbro Lawsuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Andy <andyr@ntsource.com>
Message-ID: <sc408d2iee650@corp.supernews.com>
Source record: 46255
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Don't feel too bad. It seems I end up in court a couple of times a year...
So far I've won 100%. Even tho its scary when you are looking down at what
you can lose...

With Hasbro (or should I say Hasbeen) its a sneaky game of who blinks first.
Technically, most cases are settled with neither side 'admitting guilt' that
way the case cannot be used to bolster further cases. Look and feel cases
are tough to prosecute and tougher to win if you have no money to back it
up, however, its tough to prosecute a company that is chartered outside the
US. Anyone who puts out a product 'remotely' similar to another and is
based in the USA runs the risk of look and feel.

I say, allow Hasbro to file and follow as many look and feel's that it can.
It will only affect their bottom line by hurting themselves. Eventually,
their own management will tire of spending $100 to save $10 and will put the
kabosh on their litigative ways...

Andy
Richard Cortese <ricortes@netmagic.net> wrote in message
news:sc3lrsa8ee6111@corp.supernews.com...
> <hugg@my-deja.com> wrote in message news:89sgmp$6bu$1@nnrp1.deja.com...
> > In article <38c15b41.6385138@news.earthlink.net>,
> > krishna@cyberjunkie.com wrote:
> > I think precedence might be a little shaky on this point. Look at this
> > page, which contains descriptions and outcomes of the major
> > look-and-feel cases: http://www.computerlaw.com/lookfeel.html
> Thanks for the link but.
> > Also, I'd like to ask readers of this newsgroup to submit this story to
> > Slashdot -- they didn't run it when I posted it, and I think it's
> > important that everyone be aware of this case.
> I would if I could, but I am so beat down over being in court and advocacy
> that I am about ready to blow my brains out.
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> Current case I have with the Cal State Court of appeals; if I lose it, it
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> can't fight anymore. I have been sued for everything from a woman getting
a
> finger ripped off in a tabletting machine I voted against buying to
getting

> accused by police of being a bike thief because someone I sold a truck to
> did not change the registration. Only had 2 years since 1978 I have not
> been in court and as many as 5 cases going on at the same time. And I am a
> nice guy.
>
> I have had it.
>
>
>

1545. FS: Brand New Atari Jaguar Units, Games and Accessories (Updated)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <xYnw4.985$NU5.78295@news0.telusplanet.net>
Source record: 46256
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Updated as of 03/05/00
New items added

I have a limited amount of brand new Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (all contain one controller, RF Box and AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
- Atari Jaguar with CyberMorph cartridge $40
- Atari Jaguar (No Cart) $30

** Atari Jaguar Accessories - New**
==========
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $15
- RF Switch Box $10

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working SONY SAT-A50 DSS Satellite Receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

1546. Re: Hasbro Lawsuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: cybpunks@earthlink.net
Message-ID: <38c20fec.52642752@news.earthlink.net>
Source record: 46257
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

On Sun, 05 Mar 2000 02:27:40 GMT, hugg@my-deja.com wrote:
>I think precedence might be a little shaky on this point. Look at this
>page, which contains descriptions and outcomes of the major
>look-and-feel cases: http://www.computerlaw.com/lookfeel.html

I see videogames as similar to music copyright.

How often have you heard a song used in advertising that is almost identical to a trendy pop song? For instance, right now there is an ad that has something that has the beat and instrumentation of "Bittersweet Symphony" (a song that in turn rips off the Rolling Stones, BTW) complete with the drum intro part but since the notes are different enough, they can avoid a lawsuit. The advertisers benefit from the mental recognition that they almost feel like they are hearing the song, but the producers of the commercial avoid having to pay any sort of licensing fees for Bittersweet Symphony.

This is a kind of music industry "bottom feeder" genre that has existed for quite some time. The industry has tolerated it.

Movies are another example.

Right around the time of Jurassic Park, Roger Corman released "Carnosaur". Also, whenever Disney releases a movie based on a public domain or biographical source (like Pocahontas) you suddenly see a lot of stale old cartoons pop up out of nowhere with Disney-like packaging. When Titanic came out, there was that TV movie and tons of documentary videos.

>harmful to the entire industry. Hasbro, just because your Asteroids
>reissue sucked doesn't mean you need to kill off everyone else's games!

Wasn't it Activision that rehashed Asteroids?

This raises another issue. Hasbro acquired the Atari rights. They licensed the Frogger rights (I doubt they own it lock stock and barrel). What they are doing is defending the rights to games they didn't even create and in some cases don't own but merely have an exclusive license to certain platforms (which may also be temporary).

That's something I thought was disturbing way back when with the Pac Man vs. Jawbreaker case. Atari Inc. didn't make Pac Man. Namco did. But since Atari paid shitloads for the home rights, they basically acted as defenders of Namco's look and feel rather than their own.

1547. Re: APE/SIO2PC & the Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000305052850.02580.00000131@ng-fj1.news.cs.com>
Source record: 46258

>I have never been able to get SIO2PC or APE and a real SIO floppy drive to work on my systems at the same time. <

Well, I have made some progress, and the
above statement is no longer true!
Long story short -- I rebuilt my 1489 cable to
the diagram shown at http://www.redshift.com/~cdyson/atari.html
(Thanks, Clarence!)
But with one added change (#3):
1) Substituted a 14C89 for the 1489, and this
made an immediate difference.
2) Changed a 0.1 uF disc capacitor to a
Tantalum of the same value.
3) Raised the resistor value to 10K from 5.6K.
4) Added the jumper from Pin 13 to ground.
Item 2 didn't seem to make much difference,
while 3&4 did. Now I can use an several
different drives with the interface at standard
speed. Warp speed with a 1050 Happy is
so far still unreliable, but I have other
combinations yet to try. Progress!
LW

1548. Re: SIO2PC cable: cheap

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <89trrh$3ah$1@korweta.task.gda.pl>
Source record: 46259

>
>I don't think the design could be copyrighted (if that's the right term).
>Because it's pretty trivial. The cable is part of a system. It's one
>precent, the other 99% of my thousands of hours of work is in the software.
>Of course to a user, the opposite is true. Most of the trouble and/or
>expense is in building or buying the cable. Downloading the software is
>free!

OK, i see your point.

>
>The bottom line is, I probably don't have room to complain, since I've told
>people they can use my software and pay shareware only if they felt like it.
>(None do ;^)) As I said, it just struck me wrong.
>
>I did have an Atari vendor ask me years ago if he could copy my interface
>for sale and advise people to download my software to make it go. I said,
>"I'd rather you didn't", and as far as I know--he didn't.

OK, i am neither big nor vendor; i didnt ask you - mea culpa, maybe i should. But then again i didnt fell like i am doing anything inappropriate - as you sayed people are free to make the hardware all by themselfs. What if they choose to pay somebody to make it for them? And i am really not making any significant amount of money on it - you can easily check it on ebay.

And the last point: i could easily defend myself by saying that the cable i am selling has nothing to do with your software and the name is just a coincidence... I am NOT doing that - the design is yours and the software you wrote is excellent; you certainly deserve to be payed for it. However i dont see how can i do you better NOT helping people to make those cables? I always thought the more people will have it the more money you will get anyway. If it is not so then sorry... Maybe you should have done somethig like Steven Tucker did - cripple the freely distributable version of the software in some way... I don know. Maybe you should have agreed for the big vendor's propositon for a fee?

j131

1549. [FA eBay] Sega SC-3000H Console, Carton and Carts.

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: sergiob@my-deja.com
Message-ID: <89u1vr$5j1$1@nnrp1.deja.com>
Source record: 46260

Hi,
I have a Sega 'SC-3000H' console for auction at www.ebay.com
This is the early Sega personal computer with a quality mechanical
keyboard, before the 'SC-3000' which was supplied with a rubber-membrane
keyboard.

Accessories include the Packing carton, PSU, Data recorder, joy-stick,
Basic ROM cart IIIA, Basic ROM cart IIIB, Game ROM: Sinbad Mystery and
game ROM: Starjacker.

Can be viewed here:
http://www.ozemail.com.au/~oznerol/march/basic1.jpg

Thanks for looking.

Sent via Deja.com http://www.deja.com/
Before you buy.

1550. Re: Hasbro Lawsuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: hugg@my-deja.com
Message-ID: <89u3mj$6mj$1@nnrp1.deja.com>
Source record: 46261
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <38c20fec.52642752@news.earthlink.net>,
krishna@cyberjunkie.com wrote:

> This raises another issue. Hasbro acquired the Atari rights. They
> licensed the Frogger rights (I doubt they own it lock stock and
> barrel). What they are doing is defending the rights to games they
> didn't even create and in some cases don't own but merely have an
> exclusive license to certain platforms (which may also be temporary).

Yeah, they must not own Frogger, because they would be prosecuting it if
they did ... I remember seeing a game on the shelves at Best Buy called
"3D Frog Frenzy" or something similar.

Sent via Deja.com http://www.deja.com/
Before you buy.

1551. Atari 3.5" drive compatibility Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <89u1fvnqr1@news.netvision.net.il>
Source record: 46262

few years ago I used to have a modified 3.5" (720k) xf551 drive, and saved few floppies from that time.

Last Week received the Floppy Board, and connected a 3.5" (1.4meg) high density drive on it, I was managed to format 3.5" high density floppies on it and it worked very fast!!!

to my surprise I was also able to read the 720k floppies I made few year ago without changing any settings and using the High density drive mechanics.

does any one knows what would happen if I take a high density floppy and format it as dd (720k) would the 3.5" modified xf551 will be able to read it?

NIR

1552. some atr have bugs

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Jonathan <jobreton@videotron.ca>
Message-ID: <01bf86cc$5b4d34a0$0200a8c0@JonathanBreton>
Source record: 46263

Hi,

Just for know where to find atr without bug.

Jonathan

1553. Re: Hasbro Lawsuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: starsaber@worldnet.att.net
Message-ID: <starsaber-0503001158160001@80.st-louis-108-109rs.mo.dial-access.att.net>
Source record: 46264
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <38c20fec.52642752@news.earthlink.net>, krishna@cyberjunkie.com
wrote:

> This raises another issue. Hasbro acquired the Atari rights. They
> licensed the Frogger rights (I doubt they own it lock stock and
> barrel). What they are doing is defending the rights to games they
> didn't even create and in some cases don't own but merely have an
> exclusive license to certain platforms (which may also be temporary).
>
> That's something I thought was disturbing way back when with the Pac
> Man vs. Jawbreaker case. Atari Inc. didn't make Pac Man. Namco did.
> But since Atari paid shitloads for the home rights, they basically
> acted as defenders of Namco's look and feel rather than their own.

The key is the exclusive rights clause. When a company pays to be the
only one doing a home version for a given platform, they don't want anyone
else making money off that element. Similar games mean someone else is
making money they paid dearly to be the only version of. If Atari paid,
they in turn want Magnavox to pay. If Hasbought paid, they want everyone
else to pay. And to not make any more money at the same time.

--
The Starsabre is a British blade. Please reverse the r and e
to reply to me directly.

1554. Memory Upgrade - Compatibility - question!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <89u4a5ojc1@news.netvision.net.il>
Source record: 46265

What is the most compatible and eziest memory upgrade mod?

Rambo, compy, newel.... does any one have more info?
I have 1 1meg newel memory upgrade but if I want true 1meg I loose basic.
what is the maximum memory I can upgrade my Atari?

nir

1555. Re: Atari 3.5" drive compatibility Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <38C2AB20.827BC576@cix.co.uk>
Source record: 46266

Nir Dary wrote:
>SNIP<
> does any one knows what would happen if I take a high density floppy and
> format it as dd (720k) would the 3.5" modified xf551 will be able to read
> it?
>
> NIR

depends on the disk.

I am aware of three densities on that size disk.
single density (360k)
double density (720k)
and high density (1440k) (usualy marked with a stylised HD on the case)

untill a couple of years ago you could format a higher density disk to a lower density format without problems. However over the last 3 years or so it has become difficult to find such disks (change in manufacturing process?). you cannot format a dd disk to hd format, it just wont take it. but you can format an older hd disk to a dd or sd format, but they are getting harder to find.
I know this as I did have an old 386 laptop that only worked with 720 disks, but it would not format 1440s as 720s, nor could I get any pc to do so with the newer disks.

JP

1556. Re: Memory Upgrade - Compatibility - question!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <38C2ABD7.E2D156AC@cix.co.uk>
Source record: 46267

Nir Dary wrote:
>
> What is the most compatible and eziest memory upgrade mod?
>
> Rambo, compy, newel.... does any one have more info?
> I have 1 1meg newel memory upgrade but if I want true 1meg I loose basic.
> what is the maximum memory I can upgrade my Atari?
>
> nir

Try a basic cart?
Its not ideal but it should get you around that problem. Keep an eye out
for one.

Or am i stating the obvious/missed something like i usualy do?

Just a suggestion

JP

1557. Re: I Have been offered

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <38C2ADBB.8BE3B7D6@cix.co.uk>
Source record: 46268
Cross-posted to: alt.games.atari,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8

I would happily pay ï¿½30-40 for a working disk drive, power pack and
leads and dos, on its own.
Have at look at www.e-bay.co.uk and serch atari. That should give you an
idea.

JP

lewis wrote:
>
> I Have been offered ï¿½60 for all this is there any more interest
>
> Atari 800xl for sale, this computer comes with some games and sotware, inc
> assembler editor cartridge. there several Atari manuals including operating
> system source listing,Atari hardware manual, operating system manual,
> operating system users manual, sio users guide and more. There two 1050
> disk drives and a 1010 cassette drive and the power supplies.
> There is a photocopy of "de re atari"

1558. Re: APE/SIO2PC & the Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sc5hdgfiee623@corp.supernews.com>
Source record: 46269

LLpwhite <llpwhite@cs.com> wrote in message
news:20000305052850.02580.00000131@ng-fj1.news.cs.com...
> >I have never been able to get SIO2PC or APE and a real SIO floppy drive
to
> work on my systems at the same time. <
>
> Well, I have made some progress, and the
> above statement is no longer true!
> Long story short -- I rebuilt my 1489 cable to
> the diagram shown at http://www.redshift.com/~cdyson/atari.html
> (Thanks, Clarence!)
> But with one added change (#3):
> 1) Substituted a 14C89 for the 1489, and this
> made an immediate difference.
IMO: This would never hurt if you can find the 14C89 or 75C189.
> 2) Changed a 0.1 uF disc capacitor to a
> Tantalum of the same value.
You could have had a leaky cap in the first board. Sometimes they ~short and
it doesn't do your power supply any good. But a new disc cap vs tantalum
should have worked just as good if that was the problem.
> 3) Raised the resistor value to 10K from 5.6K.
IMO: I'm still not sure this does anything for a properly functioning Atari.
In the absence of schematics for the MB or on chip silicon of the POKEY, I
hope Atari engineers took care of this already.

That is, they have a high impedance input that may or may not have a device
plugged into it. In order for the system to boot properly with nothing
plugged in, they must<should> have this input pulled up or down.
> 4) Added the jumper from Pin 13 to ground.
This is just an input for the 1489 series. It is pulled up on the silicon so
it won't oscillate with NC. IIRC, tying it low should decrease the amount of
current the 1489 draws, but unless you have something like a shorted cap or
a 1200XL, it shouldn't make a dif.
> Item 2 didn't seem to make much difference,
> while 3&4 did. Now I can use an several
> different drives with the interface at standard
> speed. Warp speed with a 1050 Happy is
> so far still unreliable, but I have other
> combinations yet to try. Progress!
> LW
>

1559. Re: SIO2PC cable: cheap

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sc5jrjjee6178@corp.supernews.com>
Source record: 46270
Body handling: HTML body converted to readable text

wrote in message
news:89trrh$3ah$1@korweta.task.gda.pl...
> coincidence... I am NOT doing that - the design is yours and the software
you
> wrote is excellent; you certainly deserve to be payed for it. However i
dont
Technically the design may be mine, but only sort of. You are doing the 1489
version of the cable right?

Let me explain.

The Supra Rverter SIO to RS232 cable preceeded everything else, so the SIO
to RS232 was not a new idea. I still don't know what chip they use in that
puppy, but for all I know it could be a 1489. Ken Siders duplicated
functionality of it with a MAX232, but could have done it with a 1489 if he
felt like it.

There was also a software program and interface that was shown/demo'ed to me
by Kyle Dain around 1990 or so
I would guess. SIO2CP/M! At the time he said ~"Single chip" and I think "1
passive componet" but I am not sure about the latter. It could very well be
that it was a 1489/small signal diode like I later used. In other words,
Nick happened to hit on the same idea the CP/M groupie had done, and I
happened to use the same chip same said CP/M groupie had used.

Punch line to all this is the 1489 cable is both a trivial and obvious
design. When I say I designed the 1489 version of the cable, what I really
mean is "I think I did". Only thing that can be said for sure is I started
posting the design around for people to use.
> see how can i do you better NOT helping people to make those cables?
IMO, you aren't hurting. The failure is people that don't pay shareware fees
which is beyond your control. All you are doing is making it possible for
more people to "not pay shareware fees" which isn't exactly a crime. I mean
if you hosted an ftp site that provided shareware programs, it would have
the same consequences.

Small sample, but the reason why I started doing redoing the cable design
was because 70% of the people attempting to make a MAX232 version failed.
After fixing a dozen cables or so, I got bored. I mean I could make the MAX
version and fix everyones broken cable, but I didn't want to make ANY
version, so simplier/fault tolerant design.
****
But people are getting smarter about intellectual property rights. For
instance, a reasonable system would be something like: Every SIO2PC type
cable carries with it a $2 fee that goes to the software authors. Steve and

Nick each get a buck for each cable sold. The basic design does not make a difference, but since they will mostly be used with APE and SIO2PC...
****

I'm not sure how it would effect me since I have a tendancy to give away cables or just ask to get reimbursed for costs. But sheesh! Right now if someone offered me $100 for a Prosys cable I wouldn't do it. I couldn't even make 3 cables the same way, I was so bored I made 3 different type designs. I thought after a ~6 year layoff I would be ready to make a few simple things, but I was wrong.

But if Nick or Steve tell me "Don't give away a cable unless I get a buck", with the exception of the ST users, I would comply: Made enough of the damn things that any excuse to stop making them is good enough!

1560. Re: Memory Upgrade - Compatibility - question!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Belitz <Matthias.Belitz@gmx.de>
Message-ID: <01bf86f1$939c5640$abf24ec2@lrata2>
Source record: 46271

> > I have 1 1meg newel memory upgrade but if I want true 1meg I loose
basic.
> > what is the maximum memory I can upgrade my Atari?
> >
> > nir
>
> Try a basic cart?
> Its not ideal but it should get you around that problem. Keep an eye out
> for one.

Hi !

If he wants to do so, he could still enable Basic with a "hardware" switch.

Matt

1561. Re: Atari 3.5" drive compatibility Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000305175006.03142.00000505@ng-fo1.news.cs.com>
Source record: 46272

Hi Nir-
(long post!)
>>Does any one knows what would happen
if I take a high density floppy and format it
as dd (720k) <<
Part I:
It probably won't work well. Because the
data density is much higher on a HD disk,
the magnetic media requires a higher write
current to properly magnetize the particles.
In turn, once magnetized, the media does
not quickly demagnetize itself though the
magnetic poles are closer together. But what
you are planning would take the "high
coercivity" media, and attempt to magnetize it with the lower write current of
a DD setting.
One would expect bad sectors and sectors
that become unreadable fairly quickly.
But -- it is not as blatant as taking a HD 5-1/4
disk and trying to format it on a DD drive.
There are probably some disks that this
would work on, but what ones? New disks
would be better, since writing with lower
write current over existing data would add
another potential problem. Last (and I don't
know if this can be done) if you could trick
the drive into using the higher write
current, but the lower data rate, the chances
for success should increase. So the
"correct answer" is still "not recommended",
unless you did it on an experimental basis,
ans willing to lose data down the road.
Part II:
If the FB can write it, then the XF should
read it, but the skew on the FB is shorter
(faster), so the XF would read slowly
unless you use standard (slow) skew.
Also, depending on the mechanism used,
you might have to take a piece of tape to
cover up the HD media sensor hole, and
sometimes tape causes disks to hang in a
3-1/2" mechanism.
Good luck if you try it.
Larry

1562. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Tim Irvin <ziggy29@pacbell.net>
Message-ID: <05032000160116506 5%ziggy29@pacbell.net>
Source record: 46273

In article <38C13847.808A759F@pcisys.net>, Glenn Bruner
<brunergs@pcisys.net> wrote:

> So where's the picture of it?

I would think that with something worth this much potentially, they
would want to FORCE some way to get a picture to draw out some
skeptical potential bidders.

As I write this, $735 with 23 hours to go.

--
Tim Irvin, ziggy29@pacbell.net

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

1563. Re: XE/GS Manual/Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-05 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952367644-879200AEicMi@sweet3.freeserve.co.uk>
Source record: 46274

Hi Maverik

>I tried this after the "boot error" message was received, but received an
>Error 21 when I tried to use CLOAD. The manuals for the cassettes I am
>trying to load all state that I should use the boot up method...

I jumped in the middle of this so i'm p'ing in the wind.

Try holding start to disable basic, or was it option?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1564. Re: An optical allusion that will astound you, works on all spec pc's:) 2166

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952463298-151515AEicMi@sweet3.freeserve.co.uk>
Source record: 46143

Hi All

>Run this file, and after 20 seconds of looking at optical visuals you will
>WANT to ring all your friends...damn amazing!!!

Looks like this Trojan horse has reached the 8 bit groups, it wont do much
harm here though will it. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1565. Re: [FA eBay] Sega SC-3000H Console, Carton and Carts.

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: oznerol <sergiob@deja-news.com>
Message-ID: <38C30C4B.3D8A@deja-news.com>
Source record: 46275

sergiob@my-deja.com wrote:
>
> Hi,
> I have a Sega 'SC-3000H' console for auction at www.ebay.com
> This is the early Sega personal computer with a quality mechanical
> keyboard, before the 'SC-3000' which was supplied with a rubber-membrane
> keyboard.
>
> Accessories include the Packing carton, PSU, Data recorder, joy-stick,
> Basic ROM cart IIIA, Basic ROM cart IIIB, Game ROM: Sinbad Mystery and
> game ROM: Starjacker.
>
> Can be viewed here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=276330271
(sorry wrong URL in original posting)
>
> Thanks for looking.
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1566. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38C32F2C.DA328595@worldnet.att.net>
Source record: 46276

Glenn,

More interesting, I emailed the seller and asked a few simple questions like is the case cosmetically sound? (such as having screws coming out of the sides or is the case is perfect condition), is the unit in working condition? Does the disk drive work or is it just a regular 1050 installed for show? Its been about 3-4 days and not a single respond, so even though I have no interest in bidding, I do find my opinion of the auction to be a little bit on the skeptical side. However the auction has stirred up a lot of interest and someone is going to make a lot of money, I just hope the winner doesn't get stuck with a lemon.

Curt

Glenn Bruner wrote:

> So where's the picture of it?
>
> Glenn Bruner
> brunergs@pcisys.net
>
> Jeff Atkins wrote:
>
> > How about $510 right now.
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=269698907
> >
> > jeff
> >
> > On Wed, 1 Mar 2000 19:02:37 -0800, "Rich Jackson"
> > <rj5jackson@mindspring.com> wrote:
> >
> > >This Atari computer is for auction on E-Bay. What does the group
> > >think it is worth. Also, how many of these machines were built and
> > >how many are still available?
> > >
> > >PS The current price is $256.00 with four days to go...
> > >
> > >TIA Rich Jackson
> > >

1567. Re: BattleSphere Press Release

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: sinclap <sinclap@nospam.net>
Message-ID: <05032000234359744 8%sinclap@nospam.net>
Source record: 46277
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

In article <38BFAFEA.C7A03319@jino.com>, TJ <tj@jino.com> wrote:

> Ehi, I've a question: how many battlesphere cartridge has been producted?

Eh..probably zero! Looks like a Jack of T's trade..

>
>
>

sinclap!

somewere in WI

1568. Help - Atari 2600 problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: Niaz Khan <gospvg@hotmail.com>
Message-ID: <8a0232$2vfqj$1@fu-berlin.de>
Source record: 46278
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I'm getting two thick white lines across the screen
even on my cartridge. I'm using it in it's own
power socket, No other "Ariel splitters/" are connected
and I've scanned through all the TV's ranges. It should play
on the same channel as any console? Any ideas??

--
Diet Niaz Khan
'less calories but all the taste'

'getting old & still playing video games'
gospvg homepage - http://solcities.co.uk/games/niazkhan/index.htm

1569. Re: Hasbro Galaga - Preview for PSX & PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: Spectre <rlange19NOSPAM@home.com>
Message-ID: <ppzDODTuHdJqrwE5nTu2MfPc717G@4ax.com>
Source record: 46279

On Sun, 27 Feb 2000 18:32:06 GMT, "Rodrigo Andrade"
<gammonut@worldnet.att.net> wrote:

>>PSX and PC? Could they pick two worse systems? NO.
>>How about Mac and Atari Jaguar?

And you have a better suggestion? "Umm, DreamCrash and TI-99."

Or are you a Nintendo troll crossposting in our beloved PSX group, eh?

Just my $0.02...

1570. Re: Atari 3.5" drive compatibility Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: NOvelcro@netunlimited.netSPAM
Message-ID: <38c395d1.1915644@news.netunlimited.net>
Source record: 46280

On Sun, 05 Mar 2000 18:44:48 +0000, Jon-Paul <pockets@cix.co.uk>
wrote:

>untill a couple of years ago you could format a higher density disk to a
>lower density format without problems. However over the last 3 years or
>so it has become difficult to find such disks (change in manufacturing
>process?). you cannot format a dd disk to hd format, it just wont take
>it. but you can format an older hd disk to a dd or sd format, but they
>are getting harder to find.
>I know this as I did have an old 386 laptop that only worked with 720
>disks, but it would not format 1440s as 720s, nor could I get any pc to
>do so with the newer disks.

Although those disks look the same and fit in the same drives they are
not the same. Look for the "HD" imprint in the lower left. You should
not format an HD diskette at 720k. I believe it has to do with the
magnetic particles configuration on the disk surface.

However all floppy drives at 1440k should be able to read the lower
capacity diskettes.

VS

1571. ATARI 800 PROTOTYPES ARE UP ON YAHOO

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: famicom@netzero.net
Message-ID: <8a0lictqo1@nnrp1.deja.com>
Source record: 46281

GO TO YAHOO AUCTIONS AND TAKE A LOOK.
JUST TYPE ATARI PROTOTYPE IN THE AUCTION SEARCH.

Sent via Deja.com http://www.deja.com/
Before you buy.

1572. Re: Jaguar amongst the 32-bit world

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8a0bj4ifa1@plutonium.compulink.co.uk>
Source record: 46282

In article <5Nxv4.4791$6b1.79743@news1.online.no>, olavese@online.no (
Olavesen) wrote:

> All Saturn games I played are much better
The biggest problem with the Saturn was that it had no transparancy which
seems insane in hindsight. Also, like the Jag, it is/was a pig to program
whereas the PSX came with a full library of routines/support tools.

FWIW, I bought a Jag & Saturn and watched them both die whereas my friends
all bought Playstations and still get to play new games to this day.
Considering the hardware, Driver is very impressive on the PSX.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1573. Re: Hasbro is a Kook

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8a0bj6ifb1@plutonium.compulink.co.uk>
Source record: 46283

In article <38C20AB4.FB05BD67@earthlink.net>, mkohary@earthlink.net (Mike Kohary) wrote:

> I can't believe this thread is *still* alive with people
I came in late and only saw the question.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1574. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8a0tns$46f$1@nnrp1.deja.com>
Source record: 46284

Curt,

The seller answered your questions by adding info on the auction page itself. Apparently everyone wanted to know the same things. Don't find that suspicious. That flea market story, though - an insider that Atari mailed a prerelease version doesn't know that a 1450XLD is worth something? Hmm. I notice that the seller ended the auction early. Does anyone know what happened ?

Gene

In article <38C32F2C.DA328595@worldnet.att.net>,
Curt Vendel <cvendel@worldnet.att.net> wrote:
>
> --------------068FB82AA6204EFDBFC7431E
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> Glenn,
>
> More interesting, I emailed the seller and asked a few simple
questions
> like is the case cosmetically sound? (such as having screws coming
out of
> the sides or is the case is perfect condition), is the unit in working
> condition? Does the disk drive work or is it just a regular 1050
> installed for show? Its been about 3-4 days and not a single
respond, so
> even though I have no interest in bidding, I do find my opinion of the
> auction to be a little bit on the skeptical side. However the
auction
> has stirred up a lot of interest and someone is going to make a lot of
> money, I just hope the winner doesn't get stuck with a lemon.
>
> Curt
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1575. Re: BattleSphere Press Release

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-B73A76.10323506032000@bigmomma.idirect.com>
Source record: 46285
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

In article <050320002343597448%sinclap@nospam.net>, sinclap
<sinclap@nospam.net> wrote:

> In article <38BFAFEA.C7A03319@jino.com>, TJ <tj@jino.com> wrote:
>
> > Ehi, I've a question: how many battlesphere cartridge has been
> > producted?
>
> Eh..probably zero! Looks like a Jack of T's trade..
>
Eh, TiFKAS' IQ is zero....looks like more FUD from a "man" pretending
to be an "Apple Power Rep" whose irrational hatred of Atari users has
obviously reduced his brain to cottage cheese.....

1576. Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: dnoguero@iname.com
Message-ID: <8a0v92$59f$1@nnrp1.deja.com>
Source record: 46286

Hi everyone! Here's the explanation of the problem:

I built my own PROSYS cable a long while back that used a MAX232 and a 9v battery as a power supply. I used this cable, an Indus drive and Steve Tucker's PROSYS for a long time quite successfully. I saw on a web site (Clarence Dyson's I think) that there was a design that used a 1489, didn't need the 9v battery and was considerably less complicated. I quickly built this and used it. I must have made ten or fifteen images and them my Indus stopped working. The PROSYS program couldn't sync with it and if I tried to boot from the drive on my 800XL, it would just slowly beep and display "BOOT ERROR" (the drive was useless after that). I figured the drive was old and it just died. I acquired a 1050 drive off eBay, checked that it worked on my Atari first, and then used that to make some images. After a few images, it too displayed the same symptoms and no longer worked.

Okay, I figured I screwed up my new cable somehow (I had taken apart the old one since I needed the SIO cable for the new one). Rich Cortes was then kind enough to donate a cable to me and I acquired another working 1050.

I received Rich's cable and started creating images again. Lo and behold, after a few images, the new 1050 died in the same manner as the other two drives. So, I'm guessing it might be something with the design and not my cable after all. I'm just really curious if anyone has seen or heard of this happening. What might cause something like this? If anyone have any ideas or are interested in this matter in any way, please let me know.

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

1577. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sc7mgmpbbi717@corp.supernews.com>
Source record: 46287

Curt Vendel <cvendel@worldnet.att.net> wrote in message
news:38C32F2C.DA328595@worldnet.att.net...
Glenn,
More interesting, I emailed the seller and asked a few simple questions like is the case cosmetically sound? (such as having screws coming out of the sides or is the case is perfect condition), is the unit in working condition? Does the disk drive work or is it just a regular 1050 installed for show? Its been about 3-4 days and not a single respond, so even though I have no interest in bidding, I do find my opinion of the auction to be a little bit on the skeptical side. However the auction has stirred up a lot of interest and someone is going to make a lot of money, I just hope the winner doesn't get stuck with a lemon.

Curt
I've seen several 1450XLs, 4 I think. There just about isn't any such thing as a cosmetically perfect one in the ones I have seen. 3 of the ones I saw were at the Atari wharehouse sale, they were kind of pieced together with what looked like "First one out of the injection molder" plastic. Not that it made any diff, kind of obvious they were prototypes which made them have that certain esoteric value a lot of us appreciate. I think one even had a clear plastic riser for the drive compartment mated to the base. Like they cut the top off a 1400XL, put a ~rectangular clear plastic tube on top, and capped it with the cut off top of the 1400XL.

1578. Re: Jaguar amongst the 32-bit world

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <8sSw4.8004$6b1.129679@news1.online.no>
Source record: 46288

<ilaskey@cix.compulink.co.uk> wrote in message
news:8a0bj4ifa1@plutonium.compulink.co.uk...
> In article <5Nxv4.4791$6b1.79743@news1.online.no>, olavese@online.no

> Olavesen) wrote:
>
> > All Saturn games I played are much better
> The biggest problem with the Saturn was that it had no transparancy which
> seems insane in hindsight. Also, like the Jag, it is/was a pig to program
> whereas the PSX came with a full library of routines/support tools.

Which is what I hate about the PSX. All games look the same.

> FWIW, I bought a Jag & Saturn and watched them both die whereas my friends
> all bought Playstations and still get to play new games to this day.
> Considering the hardware, Driver is very impressive on the PSX.

You get to play excellent RPG's though, like Shining Force III and Panzer
Dragoon Saga, they play shitty Final Fantasy

1579. Re: Is there a free atari 800 emulator for the mac?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: Frank Rachel <frachel@nj.navisys.com>
Message-ID: <lnVw4.1819$7N5.2522@client>
Source record: 46289

> I think some of the free/open-source emulators, which typically are
> better than the commercial ones, have been ported to the Mac, but I
> don't have the info here. It'd be nice if someone ported the Atari800
> emulator to the Mac.

In the works!

-Frank

1580. Re: BattleSphere Press Release

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10003061618540.107-100000@TT030>
Source record: 46290
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

Must be desperate, negative comments about the Jaguar now. hehe

I think your just upset you don't have a fully functional Jag emu...

On Mon, 6 Mar 2000, sinclap wrote:

> In article <38BFAFEA.C7A03319@jino.com>, TJ <tj@jino.com> wrote:
>
> > Ehi, I've a question: how many battlesphere cartridge has been producted?
>
> Eh..probably zero! Looks like a Jack of T's trade..
>
> >
> >
> >
>
> sinclap!
>
> somewere in WI
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

1581. Re: Hasbro Lawsuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38C48D75.3E6CBD42@earthlink.net>
Source record: 46291
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Glenn Saunders wrote:
>
> This raises another issue. Hasbro acquired the Atari rights. They
> licensed the Frogger rights (I doubt they own it lock stock and
> barrel). What they are doing is defending the rights to games they
> didn't even create and in some cases don't own but merely have an
> exclusive license to certain platforms (which may also be temporary).
>
> That's something I thought was disturbing way back when with the Pac
> Man vs. Jawbreaker case. Atari Inc. didn't make Pac Man. Namco did.
> But since Atari paid shitloads for the home rights, they basically
> acted as defenders of Namco's look and feel rather than their own.

That's because, in both cases, it was in their legal interests to do
so. Perfectly legit.

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½

1582. Re: i 400 beyond 48K

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-06 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952463296-150911AEicMi@sweet3.freeserve.co.uk>
Source record: 46292

Hi Greg

> I think I will be expanding the Atari 800 since that is looking like a
>more likely candidate for my 64K machine. Of course there is my Atari 800
>XL..

But the 800XL is very expandable, mine is up to 256K.
My 130XE is 256 + 64K. Sadly theyve been in their boxes in the loft for
some while now, i must dig them out one day and find them some new homes.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1583. Ice-T website and personal homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <8a1h1riq1@news.huji.ac.il>
Source record: 46144

Hi all,

My new personal page is now to be found at http://www.cs.huji.ac.il/~itayc

Ice-T has its own website! Read the documentation online! Impress your
friends!
http://www.cs.huji.ac.il/~itayc/icet.html

:)

-itay
--
Itay Chamiel
itayc at cs.huji.ac.il

1584. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-73hOQysJRC9O@cth-analog-ts01-s13.cth.com.au>
Source record: 46145

On Sun, 6 Mar 3900 19:00:54, dnoguero@iname.com wrote:

> Hi everyone! Here's the explanation of the problem:
>
> I built my own PROSYS cable a long while back that used a MAX232 and a
> 9v battery as a power supply. I used this cable, an Indus drive and
> Steve Tucker's PROSYS for a long time quite successfully. I saw on a
> web site (Clarence Dyson's I think) that there was a design that used a
> 1489, didn't need the 9v battery and was considerably less complicated.
> I quickly built this and used it. I must have made ten or fifteen
> images and them my Indus stopped working. The PROSYS program couldn't
> sync with it and if I tried to boot from the drive on my 800XL, it
> would just slowly beep and display "BOOT ERROR" (the drive was useless
> after that). I figured the drive was old and it just died. I acquired a
> 1050 drive off eBay, checked that it worked on my Atari first, and then
> used that to make some images. After a few images, it too displayed the
> same symptoms and no longer worked.
>
> Okay, I figured I screwed up my new cable somehow (I had taken apart
> the old one since I needed the SIO cable for the new one). Rich Cortes
> was then kind enough to donate a cable to me and I acquired another
> working 1050.
>
> I received Rich's cable and started creating images again. Lo and
> behold, after a few images, the new 1050 died in the same manner as the
> other two drives. So, I'm guessing it might be something with the
> design and not my cable after all. I'm just really curious if anyone
> has seen or heard of this happening. What might cause something like
> this? If anyone have any ideas or are interested in this matter in any
> way, please let me know.
>

Iam so sure, will put money on the it.
Sounds a lot like your heads in all drives are dirty. That will happen
with old disks. When I was archiving mine, I had to constantly clean
the drive head.
Some disks where quite bad for this. Some disks, I had to put in
several drives to get all the sectors read in properly. very time
consuming.

James B

1585. Atari 8-Bit Computers: Frequently Asked Questions

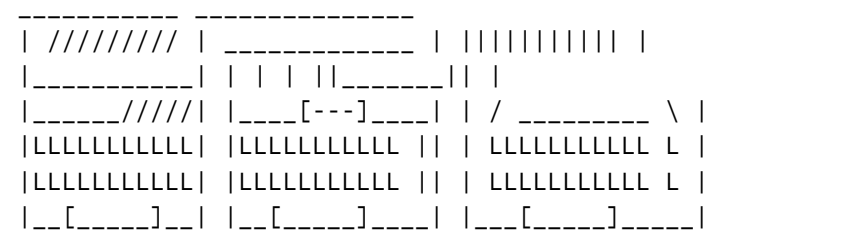
Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_952432472@rtfm.mit.edu>
Source record: 46146
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: January 3, 2000

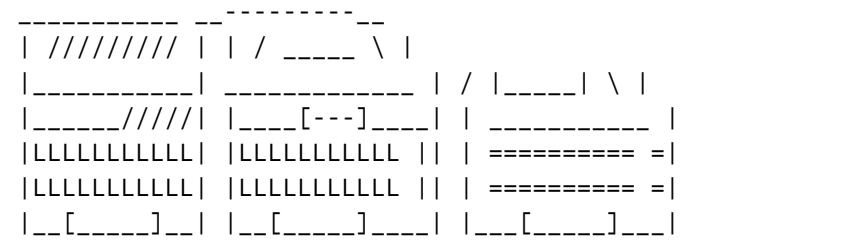
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

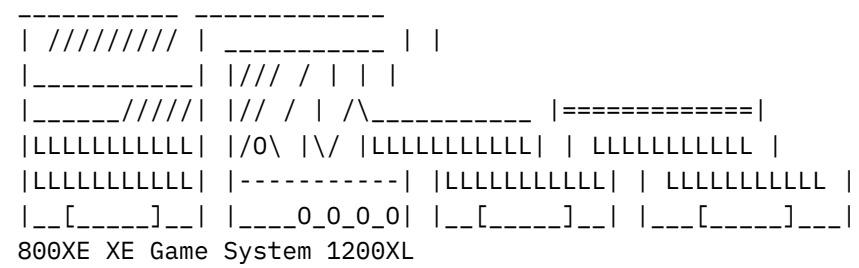
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are some of the performance features of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?
1.5) How did Atari get it's name?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

E-Mail lists
3.3) What is ATARIPL?
3.4) What is ATARI8-L?
3.5) What is ATARI8PL-L?

Public Domain/Freeware/Shareware Archives
4.0) What is XL Search?
4.1) What is the University of Michigan Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
4.7) What is the Atari 8bit FTP Archive in Slovakia?

Telnet sites
5.1) What is the National Capital FreeNet Atari Users SIG?
5.2) What is the Victoria Telecommunity Network Atari Users SIG?

FidoNet
6.1) What is FidoNet?

World Wide Web pages
7.1) What is the Atari 8-bit Computer Web Ring?
7.2) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
9.6) How can I convert my commercial boot tape into a cassette image file?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?
11.5) What is SIO2PC?

Peripherals
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What kinds of monitors can I use with my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?
13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) What games make use of the Light Gun?
13.18) How do I type a tilde (common character in Web URL's) on my Atari?
13.19) What's the difference between ASCII and ATASCII?
13.20) What are the PAL, NTSC and SECAM video broadcast standards?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?

14.6) What hardware upgrades, modifications and add-ons are available?
14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design

Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The

GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush Extreme Racing. Atari Games Corporation is a subsidiary of Midway Games Inc. (NYSE:MWY). The Atari Games home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

Only by the final production run of the 130XE (when was this???) was the XL/XE OS revised to include a "keyboard test mode" that matched the XE keyboard, and a RAM test that tests the full 128K of RAM.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game (hold down Select at startup), while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

1999
Hasbro is a worldwide leader in the design, manufacture and marketing of toys, games, interactive software, puzzles and infant products. Both internationally and in the U.S., its Playskool, Kenner, Tonka, OddzOn, Super Soaker, Milton Bradley, Parker Brothers, Tiger, Galoob and Hasbro Interactive products, provide children and families with the highest quality and most recognizable toys and games in the world.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the PlayStation and Nintendo 64 game consoles and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For additional information, visit Hasbro Interactive's web site at: http://www.hasbro-interactive.com .

Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/

Atari currently (12/99) markets:
Atari Arcade
Centipede
Frogger
Glover

H.E.D.Z. - Head Extreme Destruction Zone
Missle Command
Nerf ArenaBlast
The Next Tetris
Pong
Q*Bert

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer... The ATARI 8-bit could also be made to speak using SAM (Software Automated Mouth) by Don't Ask Software. It can speak without the use of any hardware modification.

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:bill@newbreedsoftware.com (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

ANTIC Mode #	CIO/BASIC Graphics #	Display Type	Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12	++ Char	40 x 24	5
5	13	++ Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4

```
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.
```

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

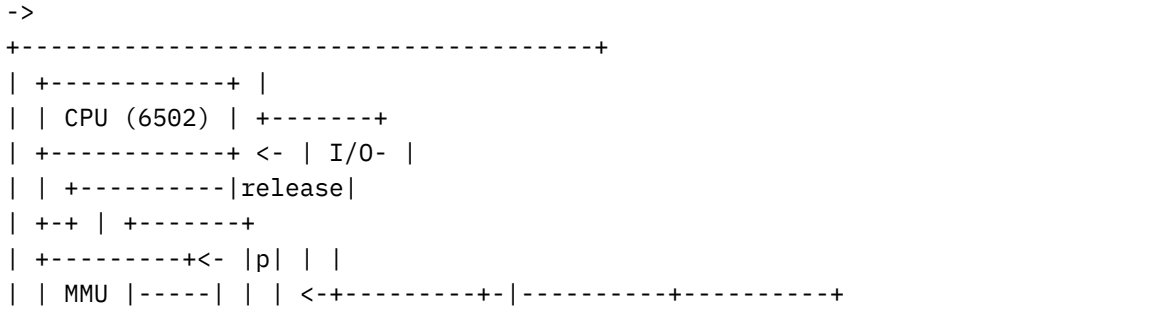
The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

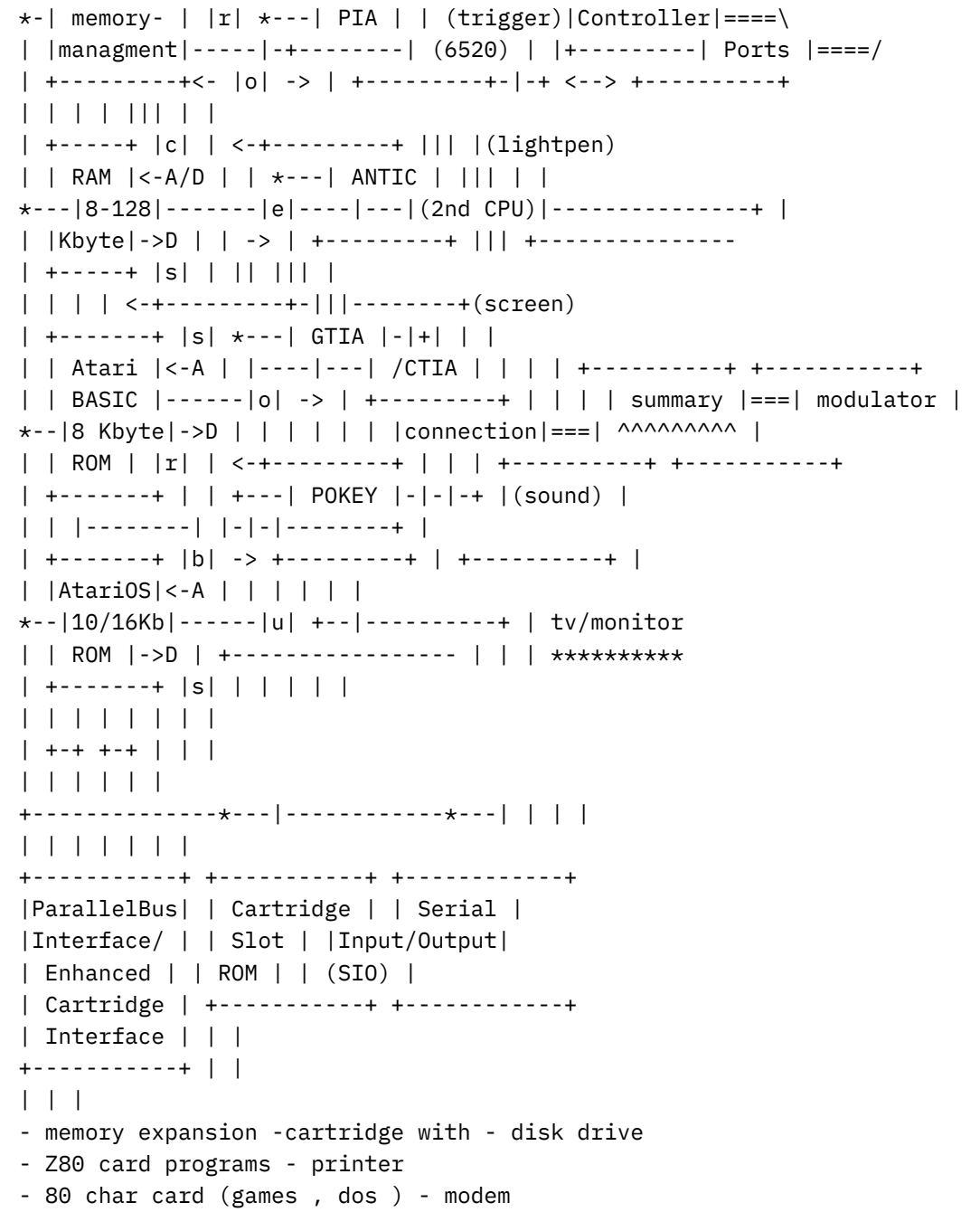
More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have a special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

And more recently James Bradford has written:
Freddy is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near freddy does all the bank selection. CO25953. One line from freddy , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip since Ras (Cas?) is required by ALL dynamic ram.

Hardware Arrangement (With thanks to mailto:twh@bigfoot.de (Thomas Havemeister))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only

* ECI is on 130XE/800XE only

Technical data and schematics for the Antic, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Divisions release of this data. See: http://www.atari-history.com/articles.html

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Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements of Atari-related hardware and software, Web sites and other
Internet resources, and events
Moderated by Kevin Savetz, mailto:savetz@northcoast.com
Archived at http://www.savetz.com/csaa/

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all
polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl writes:

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there

is no old-messages deleting, and so on... my wish is that every atari user would be subscribed, so the atari community stay together and grow in strenght.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable, regularly maintained.

there is also mail2news gateway that translates all postings on the list to easy to read usenet articles, available read-only to everyone at: news://zwieracz.ideefixe.nom.pl/listserv.atari8-l

the atari8-l mailing list is available as well as a newsgroup listserv.atari8-l on public newsserver zwieracz.ideefixe.nom.pl .

there is also archive of all postings that appeared on the list (well, in fact almost all - about first hundred is missing).

(There's an old list called INFO-ATARI8 which is actually still alive. But knowing about it is no longer necessary, as 100% of its postings are cross-posted with atari8-l.)

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to mailto:majordomo@zwieracz.ideefixe.nom.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

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Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick), designed to provide much-improved access to the various PD/freeware/shareware Atari 8-bit software archives available on the Internet.

XL Search is located at: http://www.newbreedsoftware.com/xlsearch/

You can also access XL Search via e-mail! Send a blank e-mail to:
mailto:xlsearch@newbreedsoftware.com

XL Search now contains an index of 7 sites, totalling over 17,000 Atari
8-bit programs and files!

(By the way, the UMich site is also indexed at http://shareware.com/.)

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:bill@newbreedsoftware.com (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How do
I access Usenet, FTP, Gopher, and WWW by e-mail?

Uploading

Bill writes:
If you're lucky enough to get into this archive via FTP, please upload
(with the appropriate translation ("ASCII" for text files, "BINARY"
otherwise)) your additions into the "New/" directory.

If you can only access this archive via Gopher, the Web or some other
uni-directional way, please e-mail additions to:

mailto:bill@newbreedsoftware.com

Please encode your files with UUencode or MIME ("base 64").

Always remember to upload a ".blurb" file to describe what you've
uploaded. And if there's a specific place you think the file should
go, please mention it in the ".blurb" and/or in an e-mail to me.

Please keep your ".blurbs" short, however. (1/2K or less!)
If you have text documents for the program, include them in an ARC file
with the program, or send them seperately as a ".TXT" file.

Thanks!

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no
(Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software
Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate
directory. Please include a readme file with each upload, so people know
what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff
from all the world. Also, you can download big amount of slovak and czech
programs for 8bit Atari only from this archive. And finally, because this
site is created and supported by slovak computer group GMG, most of our
products can be found right here.

If you want to place here your program, just send it to me (with some
comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

Subject: 5.1) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.2) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 6.1) What is FidoNet?

[We're not quite sure of the source of the following two paragraphs, but they may have been orginally written by Alan Sharkis.]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://bbs.docsplace.org

mailto:krap@zwieracz.ideefixe.nom.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.ideefixe.nom.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.ideefixe.nom.pl/fido.atari and you'll reach national ATARI group.

Subject: 7.1) What is the Atari 8-bit Computer Web Ring?

A WebRing is a set of web pages that have been linked to each other. Basically the first page in the ring has a link to the second one, the second one to the

third, the third to the fourth... with the last page linking back to the first. This is all done by adding a small piece of HTML code to your page, which will automatically keep track of where your page lies in the WebRing. In this way pages from all over the world dealing with similar subjects can be linked together. In our case the subject is Atari 8-bit computers, so all pages in this WebRing are about the Atari 8-bit.

The home page of the Atari 8-bit Computer Web Ring is at:

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

and the ring is maintained by Raphael Espino, mailto:rje@co.umist.ac.uk

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Subject: 7.2) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

Atari Users of North Texas (AUNT)
http://www.atariusers.com/aunt/

TWAUG (Tyne & Wear Atari User Group)
http://www.twaug.freeserve.co.uk/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

Closer To Home
Tom Hunt, mailto:tomhunt@bright.net
http://cth.tzo.com/ ; telnet://cth.tzo.com/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:robert.hagenstrom@ebox.tninet.se
http://user.tninet.se/~lan318o/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@rcn.com
http://www.qlam.com/atari/atari.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu

http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

Exploring the Arabic Atari 65 XE
Kevin Savetz, mailto:savetz@northcoast.com
http://www.savetz.com/vintagecomputers/arabic65xe/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

Atari Planet
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

Unfinished Projects Page
David Wyn Davies, mailto:ansawdd@compuserve.com
http://ourworld.compuserve.com/homepages/Ansawdd

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:k_nadj@s-direktnet.de
http://www.s-direktnet.de/homepages/k_nadj/main.html

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Historical Society
Curt Vendel, mailto:webmaster@atari-history.com
http://www.atari-history.com/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

"Break Movie" Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://atascii.atari.org/

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://personalpages.tds.net/~tross3/ard/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/star-raiders/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:larryr@cyou.com
http://www.cyou.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:ericcron@pcc.net
http://www.pcc.net/dzone/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:judd@stratus.esam.nwu.edu
http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Clarence's Atari 8bit page
Clarence Dyson, cdyson@redshift.com
http://www.redshift.com/~cdyson/atari.html

Rate Atari Products and Prototypes
Glenn Bruner, mailto:brunergs@pcisys.net
http://www.pcisys.net/~brunergs/Atari/

Fujiman's Atari Homepage
Rory McMahon, mailto:mcmahom@inil.com
http://www.fujiman.com/

Rick Cortese's Atari Page
mailto:ricortes@netmagic.net
http://www.netmagic.net/~ricortes/

Atari 2000
(also the site for the Phoenix web browser project)
mailto:Morloc@acd.net
http://members.tripod.com/~morloc/

The Atari-to-PC joysticks interface
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be

http://gauss.math.ucl.ac.be/~manu/Atari/joystick.html

A simple monitor cable for Atari computers
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/monitor.html

ATARI XL/XE and MIDI (also:Music in Chaos Music Composer,Upgrade 130XE->320XE)
Ireneusz Kuczek, mailto:ixkuczek@kki.net.pl
http://friko6.onet.pl/lu/ixkuczek/

Atari 8-bit Page (includes Turbo 2000 description, File Formats, File Systems,
Atari DOSes, SIO, 6502 Opcodes)
Jindrich Kubec, mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj

www.6502.org
Mike Naberezny, mailto:mnaberez@nyx.net
http://www.6502.org/

CK Computer Kontakt CD-ROM page
Rene Achter, mailto:rachter@rhein-zeitung.de
http://www.atari-computer.de/rachter

Twin Galaxies Atari Scoreboards
Ron Corcoran, mailto:sniper75@mindspring.com
http://www.snipercade.com/atari/

Raf's Atari 8-bit page
Raphael Espino, mailto:rje@co.umist.ac.uk
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html

Digital ANALOG Archive
CyberRoach, mailto:reutter@w-link.net
http://www.cyberroach.com/analog/

Atari 8-bit developers page
Freddy Offenga, mailto:F.Offenga@student.kun.nl
http://www.student.kun.nl/f.offenga/atari.htm

Atari related homepage
Thomas Havemeister, mailto:twh@bigfoot.de
http://members.tripod.de/twh1st

Wes Newell, mailto:wnewell@ticnet.com
http://users.ticnet.com/newell/

TRY2EMU Atari Area
mailto:dely@atari.org mailto:jap@qumak.com.pl
http://www.atari-area.w.pl

Atari 8-Bit Pages (original Turbo-Basic XL articles from Happy Computing mag)
Thomas Meyer, mailto:i03a@zfn.uni-bremen.de
http://www.informatik.uni-bremen.de/~mnemo/atari/

Atari 8-bit Software List
Dan Noguero, mailto:dnoguero@iname.com
http://home.earthlink.net/~dnoguero/atari

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot disk and making an atr, xfd, dcm or other disk image type file out of it, usually for use with an emulator. Before emulators, the Bob Puff .dcm format was used to store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk,

including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen

File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.sitcom.co.il/users/itayc/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80

File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (Russ Gilbert)

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'

side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black

Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

```
Atari 8-bit PC AT 25 PC AT 9 pin
------------------------------------
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI
```

Note: * above indicates the difference between an AT 9 pin and a Atari 8-bit 9 pin cable connector. eg. If you check continuity from pin 3 of 25 pin end and it goes to pin 4 of nine pin end, you have an Atari serial cable. If pin 3 of 25 pin goes to pin 2 of 9 pin end, you have a PC serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 11.5) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari programs could be stored on the PC's hard (or floppy) drives. It turned out to be quite successful. About 95% of my work was in the software, but a hardware

device to convert logic levels was also necessary. This device is now commonly referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)
mailto:dons@QNET.COM (Don Schoengarth)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> 810 Turbo
SS DD by Neanderthal Computer Things (Irvine, CA)

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 55-57k bps

==> Super Speedy 1050
SS SD/ED/DD Like the Speedy 1050, but enough RAM on board to
hold the contents of an entire disk

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38400 burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

More data on the XF551 compiled by Marco Antonio Checa Funcke,
mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the
complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)
high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms

motor start 1000ms 1000ms 1000ms

And even more info, from Andreas Magenheimer:
There are two versions - one from Mitsumi and one from another creator .
The mitsumi Xf drive can read and write to a single/dual/double density backside of a 5,25" disk (side b) if it is already formatted. The other drive cannot read nor write nor format the backside because it always looks for the timing hole !! (If you insert a B-side of a disk without a timing hole, it does not stop spinning around...even if this disk is formatted) Therefore the other drive has a flop-mechanism and a sort of automatic-density detection (which is not supported by the OS !!). If you put in a disk, the drive motor starts, trying to read that disk...

For better understanding: a mitsumi drive may need a flop mechanism (so a disk "flops" out, when opening the switch), a density detection (to know the correct density - like a 1050 does !!) and a timing hole redirection (thus not needing a timing hole). The other drive would merely need a timing hole redirection. Both drives then should have a new OS that uses the capabilities to automatically detect the density...

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

All Percom RFD drives support DD, and shipped with a DD controller.

==> Percom AT-88
SS SD

==> Percom AT88 S1 PD
SS SD/DD, plus built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in parallel printer interface. 2k printer buffer (expandable). Optional Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and DOS XL only. 72k under SpartaDOS X, 37k bps under DOS XL.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic

- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European
Sysop Fox-1 writes:
The HDI drive is, like all other I mentioned, connected to the atari 8-bit
SIO-bus. It's a PCB on where you can connect up to 4 PC-mechanics, no matter
it's 360, 720, or 1440Kb, nor 3.5" or 5.25". It's (partial?) developed by
Erhard Puetz (aka Floppy-Doc, aka Sysop Atreju), but is not available anymore
due the lack of the hard-to-get high-speed floppy-controller.

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.

Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
What's Top Drive? Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:
the command is sent as 19200, but all other communication (acknowledge,
data block, completion) is done at 72000 (IIRC).
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatible with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF551.
288 RPM

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (mailto:audioguy@cheerful.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration

* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is

produced on a 16K ROM cartridge from Video 61.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Carolyn Hoglin, mailto:choglin@usa.net adds:
I didn't see TOP-DOS mentioned anywhere. This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, w/ Telelink I. =Novation 'CAT'
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions

1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =Okidata ML80. 40cps
1027 Letter-Quality Printer-80 col letter quality =Mann-Tally Riteman LQ. 20cps
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XCA12 Program Recorder
CA12 Program Recorder
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/
(Curt Vendel, mailto:webmaster@atari-history.com)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
800XLD low-cost 1450XLD, no modem&speech, include disk drive
controller&FREDDY
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard

1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
816 ????
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)
VA=VoltAmps

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL

9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 7 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz, 26 VA
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE (Germany)
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance
2. Ground

3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Monitor Jack, SECAM systems:
Jer Sobola, mailto:jsobola@ramserwis.com.pl provided this pinout:
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50

1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6

1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)
Credit for AMIS to MACE by Steven Sturza, mailto:cordata@ameritech.net

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of Video 61, www.atarisales.com

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

```
Part# Version
~~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C
```

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell, mailto:earl.halliwell@dyess.af.mil provides this tidbit:

A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s
artifacted in green/blue, and all XL/XEs artifact in red/blue.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section also kept at http://www.student.kun.nl/f.offenga/osroms.txt

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

```
Rev. TV Date CRC-32 Part Nr(s)
~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC (?) (?) (?)
A PAL (?) 0x72b3fed4 CO15199, CO15299, CO12399B
B NTSC (?) 0x0e86d61d CO12499B, CO14599B, 12399B
B PAL (?) (?) (?)
```

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

```
Rev. System Date CRC-32 Part Nr(s)
~~~~ ~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
10 1200XL 10/26/1982 0xc5c11546 CO60616A, CO60617A
11 1200XL 12/23/1982 (?) CO60616B, CO60617B
1 600XL 03/11/1983 0x643bcc98 CO62024
2 XL/XE 05/10/1983 0x1f9cd270 CO61598B
```
```

3 800XE 03/01/1985 0x29f133f7 C300717
4 XEGS 05/07/1987 0x1eaf4002 C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev.	Found in	Size	CRC-32	Date
3	1450XLD	16kB	0x0d477aa1	3/23/1984
3	1450XLD	16kB	0xd425a9cf	6/21/1984
3B	65XE	16kB	0xf0a236d3	7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

~~~~~~~

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:stevenposey@usa.net (Steven E. Posey) (Party Quiz controllers descr)

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor, Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad controllers linked together with RJ-11 jacks (standard phone jacks) to a box with 2 joystick port connectors.

Party Quiz by Suncom

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon

board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on

NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos that won't work on NTSC machines are usually returning from a VBI (vertical blanking interrupt) too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 13.13) What programming languages are available for the Atari?

This section also kept at http://www.student.kun.nl/f.offenga/lang13.txt

Revision : 1.3
Date.... : 4/19/1999

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company

available..... : where/how to get it
package..... : programs, documentation
features..... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package..... : assembler, editor, monitor
features..... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package..... : assembler, editor, menu, manual
features..... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package..... : assembler, editor, monitor
features..... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package..... : assembler, editor, disassembler
features..... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package..... : assembler, editor, linker, docs

features..... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package..... : assembler, editor, menu, debugger
features..... : source include
Two pass 6502 cross assembler with integrated editor.

Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package..... : assembler, linker, librarian
part of cc65 (c-compiler)
features..... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package....... : ?
features...... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : ?
package....... : compiler, linker, assembler, librarian
features...... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package....... : Compiler
features...... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : ?
package....... : Compiler, Linker
features...... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package....... : Editor, Compiler, Optimizer, Linker

features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
package..... : ?
features..... : ?

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?
features...... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package....... : ?
features...... : ?

- Extended fig-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20029
package....... : ?
features...... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package....... : compiler, editor, monitor and library
features...... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package....... : ?
features...... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package....... : compiler and editor
features...... : ?

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A. Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius

Subject: 13.17) What games make use of the Light Gun?

mailto:jmouchmino@aol.com (Bertrand M. (LEXX)) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

Bertrand M. (LEXX)

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4." This renders much light gun and light pen software unusable on the 400.

Subject: 13.18) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell

8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

```
DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 ( S9 ( 88 58 X X X X
41 29 S0 ) S0 ) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

Subject: 13.20) What are the PAL, NTSC and SECAM video broadcast standards?

Here are several links on the topic.

http://www.ee.washington.edu/conselec/CE/kuhn/ntsc/95x4.htm

http://www.alkenmrs.com/video/standards.html

http://www.ee.surrey.ac.uk/Contrib/WorldTV/

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

----

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/new_and_emu.html

If you'd like a text-only copy, simply send e-mail to mailto:bill@newbreedsoftware.com with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing

platforms.

See: http://www.sonic.net/~nbs/new_and_emu.html

If you'd like a text-only copy, simply send e-mail to
mailto:bill@newbreedsoftware.com with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by
David A. Paterson, mailto:david_p@storm.ca or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:k_nadj@s-direktnet.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==
End of atari-8-bit/faq
==

1586. Re: Ice-T website and personal homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: jonf <pockets@cix.co.uk>
Message-ID: <8a2v49$m66$1@plutonium.compulink.co.uk>
Source record: 46147

Any news on a rumored rom version?

Also any suitable uk based connections appart from Compulink?

Jon-Paul

"Itay Chamiel" <itayc@spam.cs.huji.ac.il> wrote in message
news:8a1h1riq1@news.huji.ac.il...
> Hi all,
>
> My new personal page is now to be found at http://www.cs.huji.ac.il/~itayc
>
> Ice-T has its own website! Read the documentation online! Impress your
> friends!
> http://www.cs.huji.ac.il/~itayc/icet.html
>
> :)
>
> -itay
> --
> Itay Chamiel
> itayc at cs.huji.ac.il
>
>

1587. Re: XE/GS Manual/Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: Yuval Rabinovich <yovalr@zahav.net.il>
Message-ID: <38C50367.CB0320E2@zahav.net.il>
Source record: 46148

Steve Sweet wrote:

> Try holding start to disable basic, or was it option?.

Holding OPTION while turning the power on disables BASIC.
Holding START while turning the power on begins a cassette boot.

If you have a machine language boot cassette you need to hold down both keys.

1588. Screenshots/Coverphotos/Reviews

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: jontxu@my-deja.com
Message-ID: <8a32q3lni1@nnrp1.deja.com>
Source record: 46149

For screenshots, games, coverphotos and reviews. goto

http://www.retroplayers.com/consolemuseum

/John

Sent via Deja.com http://www.deja.com/
Before you buy.

1589. Re: Memory Upgrade - Compatibility - question!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yg0u24xef.fsf@co.umist.ac.uk>
Source record: 46150

> > > I have 1 1meg newel memory upgrade but if I want true 1meg I loose
> basic.
> > > what is the maximum memory I can upgrade my Atari?

> > Try a basic cart?
> > Its not ideal but it should get you around that problem. Keep an eye out
> > for one.

> If he wants to do so, he could still enable Basic with a "hardware" switch.

The other (quick and cheap) option is to dump the built in BASIC to a
binary file on disk, and then run it from there. Copy the file into
your ramdisk when you start up and you've got quick access to it from
DOS. The disadvantage is that your BASIC is now in RAM, and can be
trashed if your BASIC (or any other) program POKE's into the wrong place.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

1590. Epyx 500xj Joystick for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: Christopher Kristof <ckristof@transarc.com>
Message-ID: <8a3b3r$294$1@newshost.transarc.ibm.com>
Source record: 46151
Cross-posted to: comp.sys.amiga.marketplace,rec.games.video.atari,comp.sys.atari,comp.sys.atari.8bit

The minimum bid is $1 with no reserve:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=277343552

1591. Tutankham: Was it ever released on cart?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <38c55c38$0$19365@news.execpc.com>
Source record: 46152

I know a binary for this file exists, and it is the proper size to be a cart dump. But I've yet to come across anyone who has, or has seen a cart for this game. Does anyone on here have one?

Was it ever released on disk or cassette?

The binary appeared around the same time pirates released "Behind Jaggi Lines", so I'm wondering if this was a pirate binary of a cart that was never released.

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1592. Re: 400/800/1200 xl SAMPLE CART Star Trek SOS

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <38c55d46$0$40277@news.execpc.com>
Source record: 46153

In article <89hargavd1@nnrp1.deja.com>, Vkoslak <vkoslak@my-deja.com> wrote:
>In article <8995a4$5rum$1@mercury.vcu.edu>,
> "Burke" <chrisadcock@rocketmail.com> wrote:
>> I have an ultra rare sample cartridge (never released), Star Trek:
>Strategic
>> Simulations Simulator, for 400/800/1200xl for auction on eBay. Check
>it out
>> if you'd like here:
>>
>> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=264819690

>Have you played it?
>is it fun? :)
>Most star trek games (before interplay)
>sucked really bad.

I don't know what the original poster is talking about. "Star Trek: Strategic Operations Simulator" *was* released by Sega. This is most likely a pre-release prototype of the game, worth about what it went for ($30). Not a rare game by any means.

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1593. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38C57204.1437F5F4@worldnet.att.net>
Source record: 46154

Hi Yes,

I noticed the same thing, and that was after I had made the post, the story sounds a little bogus, but hey, weirder things have happened, yup the auction did end early and I wonder why, perhaps he was given a side offer he couldn't refuse, maybe it was a bogus auction, anything is possible, all I know is either someone was pulling a lot of peoples legs in that auction or someone just made a nice chunk of change :-) You gotta love free enterprise !

Curt

ejgnandt@my-deja.com wrote:

> Curt,
>
> The seller answered your questions by adding info on the auction page
> itself. Apparently everyone wanted to know the same things. Don't find
> that suspicious. That flea market story, though - an insider that Atari
> mailed a prerelease version doesn't know that a 1450XLD is worth
> something? Hmm. I notice that the seller ended the auction early. Does
> anyone know what happened ?
>
> Gene
>
> In article <38C32F2C.DA328595@worldnet.att.net>,
> Curt Vendel <cvendel@worldnet.att.net> wrote:
> >
> > --------------068FB82AA6204EFDBFC7431E
> > Content-Type: text/plain; charset=us-ascii
> > Content-Transfer-Encoding: 7bit
> >
> > Glenn,
> >
> > More interesting, I emailed the seller and asked a few simple
> questions
> > like is the case cosmetically sound? (such as having screws coming
> out of
> > the sides or is the case is perfect condition), is the unit in working
> > condition? Does the disk drive work or is it just a regular 1050
> > installed for show? Its been about 3-4 days and not a single
> respond, so
> > even though I have no interest in bidding, I do find my opinion of the
> > auction to be a little bit on the skeptical side. However the
> auction

> > has stirred up a lot of interest and someone is going to make a lot of
> > money, I just hope the winner doesn't get stuck with a lemon.
> >
> > Curt
> >
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1594. looking for info on 6502 to 65816 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: Vkoslak <vkoslak@my-deja.com>
Message-ID: <8a41t5$e48$1@nnrp1.deja.com>
Source record: 46155

What all is involved with this upgrade?
are there any compatibility issues other than
things just run too damn fast?
what is the fastest 6502 based chip i can use on
an atari 600xl or 800xl?
the 65816 is apparantly available from
old appleII gs and super nintendos,
should i just get one o these from a flea
market and part it?

Would it be possible to get some kind of
extension to the gtia? id like at least a 320x240
graphics mode with 256 color support. :)

Ive had and used my atari for years, but ive just
recently gotten interested in modifying it.

Id like to work on the 600xl just because i use my 800xl,
so some kind of memory upgrade will be in order too.

Once I get one of my ataris fixed up to run real fast,
id like to program some fun software to take advantage of
my upgrades. so being compatible with some kind of programming
language would be neccesary. whether thats basic, c++ or
assembler. any particular one of these better suited for what
im trying to do? I used to program in atari basic alot, but its
been years. I program mostly in perl now.

Ive seen a few bits n peices on different upgrades, but nothing
yet on the cpu upgrade. please share links if ya got em!

Thanks!

--
-Vkoslak
========== http://www.mp3.com/vkoslak/ ===========
I don't suffer from insanity...
I enjoy every minute of it!

Sent via Deja.com http://www.deja.com/
Before you buy.

1595. Re: Ice-T website and personal homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <3375-38C58766-6@storefull-173.iap.bryant.webtv.net>
Source record: 46156

we are working on this right now.
we hope to bring out a cool cart based version that we hope will be
usable for all atari8's,if you have any questions about this,please
respond to this news group,i would like to see this discussed here for
all to see,and add there(hopefully)helpfull opionions.
we will add a page to our web site,once we have finished the product.
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1596. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38C5C206.CCE0BBA4@usa.net>
Source record: 46157

I have pretty much the same problem. My XF551 drive would not sync with ProSys from the get-go. So I borrowed a friend's 1050. This worked just fine for a limited time, but now will not work at all. I tried cleaning the head, but that didn't help. The drive is lubricated and looks very clean inside. I don't know what else to do.

Carolyn

dnoguero@iname.com wrote:

> Hi everyone! Here's the explanation of the problem:
>
> I built my own PROSYS cable a long while back that used a MAX232 and a
> 9v battery as a power supply. I used this cable, an Indus drive and
> Steve Tucker's PROSYS for a long time quite successfully. I saw on a
> web site (Clarence Dyson's I think) that there was a design that used a
> 1489, didn't need the 9v battery and was considerably less complicated.
> I quickly built this and used it. I must have made ten or fifteen
> images and them my Indus stopped working. The PROSYS program couldn't
> sync with it and if I tried to boot from the drive on my 800XL, it
> would just slowly beep and display "BOOT ERROR" (the drive was useless
> after that). I figured the drive was old and it just died. I acquired a
> 1050 drive off eBay, checked that it worked on my Atari first, and then
> used that to make some images. After a few images, it too displayed the
> same symptoms and no longer worked.
>
> Okay, I figured I screwed up my new cable somehow (I had taken apart
> the old one since I needed the SIO cable for the new one). Rich Cortes
> was then kind enough to donate a cable to me and I acquired another
> working 1050.
>
> I received Rich's cable and started creating images again. Lo and
> behold, after a few images, the new 1050 died in the same manner as the
> other two drives. So, I'm guessing it might be something with the
> design and not my cable after all. I'm just really curious if anyone
> has seen or heard of this happening. What might cause something like
> this? If anyone have any ideas or are interested in this matter in any
> way, please let me know.
>
> ->Dan
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1597. Re: looking for info on 6502 to 65816 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <scbgccjrbi7149@corp.supernews.com>
Source record: 46158

Vkoslak <vkoslak@my-deja.com> wrote in message
news:8a41t5$e48$1@nnrp1.deja.com...
> What all is involved with this upgrade?
> are there any compatibility issues other than
> things just run too damn fast?
You have to find one of the following kits; Dataque, FTE, or a 65802 chip.
> what is the fastest 6502 based chip i can use on
> an atari 600xl or 800xl?
1.79 mHz.
> the 65816 is apparantly available from
> old appleII gs and super nintendos,
> should i just get one o these from a flea
> market and part it?
Not pin compatible with the 6502. so no sense in getting one. If you find a
65802, you can can plug that into an older 800 processor board.
>
> Would it be possible to get some kind of
> extension to the gtia? id like at least a 320x240
> graphics mode with 256 color support. :)
Bob Wooley did a graphics upgade, 2nd GTIA chip. Kind of involved, but
~doubles the amount of screen ram<?> and adds several new modes.
>
> Ive had and used my atari for years, but ive just
> recently gotten interested in modifying it.
>
> Id like to work on the 600xl just because i use my 800xl,
> so some kind of memory upgrade will be in order too.
IMO: Find some 44256 chips or their equivalent and upgrade the 600xl to 64k
for a starter.
>
> Once I get one of my ataris fixed up to run real fast,
> id like to program some fun software to take advantage of
> my upgrades. so being compatible with some kind of programming
> language would be neccesary. whether thats basic, c++ or
> assembler. any particular one of these better suited for what
> im trying to do? I used to program in atari basic alot, but its
> been years. I program mostly in perl now.
Action! is one of the favorites, but you may have trouble finding a cart.

A lot of us have other little nicities to make the system just a bit faster,
things like new OS roms that have fast floating point routines.

IMO: If you do end up downloading some things like Pascal from the
archive.umich.edu you will want to build some flavor of SIO2PC cable to get
it to your 8 bit.

1598. Re: Tutankham: Was it ever released on cart?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-08 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8a4j1m$q2o$1@nnrp1.deja.com>
Source record: 46159

Andrew,

No, never seen the cart and never seen it checked on anyone's list. Suspect it doesn't exist. I have seen evidence of another Parker Bros. title for the 8-bit,however, "Mr. Do!". At least two people had it marked on their list. Also saw one go up briefly on eBay before being pulled. Unfortunately, I have lost the picture from that one.

Gene

In article <38c55c38$0$19365@news.execpc.com>,
krieg@earth.execpc.com (Andrew Krieg) wrote:
> I know a binary for this file exists, and it is the proper size to be a cart
> dump. But I've yet to come across anyone who has, or has seen a cart for this
> game. Does anyone on here have one?
>
> Was it ever released on disk or cassette?
>
> The binary appeared around the same time pirates released "Behind Jaggi Lines",
> so I'm wondering if this was a pirate binary of a cart that was never
> released.
> --
> =__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1599. 8 Bit Computer HW & SW for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-08 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <ITjx4.133477$j63.3049758@news1.rdc2.pa.home.com>
Source record: 46160
Cross-posted to: alt.c64,bit.listserv.coco,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64.marketplace,comp.sys.ti

Lots of 8 bit computer hardware and software for sale on my web site which
is listed below:

Apple Atari VIC20 C64 CoCo Adam and much more

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
generic3@home.com
gene@ehrich.com

1600. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-08 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <38c5e34f.2891665@news>
Source record: 46161

I have a theory.............

Maybe somebody forged his email and then canceled his post, er....I
mean auction.

Jerry

On Tue, 07 Mar 2000 21:16:56 GMT, Curt Vendel
<cvendel@worldnet.att.net> wrote:

>Hi Yes,
>
> I noticed the same thing, and that was after I had made the post, the
>story sounds a little bogus, but hey, weirder things have happened, yup the
>auction did end early and I wonder why, perhaps he was given a side offer he
>couldn't refuse, maybe it was a bogus auction, anything is possible, all I
>know is either someone was pulling a lot of peoples legs in that auction or
>someone just made a nice chunk of change :-) You gotta love free
>enterprise !
>
>
>Curt
>
>
>
>ejgnandt@my-deja.com wrote:
>
>> Curt,
>>
>> The seller answered your questions by adding info on the auction page
>> itself. Apparently everyone wanted to know the same things. Don't find
>> that suspicious. That flea market story, though - an insider that Atari
>> mailed a prerelease version doesn't know that a 1450XLD is worth
>> something? Hmm. I notice that the seller ended the auction early. Does
>> anyone know what happened ?
>>
>> Gene
>>
>> In article <38C32F2C.DA328595@worldnet.att.net>,
>> Curt Vendel <cvendel@worldnet.att.net> wrote:
>> >
>> > --------------068FB82AA6204EFDBFC7431E
>> > Content-Type: text/plain; charset=us-ascii
>> > Content-Transfer-Encoding: 7bit
>> >

>> > Glenn,
>> >
>> > More interesting, I emailed the seller and asked a few simple
>> questions
>> > like is the case cosmetically sound? (such as having screws coming
>> out of
>> > the sides or is the case is perfect condition), is the unit in working
>> > condition? Does the disk drive work or is it just a regular 1050
>> > installed for show? Its been about 3-4 days and not a single
>> respond, so
>> > even though I have no interest in bidding, I do find my opinion of the
>> > auction to be a little bit on the skeptical side. However the
>> auction
>> > has stirred up a lot of interest and someone is going to make a lot of
>> > money, I just hope the winner doesn't get stuck with a lemon.
>> >
>> > Curt
>> >
>>
>> Sent via Deja.com http://www.deja.com/
>> Before you buy.

1601. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-08 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38C5EC9F.E9D28155@worldnet.att.net>
Source record: 46162

I have a theory too...........

Maybe some Playstation Doctor takes breaks in between spending his whole night
on live feed porno sites long enough to pull his hand out of his pants.

Curt

Jerry Jessop wrote:

> I have a theory.............
>
> Maybe somebody forged his email and then canceled his post, er....I
> mean auction.
>
> Jerry
>
> On Tue, 07 Mar 2000 21:16:56 GMT, Curt Vendel
> <cvendel@worldnet.att.net> wrote:
>
> >Hi Yes,
> >
> > I noticed the same thing, and that was after I had made the post, the
> >story sounds a little bogus, but hey, weirder things have happened, yup the
> >auction did end early and I wonder why, perhaps he was given a side offer he
> >couldn't refuse, maybe it was a bogus auction, anything is possible, all I
> >know is either someone was pulling a lot of peoples legs in that auction or
> >someone just made a nice chunk of change :-) You gotta love free
> >enterprise !
> >
> >
> >Curt
> >
> >
> >
> >ejgnandt@my-deja.com wrote:
> >
> >> Curt,
> >>
> >> The seller answered your questions by adding info on the auction page
> >> itself. Apparently everyone wanted to know the same things. Don't find
> >> that suspicious. That flea market story, though - an insider that Atari
> >> mailed a prerelease version doesn't know that a 1450XLD is worth
> >> something? Hmm. I notice that the seller ended the auction early. Does
> >> anyone know what happened ?
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> >> Gene
> >>
> >> In article <38C32F2C.DA328595@worldnet.att.net>,
> >> Curt Vendel <cvendel@worldnet.att.net> wrote:
> >> >
> >> > --------------068FB82AA6204EFDBFC7431E
> >> > Content-Type: text/plain; charset=us-ascii
> >> > Content-Transfer-Encoding: 7bit
> >> >
> >> > Glenn,
> >> >
> >> > More interesting, I emailed the seller and asked a few simple
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> >> > like is the case cosmetically sound? (such as having screws coming
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> >> > the sides or is the case is perfect condition), is the unit in working
> >> > condition? Does the disk drive work or is it just a regular 1050
> >> > installed for show? Its been about 3-4 days and not a single
> >> respond, so
> >> > even though I have no interest in bidding, I do find my opinion of the
> >> > auction to be a little bit on the skeptical side. However the
> >> auction
> >> > has stirred up a lot of interest and someone is going to make a lot of
> >> > money, I just hope the winner doesn't get stuck with a lemon.
> >> >
> >> > Curt
> >> >
> >>
> >> Sent via Deja.com http://www.deja.com/
> >> Before you buy.

1602. Schreiersgr&#65533;n 2K

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-08 00:00:00 UTC
From: inf410@worms.fh-rpl.de
Message-ID: <8a5iu1$9u2$1@swemmel.Fh-Worms.DE>
Source record: 46163

Hi to all,

it is time for Schreiersgr&#65533;n 2K on the 25th of March.

This Atari 8 Bit fair is held in east Germany and shows stuff from the past and
some new developments. The fair is the 5th time in Schreiergsgr&#65533;n and has been
the number two in Germany after the ABBUC JHV in Herten/Germany with up to 75
visitors. We we cover nearly everthing that is still in use for the atari 8 Bit.
Don&#65533;t panik if you see some emulators.

We will show:

Atari 1050, XF351, XF551
Atari 800XL/E
Atari 1010 ...
Atari Touch Tablet, controllers ...
Atari Carts (super cardridges, normal, 400/800 ...)
Sio2PC Software and Hardware.
Games and more fun stuff.
Books like DeRe Atari and more.

And I hope some of the nice developments that enhance the graphics, sounds, ports
and so on for the Atari 8 Bit, that have been in development for so long.

At the show will be a game contest with some nice prices. 16 visitors can play
one on one to the final.

More Informations about the fair:

Schreiergsgr&#65533;n 2000

am 25.03.2000
im Saal &#65533;ber der Dorfgaststt&#65533;tte
in Schreiersgr&#65533;n

Beginn: 10:00 Uhr - f&#65533;r Aussteller 9:00 Uhr

Eintritt 1.- DM

Aussteller bitte rechtzeitig melden bei:
Helmut Weidner
Hauptstra&#65533;e 45
08485 Lengenfeld/Vogtland
Tel.: 037606 2688

oder:
Raimund Altmayer
Tel.: 06501 3678

Email: highland@t-online.de

Please give Schreiersgr&#65533;n a try. We will be pleased to see you and some of our friends from the netherlands there. I try to make a Homepage with some pics and cover the hopefully great new software and Hardware showed there.

CU or RU

King kong

--
Mit freundlichen Gruessen

Torsten Schall

E-Mail: Torsten.Schall@fh-worms.de

1603. Do I need a username and password? 6856

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-08 00:00:00 UTC
From: news@news.com
Message-ID: <38c64dcb00000154@news.excalib.com-MINC>
Source record: 46164
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

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1604. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-08 00:00:00 UTC
From: atariman <chris_davisNOchSPAM@atari.freeserve.co.uk.invalid>
Message-ID: <069c8226.32a7c5cd@usw-ex0105-038.remarq.com>
Source record: 46165

Can you tell me where I can obtain the program "ataridsk". I
have tons of downloaded 8-bit software that I want to run on my
XL or XE. Thanks, Chris

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

1605. Re: Tutankham: Was it ever released on cart?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-08 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <18662-38C70E5A-2@storefull-171.iap.bryant.webtv.net>
Source record: 46166

i never saw one,also never saw risk,or montazuma's revenge,i never knew
any other dealer that got those titles either.
the next best thing would be to get king tuts tombs on cart:)
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1606. Re: looking for info on 6502 to 65816 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-08 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sceajqtcbi7144@corp.supernews.com>
Source record: 46167

Vkoslak <vkoslak@my-deja.com> wrote in message
news:8a746vlcs1@nnrp1.deja.com...
> In article <scbgccjrbi7149@corp.supernews.com>,
> "Richard Cortese" <ricortes@netmagic.net> wrote:
> >
> > Vkoslak <vkoslak@my-deja.com> wrote in message
> > news:8a41t5$e48$1@nnrp1.deja.com...
> > > What all is involved with this upgrade?
> > > are there any compatibility issues other than
> > > things just run too damn fast?
> > You have to find one of the following kits; Dataque, FTE, or a 65802
> chip.
>
> where can i get one o these?
> web site?
No, you have to wait for someone to resell one. Dataque has kind of moved on
from the Atari market and FTE is in limbo right now.

Probably nothing $100k wouldn't solve.<grin>
>
> > > what is the fastest 6502 based chip i can use on
> > > an atari 600xl or 800xl?
> > 1.79 mHz.
> > > the 65816 is apparantly available from
> > > old appleII gs and super nintendos,
> > > should i just get one o these from a flea
> > > market and part it?
> > Not pin compatible with the 6502. so no sense in getting one. If you
> find a
> > 65802, you can can plug that into an older 800 processor board.
>
> what about an 800xl or 600xl board?
> i dont have/ dont want and 800
I would guess somewhere around 1/2 through the production of the 800 Atari
started using a 6502C which is not pin compatible with the 6502. You can't
even plug a 65C02 into an 800XL because of this.

I have the Atari 800 Technical Ref Notes which includes the schematics. I
think there is only 2-3 chips that allowed the buss to be shared with ANTIC
that were put on chip for the 6502C. I am not sure if those have to be added
to any mod before you can use a 65C02 or 6502B or 65816.

I live in Silicon Valley and have never seen 65816 stuff in my normal
hangouts like Frys, JDR, Halted, etcetera. You would think with Apple being
headquartered here, we would be lousy with the stuff.

>
> > >
> > > Would it be possible to get some kind of
> > > extension to the gtia? id like at least a 320x240
> > > graphics mode with 256 color support. :)
> > Bob Wooley did a graphics upgade, 2nd GTIA chip. Kind of involved, but
> > ~doubles the amount of screen ram<?> and adds several new modes.
>
> web site? docs? info?
He frequents this newsgroup, you can ask here or if someone can photo copy
the article for you.
>
> > >
> > > Id like to work on the 600xl just because i use my 800xl,
> > > so some kind of memory upgrade will be in order too.
> > IMO: Find some 44256 chips or their equivalent and upgrade the 600xl
> to 64k
> > for a starter.
>
> where can i find info on this?
archive.umich.edu under memory upgrades. Not sure if that is the right FTP
address, but I think it is. You have to navigate down to the Atari/8bit
directory. I believe it is under the ST section.
http://www.redshift.com/~cdyson/atari.html

Is really one of the best sites to go to IMO for starting projects to dust
off the soldering iron.

1607. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-08 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38c72df3$0$1393@news.voyager.net>
Source record: 46168

I seriously doubt that 'ataridsk' will write A8 single density disks.
The PC, without a special floppy controller, can't do A8 or any other
single density.
Russg

1608. docs..

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-08 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.38c75d84@fmlynet.org>
Source record: 46169

FamilyNet HQ: Telnet:\\209.217.2.202

Am I to understand you are needing docs to the 800? If so, please respond to drclu@swbell.net .
Doctor Clu
Dallas Texas (972)-496-0650

1609. Re: looking for info on 6502 to 65816 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Vkoslak <vkoslak@my-deja.com>
Message-ID: <8a746vlcs1@nnrp1.deja.com>
Source record: 46170

In article <scbgccjrbi7149@corp.supernews.com>,
"Richard Cortese" <ricortes@netmagic.net> wrote:
>
> Vkoslak <vkoslak@my-deja.com> wrote in message
> news:8a41t5$e48$1@nnrp1.deja.com...
> > What all is involved with this upgrade?
> > are there any compatibility issues other than
> > things just run too damn fast?
> You have to find one of the following kits; Dataque, FTE, or a 65802
chip.

where can i get one o these?
web site?

> > what is the fastest 6502 based chip i can use on
> > an atari 600xl or 800xl?
> 1.79 mHz.
> > the 65816 is apparantly available from
> > old appleII gs and super nintendos,
> > should i just get one o these from a flea
> > market and part it?
> Not pin compatible with the 6502. so no sense in getting one. If you
find a
> 65802, you can can plug that into an older 800 processor board.

what about an 800xl or 600xl board?
i dont have/ dont want and 800

> >
> > Would it be possible to get some kind of
> > extension to the gtia? id like at least a 320x240
> > graphics mode with 256 color support. :)
> Bob Wooley did a graphics upgade, 2nd GTIA chip. Kind of involved, but
> ~doubles the amount of screen ram<?> and adds several new modes.

web site? docs? info?

> >
> > Id like to work on the 600xl just because i use my 800xl,
> > so some kind of memory upgrade will be in order too.
> IMO: Find some 44256 chips or their equivalent and upgrade the 600xl
to 64k
> for a starter.

where can i find info on this?

Thanks!

--
-Vkoslak
========== http://www.mp3.com/vkoslak/ ===========
I don't suffer from insanity...
I enjoy every minute of it!

Sent via Deja.com http://www.deja.com/
Before you buy.

1610. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <38c72497.1378656@news>
Source record: 46171

Are you suggesting that my time would be better spent forging former
Atari employee's emails, posting trolls under false names, and
canceling others Usenet posts???

I'll leave that to you and your imaginary "society" as maybe with more
practice, you "guys" will get better at it.

Jerry

On Wed, 08 Mar 2000 06:00:05 GMT, Curt Vendel
<cvendel@worldnet.att.net> wrote:

>I have a theory too...........
>
> Maybe some Playstation Doctor takes breaks in between spending his whole night
>on live feed porno sites long enough to pull his hand out of his pants.
>
>
>Curt
>
>Jerry Jessop wrote:
>
>> I have a theory.............
>>
>> Maybe somebody forged his email and then canceled his post, er....I
>> mean auction.
>>
>> Jerry
>>
>> On Tue, 07 Mar 2000 21:16:56 GMT, Curt Vendel
>> <cvendel@worldnet.att.net> wrote:
>>
>> >Hi Yes,
>> >
>> > I noticed the same thing, and that was after I had made the post, the
>> >story sounds a little bogus, but hey, weirder things have happened, yup the
>> >auction did end early and I wonder why, perhaps he was given a side offer he
>> >couldn't refuse, maybe it was a bogus auction, anything is possible, all I
>> >know is either someone was pulling a lot of peoples legs in that auction or
>> >someone just made a nice chunk of change :-) You gotta love free
>> >enterprise !
>> >
>> >
>> >Curt
>> >

>> >
>> >
>> >ejgnandt@my-deja.com wrote:
>> >
>> >> Curt,
>> >>
>> >> The seller answered your questions by adding info on the auction page
>> >> itself. Apparently everyone wanted to know the same things. Don't find
>> >> that suspicious. That flea market story, though - an insider that Atari
>> >> mailed a prerelease version doesn't know that a 1450XLD is worth
>> >> something? Hmm. I notice that the seller ended the auction early. Does
>> >> anyone know what happened ?
>> >>
>> >> Gene
>> >>
>> >> In article <38C32F2C.DA328595@worldnet.att.net>,
>> >> Curt Vendel <cvendel@worldnet.att.net> wrote:
>> >> >
>> >> > --------------068FB82AA6204EFDBFC7431E
>> >> > Content-Type: text/plain; charset=us-ascii
>> >> > Content-Transfer-Encoding: 7bit
>> >> >
>> >> > Glenn,
>> >> >
>> >> > More interesting, I emailed the seller and asked a few simple
>> >> questions
>> >> > like is the case cosmetically sound? (such as having screws coming
>> >> out of
>> >> > the sides or is the case is perfect condition), is the unit in working
>> >> > condition? Does the disk drive work or is it just a regular 1050
>> >> > installed for show? Its been about 3-4 days and not a single
>> >> respond, so
>> >> > even though I have no interest in bidding, I do find my opinion of the
>> >> > auction to be a little bit on the skeptical side. However the
>> >> auction
>> >> > has stirred up a lot of interest and someone is going to make a lot of
>> >> > money, I just hope the winner doesn't get stuck with a lemon.
>> >> >
>> >> > Curt
>> >> >
>> >>
>> >> Sent via Deja.com http://www.deja.com/
>> >> Before you buy.

1611. Re: Here it is!! MindBender will Blow your mind! 6232

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Gary <bitbucket@home.com>
Message-ID: <38C73591.DF50A690@home.com>
Source record: 46172
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

bkprgo@btinternet.com wrote:
>
> OK! you HAVE to try this out....just got it the other day..GREAT FUN!
> Watch the disc for between 40-60sec....then look at your hand or anything really...just like tripping, but without the drugs. (Dont know if thats a good or bad thing<G>)
> http://www.geocities.com/foa2000ok/mindbender.zip
> ploufygltykvjiedrbkojczuvlxpbjzwnclwzqcmxugfgnwvvoswoesuffzydprjnujzunlfhcxkynnc

Got this jerk banned from fortunecity for this shit. Looks like he set
up shop at geocities.

1612. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38c7380f$0$1412@news.voyager.net>
Source record: 46173

I checked it (ataridsk) out. You can find it probably at umich
or http://www.spudster.org , in the emulators/transfer_utilities directory
file called ataridsk.zip.

A few notes.
Start with a brand new Double density 5.25" disk. (If it doesn't have
the hub ring, 99% is High Density disk).
Format it using ataridsk, format it two or three times if it doesn't work
at first.
You must use a pc formated dbl dens disk. you can't just stick your
A8 dbl dens disk in the pc drive, it won't work.
Good Luck.
Russg

1613. FA: SIO2PC cable, XF551 drives, misc carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Alex Chamberlain <octopus@aracnet.com>
Message-ID: <38C76808.BB41896@aracnet.com>
Source record: 46174

Low starting prices on these! Check them out!

Nice SIO2PC cable:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=279511387

Mixed lot of cartridges including a silver-label Miner 2049er:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=279512329

Two XF551 disk drives:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=279514709

Thanks for looking!!!

----
octopus@aracnet.com
http://www.aracnet.com/~octopus

1614. Re: Tutankham: Was it ever released on cart?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <eLNx4.11624$VM.62427@typhoon.tampabay.rr.com>
Source record: 46175

I believe the cart you saw pulled from ebay was Mr. Do's Castle (not Mr. Do!). I bugged the eBay seller to put it back up for auction for a long time...he kept saying he was going to put it on eBay again, then he said he was going to put it on Yahoo...I don't know if he *ever* put it up for auction again (I kinda doubt it).
--Mark

1615. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <qONx4.11639$VM.62755@typhoon.tampabay.rr.com>
Source record: 46176

Jerry, this issue died a long time ago, and the party involved said he was wrong and apologized about it. Why do you want to waste everyone's time by re-hashing it? The issue should be brought up again only if there is some evidence that the practice has not ceased. Move on with your life.

--mb

1616. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38C7AEC5.17CEB7A1@mail.uni-mainz.de>
Source record: 46177

atariman schrieb:
>
> Can you tell me where I can obtain the program "ataridsk". I
> have tons of downloaded 8-bit software that I want to run on my
> XL or XE. Thanks, Chris
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
> The fastest and easiest way to search and participate in Usenet - Free!

Hello,
just send me an E-Mail (magea000@mail.uni-mainz.de) and I will return
this program for you. Before I do that you should know: the program is
freeware, it merely works with DOS based PC`s (not with any Windows or
Linux/Unix machines) and finally it needs a 5,25" PC drive capable of
DD/180kbyte (and thus a DD-drive with your Atari to read it). Ataridsk
is only a filecopier-program, you cannot copy any Atari bootdisks with
it (if you transfer ATR, XFD or other images with it you have to extract
them then on your little Atari...)
greetings - Andreas Magenheimer

1617. Re: Memory Upgrade - Compatibility - question!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38C7AFAF.88E1A37F@mail.uni-mainz.de>
Source record: 46178

Belitz schrieb:
>
> > > I have 1 1meg newel memory upgrade but if I want true 1meg I loose
> basic.
> > > what is the maximum memory I can upgrade my Atari?
> > >
> > > nir
> >
> > Try a basic cart?
> > Its not ideal but it should get you around that problem. Keep an eye out
> > for one.
>
> Hi !
>
> If he wants to do so, he could still enable Basic with a "hardware" switch.
>
> Matt

Hello,
just wait for the appearance of Mathy van Nisselroy`s 1MB Ramdisk. It
has a whole new concept, its fully XE compatible but allows 1MB to be
present with or without Basic, Selftest, Missile Command (XEGS). Yes,
you can have 1MB Ramdisk with Basic or Selftest or Missile Command still
present !! At the moment the RD works fine with XE and XEGS computers,
there will be XL versions avaiable soon... greetings - Andreas
Magenheimer

1618. Re: some atr have bugs

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38C7B3F4.2621281E@mail.uni-mainz.de>
Source record: 46179

Jonathan schrieb:
>
> Hi,
>
> Just for know where to find atr without bug.
>
> Jonathan

Hello,
maybe, but I think they merely appear to be buggy. The ATR images have a
16 byte header and as you might guess, there are different ATR versions
(with different headers) flying around. Not every emulator can read all
these different ATR versions... greetings,
Andreas

1619. Re: Atari 3.5" drive compatibility Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38C7B5CC.4CACBD13@mail.uni-mainz.de>
Source record: 46180

Jon-Paul schrieb:
>
> Nir Dary wrote:
> >SNIP<
> > does any one knows what would happen if I take a high density floppy and
> > format it as dd (720k) would the 3.5" modified xf551 will be able to read
> > it?
> > >
> > > NIR
>
> depends on the disk.
>
> I am aware of three densities on that size disk.
> single density (360k)
> double density (720k)
> and high density (1440k) (usualy marked with a stylised HD on the case)
>
> untill a couple of years ago you could format a higher density disk to a
> lower density format without problems. However over the last 3 years or
> so it has become difficult to find such disks (change in manufacturing
> process?). you cannot format a dd disk to hd format, it just wont take
> it. but you can format an older hd disk to a dd or sd format, but they
> are getting harder to find.
> I know this as I did have an old 386 laptop that only worked with 720
> disks, but it would not format 1440s as 720s, nor could I get any pc to
> do so with the newer disks.
>
> JP

Not a problem with a XF351 (upgraded) drive. Just take a HD disk, format
it to dd/720k. when trying to read it on your XF use a write protect tab
right over the HD hole. Now the XF will read this disk without problems.
If you have a DD drive inside your 3,5" XF even the HD hole won`t matter
(since a DD drive does not detect it !).
But alas, in many cases it is drive dependent, if you can read DD/HD
disks formatted to DD on a HD drive. My DD drive makes no problems,
others may do... greetings - Andreas

1620. Re: Tutankham: Was it ever released on cart?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38C7B69A.F3F70FA1@mail.uni-mainz.de>
Source record: 46181

Lance Ringquist schrieb:
>
> i never saw one,also never saw risk,or montazuma's revenge,i never knew
> any other dealer that got those titles either.
> the next best thing would be to get king tuts tombs on cart:)
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Hello Lance,
and put Montezumas Revenge (16k version) on cart too, please !!!
I love it, thanks - Andreas Magenheimer

1621. Re: Atari 3.5" drive compatibility Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38C7B7EF.1225F5A6@mail.uni-mainz.de>
Source record: 46182

LLpwhite schrieb:
>
> Hi Nir-
> (long post!)
> >>Does any one knows what would happen
> if I take a high density floppy and format it
> as dd (720k) ...??? [snip]
> Also, depending on the mechanism used,
> you might have to take a piece of tape to
> cover up the HD media sensor hole, and
> sometimes tape causes disks to hang in a
> 3-1/2" mechanism.
> Good luck if you try it.
> Larry

Tip: Use 5,25" write protect tabs for that (if you still have some of them...). Normally they fit perfectly on a 3,5" HD hole,making the drive think the disk is a dd diskette... greets - andreas

1622. Re: Memory Upgrade - Compatibility - question!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38C7BC2E.59990FFE@mail.uni-mainz.de>
Source record: 46183

Nir Dary schrieb:
>
> What is the most compatible and eziest memory upgrade mod?
>
> Rambo, compy, newel.... does any one have more info?
> I have 1 1meg newel memory upgrade but if I want true 1meg I loose basic.
> what is the maximum memory I can upgrade my Atari?
>
> nir

Hello,
as far as I have heard, the maximum RD memory should be 16MB (remembering ICD, FTE and others). So far I have seen no-one ever using such a big RD... But it should be possibble...
By the way, the biggest disk density or disk partition is also 16MB, referring to Sparta and MyDOS. Next, I guess the biggest cart memory is 4MB others say even up to 16MB... Conclusion: Lets create a whole new Atari, with 16MB (Ramdisk) memory, 16MB (memory) carts and a harddisk with 16MB partitions... Since the harddisk part is already avaiable, who will do the RD and cart for me ?!?
greetings - Andreas

P.S. Thinking of memory upgrade possibilities on your Atari, you could even get mad. Maybe there is no good use for such big memory upgrades, but just knowing that its possible is great. How about using the parallel Bus, it can attach up to 8 parallel devices. Lets imagine these parallel devices would be 8 memory cards a 16MB (thats 128 MB - Wintel PC dimensions !!). Plus 16 MB Ramdisk plus 16MB memory cartridge... Nothing you will ever use this Atari for (and thus some sort of nonsense) but in theory it sounds fantastic...

1623. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38C7BFEE.4C51402B@mail.uni-mainz.de>
Source record: 46184

sup8pdct@mail.cth.com.au schrieb:
>
> On Sun, 1 Mar 3900 13:51:46, Andreas Magenheimer
> <magea000@mail.uni-mainz.de> wrote:
>
> > every density, MyDos especially enables "higher speed" in double density
> ?????? I have never known MyDos to do that. Special hardware like the
> ultra speed os or the BB to do highspeed with Mydos. Unless you have a
> special version.
>
> James B

Hello James,
equipped with an original XF551 (PAL version) and MyDOS 4.5x you can see and hear, that MyDOS is running faster with double density/180k (without any modification). This merely works with your XF and MyDos in DD/180k, do not know why; but it sounds like MyDos is setting up a sort of highspeed SIO in DD (with your Xf drive). You probably already noticed some highspeed SIO with your Happy or USD drive and a DOS that supports that highspeed. Almost the same thing happens with the XF551 and MyDos in DD, although I do not know why... At first MyDos boots the disk as normal, but then it gets quite faster (but only in DD). Maybe MyDos thinks the XF is an USD drive when using DD... greetings - Andreas Magenheimer

P.S.: This MyDos "fast mode" does not work on the XF, when using DS/DD (360k) or any other density than DD/180k...

1624. Re: XE/GS Manual/Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38C7C2E0.6724F6C@mail.uni-mainz.de>
Source record: 46185

Yuval Rabinovich schrieb:
>
> Steve Sweet wrote:
>
> > Try holding start to disable basic, or was it option?.
>
> Holding OPTION while turning the power on disables BASIC.
> Holding START while turning the power on begins a cassette boot.
>
> If you have a machine language boot cassette you need to hold down both keys.

Hello,
and if you have a disk drive attached to your XEGS, but no keyboard
avaiable, you have to hold down [select] to boot a disk with Basic and
[select] + [option] to boot a disk without basic... to make things
easier:

cassette boot/no boot: hold [start] /no [start] all Atari 8
basic off/on hold [option]/no [option] all Atari 8
no keyboard/keyboard hold [select]/no [select] only XEGS !!

Some Atari 8-Bit hardware and software enhancements make things even
more complicated than that... greetings - Andreas Magenheimer

1625. Make e-bay transaction easier + $10 bonus

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: csjjh@ux1
Message-ID: <38c7c830@news.eiu.edu>
Source record: 46186

Did you know you can email money with PayPal.com?

PayPal.com is a completely free service that lets users send money to anyone with an email address. Use PayPal.com to settle restaurant tabs with colleagues, pay friends for movie tickets, or buy a baseball card at an online auction - all with the click of a mouse! PayPal charges the money to an existing credit card or bank account. It's faster, safer and easier than mailing a personal check.

As soon as you sign up and register your credit card, PayPal will automatically send you $10! I recently signed up for PayPal and got my $10 bonus right away.

Signing up is quick, easy and you can download the money to your bank account at any time. No strings attached. Click on this link to sign up and see for yourself:

https://secure.paypal.com/refer/pal=csjjh%40eiu.edu

REFER YOUR FRIENDS AND EARN UP TO $1,000
After you sign up, you'll get an mail like this to send to friends and family, and PayPal.com will give you $10 for each friend or family member (up to 100) that signs up and registers a credit card. It's that easy!

1626. ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: James Todd <jtjammer@ivillage.com>
Message-ID: <38C7E4CD.3030501@ivillage.com>
Source record: 46187

Hey what is the going price for an ATR 8000 with
disks and manuals?

Thanks

1627. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000309140529.02599.00000820@ng-fp1.aol.com>
Source record: 46188

> you cannot copy any Atari bootdisks with it (if you transfer ATR, XFD or other
>images with it you have to extract them then on your little Atari...)

You definitely need DD as the XFD's are 92160 bytes and will fit on an 88k disk. Sometimes a DCM file will be somewhat compressed to fit on a SD disk for conversion on the A8. If you can get the XFD or ATR to the A8, I have a quick BASIC program with USR calls to make it into a disk.

-Ron

I don't have a solution but I admire the problem.

1628. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000309140800.02599.00000821@ng-fp1.aol.com>
Source record: 46189

>I seriously doubt that 'ataridsk' will write A8 single density disks.
>The PC, without a special floppy controller, can't do A8 or any other
>single density.

Anadisk claims to read & write 'em, but I have not been successful?

-Ron

I don't have a solution but I admire the problem.

1629. Pastfinder

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Chrodegang@t-online.de
Message-ID: <38C81411.D953A8F4@t-online.de>
Source record: 46190

Does somebody know at which month in 1984 this Aktivision game was
released on cart?

Thanks,

Andre

1630. Re: Ice-T website and personal homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: alanmcminswa@home.com
Message-ID: <38c81a00@news.nuthinbutnews.com>
Source record: 46191

In article <3375-38C58766-6@storefull-173.iap.bryant.webtv.net>,
Video61@webtv.net says...
>
>we are working on this right now.
>we hope to bring out a cool cart based version that we hope will be
>usable for all atari8's,if you have any questions about this,please
>respond to this news group,i would like to see this discussed here for
>all to see,and add there(hopefully)helpfull opionions.

>snip<

I'd like to see another term program out in cart form. After *>several<*
years, I finally got my hands on the Express Cart, but I haven't gotten
around to firing it up yet. I haven't booted my 800 XL since about '92 8-)
but I still have most of my Atari gear. I have a modified 800 XL that has
576K in it and a 256K MIO.

If I had the desk space, I'd run the XL's video through the WinTV card I
have.

Oh, yeah. Is it just me or is anybody else having problems downloading from
Itay's website. Netscape can't find the files.

1631. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-09 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38c85433$0$19361@news.erinet.com>
Source record: 46192

No, Anadisk won't read/write A8 single dens disks on the pc.
Also, I forgot to mention ataridsk only works on MyDOS or
other DOS 2.5 type DOSes (Smart DOS is another one), but
must be double density DOS.
Russg

1632. [FA eBay] Sega SC-3000 model "H" Personal Computer, Carton and Accessories.

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: oznerol <sergiob@deja-news.com>
Message-ID: <38C85FDF.7D12@deja.com>
Source record: 46093

This the the model "H" that has a quality, almost prototype-ish
mechanical keyboard.
Subsequent SC-3000 consoles featured the rubber-membrane keyboards.

The SC-3000 is positively COMMON compared to the SC-3000H and this is
considered quite a find. I hope you like it.

It is being offered with original carton
4 ROM cartridges: Basic Level IIIA, Basic Level IIIB, Sinbad Mystery,
Starjacker.
SJ-200 Joystick
SR-1000 Cassette Data Recorder
PSU

For more details you can view it here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=276330271

Thanks for reading.

1633. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000309220614.02573.00000984@ng-fg1.aol.com>
Source record: 46094

Should be 'NOT' fit, corrected below. Alternative to DD could be a large
ramdisk.

>> you cannot copy any Atari bootdisks with it (if you transfer ATR, XFD or
>other
>>images with it you have to extract them then on your little Atari...)
>
>You definitely need DD as the XFD's are 92160 bytes and will NOT fit on an 88k
>disk. Sometimes a DCM file will be somewhat compressed to fit on a SD disk
>for
>conversion on the A8. If you can get the XFD or ATR to the A8, I have a
>quick
>BASIC program with USR calls to make it into a disk.
>
>-Ron
-Ron

I don't have a solution but I admire the problem.

1634. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <38C8ECE8.D6677E6@erols.com>
Source record: 46095

I believe I used this program a loooong time ago (1 1/2 years ago) I was able to write 1 file to the disk but then had problems with additional adds. I figured out how to put multiple files on the disk(by an offset value) and succesfully created 7-8 DD disks of stuff I wanted to transfer from the PC->Atari (and vice versa). 6 months later I tried again and had no luck and didnt want to spend the time figuring it out again :(

I used a Pentium 133 with a 5 1/4 floppy from a 486 33 machine. So I was using some older equipment which may be more compatibile with the Atari drive stuff??

RHamiIton5 wrote:

> >I seriously doubt that 'ataridsk' will write A8 single density disks.
> >The PC, without a special floppy controller, can't do A8 or any other
> >single density.
>
> Anadisk claims to read & write 'em, but I have not been successful?
>
> -Ron
>
> I don't have a solution but I admire the problem.

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

1635. Re: MyDOS 6.0 and 48MB partitions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ab4eseum1@nets3.rz.RWTH-Aachen.DE>
Source record: 46096

Howdy folks, Pab

>And (I'm going to sound like a heretic here, but) why would an Atari need
>more than 16MB in a partition? :)

It would reduce the need to swap partitions!

CU Mathy van Nisselroy

1636. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ab567eum2@nets3.rz.RWTH-Aachen.DE>
Source record: 46097

Howdy folks

>How about if you add flow control,so that it can actually be used at a high
>speed,and I'll consider it.
>(not all of us have those powerful 850 interfaces,you know)

I've heard that the 850 will do some kind of handshake. It has RTS and CTS
lines. But if this is the real hardware handshake as we know it from the
BlackBox, I don't know. It could be a matter of just switching it on.

CU Mathy van Nisselroy

1637. Re: Lightgun Calibrating

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ab5qfeum3@nets3.rz.RWTH-Aachen.DE>
Source record: 46098

Howdy folks

>we tried the Sega Lightgun too and the following happened:
>- Atari LG works "good" with TV, does not work at all with monitors (we
>tested Philips and Commodore)
>- Sega LG works "great" with TV and also with monitors (Philips and
>Commodore)
>- Best LG yet unknown
>So it looks like it is worth converting a Sega LG, maybe someone knows a
>little more about the Best LG... greetings - Andreas

Anybody know WHY the Atari lightgun is worse than the rest?
(please technical reasons only, I know Tramiel loved to save money :-))

CU Mathy van Nisselroy

1638. Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ab7h2$g3d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 46099

Howdy Velcro, folks

>What the heck will you do with 9 drives?

You definitively have NO harddrive do you.

I could easily use twice that much. If I need a file that I know is on a certain drive, I have to swap partition sometimes 2 to 3 times.

CU Mathy van Nisselroy

PS more the 64 files per (sub) directory would be nice too.

1639. Re: Free Atari XL-hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ab7v2$g3d$2@nets3.rz.RWTH-Aachen.DE>
Source record: 46100

Howdy JP, folks

>why only Belgium or Netherlands?
>if your mains voltage is 240 then there may be a few brits that may want it
>as well. 1050s are not easy to find over here. I'm sure ther will be some
>one willing to pay postage or drop over and pick up the stuff

You do realise that the plugs you're using is different do you. In the UK,
plugs have 3 rectangular pins, while the rest of europe uses 2 round pins
(atleast on stuff that don't really need a ground wire)

I just heard from Chris that his system is already gone to somebody who will
take good care of it.

But if you need 1050's try contacting Best Electronics in the USA. They have
an Email address (and a site) but I forgot. Try www.best-electronics.com (try
it with or without the dash (-) or with the (_)

CU Mathy van Nisselroy

1640. Re: Tutankham: Was it ever released on cart?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8ab9ov$mj1$1@nnrp1.deja.com>
Source record: 46101

Mark,

Thanks for the info. I know there is a series of Mr Do titles for
various platforms. Never played them, but I hear that many prefer the
play over Dig Dug which is supposed to be the same kind of game.
Okay, I am moving Tutan-not common to the "rumor" section of my
cart list and "Mr. Do's Castle" onto the main list. If anyone can help
out with release year or a catalog number on "Mr. Do's Castle", it
would be appreciated.

Gene

In article <eLNx4.11624$VM.62427@typhoon.tampabay.rr.com>,
"bowling" <mbowlin1@tampabay.rr.com> wrote:
> I believe the cart you saw pulled from ebay was Mr. Do's Castle (not
Mr.
> Do!). I bugged the eBay seller to put it back up for auction for a
long
> time...he kept saying he was going to put it on eBay again, then he
said he
> was going to put it on Yahoo...I don't know if he *ever* put it up for
> auction again (I kinda doubt it).
> --Mark
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1641. Re: [FA eBay] Sega SC-3000 model "H" Personal Computer, Carton and Accessories.

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000310163759.59039A@jonf.cix.co.uk>
Source record: 46102

In article <38C85FDF.7D12@deja.com>, sergiob@deja-news.com (oznerol)
wrote:

> This the the model "H" that has a quality, almost prototype-ish
> mechanical keyboard.
> Subsequent SC-3000 consoles featured the rubber-membrane keyboards.
>
> The SC-3000 is positively COMMON compared to the SC-3000H and this is
> considered quite a find. I hope you like it.
>
> It is being offered with original carton
> 4 ROM cartridges: Basic Level IIIA, Basic Level IIIB, Sinbad Mystery,
> Starjacker.
> SJ-200 Joystick
> SR-1000 Cassette Data Recorder
> PSU
>
> For more details you can view it here:
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=276330271
>
> Thanks for reading.
>
this looks like an old msx machine.
The keyboard certainly fit the layout.

JP

1642. Re: Memory Upgrade - Compatibility - question!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ab8o3$g3d$3@nets3.rz.RWTH-Aachen.DE>
Source record: 46103

In article <38C7AFAF.88E1A37F@mail.uni-mainz.de>, magea000@mail.uni-mainz.de says...
>
>
>
>Belitz schrieb:
>>
>> > > I have 1 1meg newel memory upgrade but if I want true 1meg I loose
>> basic.
>> > > what is the maximum memory I can upgrade my Atari?
>> > >
>> > > nir
>> >
>> > Try a basic cart?
>> > Its not ideal but it should get you around that problem. Keep an eye out
>> > for one.
>>
>> Hi !
>>
>> If he wants to do so, he could still enable Basic with a "hardware" switch.
>>
>> Matt
>
>Hello,
>just wait for the appearance of Mathy van Nisselroy`s 1MB Ramdisk. It
>has a whole new concept, its fully XE compatible but allows 1MB to be
>present with or without Basic, Selftest, Missile Command (XEGS). Yes,
>you can have 1MB Ramdisk with Basic or Selftest or Missile Command still
>present !! At the moment the RD works fine with XE and XEGS computers,
>there will be XL versions avaiable soon... greetings - Andreas
>Magenheimer

Howdy folks

It works on the XEGS, not the XE or the XL yet. After these ï¿½$%&&/# Exams
are over, I'll have some time again. There probably will be a small PCB
which would make the upgrade about as difficult as the Newell. But you will
have do desolder the MMU. To go to 4 or 16MB after that would be no problem.
(the extra address used will be 4 bytes over the "old" PIA. 4MB would need
2 bits of this address. 16MB would need 4 bits. That still leaves 4 bits :-)

CU Mathy van Nisselroy

1643. FA: 5 Atari Lynx pins in bags inc Pacman

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: retrogamer@cableinet.co.uk
Message-ID: <38C92EE9.646E@cableinet.co.uk>
Source record: 46104

Please check out my auction:

ebay 276541001: 5 Atari Lynx pins in bags inc Pacman
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=276541001

Thanks,

Keith
UK

1644. Re: Free Atari XL-hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: jonf <pockets@cix.co.uk>
Message-ID: <8abc4n$4st$1@plutonium.compulink.co.uk>
Source record: 46105

Plugs are not usualy a problem, its the voltage of the power pack. nice to know that the kit has found a good home.

PS, the link appears to lead to a german electronics and computer company, I can find no reference to atari kit there. I tried various combos to no avail, MAy be they might be down at the moment but its not looking hopeful

JP
"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:8ab7v2$g3d$2@nets3.rz.RWTH-Aachen.DE...
> Howdy JP, folks
>
> >why only Belgium or Netherlands?
> >if your mains voltage is 240 then there may be a few brits that may want it
> >as well. 1050s are not easy to find over here. I'm sure ther will be some
> >one willing to pay postage or drop over and pick up the stuff
>
> You do realise that the plugs you're using is different do you. In the UK,
> plugs have 3 rectangular pins, while the rest of europe uses 2 round pins
> (atleast on stuff that don't really need a ground wire)
>
> I just heard from Chris that his system is already gone to somebody who will
> take good care of it.
>
> But if you need 1050's try contacting Best Electronics in the USA. They have
> an Email address (and a site) but I forgot. Try www.best-electronics.com (try
> it with or without the dash (-) or with the (_)
>
> CU Mathy van Nisselroy
>

1645. Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: Zedd-&#65533;8&#65533; <zedd@yep-nospam.com>
Message-ID: <952714994.175512@news.tibus.net>
Source record: 46106

I'm a keen retro gamer and I've just acquired an Atari 800XL, I have a stack
of games but no tape deck for it! Does anyone
have the cables or know what the pin-outs so I could make my own cable?

Zedd-&#65533;8&#65533;
http://www.zeddx81.club24.co.uk

1646. Re: Free Atari XL-hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000310174437.02596.00001207@ng-fk1.aol.com>
Source record: 46107

>need 1050's try contacting Best Electronics in the USA. They have
>an Email address (and a site) but I forgot. Try www.best-electronics.com
>(try it with or without the dash (-) or with the (_)

has a '-ca' on the end; it is:
http://www.best-electronics-ca.com/

-Ron

I don't have a solution but I admire the problem.

1647. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000310174957.02596.00001208@ng-fk1.aol.com>
Source record: 46108

> retro gamer and I've just acquired an Atari 800XL, I have a stack
>of games but no tape deck for it!

Where are you? Have an extra 1010.

-Ron

I don't have a solution but I admire the problem.

1648. Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000310180222.02601.00000952@ng-fk1.news.cs.com>
Source record: 46109

>PS more the 64 files per (sub) directory would be nice too.<

Top Dos Professional gives one
up to 256 files per directory on DD disks.
I should mention that I've never done it
since I have used MyDos from 3.07 on.
But Top Dos does have a lot of features,
including hard drive support up to 16 MB.
Larry

1649. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: Zedd-&#65533;8&#65533; <zedd@yep-nospam.com>
Message-ID: <952731599.532896@news.tibus.net>
Source record: 46110

I'm a complete newbie to the 800 XL....Whats a 1010?
I'm in the south midlands area.

Zedd-&#65533;8&#65533;

http://www.zeddx81.club24.co.uk

RHamiIton5 wrote in message
<20000310174957.02596.00001208@ng-fk1.aol.com>...
>> retro gamer and I've just acquired an Atari 800XL, I have a stack
>>of games but no tape deck for it!
>
>Where are you? Have an extra 1010.
>
>-Ron
>
>I don't have a solution but I admire the problem.

1650. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: Zedd-&#65533;8&#65533; <zedd@yep-nospam.com>
Message-ID: <952731600.612778@news.tibus.net>
Source record: 46111

```
No C.C. :( I'm but a poor computer engineer and
I was donated this so I can review for it on my site (PLUG!! ;) )
```

Zedd-&#65533;8&#65533;
http://www.zeddx81.club24.co.uk

Jon-Paul Filkins wrote in message
<8abudckta1@plutonium.compulink.co.uk>...
>try lurking in www.ebay.co.uk
>that where i get my stuff of late (rebuilding a lost collection i foolishly
>sold years ago).
>If your around london try the notting hill computer exchange right next to
>the tube station, theres a whole selection of 'vintage' stuff upstairs,
they
>may have something?
>
>yours, JP
>
>
>
>Zedd-&#65533;8&#65533; wrote in message <952714994.175512@news.tibus.net>...
>>I'm a keen retro gamer and I've just acquired an Atari 800XL, I have a
>stack
>>of games but no tape deck for it! Does anyone
>>have the cables or know what the pin-outs so I could make my own cable?
>>
>>Zedd-&#65533;8&#65533;
>>http://www.zeddx81.club24.co.uk
>>
>>
>>
>
>

1651. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <38C955CE.333BD25F@sisna.com>
Source record: 46112

Since I am not familiar with the cable you mentioned can not off the top
of my head help you.
But, as I now have some free time on my hands will offer this. Send the
Indus and the 1050 without any cables or power supplies to me, and pay
shipping both ways will see what the cable is knocking out and repair
them for you (free) other than shipping. At least this way you and
others will know what is causing the problem and were and perhaps the
cable can be modified to eliminate this problem??

bob

1652. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <38C956E2.6B334C74@sisna.com>
Source record: 46113

If you or anyone else had documentation, ie: schematics ect on this the information would also be helpfull

bob

1653. F/S Non Auction Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <38C95AA7.73FF6234@sisna.com>
Source record: 46114

Atari 800XL in good working condition. $25.00 shipping included.
Atari 130XE in good working condition $30.00 Shipping included
Atari 1050 Disk Drive in good working condition $20.00 Shipping included

Atari 850 Interface $25.00 Shipping included.
Indus double density disk drive clean condition $30.00 shipping
included
Atari XF551 Disk drive in good working condition $41.00 shipping
included
Atari P/D software on an IBM readable CD-Disk, has the majority of the
first
Pool Disk and 3 U.S. Club libraries on it price $20.00 shipping included
anywhere
in the world.

I have a couple Atair 1040 STe's in good working condition, one with
color monitor 1 with
Monochrome Monitor open to offers, no software for these but they do
work.
1 ea 720k double sided 3 1/2 inch drive for the ST, with cable built in
power supply.

Above Items come with cables and power supplies. Atari 8-bit items come
with a 30 day
no questions asked gurantee.

bob

1654. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: Jon-Paul Filkins <pockets@cix.co.uk>
Message-ID: <8abudckta1@plutonium.compulink.co.uk>
Source record: 46115

try lurking in www.ebay.co.uk
that where i get my stuff of late (rebuilding a lost collection i foolishly
sold years ago).
If your around london try the notting hill computer exchange right next to
the tube station, theres a whole selection of 'vintage' stuff upstairs, they
may have something?

yours, JP

Zedd-&#65533;8&#65533; wrote in message <952714994.175512@news.tibus.net>...
>I'm a keen retro gamer and I've just acquired an Atari 800XL, I have a
stack
>of games but no tape deck for it! Does anyone
>have the cables or know what the pin-outs so I could make my own cable?
>
>Zedd-&#65533;8&#65533;
>http://www.zeddx81.club24.co.uk
>
>
>

1655. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: red_reb@my-deja.com
Message-ID: <8ac5qe$bu5$1@nnrp1.deja.com>
Source record: 46116

In article <952731599.532896@news.tibus.net>,
"Zedd-&#65533;8&#65533;" <zedd@yep-nospam.com> wrote:
> I'm a complete newbie to the 800 XL....Whats a 1010?
> I'm in the south midlands area.
>
The 1010 is the tape deck that had the cable already built into the
unit for the atari 8-bit computer line. slow but works. I may still
have the atari infor for the unit. Will dig it out and post the
commands to type that will allow the computer to load from the deck.
If I remember right it was cload "file name" and csave "file name", but
it has been a fair amount of time since i used my unit with my 800xl.
Hope this helps.

Alan

> Zedd-&#65533;8&#65533;
>
> http://www.zeddx81.club24.co.uk
>
> RHamilton5 wrote in message
> <20000310174957.02596.00001208@ng-fk1.aol.com>...
> >> retro gamer and I've just acquired an Atari 800XL, I have a stack
> >>of games but no tape deck for it!
> >
> >Where are you? Have an extra 1010.
> >
> >-Ron
> >
> >I don't have a solution but I admire the problem.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1656. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8accocsbb1@mohawk.hwcn.org>
Source record: 46117

red_reb@my-deja.com wrote:

: The 1010 is the tape deck that had the cable already built into the
: unit for the atari 8-bit computer line. slow but works. I may still
: have the atari infor for the unit. Will dig it out and post the
: commands to type that will allow the computer to load from the deck.
: If I remember right it was cload "file name" and csave "file name", but
: it has been a fair amount of time since i used my unit with my 800xl.
: Hope this helps.

: Alan

Actually, it isn't. The Atari 410 had the cable built in. The 1010 has two
SIO ports, and you must plug a cable into one of them.

1657. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8aci7jkej1@nnrp1.deja.com>
Source record: 46118

In article <952714994.175512@news.tibus.net>,
"Zedd-&#65533;8&#65533;" <zedd@yep-nospam.com> wrote:
> I'm a keen retro gamer and I've just acquired an Atari 800XL, I have
a stack
> of games but no tape deck for it! Does anyone
> have the cables or know what the pin-outs so I could make my own
cable?
>
> Zedd-&#65533;8&#65533;
> http://www.zeddx81.club24.co.uk
>
>
Look for a message in this group posted my Michael Current and then
follow your nose. He has a vast amount of information and with a
little digging on your part, I think you will find what your are
looking for.

Sent via Deja.com http://www.deja.com/
Before you buy.

1658. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: red_reb@my-deja.com
Message-ID: <8adp1t$d70$1@nnrp1.deja.com>
Source record: 46119

In article <8accocsbb1@mohawk.hwcn.org>,
af332@freenet.hamilton.on.ca (William Moeller) wrote:
> red_reb@my-deja.com wrote:
>
> : The 1010 is the tape deck that had the cable already built into the
> : unit for the atari 8-bit computer line. slow but works. I may
still
> : have the atari infor for the unit. Will dig it out and post the
> : commands to type that will allow the computer to load from the deck.
> : If I remember right it was cload "file name" and csave "file name",
but
> : it has been a fair amount of time since i used my unit with my
800xl.
> : Hope this helps.
>
> : Alan
>
> Actually, it isn't. The Atari 410 had the cable built in. The 1010
has two
> SIO ports, and you must plug a cable into one of them.
>
>
Yep, William is right, blew that one. Alan

Sent via Deja.com http://www.deja.com/
Before you buy.

1659. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.38ca861e@fmlynet.org>
Source record: 46120

FamilyNet HQ: Telnet:\\209.217.2.202

Regarding the 1010 cassette player... When I got my Atari 400, the first device I would get would be the 1010 cassette recorder, and I have enjoyed it ever since. Of course, I started saving data on the 1050 diskette drive, but the cassette drive continues to be hooked up to my system and used for playing auto cassettes. :)

1660. modems and the UK, any issues?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: jonf <pockets@cix.co.uk>
Message-ID: <8adt2u$lb8$1@plutonium.compulink.co.uk>
Source record: 46121

I have had a look at some of the us sites for atari hardware and I noticed some Atari (own brand for 8-bit machines) Modems were avalible. As these particular ones plug straight into the atari i see little problem, however I thought I'd better ask if there were known issues about these with the UK phone network (other than yes, they are slow, they may need a 240 volt power-pack if they do not take power from the atari)_?

You see i work for an ISP in the UK that has a Unix shell set-up, we call it conferencing, and its all telnet based from the user end. I was considering the possibility of using my Atari for this. Well if I can send/recive mail and news on a brother word processor/glorified typewriter then I'm sure that an Atari 130xe, with a modem and the right termianl prog will cut it as well (there is a disturbing rumour of a sinclair spectrum connecting occationaly to us,! I know of at leat one sinclair QL, a few atari ST/Falcons and one Amiga 500 as well) .

I am considering the Ice-T program as the package as that has the zmodem protocol which I do know works on our system.

but my main concern is of course the modem.

Advise welcom

JP

1661. Atari 800XL Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: Zedd-&#65533;8&#65533; <zedd@yep-nospam.com>
Message-ID: <952793392.992831@news.tibus.net>
Source record: 46122

Any recommends?

Zedd-&#65533;8&#65533;
http://www.zeddx81.club24.co.uk

1662. Re: Lightgun Calibrating

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: jonf <pockets@cix.co.uk>
Message-ID: <8adtgp$ln6$1@plutonium.compulink.co.uk>
Source record: 46123

Apparently the gun is nothing more the older atari light pen with a trigger mechanisim! so its poor rating proberbly relfects the fact that the others were from conception onwards as light guns, and the atari gun was cobbled from the parts bin to give atari some market share. End result, it works, but not as well as the dedicated light guns

Jon-Paul

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:8ab5qfeum3@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> >we tried the Sega Lightgun too and the following happened:
> >- Atari LG works "good" with TV, does not work at all with monitors (we
> >tested Philips and Commodore)
> >- Sega LG works "great" with TV and also with monitors (Philips and
> >Commodore)
> >- Best LG yet unknown
> >So it looks like it is worth converting a Sega LG, maybe someone knows a
> >little more about the Best LG... greetings - Andreas
>
> Anybody know WHY the Atari lightgun is worse than the rest?
> (please technical reasons only, I know Tramiel loved to save money :-))
>
> CU Mathy van Nisselroy
>

1663. Re: Ice-T website and personal homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-thOYjjdFwHdk@draco.home.earthlink.net>
Source record: 46124

You should fix the file links tho, they point to hard drive locations.

On Tue, 7 Mar 2000 00:03:29, "Itay Chamiel" <itayc@spam.cs.huji.ac.il>
wrote:

> Hi all,
>
> My new personal page is now to be found at http://www.cs.huji.ac.il/~itayc
>
> Ice-T has its own website! Read the documentation online! Impress your
> friends!
> http://www.cs.huji.ac.il/~itayc/icet.html
>
> :)
>
> -itay
> --
> Itay Chamiel
> itayc at cs.huji.ac.il
>
>

1664. Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000311170035.02568.00001528@ng-fg1.aol.com>
Source record: 46125

llpwhite@cs.com (LLpwhite) says

>But Top Dos does have a lot of features,
>including hard drive support up to 16 MB.

Has anyone used TopDOS extensively? Just found the v. 1.5 docs on the web;
sounds very powerful even though Memlo is sort of high. Has wildcard for drive
number, merge for copy only files not on destination, update for only files
existing already on destination, display and change memory from DOS prompt,
show load vector addresses on ML files and several ramdisk configurations.

One major ommission - no XIO/CIO commands listing?

-Ron

I don't have a solution but I admire the problem.

1665. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000311170516.02568.00001532@ng-fg1.aol.com>
Source record: 46126

>I'm a complete newbie to the 800 XL....Whats a 1010?
>I'm in the south midlands area.
>
>Zedd-ï¿½8ï¿½

the XL look replacement for the 410 cassette unit.

-Ron

I don't have a solution but I admire the problem.

1666. Re: Atari 800XL Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000311171322.02568.00001534@ng-fg1.aol.com>
Source record: 46127

>Any recommends?
>
>Zedd-ï¿½8ï¿½
>http://www.zeddx81.club24.co.uk

My best success with XFormer (DOS) and A800 (DOS), XL-it was ok also.
try: http://www.concentric.net/~Twist/atari800win/

and
http://people.ne.mediaone.net/asmolar/atari8/index.html

-Ron

I don't have a solution but I admire the problem.

1667. memory upgrade-UK

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: Jock <johnj@jjboyle.freeserve.co.uk>
Message-ID: <8aemb7$9o7$1@newsg4.svr.pol.co.uk>
Source record: 46128

can any one recommend a method of upgrading my 130XE to 320 or above.
If there is someone in the UK who can do this I would be very happy.

1668. Survey: Vintage Computer Collecting

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: Earl Evans <retro@retrobits.com>
Message-ID: <38CAF112.6EC1A597@retrobits.com>
Source record: 46129
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,alt.c64,comp.sys.amstrad.8bit

Hello everybody,

I've been collecting vintage computers for about a year now, and have decided to put up a web site dedicated to vintage computing. The website is located at:

http://www.retrobits.com

If you collect vintage computers, I'd like to ask for your help in completing a survey. Here are the details:

I'm going to launch the first edition of retrobits.com on March 15th. In that edition, I'd like to include an article about collecting vintage computers. It would be helpful to include a wide variety of people's experiences with collecting - therefore, I'm inviting you to fill out a brief survey about vintage computer collecting. If you have the time and can participate, you'd really help me out, as well as helping out other folks who are interested in collecting (or just getting started).

If you would like to respond, please send the responses directly to me to avoid cluttering the newsgroup (unless you believe others in the newsgroup would be interested in your responses, in which case, go for it!). My e-mail address is:

retro@retrobits.com

Note: I will NOT give out your e-mail addresses to anybody, period, end of discussion. If you'd like to be credited by name for your participation in the survey, let me know and I'll be happy to do it.

Here are the questions:

1: Why do you collect vintage computers?

For instance: nostalgia, programming, historical interest, gaming

2: Where do you collect vintage computers?

For instance: thrift shops, garage sales, eBay, other auction sites

3: What advice would you give someone just starting out collecting?

For instance: what to avoid, how to restore dirty/broken systems

Extra credit: I'd be really interested to hear what computers people collect (e.g., micros or minis, brands, age range)

Thanks in advance for your participation! Look for the first results on March 15th. As more responses come in over time, I'll upgrade the collecting area on the site with the additional details!

Earl Evans

1669. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38caf981$0$88393@news.voyager.net>
Source record: 46130

(can Ice-T be used to connect to text based www. sites.)
Only if you can connect to a lynx type www server. Most of your
ISPs only have PPP or TC\IP or something and you can't get that
with Ice-T.
There is a way to make a PPP connection with a UNIX shell account,
but most ISPs don't offer that either.
Russg

1670. cart roms for emus?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-11 00:00:00 UTC
From: eegad@rocketmail.com
Message-ID: <8af6m7jnh1@earth.superlink.net>
Source record: 46131

Can some kind soul tell me where I can get game cart images for use with the various atari 800 emulators? (ie - pacman, centipede, missile command, etc)

Yes, I have found and do have versions of all the games released on cart in dos file format. But - I would like the cart versions of the games...ones that will work with the "run cartridge" option in the emulators. (yes, I am too lazy to strip out the header info to make the dos versions run as carts :-)

Much thanks for any help.

1671. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-12 00:00:00 UTC
From: Jon-Paul Filkins <pockets@cix.co.uk>
Message-ID: <8aebus$6oa$1@plutonium.compulink.co.uk>
Source record: 46132

Nor have I ,
Cheques work, Just takes a little longer for a turn around. But not always

JP

Zedd-&#65533;8&#65533; wrote in message <952731600.612778@news.tibus.net>...
>No C.C. :(I'm but a poor computer engineer and
>I was donated this so I can review for it on my site (PLUG!! ;))
>
>Zedd-&#65533;8&#65533;
>http://www.zeddx81.club24.co.uk
>
>Jon-Paul Filkins wrote in message
><8abudckta1@plutonium.compulink.co.uk>...
>>try lurking in www.ebay.co.uk
>>that where i get my stuff of late (rebuilding a lost collection i
foolishly
>>sold years ago).
>>If your around london try the notting hill computer exchange right next to
>>the tube station, theres a whole selection of 'vintage' stuff upstairs,
>they
>>may have something?
>>
>>yours, JP
>>
>>
>>
>>Zedd-&#65533;8&#65533; wrote in message <952714994.175512@news.tibus.net>...
>>>I'm a keen retro gamer and I've just acquired an Atari 800XL, I have a
>>stack
>>>of games but no tape deck for it! Does anyone
>>>have the cables or know what the pin-outs so I could make my own cable?
>>>
>>>Zedd-&#65533;8&#65533;
>>>http://www.zeddx81.club24.co.uk
>>>
>>>
>>>
>>
>>
>
>

1672. Re: Free Atari XL-hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-12 00:00:00 UTC
From: Jon-Paul Filkins <pockets@cix.co.uk>
Message-ID: <8aebuu$6oa$2@plutonium.compulink.co.uk>
Source record: 46133

Thanks, Found it by accident
come next pay day I may be ordering an atari modem or prinet from them

JP

RHamiIton5 wrote in message
<20000310174437.02596.00001207@ng-fk1.aol.com>...
>>need 1050's try contacting Best Electronics in the USA. They have
>>an Email address (and a site) but I forgot. Try www.best-electronics.com
>>(try it with or without the dash (-) or with the (_)
>
>has a '-ca' on the end; it is:
>http://www.best-electronics-ca.com/
>
>-Ron
>
>I don't have a solution but I admire the problem.

1673. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-12 00:00:00 UTC
From: Jock <johnj@jjboyle.freeserve.co.uk>
Message-ID: <8aemkn$9ul$1@newsg4.svr.pol.co.uk>
Source record: 46134

Can Icet be used to look at text based web pages.

Itay Chamiel <itayc@spam.cs.huji.ac.il> wrote in message
news:891n1jhth1@news.huji.ac.il...
> Since I haven't clarified this....
>
> Buyers of the cartridge, when it is released, need not register Ice-T. The
> cart version won't nag you about paying the author nor about supporting
> 8-bit software. :)
>
> Those who use Ice-T will then be requested to either buy the cartridge, OR
> register by paying me directly.
>
> -itay
> --
> Itay Chamiel
> itayc at cs.huji.ac.il
>
>
>

1674. Use an atari joystick on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-12 00:00:00 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <8QBy4.811$jn4.308@news.indigo.ie>
Source record: 46135

Hi All,
Yes it is true,I got it(very please with it)a joystick adaptor for my PC,(PC joystick,Joypads SUCK).
A big THANKS to Emmanuel.

Long live ATARI)|(

1675. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-12 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8afd7aehc1@ssauraab-i-1.production.compuserve.com>
Source record: 46136

What is the going price of ATR-8000?

Considering all it does, I've sold them for $100.00. And worth
it. But I am sure you can find them for $50.00 or less.

Rick D.

--

1676. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-12 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_952514862@rtfm.mit.edu>
Source record: 46137
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

1677. Atari Disk Image FAQ

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8afvft$9q3$1@freenet9.carleton.ca>
Source record: 46138

As part of the new docs for Ape'98 I've written a small
disk image FAQ. It's a bit APE oriented but might be of help to
those working with emulators needing basic info as well.

The URL is:

http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Hope you find it helpful.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1678. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-12 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-PueWkOPxlClz@cth-analog-ts01-s6.cth.com.au>
Source record: 46139

On Sun, 9 Mar 3900 16:14:54, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
> sup8pdct@mail.cth.com.au schrieb:
> >
> > On Sun, 1 Mar 3900 13:51:46, Andreas Magenheimer
> > <magea000@mail.uni-mainz.de> wrote:
> >
> > > every density, MyDos especially enables "higher speed" in double density
> > ?????? I have never known MyDos to do that. Special hardware like the
> > ultra speed os or the BB to do highspeed with Mydos. Unless you have a
> > special version.
> >
> > James B
>
> Hello James,
> equipped with an original XF551 (PAL version) and MyDOS 4.5x you can see
> and hear, that MyDOS is running faster with double density/180k (without
> any modification). This merely works with your XF and MyDos in DD/180k,
> do not know why; but it sounds like MyDos is setting up a sort of
> highspeed SIO in DD (with your Xf drive). You probably already noticed
> some highspeed SIO with your Happy or USD drive and a DOS that supports
> that highspeed. Almost the same thing happens with the XF551 and MyDos
> in DD, although I do not know why... At first MyDos boots the disk as
> normal, but then it gets quite faster (but only in DD). Maybe MyDos
> thinks the XF is an USD drive when using DD... greetings - Andreas
> Magenheimer
>
> P.S.: This MyDos "fast mode" does not work on the XF, when using DS/DD
> (360k) or any other density than DD/180k...

I have Mydos and it doesn't do highspeed sio with anything, unless I
have the BB connected. The BB has highspeed sio routines built into it
that are used instead of the OS sio routines that MyDos uses

What version do you have?? I have 4.5

James B

1679. Re: having trouble with the roms

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-12 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <b55ocs4t4nesbai6e821if2vrpl4p50478@4ax.com>
Source record: 46140

On Sun, 27 Feb 2000 14:13:42 GMT, NOvelcro@netunlimited.netSPAM (Velcro SPY)
wrote:

>On Sun, 27 Feb 2000 19:59:04 -0000, "Russg" <russg@en.com> wrote:
>
>>(Mr. Irvin mentions limitations with my 486 120 mhz.)
>>I can't play modern PC games. Other than that, I do most what I want
>>to do.
>
>That machine is a good enough one for basic Internet stuff. It'll run
>Netscape 4 (use just the browser, not the Communicator).

Why not? My DX/4 is a 100MHz one and I'm using Communicator 4.72
(the latest) just fine...

> It is
>certainly good enough to run an Atari emulator.
>
Of course...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

1680. Galahad and the Holy Grail???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-12 00:00:00 UTC
From: eegad@rocketmail.com
Message-ID: <8ahi88$14f0$1@earth.superlink.net>
Source record: 46141

Playing around with the emulators....

Okay, this game appears to be similar to Adventure on the 2600. But it seems confusing and glitchy. I can get to white, black and red castles, and have found yellow and green keys. Never found a goblet (grail). Where are the yellow and green castles? If anyone remembers this game well enough to give some guidance I'd appreciate it very much.

1681. Wanted for Atari 1040ST: Uniter & Key for MIDI expander

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-12 00:00:00 UTC
From: Alex Brosgart <peace@portal.ca>
Message-ID: <38CC5135.C145F8DA@portal.ca>
Source record: 46142

reasonably priced
--
Alex
peace@portal.ca

1682. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: Jon-Paul Filkins <pockets@cix.co.uk>
Message-ID: <8ag0u4$nv8$1@plutonium.compulink.co.uk>
Source record: 46043

If your in the UK that will be cix, they call it conferencing

i am not aware of others that support a shell account, but i would like to
be proved wrong.

I admit i work for CIX in support and i have to explain telnet to brother
word processor users quiet often, it seems they connect the same way.

I know of people who connect atari STs and even a Sinclair QL user, must use
Zmodem though.

any other unix shell accout sytems out there?

prehaps we should pull together a list?

JP

Russg wrote in message <38caf981$0$88393@news.voyager.net>...
>(can Ice-T be used to connect to text based www. sites.)
>Only if you can connect to a lynx type www server. Most of your
>ISPs only have PPP or TC\IP or something and you can't get that
>with Ice-T.
>There is a way to make a PPP connection with a UNIX shell account,
>but most ISPs don't offer that either.
>Russg
>
>

1683. SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <BpZy4.14165$VM.80248@typhoon.tampabay.rr.com>
Source record: 46044

Does anyone have all the ROMs ever made for SpartaDOS-X? I would like copies to post on the web site. I need Binary images.

1684. Re: Galahad and the Holy Grail???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <38CCE447.34373628@erols.com>
Source record: 46045

I played this game until my hand hurt and never could win. YOu need to figure out the 'tunnels' inorder to get to the right room(sorry cant remember).

Here's how I won(from a friend way back)

Take the Holy Grenade an ddrop it in the room with the ship and leave. When you come back the screen will be blasted into bits and pieces. See if you can make your way across the screen to the exit on the other side(through the debris field). You will be close to the Grail and should be able to figure it out from there.

I believe the 'tunnels' eventually lead you to the room opposite the ship, but getting a good debris field eliminates that problem :)

Sal Muglione wrote:

> Playing around with the emulators....
>
> Okay, this game appears to be similar to Adventure on the 2600. But it seems
> confusing and glitchy. I can get to white, black and red castles, and have
> found yellow and green keys. Never found a goblet (grail). Where are the yellow
> and green castles? If anyone remembers this game well enough to give some
> guidance I'd appreciate it very much.

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

1685. Re: modems and the UK, any issues?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8aip2e$ip7$1@bob.news.rcn.net>
Source record: 46046

When our local library system (Nassau County) offered free Internet service to patrons a few years ago, it came in two flavors. One was graphical and appealed to people with newer PCs and Macs and the other was text-based Unix with Lynx and PINE running at the library's end. I saw that as a possibility for the guys in my 8-bit club and encouraged them to sign up. Many did -- some running as slow as 1200 baud. A similar system in an adjoining county had a year or two more of experience and their service could even be used at 300 baud.

The library's system had 28.8Kbps modems -- not really fast by today's standards -- but the guys were able to take advantage of modems up to 9600 baud the limit of their interfaces (850s and P: R:s) -- not the limit of their modems. If they had Black Boxes or MIOs, they would have been able to go to 19.2 Kbps. Some were using 1200 baud and 2400 baud modems. You'd have to check with the Unix system you have to see if it would accept the generally slower speeds (300 baud or maybe 1200 baud) common in direct-connect modems available for the Atari 8-bit. Ice-T is an appropriate terminal program -- more for its 80-column display and VT-100 emulation than for the Zmodem file-transfer protocol. However, you must understand that there are two flavors of Ice-T. I assume you are using the one that takes advantage of the 130XE's memory.

BTW, the library decided to discontinue the service as of the end of this month for what are essentially fiscal reasons. I guess the next move for the user group members, many of whom have PCs now as well as their Ataris, is to use the PCs for most of their Internet activities. Unix shell accounts provided by ISPs are getting exceedingly rare.

Should you run into a Unix system that won't accept the baud rates you can achieve with your Atari, you may want to consider using a PC as a proxy server for your Atari (Tom Hunt.) The two are connected via a null-modem cable, the PC does the telnet connection and the Atari does the rest.

jonf <pockets@cix.co.uk> wrote in message
news:8adt2u$lb8$1@plutonium.compulink.co.uk...
> I have had a look at some of the us sites for atari hardware and I noticed
> some Atari (own brand for 8-bit machines) Modems were avalible. As these
> particular ones plug straight into the atari i see little problem, however
I
> thought I'd better ask if there were known issues about these with the UK
> phone network (other than yes, they are slow, they may need a 240 volt
> power-pack if they do not take power from the atari)_?
>
> You see i work for an ISP in the UK that has a Unix shell set-up, we call
it

> conferencing, and its all telnet based from the user end. I was
considering
> the possibility of using my Atari for this. Well if I can send/recive mail
> and news on a brother word processor/glorified typewriter then I'm sure
that
> an Atari 130xe, with a modem and the right termianl prog will cut it as
well
> (there is a disturbing rumour of a sinclair spectrum connecting
occationaly
> to us,! I know of at leat one sinclair QL, a few atari ST/Falcons and one
> Amiga 500 as well) .
>
> I am considering the Ice-T program as the package as that has the zmodem
> protocol which I do know works on our system.
>
> but my main concern is of course the modem.
>
> Advise welcom
>
> JP
>
>

1686. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8aip7u$k17$1@bob.news.rcn.net>
Source record: 46047

YES!

I think it works better on a monochrome monitor. But understand that
text-based Web pages are a slim minority of all the pages out there.

Jock <johnj@jjboyle.freeserve.co.uk> wrote in message
news:8aemkn$9ul$1@newsg4.svr.pol.co.uk...
> Can Icet be used to look at text based web pages.
>
>
> Itay Chamiel <itayc@spam.cs.huji.ac.il> wrote in message
> news:891n1jhth1@news.huji.ac.il...
> > Since I haven't clarified this....
> >
> > Buyers of the cartridge, when it is released, need not register Ice-T.
The
> > cart version won't nag you about paying the author nor about supporting
> > 8-bit software. :)
> >
> > Those who use Ice-T will then be requested to either buy the cartridge,
OR
> > register by paying me directly.
> >
> > -itay
> > --
> > Itay Chamiel
> > itayc at cs.huji.ac.il
> >
> >
> >
>
>

1687. Re: icet cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8aipbqkqi1@bob.news.rcn.net>
Source record: 46048

Shell accounts are becoming very rare. I know of an ISP in the US that offers them, but they are regional. It may not last too long, either.

My library system offered it for a while, but the entire system is shutting down access to home users because they have no money to continue.

Jon-Paul Filkins <pockets@cix.co.uk> wrote in message news:8ag0u4$nv8$1@plutonium.compulink.co.uk...
> If your in the UK that will be cix, they call it conferencing
>
> i am not aware of others that support a shell account, but i would like to
> be proved wrong.
>
> I admit i work for CIX in support and i have to explain telnet to brother
> word processor users quiet often, it seems they connect the same way.
>
> I know of people who connect atari STs and even a Sinclair QL user, must use
> Zmodem though.
>
> any other unix shell accout sytems out there?
>
> prehaps we should pull together a list?
>
> JP
>
>
> Russg wrote in message <38caf981$0$88393@news.voyager.net>...
> >(can Ice-T be used to connect to text based www. sites.)
> >Only if you can connect to a lynx type www server. Most of your
> >ISPs only have PPP or TC\IP or something and you can't get that
> >with Ice-T.
> >There is a way to make a PPP connection with a UNIX shell account,
> >but most ISPs don't offer that either.
> >Russg
> >
> >
>
>

1688. General Atari emulation mailinglist

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: niels@dbitgroep.xs4all.nl
Message-ID: <8aj1qg$tr8$1@nnrp1.deja.com>
Source record: 46049

Hello fellow Atarians,

I would like to note that I have made a general
Atari Emulation mailinglist dedicated to.....
tada Atari emulation! :)

It's a mailinglist for the emulation of Atari systems
from the Atari 2600VCS to the Atari Jaguar en from the
Atari 400 throught the Atari ST. Even post about emulation
on an Atari is welcome!

Feel free to join by sending an e-mail to:

atari-emul8-subscribe@egroups.com.

Yours,

Niels Wagenaar

Sent via Deja.com http://www.deja.com/
Before you buy.

1689. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000313114200.02595.00001756@ng-fj1.aol.com>
Source record: 46050

>Rick D 74766.1561@CompuServe.COM asks:

>What is the going price of ATR-8000?

One just sold on ebay at $52; there was a second w/drives currently about the same.

-Ron

I don't have a solution but I admire the problem.

1690. Re: Atari 800XL Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: Jeff Williams <gendo@nervhq.org>
Message-ID: <8ajc10$62p$1@nnrp1.deja.com>
Source record: 46051

In article <952793392.992831@news.tibus.net>,
"Zedd-&#65533;8&#65533;" <zedd@yep-nospam.com> wrote:
> Any recommends?
>
> Zedd-&#65533;8&#65533;
> http://www.zeddx81.club24.co.uk

I would second XL-it... I believe there's a Windows version, which means it'll run well under Windows 2000 (whether or not that's important to you... for me, the switch to Win2000 means half my emulators are broken because of the lack of sound under DOS emulation).

I never bothered trying any of the other emulators because XL-it seemed pretty much perfect to me.

--
// Jeff Williams
// gendo@nervhq.org

Sent via Deja.com http://www.deja.com/
Before you buy.

1691. Re: Ice-T website and personal homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <8ajhak$2tv$1@news.huji.ac.il>
Source record: 46052

I've fixed the links. This is my punishment for using Microsoft software to build the site... (It doesn't look the way I intended on non-MS browsers, too..)

-itay

--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

<kenames@earthlink.net> wrote in message news:f5O4dXX6MbiT-pn2-thOYjjdFwHdk@draco.home.earthlink.net...
> You should fix the file links tho, they point to hard drive locations.
>
> On Tue, 7 Mar 2000 00:03:29, "Itay Chamiel" <itayc@spam.cs.huji.ac.il>
> wrote:
>
> > Hi all,
> >
> > My new personal page is now to be found at http://www.cs.huji.ac.il/~itayc
> >
> > Ice-T has its own website! Read the documentation online! Impress your
> > friends!
> > http://www.cs.huji.ac.il/~itayc/icet.html
> >
> > :)
> >
> > -itay
> > --
> > Itay Chamiel
> > itayc at cs.huji.ac.il
> >
> >
>
>

1692. Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <38cd6bb0$0$488@wodc7nh0.news.uu.net>
Source record: 46053

Hello all,

I am looking for a registered copy of Daisy Dot III. My copy has been ruined due to moving several times, plus I've lost one of the disks.

I am also looking for a set of disks called The Users Guide to DD3. it's a set of 6 disks or so that has extra fonts, and info on how to use the fonts.. I can't remember the name of the person who wrote it. but he did a very good job. all the disks I try are damaged... even my backups..

So if anyone has some info, to where I can get these again, it would be appreciated!

Thanks.

--
Marshall Walker
mwalker@mc.net

1693. 65XE bundled tapes

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: weejoker@my-deja.com
Message-ID: <8ajsf6$j8l$1@nnrp1.deja.com>
Source record: 46054

I'm wishing to find out the names of two games
what were on the two red tapes which I got
bundled with the 65XE here in the UK.

I know the following games were on them:

Cloak of Death
Leaper
Up, Up and Away
Savage Pond
Missle Command
Asteroids
Star Raiders
Centipede

The ones I REALLY want to find the names of are:

The "Super Cobra"-style game
The adventure set on a spaceship

Any response would be great.

Sent via Deja.com http://www.deja.com/
Before you buy.

1694. ASPI interface for Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-13 00:00:00 UTC
From: Belitz <Matthias.Belitz@gmx.de>
Message-ID: <01bf8d43$9feb81c0$93f24ec2@lrata2>
Source record: 46055

```
ASPI for XL/XE computers idea 03.14.2000 by Matthis Belitz

"Atari (Advanced) SCSI Programming Interface"

What is this good for ?
There are a few number of SCSI interfaces for the XL/XE computers out now,
f.e. BlackBox, MIO ... and the ATAPI devices for the IDE-interface are
accessed by a similar commandsets.
At the moment every developer has to write his own drivers for basic access
along with any tool that could be useful for his interface. F.e. thats the
reason, why only one interface ( I know) supports CD-ROM access at the
moment even at least two further interfaces have the hardware interface to
do so.

So a better solution it would be to split the tools in abstract high level
drivers and hardware specific low level drivers with a well documented
software interface.
A developer of a new IDE or SCSI interface only has to write the low level
drivers and so could use all of the already existing tools.

Here are some examples for such high level drivers or tools:

- ISO 9660 FS driver to have read access to common CD-ROM
- MS-DOS FS for access of Dos HD / medias (f.e. Zip 100)
- CD-player Tool
- even scanner tool may be possible

As SCSI devices are blockdevices, a reuse of the SIO-control interface
would be a nice idea. I suggest the following implementation.

DDEVIC $70 for ASPI manager
DUNIT $01 ..(number of ASPI manager, could be more than one f.e. SCSI,
IDE)
DCOMND $XX ..(command code)
DSTATS $ ..before execution data direction $80 write, $40 read, after
execution error code
DBUFR ADR ..databuffer
DTIMO ..timeout value
DBYTE ..expected number of bytes to transfer
DAUX ..adress of the SRB (SCSI request block)

command codes

$00 host adapter inquiry
$01 get device type
$02 execute SCSI command
$03 abort SCSI command
```

$04 RESET SCSI device
$05 set host adapter parameters
$06 get disk drive information

SRB
byte TID target id
byte CMDLEN command length (number of bytes follow, 6, 10, 12 byte SCSI commands possible)
6-12 bytes SCSI command

The main goal should be to include the ASPI routines in device ROM, so that tools with any DOS could use it.

I have already started the development of an ASPI manager for the Black Box, one the msc IDE-interface will follow.
I would really like to have this an open source project under GNU-license.

I am waiting for your suggestions.

Matt

roadmap ASPI manager

- execute simple commands (INQUIRY) -> done
- basic read data subroutines -> done
- handling status requests of target -> done
- handling message requests of target -> done for one byte messages
- handling more data expected than could be transfered -> done
- handling less data expected than should be transfered
- handling wrong data direction expected
- basic write data subroutines
- set up manager which could execute ASPI commands as described (at the moment only "execute command")
- rebuild manager for BB-ROM patch
- additional burst read subroutines
- additional burst write subroutines
- rewrite code for speed improvements

roadmap tools

- Audio CD-Player -> very basic player done
- ISO 9660 FS

1695. Atari items for sale cheeeeeeeeeeeeep

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <Qbiz4.141768$j63.3389832@news1.rdc2.pa.home.com>
Source record: 46056
Cross-posted to: alt.games.atari,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari

```
Back To Home Page

Atari VIDEO GAMES for Sale
Plus Shipping-PrePaid Only
------------------------------------------------------------------------
----
Atari & Misc Items

Atari Star Raiders w/touch pad First Edition........ $ 9
Atari Rem Cntrl Joysticks (2) w/cntlr/power supply.. $ 9 set
Atari Video TouchPad (3)........................... $10 each
Epyx 500 XJ Joystick for Atari & PC................ $13
DVE Printer Power Supply Model DV-2412A............ $10
Hotel Mario - Compact Disk Interactive.............. $15 CD
Cartoon Jukebox from Phillips...................... $15 CD
Atari Cartridge Holder (holds 16)................... $10
Sega Genesis Contrlr (works on Atari)............... $10
TV Connectors...................................... $ 4 each
Sears TeleGames Instructions (3)................... $ 5 each
Atari Video Game Instructions (2).................. $ 5 each
------------------------------------------------------------------------
----

Atari Games

Pole Position II for 7800 Shrink Wrapped $8
------------------------------------------------------------------------
----

Atari 2600 Games $3 each
(4 for $10) (12 for $25) (30 for $50)

Intructions $2, $1 extra with game if shown
Box $2, $1 extra with game if shown

Atari Intructions & Catalogs
112 TeleGames with Space Invaders (4)
112 Games Space Invaders box only
12 Games Breakout
27 Games Combat (5)
27 Video Games Combat with box & doc
27 Telegames with Target Fun
50 Video Games - Video Olympics with box & doc
Battlezone
Berzerk
```

Breakout (2)
Circus Atari box only
Defender (2)
Demon Attack
Demons to Diamonds
E.T. (2)
E.T. with box & doc
Football (2)
Freeway
Grand Prix
Home Run box and doc only
Miniature Golf box only
Missile Command
Missile Command with box and doc
Missile Command (5200)
Pac Man
Phoenix
Pole Position (5200)
Pole Position II (3) (7800)
Real sports Baseball(2)
Real Sports Football(2)
Space Attack
Space Invaders (3)
Street Racer
Swordquest Earthworld
Swordquest Fireworld
Vanguard
Video Pinball
Yars Revenge

Special 10 of above games (my choice)
for $10 plus $3.75 shipping
--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
generic3@home.com
gene@ehrich.com

1696. Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <qajrcsge20hv314gusd3ohoidjfhi9cajc@4ax.com>
Source record: 46057

On 11 Mar 2000 22:00:35 GMT, rhamiiton5@aol.comedy.com (RHamiIton5) wrote:

>llpwhite@cs.com (LLpwhite) says
>
>>But Top Dos does have a lot of features,
>>including hard drive support up to 16 MB.
>
>Has anyone used TopDOS extensively? Just found the v. 1.5 docs on the web;

You did? Where? I got the DOS from a friend long ago. but no docs aside
from the help system itself...

>sounds very powerful even though Memlo is sort of high. Has wildcard for drive
>number, merge for copy only files not on destination, update for only files
>existing already on destination, display and change memory from DOS prompt,
>show load vector addresses on ML files and several ramdisk configurations.
>
>One major ommission - no XIO/CIO commands listing?
>
>-Ron
>
>I don't have a solution but I admire the problem.

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

1697. Re: 65XE bundled tapes

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8al1lr$sd1$1@plutonium.compulink.co.uk>
Source record: 46058

In article <8ajsf6$j8l$1@nnrp1.deja.com>, weejoker@my-deja.com () wrote:

> The adventure set on a spaceship
Wasn't that SS Achilles?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1698. Re: Survey: Vintage Computer Collecting

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Andrew Barker <andrew.barker@sunderland.ac.uk>
Message-ID: <38CE2C46.FFAB6561@sunderland.ac.uk>
Source record: 46059
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,alt.c64,comp.sys.amstrad.8bit

[Snip]
> Here are the questions:
>
> 1: Why do you collect vintage computers?
>
> For instance: nostalgia, programming, historical interest, gaming

Nostalgia, and to test how games should load and what models
they work on.

>
> 2: Where do you collect vintage computers?
>
> For instance: thrift shops, garage sales, eBay, other auction sites

Car Boot Fairs, and one from ebay, but ebay is generally a rip off.

>
> 3: What advice would you give someone just starting out collecting?
>
> For instance: what to avoid, how to restore dirty/broken systems

Get yerself to your local car boots and pay between ï¿½5-ï¿½10 for any
speccy stuff. You won't know if the item works until you get it home
and in my expreience they are usually broken in some way or another.
Even though the sellers will tell you they work, beware.
Start at a low price and barter them. Stay at your accepted limit.

For ï¿½6 I got the following items:
1 x Huge box of games
1 x Big plastic bag containing 6 josticks and interfaces
1 x Currah uspeech
2 x ZX Spectrum 48k+s, one has dodgy keyboard membrane but can be
replaced ;-), the motherboards have different
issue numbers.
1 x Tape Recorder.

A real good find that day.

> Extra credit: I'd be really interested to hear what computers people
> collect (e.g., micros or minis, brands, age range)

I collect only Spectrum stuff. I already own the following machines:
2 x ZX Spectrum 48k+ (different issues)
1 x ZX Spectrum 128k +2 (Grey)
1 x ZX Spectrum 128k +2a (Black, has printer port)

1 x ZX Spectrum 128k +3 (Disk drive is broken and a new one didn't fix
it either ;-()

I've just won a bid on ebay for a rubber key 48k speccy. For ï¿½26
(gulp), but I've
been after one for a while, and it comes with a printer ;-)
I saw a pristine conditioned rubber job at a car boot sale for ï¿½15
including
a sh1t load of stuff. I wish I bought it now, but never mind.

I still require a 128k original speccy, but I refuse to pay the amount
they go for
on ebay. I'm actually not bothered about the packaging, so it should be
cheaper.

>
> Thanks in advance for your participation! Look for the first results on
> March 15th. As more responses come in over time, I'll upgrade the
> collecting area on the site with the additional details!
>
> Earl Evans

Regards

Andy Barker (MIS Maintainer -
http://www.sunderland.ac.uk/~as0aba/MIS.html)

1699. Re: Survey: Vintage Computer Collecting

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Tayles <tayles_100@yahoo.com>
Message-ID: <8ald0pkts1@nnrp1.deja.com>
Source record: 46060
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Problem is that from where I live if I venture closer to London, a boot sale is somewhere where you can get your head kicked in for free and further west and the only boot sales I might find consist of high falootin types flogging old barber jackets out of the back of their Range Rovers. Bah!

In article <38CE2C46.FFAB6561@sunderland.ac.uk>,
andrew.barker@sunderland.ac.uk wrote:
> [Snip]
> > Here are the questions:
> >
> > 1: Why do you collect vintage computers?
> >
> > For instance: nostalgia, programming, historical interest, gaming
>
> Nostalgia, and to test how games should load and what models
> they work on.
>
> >
> > 2: Where do you collect vintage computers?
> >
> > For instance: thrift shops, garage sales, eBay, other auction sites
>
> Car Boot Fairs, and one from ebay, but ebay is generally a rip off.
>
> >
> > 3: What advice would you give someone just starting out collecting?
> >
> > For instance: what to avoid, how to restore dirty/broken systems
>
> Get yerself to your local car boots and pay between £5-£10 for any
> speccy stuff. You won't know if the item works until you get it home
> and in my expreience they are usually broken in some way or another.
> Even though the sellers will tell you they work, beware.
> Start at a low price and barter them. Stay at your accepted limit.
>
> For £6 I got the following items:
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> 1 x Big plastic bag containing 6 josticks and interfaces
> 1 x Currah uspeech
> 2 x ZX Spectrum 48k+s, one has dodgy keyboard membrane but can be
> replaced ;-), the motherboards have different
> issue numbers.

> 1 x Tape Recorder.
>
> A real good find that day.
>
> > Extra credit: I'd be really interested to hear what computers people
> > collect (e.g., micros or minis, brands, age range)
>
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> 1 x ZX Spectrum 128k +2 (Grey)
> 1 x ZX Spectrum 128k +2a (Black, has printer port)
> 1 x ZX Spectrum 128k +3 (Disk drive is broken and a new one didn't fix
> it either ;-()
>
> I've just won a bid on ebay for a rubber key 48k speccy. For £26
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> I saw a pristine conditioned rubber job at a car boot sale for £15
> including
> a sh1t load of stuff. I wish I bought it now, but never mind.
>
> I still require a 128k original speccy, but I refuse to pay the amount
> they go for
> on ebay. I'm actually not bothered about the packaging, so it should
be
> cheaper.
>
> >
> > Thanks in advance for your participation! Look for the first
results on
> > March 15th. As more responses come in over time, I'll upgrade the
> > collecting area on the site with the additional details!
> >
> > Earl Evans
>
> Regards
>
> Andy Barker (MIS Maintainer -
> http://www.sunderland.ac.uk/~as0aba/MIS.html)
>
--
http://www.redrival.com/spectrum - and that's RedRival not ReadDrivel.

Sent via Deja.com http://www.deja.com/
Before you buy.

1700. Re: Atari 800XL Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <38CE33E2.A5A0CA9B@erols.com>
Source record: 46061

Dont mess with XFormer. It doesnt run most games/applications and has a crappy interface to boot. Sound also sucks on it.

Atari800Win has been the best emulator for my use. Runs most apps/games, is fast and sound is very well done. There is also Atari800Dos if you have a slower machine.

Just my $0.02

Jeff Williams wrote:

> In article <952793392.992831@news.tibus.net>,
> "Zedd-ï¿½8ï¿½" <zedd@yep-nospam.com> wrote:
> > Any recommends?
> >
> > Zedd-ï¿½8ï¿½
> > http://www.zeddx81.club24.co.uk
>
> I would second XL-it... I believe there's a Windows version, which
> means it'll run well under Windows 2000 (whether or not that's
> important to you... for me, the switch to Win2000 means half my
> emulators are broken because of the lack of sound under DOS emulation).
>
> I never bothered trying any of the other emulators because XL-it seemed
> pretty much perfect to me.
>
> --
> // Jeff Williams
> // gendo@nervhq.org
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

1701. Re: Free Atari XL-hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8alh8mfuo1@nets3.rz.RWTH-Aachen.DE>
Source record: 46062

Howdy JP

>Plugs are not usualy a problem, its the voltage of the power pack. nice to
>know that the kit has found a good home.
>
>PS, the link appears to lead to a german electronics and computer company, I
>can find no reference to atari kit there. I tried various combos to no
>avail, MAy be they might be down at the moment but its not looking hopeful
>
>JP

Hmmm, check the FAQ Michael Current posts. It should be inthere.

Or better yet try this:

Go to: www.atari-computer.de\abbuc

It's in German but that doesn't have to be a problem.

From there you can do two things:

a) go to the site of the FloppyDOC (via one of the buttons. The one with the flames is the right one). And look for "Best Electronics". This get you to the site of Best Electronics. Best Electronics is in San Jose, California.

b) Click: ANZEIGE or INSERAT (I'm not sure what they named it)
This will get you to the small ads. Many have Email addresses. Most younger people in Europe speak English. Atleast enough to sell you their stuff. I'm not sure how much the Mark is against the Pound, but it's approximately 3 Marks to the pound I guess.

CU Mathy van Nisselroy

PS if you can afford it, get Best's Catalog. It's a must have for all Atari owners 8 bit as well as 16 and 32 bit.

1702. Re: memory upgrade-UK

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8alhubfuo2@nets3.rz.RWTH-Aachen.DE>
Source record: 46063

Howdy John

>can any one recommend a method of upgrading my 130XE to 320 or above.
>If there is someone in the UK who can do this I would be very happy.

I'm devellopping a memory upgrade that will have 1MB, separate CPU and ANTIC banking, no loss of software control over BASIC, SELFTEST, OSRAM or Missile Command (MC on the XEGS only).

It works on my XEGS, but I have not found time to get it to work on other machines. After I can get it to work on regular XE's and the XL, some PCB's will be made.

BTW I still use the standard Atari address to control extended memory.

CU Mathy van Nisselroy

1703. Re: Use an atari joystick on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ali1sfuo3@nets3.rz.RWTH-Aachen.DE>
Source record: 46064

Howdy David

>Yes it is true,I got it(very please with it)a joystick adaptor for my PC,(PC
>joystick,Joypads SUCK).
>A big THANKS to Emmanuel.

Tell us more about it.
Is it "plug and play", can the joystick still be use with a PC?

CU Mathy van Nisselroy

1704. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ali6dfuo4@nets3.rz.RWTH-Aachen.DE>
Source record: 46065

Howdy Marshall

>I am looking for a registered copy of Daisy Dot III. My copy has been ruined
>due to moving several times, plus I've lost one of the disks.
>
>I am also looking for a set of disks called The Users Guide to DD3. it's a
>set of 6 disks or so that has extra fonts, and info on how to use the
>fonts.. I can't remember the name of the person who wrote it. but he did a
>very good job. all the disks I try are damaged... even my backups..
>
>So if anyone has some info, to where I can get these again, it would be
>appreciated!

Why not contact Ron Goldman? His address should be in the booklet DDIII came
with.

CU Mathy van Nisselroy

1705. Re: Survey: Vintage Computer Collecting

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Andy <andrew.whitelaw@gecm.com>
Message-ID: <38CE5AD5.E58B64D8@gecm.com>
Source record: 46066
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,alt.c64,comp.sys.amstrad.8bit

Andrew Barker wrote:

> Here are the questions:
>
> 1: Why do you collect vintage computers?
>
> For instance: nostalgia, programming, historical interest, gaming

Two reasons1) because I used to have one
2) because I never owned that one

There were a lot of computers that I would have liked to have owned but could not afford the ridiculous price tag. Now I have the cash and the price is ridiculously low. 8-)

> 2: Where do you collect vintage computers?
>
> For instance: thrift shops, garage sales, eBay, other auction sites

Car boots, jumble sales, junk shops or in one case sitting on top of a TV waiting for the bin men.

> 3: What advice would you give someone just starting out collecting?
>
> For instance: what to avoid, how to restore dirty/broken systems

If you cannot see it working do not take the seller's word for it.Get a soldering iron and cheap multimeter and get ready to get your hands dirty.
If you are going to salvage old computers you will come across dirty contacts all the time. Most computers which lie about for a while develop oxidation on the terminals and it interferes with plug in bits (I have had this on sega master, speccy, zx81, nes). Clean them off and they will be like new.
A completely dead (ie no signs of any life at all) computer is normally a power supply fault. Check the transformer O/P first as the leads get internal breaks near the connectors (most external PSU computers I have used develop this especially the ones which have to be set up and put away after use). Next check for internal fuses (CBM +4) and broken power connectors (speccy and Atom) and even damaged PSU connectors lifting off the tracks (zx81).
That should solve most of the simple systems faults. Anything else will probably require more serious knowledge.
I have rescued a couple of 'completely dead' machines from the dump box beneath the car boot tables which only required a replaced fuse or a replaced power plug :-)

Andy

1706. Atari 400 popeye cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: sh3 <kwd1mpoNOkwSPAM@bolton.ac.uk.invalid>
Message-ID: <2d9abd7a.e19bdf7c@usw-ex0105-037.remarq.com>
Source record: 46067

Hello, hope someone can help me with this:-

I bought a load of carts at a boot sale, one of which was a
Parker Bors. cart with a small white typed sticker saying "ATARI
400 POPEYE 16k RLS.1" or something to that effect. Can anyone
tell me about it...maybe why it has this little sticker instead
of a real label? Could it have been a magazine review copy or
something?

Any help/guesses welcome to:-

kwd1mpo@bolton.ac.uk

thanks!

kevin

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

1707. Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000314123144.28360.00000143@ng-bk1.aol.com>
Source record: 46068

>>Has anyone used TopDOS extensively? Just found the v. 1.5 docs on the web;

>You did? Where? I got the DOS from a friend long ago. but no docs

think it was on XLSearch...
http://www.newbreedsoftware.com/xlsearch/
waded thru 700 entries!

-Ron

I don't have a solution but I admire the problem.

1708. FS: Basic XL carts with manuals

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CE80D8.A4ADBD03@worldnet.att.net>
Source record: 46069

For those interested, I have 2 OSS Basic XL cartridges with the small three ring bind owners manuals, these are $10 plus shipping if anyone is interested.

Curt

1709. Atari 1200 proto for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CE8308.B9C094AE@worldnet.att.net>
Source record: 46070

Hi everyone,

I just recently bought out an entire office of from N. California which had been used by Atari from 1980-1984, well the shipment arrived and after sorting through some of the items there are duplicates of various items which I am going to sell, I don't see a need to have to own 2,3 or more of the same item so I am offering one of the first duplicates for sale to the first buyer, no Ebay stuff, this is a straight sale:

Atari 1200 pilot run (prototype)
smooth untextured case
marking labels ontop of function key area
pilot run motherboard inside

$300 for first taker.

CONDITIONS!!! Ok, to make this fair for EVERYONE, I will take the first offer at 8PM Eastern time TOMORROW: 3/15/2000 night, this gives everyone enough time to see this post, all offers before tomorrows time will be ignored, I will reply to the first offer with a reply cc'd in the newsgroup. The buyer has 5 days to make payment, plus shipping or the second offer will get the unit.

As I sort through the duplicated of hardware, software and paperwork I will start to make all duplicates available for sale (no auctions) here in the newsgroup.

Curt

1710. Atari 800XL-F for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CE8398.4664C050@worldnet.att.net>
Source record: 46071

```
Atari 800XL-F

This is a brand new boxed Atari 800XL with onboard FREDDIE chip and
SECAM video output, still in its box, box is in mint condition (opened).

$250 to first offer.

Curt
```

1711. FS: Atari 800 & 1200 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CE8418.5707F215@worldnet.att.net>
Source record: 46072

Anyone who needs a spare or replacement Atari 800 keyboard or Atari 1200 keyboard: $3 (800) $5 (1200) ea plus shipping

Also available Atari 400 membrane keyboards: $2 ea

Curt

1712. FREE Atari hardware: PICK UP ONLY in NYC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CE84F2.2119D8E7@worldnet.att.net>
Source record: 46073

Atari 800's, Atari 400's, Atari 810's, Atari 1020 and more, all free,
come and pick it all up in Staten Island, New York.

Also available: HUGE 4' X 4' X 4' box of 100's of assorted Atari
boards:

800 motherboards
400 motherboards
810 side boards
810 rear boards
850 interfaces
16K memory boards
800 CPU boards
810 mech's

All in one large box, all FREE, must come and pick it up.

Curt

1713. FS: 1200XL motherboards

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CE8531.1282A1BF@worldnet.att.net>
Source record: 46074

For Sale: Atari 1200XL motherboards, the Atari 1200 is a sought after system due to its hardware hacking flexibility.

$10 each (5 available)

Curt

1714. Atari manuals

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CE85AD.51B43510@worldnet.att.net>
Source record: 46075

For Sale: DE RE Atari, the single most useful and comprehensive guide to the Atari OS/hardware: $10

Atari Hardware Reference: by Atari from 1980, complete technical details of the Atari 400/800 hardware, still sealed in its original shinkwrap: $15

Curt

1715. Atari 8bit cartridge lot

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CE86BD.B09A3CF8@worldnet.att.net>
Source record: 46076

The following is being sold as a complete set lot:

Atari Basic (rev a.)
Atari Basic (rev c.)
AtariWriter
Atari Assembler Editor
Telelink I
Atari Pilot
Atari Music Composer
Atari Basketball
Atari Artist
Atari LOGO
Atari Eastern Fron (1941)
Atari Missle Command
Atari 3D Tic Tac Toe
Atari Dig Dug
Atari Computer Chess

15 cartridges in total: $30 plus shipping

Curt

1716. FS: Internal Atari solder masks for 850

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CE8922.759742DF@worldnet.att.net>
Source record: 46077

This is a set of the original solder masks used to create the Atari 850
interface motherboards. Soldermasks are negative sheets of flim
measuring 10" x 12" and each sheet (set of 5) contains the various masks
for each layer of components, silkscreening, drilling holes and so
forth. I have one duplicate set which I am making available on a
first come first buy basis, if you are a true Atari computer collector
then here is your chance to own a set of Atari internal use solder mask
films.

$150 to first buyer

Curt

1717. Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <38ceb9a4$0$17444@znews.zetnet.co.uk>
Source record: 46078

Atari 8-bit stuff..
800XL`s - 256k, 2x PIA chips (extra 16 bit I/O lines)
2x Pokey`s (stero sound)
+ 2 standard
1050 disk drives x2, 1010 cass, 1029 printer, 1020 printer/plotter.
Software:-
DGS pd disks, Page 6 disks, loads of others
Mags:-
Antic, Analog, Atari User, Page 6, Monitor
Games on cass./ disks.
User/ Field service manuals
Can`t remember everything... over 6 boxes full..
Take offers......
Barnsley, South Yorkshire
e-mail me, thanks

****
e-mail - karlws@zetnet.co.uk
kwsmith0573@talk21.com (short text only)
Fidonet.org 2:2503/105.5
****

1718. Re: Atari 400 popeye cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8amfkoekh1@nnrp1.deja.com>
Source record: 46079

Release 1 of a test program? Sounds like a prototype. Its easy to
fake a prototype, however. (Take off the label and write something else
on the cart.) Unless the game is different from the released version,
how would one know? Its one reason I don't collect protoypes. A
prototype of an unreleased game would be interesting, however.
I saw someone spent $200 for a "prototype" of Bezerk on eBay. Its
available at B&C for $14.95. Didn't have the heart to tell them.
Caveat Emptor,
Gene
In article <2d9abd7a.e19bdf7c@usw-ex0105-037.remarq.com>,
sh3 <kwd1mpoNOkwSPAM@bolton.ac.uk.invalid> wrote:
>
> Hello, hope someone can help me with this:-
>
> I bought a load of carts at a boot sale, one of which was a
> Parker Bors. cart with a small white typed sticker saying "ATARI
> 400 POPEYE 16k RLS.1" or something to that effect. Can anyone
> tell me about it...maybe why it has this little sticker instead
> of a real label? Could it have been a magazine review copy or
> something?
>
> Any help/guesses welcome to:-
>
> kwd1mpo@bolton.ac.uk
>
> thanks!
>
> kevin
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion
Network *
> The fastest and easiest way to search and participate in Usenet -
Free!
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1719. Re: FS: Atari 800 & 1200 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CEBCB0.53452BCF@worldnet.att.net>
Source record: 46080

Curt Vendel wrote:

> Anyone who needs a spare or replacement Atari 800 keyboard or Atari 1200
> keyboard: $3 (800) $5 (1200) ea plus shipping
>
> Also available Atari 400 membrane keyboards: $2 ea
>
> Curt

Sorry everyone, the 1200XL keyboards sold like hotcakes, I still have a few more 800 keyboards and plenty of the 400 membrane keyboard (I doubt those will be flying out the door too quick! :-)

Curt

1720. Re: FS: Basic XL carts with manuals

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CEBCC3.39F72A70@worldnet.att.net>
Source record: 46081

Curt Vendel wrote:

> For those interested, I have 2 OSS Basic XL cartridges with the small
> three ring bind owners manuals, these are $10 plus shipping if anyone is
> interested.
>
> Curt

Only 1 Basic XL cart and manual left.

Curt

1721. Re: Atari manuals

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CEBCE1.4E254381@worldnet.att.net>
Source record: 46082

Curt Vendel wrote:

> For Sale: DE RE Atari, the single most useful and comprehensive guide to
> the Atari OS/hardware: $10
>
> Atari Hardware Reference: by Atari from 1980, complete technical
> details of the Atari 400/800 hardware, still sealed in its original
> shinkwrap: $15
>
> Curt

The DE RE's are all gone, 1 Atari Hardware Reference left.

Curt

1722. Re: Atari 8bit cartridge lot

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CEBCF4.10B75B40@worldnet.att.net>
Source record: 46083

Curt Vendel wrote:

> The following is being sold as a complete set lot:
>
> Atari Basic (rev a.)
> Atari Basic (rev c.)
> AtariWriter
> Atari Assembler Editor
> Telelink I
> Atari Pilot
> Atari Music Composer
> Atari Basketball
> Atari Artist
> Atari LOGO
> Atari Eastern Fron (1941)
> Atari Missle Command
> Atari 3D Tic Tac Toe
> Atari Dig Dug
> Atari Computer Chess
>
> 15 cartridges in total: $30 plus shipping
>
> Curt

The cartridge lot is sold, sorry.

Curt

1723. FS: Atari CX-70 Lightpen

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CEBE3A.A4298F58@worldnet.att.net>
Source record: 46084

I have only one spare of these, the Atari CX-70 Lightpen is the original thick beige light pen originally designed for the Atari 400/800 computers in 1981. These are among the rarest of items as only a small run of them was ever made and are NOT the same as the later CX-75 slim black lightpens sold by Atari in 1983.

First offer of $100 gets it.

Curt

1724. joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Vkoslak <vkoslak@my-deja.com>
Message-ID: <8amjbghbl1@nnrp1.deja.com>
Source record: 46085

what memory location should i peek to get
the value that the joystick is currently
spitting out?

Im wanting to write a program that can actually
use all the buttons on a sega genisis controller
hooked up to my 800xl.

--
-Vkoslak
========== http://www.mp3.com/vkoslak/ ===========
I don't suffer from insanity...
I enjoy every minute of it!

Sent via Deja.com http://www.deja.com/
Before you buy.

1725. Re: Use an atari joystick on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: eegad@rocketmail.com
Message-ID: <8amrn3$a16$1@earth.superlink.net>
Source record: 46086

In article <8ali1sfuo3@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de says...

>>Yes it is true,I got it(very please with it)a joystick adaptor for my PC,(PC
>>joystick,Joypads SUCK).
>>A big THANKS to Emmanuel.
>
>Tell us more about it.
>Is it "plug and play", can the joystick still be use with a PC?

Yes, please please tell me more - the original message is no longer available on my ISP. Where can I get this adapter? I've been looking for a way to use an Atari joystick on my PC for the past year or more, but haven't found one. (for the Mac, there's an adapter made by Kernel that works great, but I can't find a similar device on the PC). HELP!

1726. Re: joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38cf02c0$0$40289@news.erinet.com>
Source record: 46087

```
(where to read joystick ports)
PORTA- 54016 decimal, $D300 hex.
I not expert here.
I think a 255 means both joysticks (on xl/xe) are in neutral position.
Bits 0 to 3 are joyport 1 bits, something like this (from Mapping the Atari)
forward - bit 0,4 = 0
backward- bit 1,5=0
left- bit 2,6=0
right- bit 3,7=0

That'd be bits 0 to 3 for joyport 1 and 4 to 7 for joyport 2.
This assumes you have an xl/xe, where PORTB isn't used for joysticks 3 & 4.
Russg
```

1727. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-14 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <38cf08b9$0$7540@wodc7nh0.news.uu.net>
Source record: 46088

Roy Goldman no longer lives at that address. I tried calling him, and he has moved to California. The person did not give me a number to call, due to they said that he no longer deals with Daisy Dot III.

If anyone has any add info about what is going on, please let me know.

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:8ali6dfuo4@nets3.rz.RWTH-Aachen.DE...
> Howdy Marshall
>
> >I am looking for a registered copy of Daisy Dot III. My copy has been ruined
> >due to moving several times, plus I've lost one of the disks.
> >
> >I am also looking for a set of disks called The Users Guide to DD3. it's a
> >set of 6 disks or so that has extra fonts, and info on how to use the
> >fonts.. I can't remember the name of the person who wrote it. but he did a
> >very good job. all the disks I try are damaged... even my backups..
> >
> >So if anyone has some info, to where I can get these again, it would be
> >appreciated!
>
> Why not contact Ron Goldman? His address should be in the booklet DDIII came
> with.
>
> CU Mathy van Nisselroy
>
>

1728. Re: Atari 400 popeye cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: sh3 <kwd1mpoNOkwSPAM@bolton.ac.uk.invalid>
Message-ID: <00bd9426.45ab1e06@usw-ex0103-086.remarq.com>
Source record: 45993

>Release 1 of a test program? Sounds like a prototype. Its easy
>to fake a prototype, however. (Take off the label and write
>something else on the cart.) Unless the game is different from
>the released version, how would one know?

I suppose the only way I can find out is by playing it or opening
it up & comparing it with a 'real' one...

>Its one reason I don't collect protoypes.

they don't really interest me...

>A prototype of an unreleased game would be interesting, however.

..unless they are lost games...

Thanks for the reply...

kevin

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

1729. Re: Atari 8bit cartridge lot

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CFA1D6.9758FAA1@worldnet.att.net>
Source record: 45994

I sold it so someone could buy it, someone bought it almost immediately
after I posted the offer and I'm continuing to receive emails asking to
buy the lot, so I simply posted that it was sold. :-)

Curt

Vidar \"Hawk\" Olavesen wrote:

> > The cartridge lot is sold, sorry.
> >
> >
> > Curt
> >
>
> Why did you sell it then ? ;-)

1730. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_953131379@rtfm.mit.edu>
Source record: 45995
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

1731. FS; ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CFA71B.DD27A37B@worldnet.att.net>
Source record: 45996

For Sale:

SWP ATR8000 interface box. Gives your Atari 8-bit 1 serial modem interface, 1 buffered parallel printer interface and 1 standard floppy disk interface (I've used everything from standard 5.25" disk drives to 8" disk drives, you can even open an Atari SF354 disk drive, unplug the ribbon cable and plug a long ribbon cable from the inside of the disk drive to the ATR8000 and use 3.5" disk drives as well!)
The unit has 64K of memory and comes with the CP/M supplement manual.

$50

Curt

1732. Atari 800 w/The Integrator & Corvus

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CFADFB.A6DD79CA@worldnet.att.net>
Source record: 45997

For Sale:

An Atari 800 with THE INTEGRATOR Personality OS board installed. For those not familiar with this board, it was designed by David & Sandy Small back in 1981 for use in the Atari 800. It replaces the standard Atari OS with an enhanced version that allows the Atari 800 to use Corvus hard disk systems. By holding down the Option key during power up, a menu is displayed which allows you to configure the Integrator to not only use a Corvus hard disk system, but to also BOOT from the Corvus, no disk drives needed!!! You can also have it set up RAMdisks and boot from them as well. Once configured the Integrator is transparent and you use your newly enhanced system like normal... only a lot faster and more convenient.

Included with the Atari 800 w/Integrator is a Corvus to Atari Interface. This box connects to the Atari 800 controller ports 3&4 and then connects to either a Multiplexer (for allowing up to 64 Atari 800's to network to a single Corvus HD) or directly to the Corvus HD. You will also get a Corvus HD chasis with power supply and HD interface. The Hard drive has been removed, you will need to purchase a standard MFM 5MB or 10MB hard disk (seen on Ebay all the time, also I see Corvus HD's on Ebay all the time) for the unit.

Before the Integrator was released you had to use a specially modified version of Atari DOS 2.0d (yup, d) to format the Corvus HD, now with the Integrator installed you can use almost any Atari DOS with the Corvus HD.

Atari 800
Integrator OS card
64K Ram card
Corvus-Atari Interface module
Corvus HD System (no HD installed)

The whole setup together is: $500 plus shipping.

Curt

1733. Re: Atari 800 w/The Integrator & Corvus

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38CFB5B2.25AE3827@worldnet.att.net>
Source record: 45998

For anyone interested in buying this setup and looking for a Corvus HD, there is one on Ebay right now and it also has a built Corvus "Mirror" system which allows you to backup your Corvus to a VCR tape, I will make a copy of the Mirror software for anyone who purchases the below system and needs the Mirror software.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=282596688

Curt Vendel wrote:

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> Integrator OS card
> 64K Ram card
> Corvus-Atari Interface module
> Corvus HD System (no HD installed)
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> The whole setup together is: $500 plus shipping.

>
> Curt

1734. Re: Ice-T website and personal homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13709-38CFB03C-4@storefull-173.iap.bryant.webtv.net>
Source record: 45999

we would love to do a express cart,but its something that is owned by a certain person who is underground right now,and we cannot get the
ok,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1735. Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8aoeudbfb1@news.netvision.net.il>
Source record: 46000

2 Years ago I heard the several people have connected a SCSI zip drive to
the Black box.

does anyone have more info about this?

NIR

1736. QUIERES SER MILLONARIO???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: "A. Aguinaga" <a.agui@teleline.es>
Message-ID: <rVQz4.25295$ys3.161882@telenews.teleline.es>
Source record: 46001

> Hola a todos:
>
> Desde hace unos d as estoy buscando la forma de ganar dinero en
> Internet, he recorrido grupos de noticias, tablones, avisos
> clasificados...
> En todos estos lugares encuentro mensajes como el que reproduzco m s
> abajo.
> Me qued pensando: Es simplemente una cadena, esto es algo que no
> anda...
> y si funciona?. Esto no es algo nuevo, ya se hace desde d cadas y no s
> de nadie que haya hecho dinero... Y si funciona?. Pens ndolo bien es un
> verdadero trabajo... y si funciona?...Al final me decid y aqu estoy.
> Si tu tambi n te decidiste o estas dudando, sigue leyendo.
> No creas que va a ser f cil, es necesario colocar este mensaje en todos
> los lugares que se te ocurra publicarlo, news, tablones, avisos
> clasificados, etc. cuando mayor sea la cantidad de veces que lo repitas
> mejor para ti (y para mi por supuesto, ya ver s) por eso te digo que es
> un verdadero trabajo, te va llevar varias horas, va requerir de toda tu
> experiencia, tambi n va a depender de tu constancia para seguir
> publicando y tu habilidad para promocionarlo (pero no te preocupes). La
> diferencia con lo que se hac a antes con el correo tradicional es que
> esta cadena no depende de cinco o diez personas a las que les llega el
> mensaje, sino que es para todo el mundo, y en Internet hay miles de
> personas que ver n el aviso y alguna (como yo) se va a decidir.
> Y por ltimo Has pensado cu nto puedes aprender en una tarea como
> esta, para aplicarla en trabajos futuros?
> Yo soy ahora el ltimo de la lista que vas a encontrar y donde (si
> sigues adelante) vas a estar tu al repetir el mensaje, dej ndome
> pen ltimo, te deseo suerte, ya que tambi n parte de esta suerte va a ser
> para m .
> Este es el mensaje que encontr :
> (NO ME HAGO CARGO DE LAS FALTAS DE ORTOGRAFIA DE LO QUE SIGUE):
> Esto es lo que le pas a un amigo:
> D as atr s, cuando navegaba por estas p ginas de Noticias, as mismo
> como Ud. lo esta haciendo ahora, se me apareci un art culo similar a
> este que dec a que uno puede ganar miles de d lares en pocas semanas con
> una inversion de $6.00!. Enseguida pens , Oh no! otra estafa mas?, pero
> como la mayoria de nosotros, la curiosidad pudo mas, y segu leyendo.
> Segu a diciendo que Ud. enviar $1.00 a cada uno de los 6 nombres y
> direcciones mencionados en este art culo. Entonces Ud. anota su nombre y
> direcci n al final de la lista reemplazando al #6, y envie o ponga este
> art culo a por lo menos 200 newsgroups(Hay miles de estos en todo
> elmundo).

> No hay truco, eso fue todo. La gran diferencia entre este sistema y
> otros es que Ud. tiene una lista de 6 en vez de 5... Esto significa que
> su promedio de ganancia sera aproximadamente 15 veces mayor!!! Despu�s
> de pensarlo una y otra vez, y consultar con unos amigos primero, decid�
> probarlo. Pens� que lo �nico que podria perder eran 6 estampillas
> (sellos de correos) y $6.00, verdad?.
> Como probablemente muchos de nosotros, estaba un poco preocupado por la
> legalidad de todo esto. Entonces investigu� en la ley internacional de
> Correos Internacionales de Am�rica y observe que en el articulo 4� dice
> que en este tipo de sistema de traslados de dinero en cantidades m�nimas
> era absolutamente legal.
> Entonces invert� mis $6.00.....IMAGINENSE QUE!!!...a los 7 d�as,
> empec� a recibir dinero por correo!!!. Estaba sorprendido! Todavia
> pensaba que esto terminar�a enseguida, y no pens� mas en otra cosa. Pero
> el dinero seguia llegando. En mi primera semana hice unos $20.00 a
> $30.00 d�lares. Para el final de la segunda semana tenia hecho un total
> de m�s de $1,000.00!!!!! En la tercer semana recib� m�s de $10,000.00 y
> todavia seguia llegando m�s. Esta es mi cuarta semana ya hice un total
> de m�s de $41,000.00 y esto sigue llegando m�s rapidamente (mi esposa e
> hijos se pasan abriendo los sobres y yo consiguiendo Newsgroup). Esto se
> puso serio!!!! Todo esto realmente vali� la inversi�n de $6.00 y 6
> estampillas (sellos). Me gastaba m�s que esto en sorteos y loterias!!
> Perm�tanme explicarles como funciona esto y lo mas importante el porqu�
> funciona....tambi�n, Ud. aseg�rese de imprimir una copia de este
> art�culo AHORA, para poder sacar toda la informaci�n a medida que lo
> necesite.
> El proceso es muy facil y consiste en 3 pasos sencillos:
> PASO No. 1:
> Obtenga 6 hojas de papel y escriba en cada una de ellas FAVOR DE
> INCLUIRME EN SU LISTA DE CORRESPONDENCIA O E-MAIL. Ahora consiga 6
> billetes de US$1.00 dolar e introduzca cada dolar en un sobre con la
> hoja de manera que el billete no se vea a trav�s del sobre!!
> Mejor ponerlo encerrado en un papel de color oscuro para prevenir robos
> de correspondencia. Ahora Ud. deberia tener 6 sobres sellados y en ellos
> un papel con la frase mencionada, su nombre y direcci�n, y un billete de
> $1.00 dolar. Lo que Ud. Esta haciendo con esto es crear un servicio
> y eso hace que esto sea ABSOLUTAMENTE LEGAL!!
> Enviar los 6 sobres a las siguientes direcciones:
>
> #1 Graciela Caceres
> Canelones 1365 Apto.3,
> C.P. 11200
> Montevideo, Republica Oriental del Uruguay
>
> #2 Rodrigo Cabrales
> Av. Per� #784 dpto. A - RECOLETA
> Santiago-CHILE
>
> #3 Jose L. Giron

> c/ C�firo N.9 2�-b
> 41018
> Sevilla
> Espa�a
>
>
> #4 Luis Guti�rrez
> Villaviciosa de Od�n - C.P. 28670
> Madrid - Espa�a
>
> #5 Antonio Aparicio
> C/. Feliu i Codina, 45 2º 3º Esc. B
> 08031 Barcelona (ESPA�A)
>
> #6 Alberto Aguinaga San Mart�n
> C/ I�igo Arista 14 - 6C
> C.P. 31007 Pamplona (NAVARRA)
> ESPA�A
>
> PASO No. 2:
>
> Ahora elimine el #1 de la lista de arriba y mueva los otros nombres un
> n�mero para arriba (el #6 se convierte en #5, el #5 se convierte en #4,
> Etc.) y agregue SU NOMBRE y direcci�n como el #6 en la lista.
>
> PASO No. 3:
>
> Cambie todo lo que crea conveniente de este art�culo, pero trate de
> mantenerlo lo mas posible cercano al original. Ahora ponga su art�culo
> en por lo menos 200 newsgroups(existen mas de 24,000 grupos). Solo
> necesita 200, pero cuando mas cantidad lo ponga, mas dinero le
> llegar�!!!.
> Aqu� van algunas indicaciones de como introducirse en los newsgroups:
>
>
> ----------
> COMO MANEJAR LOS NEWSGROUPS
> ----------
> No.1 Ud. no necesita redactar de nuevo toda esta carta para hacer
> la suya propia. Solamente ponga su cursor al comienzo de esta carta,
> haga click y lo deja presionando y b�jelo hasta el final de la carta y
> l�rguelo.
> Toda la carta deber� estar sombreado. Entonces, apunte y haga click en
> edit arriba de su pantalla, aqu� seleccione copy. Esto har� que todala
> carta quede en la memoria de su computadora.
> No.2 Abra un archivo notepad y lleve al cursor arriba de la p�gina
> en blanco. Presione edit y del menu seleccione paste. Ahora tendr�
> esta carta en el notepad y podr� agregar su nombre y direcci�n en el
> lugar #6 siguiendo las instrucciones de mas arriba.

> No.3 Grave esta carta en su nuevo archivo del notepad como
> un .txt file. Y cada vez que quiera cambiar algo ya lo puede hacer.
>
> ---
> PARA LOS QUE MANEJAN NETSCAPE
> ---
> No.4 Dentro del programa Netscape, vaya a la ventana
> titulada :Window y seleccione netscapeNews. Entonces elija del menu
> Options, seleccione Show all Newsgroups. En segundos una lista de
> todos los Newsgroups de su server aparecer�. Haga click en cualquier
> newsgroup.
> De este newsgroup haga click debajo de TO NEWS, el cual deberia estar
> arriba, en el extremo izquierdo de la p�gina de newsgroups. Esto le
> llevar� a la caja de mensajes.
> No.5 Llene este espacio. Este ser� el t�tulo que ver�n todos
> cuando recorran por la lista de un grupo en particular.
> No.6 Marque el contenido completo del .txt file y copie usando
> la misma t�cnica anterior. Regrese al Newsgroup TO NEWS y Ud. esta
> creando y empastando esta carta dentro de su programa o posting.
> No.7 Presione send que est� en la parte superior izquierda.
> Y UD. HA FINALIZADO CON SU PRIMERO!...CONGRATULACIONES!!! .
>
> ---
> LOS QUE USAN INTERNET EXPLORER
> ---
> PASO No. 4: Vaya al Newsgroups y seleccione Post an Article.
> PASO No. 5: Carge el art�culo.PASO No. 6: Repita el No.6 mas arriba.
> PASO No. 7: Presione el bot�n Post.
> ---
>
> ESTO ES TODO!. Todo lo que tiene que hacer es meterse en diferentes
> Newsgroups y empastarlos, cuando ya tenga pr�ctica, solo le tomar� unos
> 30 segundos por cada newsgroup!
> **RECUERDE, CUANTOS MAS NEWSGROUPS CONSIGA, MAS RESPUESTAS (Y DINERO)
> RECIBIRA!! PERO DEBE DE ENTRAR EN POR LO MENOS 200**
> YA ESTA!!!.... Ud. estar� recibiendo dinero de todo el mundo, de lugares
> que ni conoce y en unos pocos d�as!. Eventualmente querr� rentar un
> P.O.Box por la cantidad de sobres que ir� recibiendo. Si prefiere usar
> sobrenombres, puede crear un nombre toda vez que el cartero entrege
> donde debe.
> **ASEGURESE DE QUE TODAS LAS DIRECCIONES ESTEN CORRECTAS
> Ahora el POR QUE de todo esto:
> Tomemos un ejemplo:
> * De 200 enviados, digamos que recibo solo 5 respuestas (baj�simo
> ejemplo). Entonces hice $5.00 con mi nombre en la posici�n #6 de esta
> carta.
> * Ahora, cada uno de las 5 personas que ya me enviaron los $1.00 tambi�n
> hacen un m�nimo 200 newsgroups, cada uno con mi nombre en el #5 de la
> lista y solo responden 5 personas a cada uno de los 5 originales, esto

> hace $25.00 mas que yo recibo,
> * ahora estas 25 personas pone un m�nimo de 200 Newsgroups con mi nombre
> en el #4 y solo se recibe 5 respuesta de cada uno. Estar�a haciendo
> otros $125.00 adicionales.
> * Ahora esta 125 personas ponen sus m�nimo de 200 grupos con mi nombre
> en el #3 y solo recibe 5 respuestas cada una, yo recibo un adicional de
> 625.00!.
> * OK, aqu� esta la parte mas divertida, cada una de estas 625 personas
> ponen sus cartas en otros 200 grupos con mi nombre en el #2 y cada una
> recibe solo 5 respuestas, esto hace que yo reciba $3,125.00!!!.
> *Estas 3,125 personas enviar�n este mensaje a un m�nimo de 200
> Newsgroups con mi nombre en el #1 y si solo 5 personas responden de los
> 200 grupos, estar� recibiendo $15,625.00!!.
> De una inversion original de $6.00!! mas estampillas(sellos). FABULOSO!
> Y como dije antes, que solo 5 personas respondan muy poca, el promedio
> real seria 20 o 30 personas!. Asi que pongamos estos n�meros m�s a
> calcular.
>
> Si solo 15 personas responden, esto hace:
> en la #6 $15.00
> en la #5 $225.00
> en la #4 $3,375.00
> en la #3 $50,625.00
> en la #2 $759,375.00
> en la #1 $11,390,625.00 (imaginate)
> .....si, mas de ONCE MILLONES DE DOLARES!!!
>
> Una vez que su nombre ya no esta en la lista, saque el ultimo anuncio
> del Newsgroup y envie otros $6.00 a los nombres en esa lista, poniendo
> su nombre en el #6 y repetir todo el proceso. Y empezar a ponerlos en
> los Newsgroups otra vez.
> Lo que debe recordar es que miles de personas mas, en todo el mundo, se
> conectan al Internet cada d�a y leer�n estos art�culos todos los d�as
> como USTED Y YO LO HACEMOS!!!.
> As� que creo nadie tendr�a problemas en invertir $6.00 y ver si
> realmente esto funciona. Algunas personas llegan a pensar...y si nadie
> decide contestarme?
> Que!! Cu�l es la chance de que esto pas� cuando hay miles y miles de
> personas honestas (que como nosotros) buscan una manera de tener
> independencia financiera y pagar cuentas!!!., y estas dispuestas a
> tratar, pu�s No hay peor lucha de la que no se hace. Se estima que
> existen de 20,000 a 50.000 nuevos usuarios TODOS LOS DIAS! (en todo
> elmundo)
>
> *******OTRO SISTEMA PARA COMUNICARSE ES CONSIGUIENDO E-MAIL DE PERSONAS
> PARTICULARES, DEBE SER POR LO MENOS 200 DIRECCIONES, Y ESTO TIENE UNA
> EFECTIVIDAD DE MINIMO 5% AL 15%. SI SOLO BUSCAN PERSONAS QUE HABLAN EN
> ESPANOL, VAYAN A UN PROVEEDOR DE E-MAILS E IMPRIMAN UN APELLIDO LATINO Y
> YA.

>
> **********Recuerde de hacerlo esto en forma CORRECTA , LIMPIA Y
> HONESTAMENTE y
> funcionar&#65533; con toda seguridad. Solamente tiene que ser honesto.
> Asegurese de imprimir este art&#65533;culo AHORA, Trate de mantener la lista de
> todos los que les envian dinero y siempre f&#65533;jese en los Newsgroups y vea
> si todos est&#65533;n participando limpiamente. Recuerde, HONESTIDAD ES EL
> MEJOR METODO.
> No necesitas hacer trucos con la idea b&#65533;sica de hacer dinero en esto!
> BENDICIONES PARA TODOS, y suerte, juguemos limpio y aprovechar esta
> hermosa oportunidad de hacer toneladas de dinero con el internet.
>
> **Dicho sea de paso, si Ud. defrauda a las personas poniendo mensajes
> con su nombre y no envia ning&#65533;n dinero a los dem&#65533;s en esa lista, Ud.
> recibir&#65533; casi NADA!.
> He conversado con personas que conocieron a otras que hicieron eso y
> solo llegaron a colectar unos $150.00, y eso despu&#65533;s de unas 7 semanas!.
>
> Algunos decidieron probar otra vez, haciendo correctamente, y en 4 a 5
> semanas recibieron mas de $10.000. Esto es la m&#65533;s limpia y honesta
> manera de compartir fortuna que yo jam&#65533;s haya visto, sin costarnos mucho
> excepto un poco de tiempo. El TIEMPO ES IMPORTANTE!, no dejar pasar mas
> de 7 d&#65533;as del momento que vea este art&#65533;culo!. Tambi&#65533;n puede conseguir
> lista de E-MAIL para extra d&#65533;lares. Sigamos todos las reglas del
> negocio! Recuerde mencionar estas ganancias extras en sus declaraciones
> de impuestos.
>
> Gracias otra vez y BENDICIONES A TODOS!!..
>
&#65533; Hola a todos:
>
> Desde hace unos d&#65533;as estoy buscando la forma de ganar dinero en
> Internet, he recorrido grupos de noticias, tablones, avisos
> clasificados...
> En todos estos lugares encuentro mensajes como el que reproduzco m&#65533;s
> abajo.
> Me qued&#65533; pensando: Es simplemente una cadena, esto es algo que no
> anda...
> &#65533;y si funciona?. Esto no es algo nuevo, ya se hace desde d&#65533;cadas y no s&#65533;
> de nadie que haya hecho dinero... Y si funciona?. Pens&#65533;ndolo bien es un
> verdadero trabajo... &#65533;y si funciona?...Al final me decid&#65533; y aqu&#65533; estoy.
> Si tu tambi&#65533;n te decidiste o estas dudando, sigue leyendo.
> No creas que va a ser f&#65533;cil, es necesario colocar este mensaje en todos
> los lugares que se te ocurra publicarlo, news, tablones, avisos
> clasificados, etc. cuando mayor sea la cantidad de veces que lo repitas
> mejor para ti (y para mi por supuesto, ya ver&#65533;s) por eso te digo que es
> un verdadero trabajo, te va llevar varias horas, va requerir de toda tu
> experiencia, tambi&#65533;n va a depender de tu constancia para seguir
> publicando y tu habilidad para promocionarlo (pero no te preocupes). La

> diferencia con lo que se hac�a antes con el correo tradicional es que
> esta cadena no depende de cinco o diez personas a las que les llega el
> mensaje, sino que es para todo el mundo, y en Internet hay miles de
> personas que ver�n el aviso y alguna (como yo) se va a decidir.
> Y por �ltimo �Has pensado cu�nto puedes aprender en una tarea como
> esta, para aplicarla en trabajos futuros?
> Yo soy ahora el �ltimo de la lista que vas a encontrar y donde (si
> sigues adelante) vas a estar tu al repetir el mensaje, dej�ndome
> pen�ltimo, te deseo suerte, ya que tambi�n parte de esta suerte va a ser
> para m�.
> Este es el mensaje que encontr�:
> (NO ME HAGO CARGO DE LAS FALTAS DE ORTOGRAFIA DE LO QUE SIGUE):
> Esto es lo que le pas� a un amigo:
> D�as atr�s, cuando navegaba por estas p�ginas de Noticias, as� mismo
> como Ud. lo esta haciendo ahora, se me apareci� un art�culo similar a
> este que dec�a que uno puede ganar miles de d�lares en pocas semanas con
> una inversion de $6.00!. Enseguida pens�, Oh no! otra estafa mas?, pero
> como la mayoria de nosotros, la curiosidad pudo mas, y segu� leyendo.
> Segu�a diciendo que Ud. enviar� $1.00 a cada uno de los 6 nombres y
> direcciones mencionados en este art�culo. Entonces Ud. anota su nombre y
> direcci�n al final de la lista reemplazando al #6, y envie o ponga este
> art�culo a por lo menos 200 newsgroups(Hay miles de estos en todo
> elmundo).
> No hay truco, eso fue todo. La gran diferencia entre este sistema y
> otros es que Ud. tiene una lista de 6 en vez de 5... Esto significa que
> su promedio de ganancia sera aproximadamente 15 veces mayor!!! Despu�s
> de pensarlo una y otra vez, y consultar con unos amigos primero, decid�
> probarlo. Pens� que lo �nico que podria perder eran 6 estampillas
> (sellos de correos) y $6.00, verdad?.
> Como probablemente muchos de nosotros, estaba un poco preocupado por la
> legalidad de todo esto. Entonces investigu� en la ley internacional de
> Correos Internacionales de Am�rica y observe que en el articulo 4� dice
> que en este tipo de sistema de traslados de dinero en cantidades m�nimas
> era absolutamente legal.
> Entonces invert� mis $6.00.....IMAGINENSE QUE!!!...a los 7 d�as,
> empec� a recibir dinero por correo!!!. Estaba sorprendido! Todavia
> pensaba que esto terminar�a enseguida, y no pens� mas en otra cosa. Pero
> el dinero seguia llegando. En mi primera semana hice unos $20.00 a
> $30.00 d�lares. Para el final de la segunda semana tenia hecho un total
> de m�s de $1,000.00!!!!! En la tercer semana recib� m�s de $10,000.00 y
> todavia seguia llegando m�s. Esta es mi cuarta semana ya hice un total
> de m�s de $41,000.00 y esto sigue llegando m�s rapidamente (mi esposa e
> hijos se pasan abriendo los sobres y yo consiguiendo Newsgroup). Esto se
> puso serio!!!! Todo esto realmente vali� la inversi�n de $6.00 y 6
> estampillas (sellos). Me gastaba m�s que esto en sorteos y loterias!!
> Perm�tanme explicarles como funciona esto y lo mas importante el porqu�
> funciona....tambi�n, Ud. aseg�rese de imprimir una copia de este
> art�culo AHORA, para poder sacar toda la informaci�n a medida que lo
> necesite.

> El proceso es muy facil y consiste en 3 pasos sencillos:
> PASO No. 1:
> Obtenga 6 hojas de papel y escriba en cada una de ellas FAVOR DE
> INCLUIRME EN SU LISTA DE CORRESPONDENCIA O E-MAIL. Ahora consiga 6
> billetes de US$1.00 dolar e introduzca cada dolar en un sobre con la
> hoja de manera que el billete no se vea a trav�s del sobre!!
> Mejor ponerlo encerrado en un papel de color oscuro para prevenir robos
> de correspondencia. Ahora Ud. deberia tener 6 sobres sellados y en ellos
> un papel con la frase mencionada, su nombre y direcci�n, y un billete de
> $1.00 dolar. Lo que Ud. Esta haciendo con esto es crear un servicio
> y eso hace que esto sea ABSOLUTAMENTE LEGAL!!
> Enviar los 6 sobres a las siguientes direcciones:
>
>
> #1 Graciela Caceres
> Canelones 1365 Apto.3,
> C.P. 11200
> Montevideo, Republica Oriental del Uruguay
>
> #2 Rodrigo Cabrales
> Av. Per# #784 dpto. A - RECOLETA
> Santiago-CHILE
>
> #3 Jose L. Giron
> c/ C#firo N.9 2#-b
> 41018
> Sevilla
> Espa#a
>
>
> #4 Luis Guti#rrez
> Villaviciosa de Od#n - C.P. 28670
> Madrid - Espa#a
>
> #5 Antonio Aparicio
> C/. Feliu i Codina, 45 2# 3# Esc. B
> 08031 Barcelona (ESPA#A)
>
> #6 Alberto Aguinaga San Martin
> C/ I#igo Arista 14 - 6# C
>C.P. 31007 PAMPLONA (Navarra)
>ESPA#A
>
> PASO No. 2:
>
> Ahora elimine el #1 de la lista de arriba y mueva los otros nombres un
> n#mero para arriba (el #6 se convierte en #5, el #5 se convierte en #4,
> Etc.) y agregue SU NOMBRE y direcci#n como el #6 en la lista.
>

> PASO No. 3:
>
> Cambie todo lo que crea conveniente de este art�culo, pero trate de
> mantenerlo lo mas posible cercano al original. Ahora ponga su art�culo
> en por lo menos 200 newsgroups(existen mas de 24,000 grupos). Solo
> necesita 200, pero cuando mas cantidad lo ponga, mas dinero le
> llegar�!!!.
> Aqu� van algunas indicaciones de como introducirse en los newsgroups:
>
>
> ---
> COMO MANEJAR LOS NEWSGROUPS
> ---
> No.1 Ud. no necesita redactar de nuevo toda esta carta para hacer
> la suya propia. Solamente ponga su cursor al comienzo de esta carta,
> haga click y lo deja presionando y b�jelo hasta el final de la carta y
> l�rguelo.
> Toda la carta deber� estar sombreado. Entonces, apunte y haga click en
> edit arriba de su pantalla, aqu� seleccione copy. Esto har� que todala
> carta quede en la memoria de su computadora.
> No.2 Abra un archivo notepad y lleve al cursor arriba de la p�gina
> en blanco. Presione edit y del menu seleccione paste. Ahora tendr�
> esta carta en el notepad y podr� agregar su nombre y direcci�n en el
> lugar #6 siguiendo las instrucciones de mas arriba.
> No.3 Grave esta carta en su nuevo archivo del notepad como
> un .txt file. Y cada vez que quiera cambiar algo ya lo puede hacer.
>
> ---
> PARA LOS QUE MANEJAN NETSCAPE
> ---
> No.4 Dentro del programa Netscape, vaya a la ventana
> titulada :Window y seleccione netscapeNews. Entonces elija del menu
> Options, seleccione Show all Newsgroups. En segundos una lista de
> todos los Newsgroups de su server aparecer�. Haga click en cualquier
> newsgroup.
> De este newsgroup haga click debajo de TO NEWS, el cual deberia estar
> arriba, en el extremo izquierdo de la p�gina de newsgroups. Esto le
> llevar� a la caja de mensajes.
> No.5 Llene este espacio. Este ser� el t�tulo que ver�n todos
> cuando recorran por la lista de un grupo en particular.
> No.6 Marque el contenido completo del .txt file y copie usando
> la misma t�cnica anterior. Regrese al Newsgroup TO NEWS y Ud. esta
> creando y empastando esta carta dentro de su programa o posting.
> No.7 Presione send que est� en la parte superior izquierda.
> Y UD. HA FINALIZADO CON SU PRIMERO!...CONGRATULACIONES!!! .
>
> ---
> LOS QUE USAN INTERNET EXPLORER
> ---

> PASO No. 4: Vaya al Newsgroups y seleccione Post an Article.
> PASO No. 5: Carge el art�culo.PASO No. 6: Repita el No.6 mas arriba.
> PASO No. 7: Presione el bot�n Post.
> ----------
>
> ESTO ES TODO!. Todo lo que tiene que hacer es meterse en diferentes
> Newsgroups y empastarlos, cuando ya tenga pr�ctica, solo le tomar� unos
> 30 segundos por cada newsgroup!
> **RECUERDE, CUANTOS MAS NEWSGROUPS CONSIGA, MAS RESPUESTAS (Y DINERO)
> RECIBIRA!! PERO DEBE DE ENTRAR EN POR LO MENOS 200**
> YA ESTA!!!.... Ud. estar� recibiendo dinero de todo el mundo, de lugares
> que ni conoce y en unos pocos d�as!. Eventualmente querr� rentar un
> P.O.Box por la cantidad de sobres que ir� recibiendo. Si prefiere usar
> sobrenombres, puede crear un nombre toda vez que el cartero entrege
> donde debe.
> **ASEGURESE DE QUE TODAS LAS DIRECCIONES ESTEN CORRECTAS
> Ahora el POR QUE de todo esto:
> Tomemos un ejemplo:
> * De 200 enviados, digamos que recibo solo 5 respuestas (baj�simo
> ejemplo). Entonces hice $5.00 con mi nombre en la posici�n #6 de esta
> carta.
> * Ahora, cada uno de las 5 personas que ya me enviaron los $1.00 tambi�n
> hacen un m�nimo 200 newsgroups, cada uno con mi nombre en el #5 de la
> lista y solo responden 5 personas a cada uno de los 5 originales, esto
> hace $25.00 mas que yo recibo,
> * ahora estas 25 personas pone un m�nimo de 200 Newsgroups con mi nombre
> en el #4 y solo se recibe 5 respuesta de cada uno. Estar�a haciendo
> otros $125.00 adicionales.
> * Ahora esta 125 personas ponen sus m�nimo de 200 grupos con mi nombre
> en el #3 y solo recibe 5 respuestas cada una, yo recibo un adicional de
> 625.00!.
> * OK, aqu� esta la parte mas divertida, cada una de estas 625 personas
> ponen sus cartas en otros 200 grupos con mi nombre en el #2 y cada una
> recibe solo 5 respuestas, esto hace que yo reciba $3,125.00!!!.
> *Estas 3,125 personas enviar�n este mensaje a un m�nimo de 200
> Newsgroups con mi nombre en el #1 y si solo 5 personas responden de los
> 200 grupos, estar� recibiendo $15,625.00!!.
> De una inversion original de $6.00!! mas estampillas(sellos). FABULOSO!
> Y como dije antes, que solo 5 personas respondan muy poca, el promedio
> real seria 20 o 30 personas!. Asi que pongamos estos n�meros m�s a
> calcular.
>
> Si solo 15 personas responden, esto hace:
> en la #6 $15.00
> en la #5 $225.00
> en la #4 $3,375.00
> en la #3 $50,625.00
> en la #2 $759,375.00
> en la #1 $11,390,625.00 (imaginate)

> .....si, mas de ONCE MILLONES DE DOLARES!!!
>
> Una vez que su nombre ya no esta en la lista, saque el ultimo anuncio
> del Newsgroup y envie otros $6.00 a los nombres en esa lista, poniendo
> su nombre en el #6 y repetir todo el proceso. Y empezar a ponerlos en
> los Newsgroups otra vez.
> Lo que debe recordar es que miles de personas mas, en todo el mundo, se
> conectan al Internet cada d�a y leer�n estos art�culos todos los d�as
> como USTED Y YO LO HACEMOS!!!.
> As� que creo nadie tendr�a problemas en invertir $6.00 y ver si
> realmente esto funciona. Algunas personas llegan a pensar...y si nadie
> decide contestarme?
> Que!! Cu�l es la chance de que esto pas� cuando hay miles y miles de
> personas honestas (que como nosotros) buscan una manera de tener
> independencia financiera y pagar cuentas!!!., y estas dispuestas a
> tratar, pu�s No hay peor lucha de la que no se hace. Se estima que
> existen de 20,000 a 50.000 nuevos usuarios TODOS LOS DIAS! (en todo
> elmundo)
>
> *******OTRO SISTEMA PARA COMUNICARSE ES CONSIGUIENDO E-MAIL DE PERSONAS
> PARTICULARES, DEBE SER POR LO MENOS 200 DIRECCIONES, Y ESTO TIENE UNA
> EFECTIVIDAD DE MINIMO 5% AL 15%. SI SOLO BUSCAN PERSONAS QUE HABLAN EN
> ESPANOL, VAYAN A UN PROVEEDOR DE E-MAILS E IMPRIMAN UN APELLIDO LATINO Y
> YA.
>
> **********Recuerde de hacerlo esto en forma CORRECTA , LIMPIA Y
> HONESTAMENTE y
> funcionar� con toda seguridad. Solamente tiene que ser honesto.
> Asegurese de imprimir este art�culo AHORA, Trate de mantener la lista de
> todos los que les envian dinero y siempre f�jese en los Newsgroups y vea
> si todos est�n participando limpiamente. Recuerde, HONESTIDAD ES EL
> MEJOR METODO.
> No necesitas hacer trucos con la idea b�sica de hacer dinero en esto!
> BENDICIONES PARA TODOS, y suerte, juguemos limpio y aprovechar esta
> hermosa oportunidad de hacer toneladas de dinero con el internet.
>
> **Dicho sea de paso, si Ud. defrauda a las personas poniendo mensajes
> con su nombre y no envia ning�n dinero a los dem�s en esa lista, Ud.
> recibir� casi NADA!.
> He conversado con personas que conocieron a otras que hicieron eso y
> solo llegaron a colectar unos $150.00, y eso despu�s de unas 7 semanas!.
>
> Algunos decidieron probar otra vez, haciendo correctamente, y en 4 a 5
> semanas recibieron mas de $10.000. Esto es la m�s limpia y honesta
> manera de compartir fortuna que yo jam�s haya visto, sin costarnos mucho
> excepto un poco de tiempo. El TIEMPO ES IMPORTANTE!, no dejar pasar mas
> de 7 d�as del momento que vea este art�culo!. Tambi�n puede conseguir
> lista de E-MAIL para extra d�lares. Sigamos todos las reglas del
> negocio! Recuerde mencionar estas ganancias extras en sus declaraciones

> de impuestos.
>
> Gracias otra vez y BENDICIONES A TODOS!!..
>

1737. Re: Ice-T website and personal homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38cff137$0$77335@news.en.com>
Source record: 46002

(Talk of an 'Express' cart.)
I am a little wondering here.
Keith Ledbetter did all the express stuff, 850 Express, 1040 Express.
The term programs.
They were free-ware, no registration or anything.
The BBS Express was sold to Bob Klass, and then went to the
speaker here, Lance Ringquist at Video 61. I'm not talking about
BBS Express (Pro or regular).
I think we're talking about the 850 Express, which I never knew was
sold to anyone, underground Mike Hohman or anybody.
Could Lance fill us in on the path to present ownership of 850 Express?
I would think Keith Ledbetter still holds the rights to it, and he isn't
underground.
ie. When did Mike Hohman buy the rights to the 850/1040 Express
term programs?
Russg

1738. Re: Ice-T website and personal homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38cff55b$0$40286@news.erinet.com>
Source record: 46003

(followup to followup on 'Express' carts, who owns Express programs, etc.)
I meant 1030 Express, not 1040 Express.
They were freeware, but I'm sure Keith Ledbetter might want to know
about a commercial venture putting those on carts, I guess.
Refresh my memory. Wasn't BBS Express (regular) put in public domain
by either Bob Klass or Keith Ledbetter?
Perhaps 850 Express was also put in public domain, in which case
no permission would be needed to put it on a cart and sell it, maybe.
Russg

1739. Re: joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000315162524.02583.00002138@ng-fg1.aol.com>
Source record: 46004

>Russg" russg@en.com says:

>PORTA- 54016 decimal, $D300 hex.
>I not expert here.

54016 is the hardware register for stick number 1 and 2. The OS separates them
and keeps status in RAM locations 632, 633, 634, & 635 where it calls them
STICK0, -1, -2, -3. Bits zero to three are used for each port as Russ desribed.
value meaning
------- -------------
15 neutral
14 up
13 down
11 left
7 right
10 up&left
6 up&right
9 down&left
5 down&right
You can see how it works with a 1 line program; RUN this and play with the
stick.
10 PRINT PEEK(632): GOTO 10

-Ron

I don't have a solution but I admire the problem.

1740. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <8ap134$b0c$1@nnrp1.deja.com>
Source record: 46005

Hi Nir,
I just got my zip connected to my new BB just about three weeks ago now, so I'm probably the resident newbie around here.
Here's the basics for an external scsi zip drive:
1. You need a parity pal chip added to your BB. CSS will do it for you, just give 'em a call.
2. You need an adapter to connect 50-pin flat ribbon cable header to a 25 pin SCSI port on the back of the zip. I pressed a 50 pin centronics scsi header onto the ribbon cable and a plugged a centronics-to-25-pin adapter into that. Its kind of goofy, but I had these parts laying around, and it works fine.
3. Termination should be selected to ON if its the last drive on the chain.
4. To save the settings of the BB, you need a SCSI device having id #0. All the external zips I've seen won't do this, so I added a SyQuest Ezflyer removable drive which can be set to id #0 (Syquest went chapter 11 recently and you can get these drives for almost nothing). This works really well because the BB can save different sets of partition tables to each removeable cartridge you have. You can also do partition to partition backups with CSS's HD Backup Pro software. I've heard from others that an internal zip can be set to id #0, so you probably don't need a second drive if you plan to go with the internal model.
Overall I couldn't be happier now with my 130XE & BB. It is astounding how fast the I/O is out of the BB. Most applications and games load practically instantaneously.
here's some pictures of my setup if you are interested:
http://www.halcyon.com/danver/images/atari.jpg
http://www.halcyon.com/danver/images/bb.jpg
-Dan V.

Sent via Deja.com http://www.deja.com/
Before you buy.

1741. Re: joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Vkoslak <vkoslak@my-deja.com>
Message-ID: <8ap468dab1@nnrp1.deja.com>
Source record: 46006

```
In article <20000315162524.02583.00002138@ng-fg1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> >Russg" russg@en.com says:
>
> >PORTA- 54016 decimal, $D300 hex.
> >I not expert here.
>
> 54016 is the hardware register for stick number 1 and 2. The OS
separates them
> and keeps status in RAM locations 632, 633, 634, & 635 where it calls
them
> STICK0, -1, -2, -3. Bits zero to three are used for each port as Russ
desribed.
> value meaning
> ------- -------------
> 15 neutral
> 14 up
> 13 down
> 11 left
> 7 right
> 10 up&left
> 6 up&right
> 9 down&left
> 5 down&right
> You can see how it works with a 1 line program; RUN this and play with
the
> stick.
> 10 PRINT PEEK(632): GOTO 10
>
> -Ron
>
> I don't have a solution but I admire the problem.
>

Thats sounds like what im looking for,
but what about buttons?
the sega controller i have has a b c and start buttons.
The lines on the joystick port are all connected, so something
must be getting a signal. would this be putting different
values into the strig?

Thanks!

--
-Vkoslak
```

========== http://www.mp3.com/vkoslak/ ===========
I don't suffer from insanity...
I enjoy every minute of it!

Sent via Deja.com http://www.deja.com/
Before you buy.

1742. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <38CFED5E.F97CABEE@sisna.com>
Source record: 46007

Possible solution?

I have found that when a later drive as a 1050, Indus, Percom ect, can not read a disk that has flakey sectors, the disk can in fact be read by a 810 Disk Drive. If this is so then it is possible to read the disk in an 810 and transfer it to another drive.

bob

1743. Re: FS: Internal Atari solder masks for 850

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <38CFEE33.3F3D9F94@sisna.com>
Source record: 46008

It would cost more to populate them than they are worth. Best
Electronics sold a kit with the board years ago but populating the board
was more expensive than buying a unit complete. Not to rain on anyoun's
parade but just stating facts.
bob

1744. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8ap4i3$jh7$1@freenet9.carleton.ca>
Source record: 46009

(danver@halcyon.com) writes:
> I've heard from others that an internal zip can be set to id #0, so you
> probably don't need a second drive if you plan to go with the internal
> model.
> Overall I couldn't be happier now with my 130XE & BB. It is astounding
> how fast the I/O is out of the BB. Most applications and games load
> practically instantaneously.
> here's some pictures of my setup if you are interested:
> http://www.halcyon.com/danver/images/atari.jpg
> http://www.halcyon.com/danver/images/bb.jpg

Very nice setup here. But what I want to know is where did
you get that Atari coffee mug? I must get one! :)

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1745. Re: Ice-T website and personal homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <10496-38D016F5-42@storefull-174.iap.bryant.webtv.net>
Source record: 46010

i think fte is the guy who owns it,i will ask bob klass,but mikes the underground guy,i figured everyone would know,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1746. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8ap522$k94$1@freenet9.carleton.ca>
Source record: 46011

BobKlaas (bobkla19@sisna.com) writes:
> Possible solution?
>
> I have found that when a later drive as a 1050, Indus, Percom ect, can
> not read a disk that has flakey sectors, the disk can in fact be read by
> a 810 Disk Drive. If this is so then it is possible to read the disk in
> an 810 and transfer it to another drive.

I've also found that the 'scratchy' disks that have degraded
and basically sound like they have sand in them can be recovered as
well. Just remove the disk from its sleeve, wipe it off with a damp
cloth, put it into a sleeve from a new disk, and they usually read OK.

I've used this method to recover disks that were TOTALLY unreadable
and would even mess up every drive they were put into because of all
the magnetic gunk in the old sleeve.

I'm consistantly amazed at how durable disks written in Atari
disk drives are. With my PC I feel lucky if a HD disk survives a week.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1747. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <38CFF136.65777C63@sisna.com>
Source record: 46012

What you ask for belongs to Michael Hohman of FTE. I know Mike and he does read this group, have not been able to contact him for months but know for a fact that the Sparta Dos X items are his most cherished items. He will fight you in court for these items. While they no longer hold our intrests, do not feel you would want a expensive defense of the items??

Post a message to him perhaps he will relent, answer your questions and mine at the same time????

bob

1748. Re: joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38d042ed$0$40649@news.en.com>
Source record: 46013

(about joyport use.)
Lemme see. Mapping the Atari (Ian Chadwick).
Like RHamilton said, 632-634 stick values, already mentioned, shadow
of $D300, $D301 ($D301 just for 800, not xl/xe).
644 and 645 are for STRIG0 and STRIG1, shadow for $D010, $D011.
PTRIG0-1 use same $D300 as joystick bit 2 for ptrig 0 bit 3 for ptrig 1.
(PTRIG is paddle trigger).
Russg

1749. Re: FS: Internal Atari solder masks for 850

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38d043a2$0$40638@news.en.com>
Source record: 46014

Ha ha ha ha ha.
I bought one of those 850 boards. When an 850 cost like $108, the board was I dunno maybe $10.
I thought I'd go to Radio Shack and get the stuff to populate it with.
It was a neat enough printed circuit board.
I really don't know what I thought. Maybe I thought it was a poplulated board without the case or something.
Russg

1750. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38d0448f$0$27904@news.en.com>
Source record: 46015

(Steve Tucker talks about retrieving a bad A8 disk).
Ok, I can see to get the plastic disk out of the old casing, with a knife
or scissors cutting one edge.
Anyway, how you remove it, and how you put it in a new one?
Cut the bottom edge, the edge near the oval opening?
Russg

1751. Re: FS: Internal Atari solder masks for 850

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Edward Williams <zsystems@classicnet.net>
Message-ID: <sd0in7em9n12@corp.supernews.com>
Source record: 46016

you guys don't get it these aren't the blank PCB's they are the masks for
making the PCB's
Edward Williams
Curt I'll see if i can manage the funding but running the museum is kinda
leaving me low on funds!. I'd love to have them but right now i just can't
see how.

In article <38d043a2$0$40638@news.en.com>, "Russg" <russg@en.com> wrote:

> Ha ha ha ha ha.
> I bought one of those 850 boards. When an 850 cost like $108, the board
> was I dunno maybe $10.
> I thought I'd go to Radio Shack and get the stuff to populate it with.
> It was a neat enough printed circuit board.
> I really don't know what I thought. Maybe I thought it was a poplulated
> board without the case or something.
> Russg
>
>

1752. Re: joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <38d0602c@news.iglou.com>
Source record: 46017

On 2000-03-15 vkoslak@my-deja.com said:
>Thats sounds like what im looking for,
>but what about buttons?
>the sega controller i have has a b c and start buttons.
>The lines on the joystick port are all connected, so something
>must be getting a signal. would this be putting different
>values into the strig?
The hardware addresses for the standard Atari joystick buttons is 53264 for stick 1 and 53265 for stick 2. It's just a one bit input for each stick. Additional buttons might use the paddle inputs, or maybe a simultaneous 'left' and 'right' or 'up' and 'down'.

Net-Tamer V 1.08X - Test Drive

1753. Re: Atari 3.5" drive compatibility Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Atari Bob <rwoolley@pacbell.net>
Message-ID: <BuZz4.698$b64.19187@news.pacbell.net>
Source record: 46018

I am pretty sure that the drive itself can see the 1.44 punch in the disk and sets up the drive electronics for 1.44 density. Formatting the disk in this mode at 720K will not produce a reliable copy. In the old, old days, when these first came out, lots of guys just punched the 720K disks and made them into 1.44s..... Unlike the 5 1/4 disks, I don't believe that the 1.44 disks are formulated differently than the 720s - just the changes in the electronic characteristics of the drive allows the 1.44 to work. I think..... I'll have to fool around with this a little.

Bob

Nir Dary wrote in message <89u1fvnqr1@news.netvision.net.il>...
>few years ago I used to have a modified 3.5" (720k) xf551 drive, and saved
>few floppies from that time.
>
>Last Week received the Floppy Board, and connected a 3.5" (1.4meg) high
>density drive on it, I was managed to format 3.5" high density floppies on
>it and it worked very fast!!!
>
>to my surprise I was also able to read the 720k floppies I made few year
ago
>without changing any settings and using the High density drive mechanics.
>
>does any one knows what would happen if I take a high density floppy and
>format it as dd (720k) would the 3.5" modified xf551 will be able to read
>it?
>
>NIR
>
>
>

1754. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Atari Bob <rwoolley@pacbell.net>
Message-ID: <mzZz4.700$b64.19063@news.pacbell.net>
Source record: 46019

Atari built a bunch of these machines - just never got them into the distribution channels. Everyone I know has at least a couple of them. You could probably get $50 or $75 from those guys back East, but not much out here. Maybe if you had them "in the foam"....

Bob

(how do I send this on 4/1/00?)

Rich Jackson wrote in message <89kljmrat1@nntp9.atl.mindspring.net>...
>This Atari computer is for auction on E-Bay. What does the group
>think it is worth. Also, how many of these machines were built and
>how many are still available?
>
>PS The current price is $256.00 with four days to go...
>
>TIA Rich Jackson
>
>
>

1755. Launch of retrobits.com

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Earl Evans <retro@retrobits.com>
Message-ID: <38D068E0.6067D4E4@retrobits.com>
Source record: 46020
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,alt.c64,comp.sys.amstrad.8bit

Hi everybody,

Just wanted to let you know that the retrocomputing web site I've been working on,

http://www.retrobits.com

went live, as scheduled, yesterday evening!

Thanks to those of you who helped out with the collecting survey. And for those who haven't filled it out but are still interested in doing so, there is still time. There was so much material, I broke the article into three parts to do it justice. Parts II and III are yet to be written, and if any new points emerge on Part I, I'll update that section also.

The site's premiere contents include:

- Vintage Computer Collecting, Part I
- An Interview with Cameron Kaiser
- Book Review: "Apple - The Inside Story of Intrigue, Egomania, and Business Blunders"

and of course, Cameron's world-famous Commodore and Tomy web sites!

Please visit the site and let me know what you think. And bear in mind, it's my goal to make the site increasingly interactive over time. I want nothing more than to make this a useful, community-driven retrocomputing resource. If you've got ideas for information, articles, and other resources you'd like to see, please pass them along.

And if you've got any questions or concerns, please don't hesitate to contact me.

Thanks,

Earl Evans
retro@retrobits.com

1756. win800 emulator exe files

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Great Blondino <kimbarNOkiSPAM@poczta.onet.pl.invalid>
Message-ID: <06815043.5cef301c@usw-ex0109-070.remarq.com>
Source record: 46021

The files that emulators read are not the same as on real
Atari. The 6 bytes header dosen't match. Enyone have
specification of emulator exe file? kimbar@poczta.onet.pl

* Sent from AltaVista http://www.altavista.com Where you can also find related Web Pages,
Images, Audios, Videos, News, and Shopping. Smart is Beautiful

1757. Looking for user group

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Blaine Popp <poppb@spots.ab.ca>
Message-ID: <34Dz4.121384$up4.1831400@news1.rdc1.ab.home.com>
Source record: 46089

Can anyone tell me if an Atari User group still exists in the Calgary ,
Canada area. I am hoping to find users of Atari Computers

Thanks
Blaine Popp

1758. Re: Atari 8bit cartridge lot

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <00Gz4.15046$6b1.251290@news1.online.no>
Source record: 46090

```
> The cartridge lot is sold, sorry.
>
>
> Curt
>

Why did you sell it then ? ;-)
```

1759. Re: FREE Atari hardware: PICK UP ONLY in NYC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8anme4$o4a$1@plutonium.compulink.co.uk>
Source record: 46091

In article <38CE84F2.2119D8E7@worldnet.att.net>, cvendel@worldnet.att.net
(Curt Vendel) wrote:

> All in one large box, all FREE, must come and pick it up.
Why oh why do I live on the other side of the pond!?!?!?!!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1760. Where to find TopDOS - WAS: Re: Drive 9

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-15 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8anp9r$c86$1@nnrp1.deja.com>
Source record: 46092

I believe the manuals can be found in the CTH 8-bit Archive at-

ftp://ftp.spudster.org/pub/CTH/Utilities/DOS/TopDos

Could you (or anyone for that matter) please send me the TopDos
program, so I can place it in the archive?

Sent via Deja.com http://www.deja.com/
Before you buy.

1761. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000316173210.01552.00002206@ng-cb1.aol.com>
Source record: 45943

>Andreas Magenheimer magea000@mail.uni-mainz.de sagt:

>1) if you tag/select a file with the RETURN key Ataridsk immediately
>copies this one file; 2) to do a copy of multiple files use the SPACE
>key to tag/select more files, then go to the very end of files, where
>you find the german word "kopieren". Once there press RETURN and all
>tagged/selected files will be copied (if the diskspace is big enough,
>otherwise you get an error). greetings - Andreas Magenheimer

Sounds very different, coincidental name perhaps?
The 'ataridsk' that I have is by Charles Marslett with NO German prompts...?
What is the source of yours? If it works, can you send it?

-Ron

I don't have a solution but I admire the problem.

1762. FOR SALE: Complete Atari 1200XL APE system with dedicated APE PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: Sydtech <REMOVENOSPAM_sydtech@sydtech.com>
Message-ID: <sd2ojvjm9n139@news.supernews.com>
Source record: 45944
Cross-posted to: comp.sys.atari.8bit,mn.forsale

I'm moving and have decided to sell my Atari 8-bit setup. It is:

- An Atari 1200XL modified with Steve Tucker's outstanding APE WARP+ OS upgrade...
- An IBM PS/2 Model 75 red plasma-screen "luggable" computer with 12 megs of RAM and 240mb hard drive loaded with my registered copy of APE w/Prosystem as well as megs of Atari 8-bit stuff
- A working 3COM Ethernet card installed in the PS/2 system - the DOS redirector is installed - connect to your LAN and/or the Internet.
- An SIO2PC cable
- Two 1050 drives, all the necessary cables and power supplies, etc
- A Commodore 1702 color monitor

Check out http://sydtech.com/atari8/ for pictures and info and make an offer.

Please mind the spamblock if replying via email! Thanks!

Scott

1763. Re: FA 2 800s, 3 1050s, eprom burner + more

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: JamesGang <JamesGang@interpath.com>
Message-ID: <38D1781D.86996348@interpath.com>
Source record: 45945

This is still at only $103. That's only $20 apiece for the 2 computers
and
3 drives! Not to mention all the rest of the stuff. TIA

JamesGang wrote:
>
> Two 800's, three 1050's, an 850. Plus some catridges, joysticks, and an
> eprom burner. On ebay. Thanks!
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=280873457

1764. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sd3533549n142@corp.supernews.com>
Source record: 45946

<dnoguero@iname.com> wrote in message news:8arh0p$5br$1@nnrp1.deja.com...
> Here's an update:
>
> I tried cleaning the heads as James B. suggested and that got the two
> 1050s working again. The Indus, however, still doesn't work. It might
> be that my Indus just died, but I'm still weary that the cable might be
> the culprit somehow.
>
> Bob, I appreciate your gracious offer. If you're interested, I will
> send you my Indus, my original PROSYS cable, and the schematics I used
> to build it. And of course I will pay shipping both ways. Do you need a
> power supply as well?
>
> Thanks to all for the help!
>
> ->Dan

Update on Carolyn's cable. As I posted to the newsgroup, I wanted to check out the non functional cable she had and she graciously sent it to me via mail.

Turns out the PIN 5/Green<?> of the Atari SIO cable she used was bad. After a few girations of looking at what could be wrong with the thing, I finally checked for continuity and sure enough, broken contact.

I've now used it to make 4-6 .atr images and haven't had any trouble yet.

I did have to search a bit to find a good disk to use. Leaving things in a wet basement for ~7 years didn't help things much. The oxide looks like it is blooming and has a tendancy to just wipe off. Lucky I found a good disk that was left in one of my 1050s in the attic.

I would like to change the contruction of the thing now to be on the safe side. Instead of using the zener to drop voltage by 5.1, it would be better to just solder it, band end to pin 14 and other end to pin 7. Solder PC 9 pin connector pin #7 directly to the 14C89 pin 14.

This should work marginally with a non CMOS 1489 if that is all you have available.

I'd also bet the trouble with Carolyn's XF551 could be the standard broken contact SIO problem they all suffer from.

1765. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8asdrt$2fh$1@user2.teleport.com>
Source record: 45947
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-
Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
http://www.atari.benjamin.net And Jump to my FTP site linked to my Web
Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. So checkout what's new on
my WebSite. In Fact, check it regularly as my Catalogs are updated
regularly. Customer's are served, first come, first serve! I have 6
different Catalogs, and my SoftWare Catalogs are my largest. They have
the biggest Byte Count. You should see my inventory! I have TruckLoads
of HardWare, Boxes & Boxes of Software & Libraries of Books & Reference
Material for the Classic Atari 8 Bit & Atari ST! And remember, if you
can't come see me today, come see me tomorrow!

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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

1766. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ase2r$2oq$1@user2.teleport.com>
Source record: 45948
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

1767. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: atarircx@my-deja.com
Message-ID: <8ap982$h4h$1@nnrp1.deja.com>
Source record: 46022

> Very nice setup here. But what I want to know is where did
> you get that Atari coffee mug? I must get one! :)
>

Hi Steve,
I got mine from b&c computervisions. www.myatari.com
-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

1768. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38D075C8.A8ECB974@worldnet.att.net>
Source record: 46023

Hi Bob,

According to engineering logs and production records and a conversation with Atari's production line manager there were 75 1450XLD cases made, 250 1450XL motherboards (short boards with PBI headers for the disk drive daughter cards) were made, 25 "TONG" 1450XLD motherboards with everything built onto 1 single motherboard were made at Atari WONG and shipped to Sunnyvale. A small handful of 1450XL disk drive controllers were made, all were hand made wire wraps, nothing production line ready. Most of the 1450XL motherboards found their way into 1400XL cases, very few 1400XL's have actual motherboards that say 1400XL on them. The 1400XL was slated to be cancelled and never publicly sold within Atari. In late 1984 a new low cost XLD was going to be released called the 800XLD, it would be an 800XL with freddie chip and disk drive controller, no modem or speech synthesiser, target price: $350, not to shabby since the 1050's themselves at the time were selling for $359!

Curt

Atari Bob wrote:

> Atari built a bunch of these machines - just never got them into the
> distribution channels. Everyone I know has at least a couple of them. You
> could probably get $50 or $75 from those guys back East, but not much out
> here. Maybe if you had them "in the foam"....
>
> Bob
>
> (how do I send this on 4/1/00?)
>
> Rich Jackson wrote in message <89kljmrat1@nntp9.atl.mindspring.net>...
> >This Atari computer is for auction on E-Bay. What does the group
> >think it is worth. Also, how many of these machines were built and
> >how many are still available?
> >
> >PS The current price is $256.00 with four days to go...
> >
> >TIA Rich Jackson
> >
> >
> >

1769. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8aq3ri$64m$1@freenet9.carleton.ca>
Source record: 46024

(atarircx@my-deja.com) writes:
>> Very nice setup here. But what I want to know is where did
>> you get that Atari coffee mug? I must get one! :)
>>
>
> Hi Steve,
> I got mine from b&c computervisions. www.myatari.com

Thanks Dan, I had no idea they sold that sort of stuff :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1770. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8aq479$6jj$1@freenet9.carleton.ca>
Source record: 46025

"Russg" (russg@en.com) writes:
> (Steve Tucker talks about retrieving a bad A8 disk).
> Ok, I can see to get the plastic disk out of the old casing, with a knife
> or scissors cutting one edge.
> Anyway, how you remove it, and how you put it in a new one?
> Cut the bottom edge, the edge near the oval opening?

I used a single edge razor to slice a slot along the top edge of
the disk, right at the top of the curve where it folds over. Do it
right and the disk can be slid right out. Same goes for the new disk.

The first few times I just ripped the sleeves open along the
back folds where they had been spot sealed. Made for a messy looking
thing that was hard to get into a drive, but worked well enough to
make a good clean backup of the recovered disk.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1771. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <38d0a8b9.87970012@news.pipeline.com>
Source record: 46026

Just to let everyone know, I own the rights to SpartaDos X and hereby
give my permission for it to be placed in the public domain for
everyone to copy and own. I invite Mike Hohman to fight me in court
over this!

John

On Wed, 15 Mar 2000 12:23:20 -0800, BobKlaas <bobkla19@sisna.com>
wrote:

>What you ask for belongs to Michael Hohman of FTE. I know Mike and he
>does read this group, have not been able to contact him for months but
>know for a fact that the Sparta Dos X items are his most cherished
>items. He will fight you in court for these items. While they no
>longer hold our intrests, do not feel you would want a expensive defense
>of the items??
>
>Post a message to him perhaps he will relent, answer your questions and
>mine at the same time????
>
>bob
>

1772. Re: Lightgun Calibrating

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38D0D345.9D079356@mail.uni-mainz.de>
Source record: 46027

jonf schrieb:
>
> Apparently the gun is nothing more the older atari light pen with a trigger
> mechanisim! so its poor rating proberbly relfects the fact that the others
> were from conception onwards as light guns, and the atari gun was cobbled
> from the parts bin to give atari some market share. End result, it works,
> but not as well as the dedicated light guns
>
> Jon-Paul
>
Hello,
the Atari LG is indeed very similar to a Lightpen (how should it operate
then ?!?), but it is a little more accurate than the Lightpen. Whenever
I use the Lightpen with LG games its about 2-3cm away from its actual
point, the Lightgun is more accurate...
Next, the Lightgun seems to have an "inverted" Lightpen fire-button (or
trigger). Use the Lightpen on games like Crossbow and others and you now
have Machinegun-fire (also known as Auto-Fire)...
greetings - Andreas Magenheimer

1773. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38D0D788.CA2927D0@mail.uni-mainz.de>
Source record: 46028

Stephen Knox schrieb:
>
> I believe I used this program a looooong time ago (1 1/2 years ago) I was
> able to write 1 file to the disk but then had problems with additional
> adds. I figured out how to put multiple files on the disk(by an offset
> value) and succesfully created 7-8 DD disks of stuff I wanted to transfer
> from the PC->Atari (and vice versa). 6 months later I tried again and had
> no luck and didnt want to spend the time figuring it out again :(
>
> I used a Pentium 133 with a 5 1/4 floppy from a 486 33 machine. So I was
> using some older equipment which may be more compatibile with the Atari
> drive stuff??
>
> RHamiIton5 wrote:
>
> > >I seriously doubt that 'ataridsk' will write A8 single density disks.
> > >The PC, without a special floppy controller, can't do A8 or any other
> > >single density.
> >
> > Anadisk claims to read & write 'em, but I have not been successful?
> >
> > -Ron
> >
> > I don't have a solution but I admire the problem.
>
> --
> Thanks,
>
> Stephen Knox
>
> http://www.goochman.com
>
> Remove the 'X' for email replies

Hello,
1) if you tag/select a file with the RETURN key Ataridsk immediately
copies this one file; 2) to do a copy of multiple files use the SPACE
key to tag/select more files, then go to the very end of files, where
you find the german word "kopieren". Once there press RETURN and all
tagged/selected files will be copied (if the diskspace is big enough,
otherwise you get an error). greetings - Andreas Magenheimer

1774. Rare Atari games

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38D0DC9C.DEFAEEF4@mail.uni-mainz.de>
Source record: 46029

Hello,
a friend of mine is searching the following games or images:
1) Abraxas/Abraxus/Abraxis Adventure
2) Time Quest (adventure game)
3) Mad Marbles (original from Atari - no clone !!)
Anyone there who a) has the original games for sale or b) knows the URL
to download the images ??? greetings - Andreas Magenheimer

1775. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: atarircx@my-deja.com
Message-ID: <8aqsdm$l4c$1@nnrp1.deja.com>
Source record: 46030

> Thanks Dan, I had no idea they sold that sort of stuff :)

check the collectibles page, its $7.95
http://www.myatari.com/bccollec.txt

They've got all kinds of dorky stuff there like atari belt buckles,
patches, and solar calculators

Another really neat item that b&c computervisions still carries is the
blue canvas dust cover for the 130XE. It has a large white Atari logo
on the front and fits perfectly over the 130XE. I ordered mine at the
same time I got my coffee cup.

-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

1776. convert atari disks to the pc and back?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: MSMan <msman@t-online.de>
Message-ID: <8ar34pean1@news07.btx.dtag.de>
Source record: 46031

hello there

i've found my old atari, and now i tryed to rescure my old disks to the pc,
but the programms i've found are not so realy exciting.
which is the best possibilty to transfer disks from the atari to the pc (and
back?)
(it's a 800XL)?

excusse me, my english is poor

bye

1777. Re: joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.953226278@math.tu-berlin.de>
Source record: 46032

Vkoslak <vkoslak@my-deja.com> writes:
>but what about buttons?
>the sega controller i have has a b c and start buttons.
>The lines on the joystick port are all connected, so something
>must be getting a signal. would this be putting different
>values into the strig?

No. This is a "digital" signal, it's either on or off. However,
the remaining buttons could use the "paddle" input lines, try to
read these. PADDLE(0) and PADDLE(1) from Atari Basic, IIRC.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

1778. Atari 400-800 XE XL 2600-7800 Games & More On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: "Mr. Lee" <garystv@brightok.net>
Message-ID: <8ar8b6$s7g$1@sooner.brightok.net>
Source record: 46033

http://auctions.yahoo.com/user/sega_master_system

1779. Re: Rare Atari games

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: atarircx@my-deja.com
Message-ID: <8arbtb$1cd$1@nnrp1.deja.com>
Source record: 46034

I've got TimeQuest, but that was a post-Infocom title produced by
Legend Entertainment for the IBM-PC. I've never heard of an adventure
game of that name for the Atari 8bit.
-Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

1780. Re: convert atari disks to the pc and back?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38d12d3f$0$88393@news.erinet.com>
Source record: 46035

(best way to get A8 disks back and forth.)
for protected, original, disks, APE Prosystem cable, probably.
for unprotected, normal disks, APE/SIO2PC cable.
Info on both can be found at http://www.nacs.net/~classics (Steve
Tucker's site.)

1781. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: Belitz <Matthias.Belitz@gmx.de>
Message-ID: <01bf8f80$1558f300$a8f24ec2@Irata2>
Source record: 46036

John Hardie <jhardie@pipeline.com> schrieb im Beitrag
<38d0a8b9.87970012@news.pipeline.com>...
> Just to let everyone know, I own the rights to SpartaDos X and hereby
> give my permission for it to be placed in the public domain for
> everyone to copy and own. I invite Mike Hohman to fight me in court
> over this!
>
> John

Btw what is the current version ? Mine is 4.19, but I think, it is a little
bit outdated 8-(

Matt

1782. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: dnoguero@iname.com
Message-ID: <8arh0p$5br$1@nnrp1.deja.com>
Source record: 46037

Here's an update:

I tried cleaning the heads as James B. suggested and that got the two 1050s working again. The Indus, however, still doesn't work. It might be that my Indus just died, but I'm still weary that the cable might be the culprit somehow.

Bob, I appreciate your gracious offer. If you're interested, I will send you my Indus, my original PROSYS cable, and the schematics I used to build it. And of course I will pay shipping both ways. Do you need a power supply as well?

Thanks to all for the help!

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

1783. Re: FS: Internal Atari solder masks for 850

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38D14F69.3071A0F@worldnet.att.net>
Source record: 46038

Hi Edward,

I know what it feels like when you'd like to pick up something but your in
a bind, get in touch with me and I'll work out something for you and hold the
set of 850 films for you.

Curt

Edward Williams wrote:

> you guys don't get it these aren't the blank PCB's they are the masks for
> making the PCB's
> Edward Williams
> Curt I'll see if i can manage the funding but running the museum is kinda
> leaving me low on funds!. I'd love to have them but right now i just can't
> see how.
>
> ----------
> In article <38d043a2$0$40638@news.en.com>, "Russg" <russg@en.com> wrote:
>
> > Ha ha ha ha ha.
> > I bought one of those 850 boards. When an 850 cost like $108, the board
> > was I dunno maybe $10.
> > I thought I'd go to Radio Shack and get the stuff to populate it with.
> > It was a neat enough printed circuit board.
> > I really don't know what I thought. Maybe I thought it was a poplulated
> > board without the case or something.
> > Russg
> >
> >

1784. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <38d159bb.133290114@news.pipeline.com>
Source record: 46039

4.21 is the last version I know of.

John

On 16 Mar 2000 19:42:59 GMT, "Belitz" <Matthias.Belitz@gmx.de> wrote:

>Btw what is the current version ? Mine is 4.19, but I think, it is a little
>bit outdated 8-(
>
>Matt

1785. Breakout - The Great Escape

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <38d45b2e.133661197@news.pipeline.com>
Source record: 46040
Cross-posted to:
comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

Just posted a preview of the new Hasbro update to Breakout on Atari
Gaming Headquarters. To check out the storyline, screenshots, and
other goodies, just go to:

http://www.atarihq.com

and click on the Breakout Banner.

Enjoy!

John
jhardie@pipeline.com
www.atarihq.com

1786. Re: Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8armdt$3al$1@bob.news.rcn.net>
Source record: 46041

While we're on the subject, some people have asked me how to flatten a disk that was creased in the mail.

You can take it out of its envelope, put it between two sheets of glass, and put the assembly in the sun for a few hours.

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message news:8aq479$6jj$1@freenet9.carleton.ca...
> "Russg" (russg@en.com) writes:
> > (Steve Tucker talks about retrieving a bad A8 disk).
> > Ok, I can see to get the plastic disk out of the old casing, with a knife
> > or scissors cutting one edge.
> > Anyway, how you remove it, and how you put it in a new one?
> > Cut the bottom edge, the edge near the oval opening?
>
> I used a single edge razor to slice a slot along the top edge of
> the disk, right at the top of the curve where it folds over. Do it
> right and the disk can be slid right out. Same goes for the new disk.
>
> The first few times I just ripped the sleeves open along the
> back folds where they had been spot sealed. Made for a messy looking
> thing that was hard to get into a drive, but worked well enough to
> make a good clean backup of the recovered disk.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.nacs.net/~classics * *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1787. Frogger 2 - Swampy's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-16 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <38d55c30.133919962@news.pipeline.com>
Source record: 46042
Cross-posted to:
comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

We've got a preview of Frogger 2, the new Frogger sequel from Hasbro
up on Atari Gaming Headquarters. To see the latest story,
screenshots, and other goodies, just stop by:

http://www.atarihq.com

and click on the Frogger 2 banner.

Enjoy!

John
jhardie@pipeline.com
www.atarihq.com

1788. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: itzjustmike@aol.com
Message-ID: <20000316224452.02861.00002309@ng-fw1.aol.com>
Source record: 45949

<< 4.21 is the last version I know of. >>

4.22, dated 11/5/95 was the last version that I know of for SDX. If I recall it's the version with the sio driver to allow SDX and the MUX to work together

As far as having the rom image, I seem to recall that SDX required a custom PAL in its supercart. While I'm sure the emulator writers could work around this, anyone just wanting to burn a rom might be out of luck

1789. Last Day for MIB Action+Toolkit+Runtime on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: atarircx@my-deja.com
Message-ID: <8ascqepgm1@nnrp1.deja.com>
Source record: 45950

here's the link if you are interested:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=281145783

Sent via Deja.com http://www.deja.com/
Before you buy.

1790. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-wdfgCs8FXBQm@cth-analog-ts01-s3.cth.com.au>
Source record: 45951

On Sun, 17 Mar 3900 03:44:52, itzjustmike@aol.com (ItzjustMike) wrote:

> << 4.21 is the last version I know of. >>
>
> 4.22, dated 11/5/95 was the last version that I know of for SDX. If I recall
> it's the version with the sio driver to allow SDX and the MUX to work together
>
> As far as having the rom image, I seem to recall that SDX required a custom PAL
> in its supercart. While I'm sure the emulator writers could work around this,
> anyone just wanting to burn a rom might be out of luck
>
burning a new rom is the easy part. I received my latest one direct
from mike and burnt it my self. works great. The PAL however would be
a bit of a problem.

James B

1791. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: hias+usenet@edfu.horus.com
Message-ID: <slrn8d45av.nsi.hias+usenet@edfu.horus.com>
Source record: 45952

Hi!

In article <20000316173210.01552.00002206@ng-cb1.aol.com>, RHamiIton5 wrote:
>Sounds very different, coincidental name perhaps?

Yes, that's correct. I have written the program some 6 or 7 years ago
and thought 'ataridsk' was the perfect name for it. About 1 or 2 years
later I found out that there was already a program named 'ataridsk'
at the umich-archive, but I never renamed it...

>What is the source of yours? If it works, can you send it?

You can download it from http://www.horus.com/~hias/atari/
The current version is V1.2 from December 1995, including an
english user interface and documentation. If you don't have
access to the web, I can mail it to you.

HTH,

Hias

1792. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <8atls3$m48$1@nnrp1.deja.com>
Source record: 45953

In article <sd3533549n142@corp.supernews.com>,
"Richard Cortese" <ricortes@netmagic.net> wrote:
> <dnoguero@iname.com> wrote in message
news:8arh0p$5br$1@nnrp1.deja.com...
> > Here's an update:
> >
> > I tried cleaning the heads as James B. suggested and that got the
two
> > 1050s working again. The Indus, however, still doesn't work. It
might
> > be that my Indus just died, but I'm still weary that the cable
might be
> > the culprit somehow.
> >
> > Bob, I appreciate your gracious offer. If you're interested, I will
> > send you my Indus, my original PROSYS cable, and the schematics I
used
> > to build it. And of course I will pay shipping both ways. Do you
need a
> > power supply as well?
> >
> > Thanks to all for the help!
> >
> > ->Dan
> Update on Carolyn's cable. As I posted to the newsgroup, I wanted to
check
> out the non functional cable she had and she graciously sent it to me
via
> mail.
>
> Turns out the PIN 5/Green<?> of the Atari SIO cable she used was bad.
After
> a few girations of looking at what could be wrong with the thing, I
finally
> checked for continuity and sure enough, broken contact.
>
> I've now used it to make 4-6 .atr images and haven't had any trouble
yet.
>
> I did have to search a bit to find a good disk to use. Leaving things
in a
> wet basement for ~7 years didn't help things much. The oxide looks
like it
> is blooming and has a tendancy to just wipe off. Lucky I found a good

disk
> that was left in one of my 1050s in the attic.
>
> I would like to change the contruction of the thing now to be on the
safe
> side. Instead of using the zener to drop voltage by 5.1, it would be
better
> to just solder it, band end to pin 14 and other end to pin 7. Solder
PC 9
> pin connector pin #7 directly to the 14C89 pin 14.
>
> This should work marginally with a non CMOS 1489 if that is all you
have
> available.
>
> I'd also bet the trouble with Carolyn's XF551 could be the standard
broken
> contact SIO problem they all suffer from.
>
>

Actually, I have never been able to get any PROSYS cable to work with
my XF551.

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

1793. Atari 8-Bit Hardware Hacking Sites

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: Edward Williams <zsystems@classicnet.net>
Message-ID: <sd4nmcpm9n12@corp.supernews.com>
Source record: 45954

I'm trying to put a list together of as many Atari 8-Bit Hardware Hacking Sites as I can. The Main Purpose is to have a Central FAQ for Hardware Hacking. I will Also be doing the same for Other ORPHANS as well.
Thanks
Edward Williams
Arkansas Museum of Computing
webmaster@classicomputers.org

1794. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sd4o7trr9n143@corp.supernews.com>
Source record: 45955

<dnoguero@my-deja.com> wrote in message news:8atls3$m48$1@nnrp1.deja.com...
> In article <sd3533549n142@corp.supernews.com>,
> "Richard Cortese" <ricortes@netmagic.net> wrote:
> > I'd also bet the trouble with Carolyn's XF551 could be the standard
> broken
> > contact SIO problem they all suffer from.
> >
> >
>
> Actually, I have never been able to get any PROSYS cable to work with
> my XF551.
>
> ->Dan
XF551s are kind of nice, but not too smart. I haven't had one in a long time, but IIRC they don't do things like determine density when you first insert a disk. Did you try doing some things like cycling the power off/on to see if it would come up in a good density?

Just another bit of drift, I left clone/Prosys cable/810 hooked up overnight. Still working this morning after about ~16 hour burn in.

1795. Re: joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <8au26qvtg1@nnrp1.deja.com>
Source record: 45956

In article <38d0602c@news.iglou.com>,
bmarcum@iglou.com wrote:

> The hardware addresses for the standard Atari joystick buttons is
53264 for
> stick 1 and 53265 for stick 2. It's just a one bit input for each
stick.
> Additional buttons might use the paddle inputs, or maybe a
simultaneous 'left'
> and 'right' or 'up' and 'down'.

Paddle buttons use "left" and "right" on the joystick pins. In theory
you can actually play a game of Dave's Midnight Magic just using the
paddles (just like in the pic from the Apple version). Problem is that
you can't launch the ball since you have no "down" :(

(Which was why I took the circuit out of a used joysick and used that
for playing pinball. :)

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

1796. Re: Breakout - The Great Escape

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <8au2dh$8e$1@nnrp1.deja.com>
Source record: 45957
Cross-posted to: comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari

In article <38d45b2e.133661197@news.pipeline.com>,
jhardie@pipeline.com (John Hardie) wrote:
> Just posted a preview of the new Hasbro update to Breakout on Atari
> Gaming Headquarters. To check out the storyline, screenshots, and
> other goodies, just go to:
>
> http://www.atarihq.com
>
> and click on the Breakout Banner.

Oh boy...another round of Hasbro bashing begins again :)

Serious though, it looks like a nice game. But I was expecting
something like that to be like Arkanoid and not a Pong sequal. Maybe
for the remake of Super Breakout perhaps? ;)

Still waiting for that ultra cool remake of Galaga...

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

1797. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000317143339.02590.00002679@ng-fs1.aol.com>
Source record: 45958

Anybody else out there have a blackbox? I'd love to see other people's setup.

Allan B.

1798. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-3VCxTdIdgor3@draco.home.earthlink.net>
Source record: 45959

haha, looks just like my Atari coffee mug. I got mine from a guy in
Buffalo, NY name of Dave.

Ken

n Wed, 15 Mar 2000 21:59:02, danver@halcyon.com wrote:

> Hi Nir,
> I just got my zip connected to my new BB just about three weeks ago
> now, so I'm probably the resident newbie around here.
> Here's the basics for an external scsi zip drive:
> 1. You need a parity pal chip added to your BB. CSS will do it for
> you, just give 'em a call.
> 2. You need an adapter to connect 50-pin flat ribbon cable header to a
> 25 pin SCSI port on the back of the zip. I pressed a 50 pin centronics
> scsi header onto the ribbon cable and a plugged a centronics-to-25-pin
> adapter into that. Its kind of goofy, but I had these parts laying
> around, and it works fine.
> 3. Termination should be selected to ON if its the last drive on the
> chain.
> 4. To save the settings of the BB, you need a SCSI device having id
> #0. All the external zips I've seen won't do this, so I added a
> SyQuest Ezflyer removable drive which can be set to id #0 (Syquest went
> chapter 11 recently and you can get these drives for almost nothing).
> This works really well because the BB can save different sets of
> partition tables to each removeable cartridge you have. You can also
> do partition to partition backups with CSS's HD Backup Pro software.
> I've heard from others that an internal zip can be set to id #0, so you
> probably don't need a second drive if you plan to go with the internal
> model.
> Overall I couldn't be happier now with my 130XE & BB. It is astounding
> how fast the I/O is out of the BB. Most applications and games load
> practically instantaneously.
> here's some pictures of my setup if you are interested:
> http://www.halcyon.com/danver/images/atari.jpg
> http://www.halcyon.com/danver/images/bb.jpg
> -Dan V.
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1799. Re: Atari 400 popeye cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: Mike <changm@arvotek.net>
Message-ID: <38D2A90F.4405EB4D@arvotek.net>
Source record: 45960

Hi,

I got a bunch of Vic20 carts awhile back and I got one from
PB labelled the same way. I opened it up and I have a link
to the pic below. Can anyone verify if this is a proto or sample or
just everyday common variety ?

Not for sale despite the link,

http://www.arvotek.net/~changm/ebay/vicqbert.jpg

Thanks,
-Mike

ejgnandt@my-deja.com wrote:

> Release 1 of a test program? Sounds like a prototype. Its easy to
> fake a prototype, however. (Take off the label and write something else
> on the cart.) Unless the game is different from the released version,
> how would one know? Its one reason I don't collect protoypes. A
> prototype of an unreleased game would be interesting, however.
> I saw someone spent $200 for a "prototype" of Bezerk on eBay. Its
> available at B&C for $14.95. Didn't have the heart to tell them.
> Caveat Emptor,
> Gene
> In article <2d9abd7a.e19bdf7c@usw-ex0105-037.remarq.com>,
> sh3 <kwd1mpoNOkwSPAM@bolton.ac.uk.invalid> wrote:
> >
> > Hello, hope someone can help me with this:-
> >
> > I bought a load of carts at a boot sale, one of which was a
> > Parker Bors. cart with a small white typed sticker saying "ATARI
> > 400 POPEYE 16k RLS.1" or something to that effect. Can anyone
> > tell me about it...maybe why it has this little sticker instead
> > of a real label? Could it have been a magazine review copy or
> > something?
> >
> > Any help/guesses welcome to:-
> >
> > kwd1mpo@bolton.ac.uk
> >
> > thanks!
> >
> > kevin
> >
> > * Sent from RemarQ http://www.remarq.com The Internet's Discussion

> Network *
> > The fastest and easiest way to search and participate in Usenet -
> Free!
> >
> >
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1800. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e7lh60.1v9bvyj1nsuu2oN%rlcolli@ibm.net>
Source record: 45961

<danver@halcyon.com> wrote:
> here's some pictures of my setup if you are interested:
> http://www.halcyon.com/danver/images/atari.jpg
> http://www.halcyon.com/danver/images/bb.jpg

Nice pics... How do you keep your setup so clean and tidy?

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

1801. Stuff for sale and trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: Brad <corbulo@mind_ATARI_spring.com>
Message-ID: <170320002324280183%corbulo@mind_ATARI_spring.com>
Source record: 45962

/lurk off

I'm in the process of "rebooting" my old Atari habit.
In doing so I need to clean out the basement some and find a few
greenbacks to exchange for new(depends on point-of-view, don't it)
toys.

I have cobbled together some web pages (which tarnish the rest of my
wife's site) to list my Sale or Trade and Want lists.

Thanks,
Brad
corbulo@mind_ATARI_spring.com

(remove the _ATARI_)

lurk on/
awww, the heck with it...
/lurk off

1802. Re: Stuff for sale and trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-17 00:00:00 UTC
From: Brad <corbulo@mind_ATARI_spring.com>
Message-ID: <170320002334054897%corbulo@mind_ATARI_spring.com>
Source record: 45963

arrrg! (I don't do this much do I?) sigh.
I'd guess a link would be handy...

http://www.mindspring.com/~sinbrad/
Then click on my name (Brad).

Thanks again,
Brad
corbulo@mind_ATARI_spring.com

(remove the _ATARI_)

In article <170320002324280183%corbulo@mind_ATARI_spring.com>, Brad
<corbulo@mind_ATARI_spring.com> wrote:

> /lurk off
>
> I'm in the process of "rebooting" my old Atari habit.
> In doing so I need to clean out the basement some and find a few
> greenbacks to exchange for new(depends on point-of-view, don't it)
> toys.
>
> I have cobbled together some web pages (which tarnish the rest of my
> wife's site) to list my Sale or Trade and Want lists.
>
> Thanks,
> Brad
> corbulo@mind_ATARI_spring.com
>
> (remove the _ATARI_)
>
>
>
> lurk on/
> awww, the heck with it...
> /lurk off

1803. FS: XE w/gun/ps or swap...

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: Amiga2000@bigpond.com
Message-ID: <38d2d936@naylor.cs.rmit.edu.au>
Source record: 45964

I have an XE system with gun, power supply (australian though)
and keyboard & matching grey (XE series) joystick, I would to
only swap it for something I dont have (atari 400/800 or 1200xl)
will consider other atari 8bit stuff.

--
[*]---[_][%][X]
|Christopher John Harrison | charriso@cs.rmit.edu.au|_
	cjh@consultant.com	
	Amiga2000@bigpond.com	
__________________________	________________________	
Duty Programmer & CS108 Lab Assistant.	
|Vintage Computer Collector & Restorer. | |
-- |
|____|

1804. Re: Breakout - The Great Escape

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <OPGA4.74$mF2.1827@typhoon.sonic.net>
Source record: 45965
Cross-posted to:
comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

```
In rec.games.video.atari John Hardie <jhardie@pipeline.com> wrote:
: Just posted a preview of the new Hasbro update to Breakout on Atari
: Gaming Headquarters. To check out the storyline, screenshots, and

Stor-- y--- line???

;)

-bill!
(who was APPAULED to learn that the new missile command game for PC's
allows the player to _attack_. That is NOT what missile command was
about!! Grrr!)
```

1805. BASIC in BASIC Was: S H A M U S for GameBoy Color - Played it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: kisrael@andante.cs.tufts.edu
Message-ID: <AXMA4.17$2y4.407@news.tufts.edu>
Source record: 45966
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Scott Wozniak (swozniak@aol.comeGETsome) wrote:
> Another great source of info on classic game programmers in general can be
> found at:

> The Giant List of Classic Game Programmers

> http://www.dadgum.com/giantlist/index.html

Heh- I was blown away by this:

The December 27 entry mentioned David Bohlke. Turns out he also wrote a
couple of BASIC compilers in addition to his games. One was commercial,
and one was a type-in program for ANALOG Computing (a magazine I'm guilty
of mentioning frequently). The latter was a great hack. David came up with
a minimal subset of Atari BASIC that his compiler would accept, and then
he turned each of these constructs into the obvious machine code. He only
allowed statements like "X = Y + constant," GOTO, and one or two IF
statements. It's probably the only BASIC compiler to be written in a
couple of pages of BASIC.

I wonder what you could write in that minimalistic language? I loved my
Atari and its rather rich BASIC, but never got into the ML level...
Anyone hear more about this?

--
Kirk Israel [spamblock in effect, use kirk@alienbill.com]
"Dixie to Cicero: The Jazz Migration" [...] Songs include: "She Be Big,
Maybe Too Big Blues," "Can I Has Yo Fish?", and the classic
"Wha's Dis on Yo Shoe?" --Humans

1806. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000318072152.03882.00000123@ng-fj1.news.cs.com>
Source record: 45967

>haha, looks just like my Atari coffee mug. I got mine from a guy in Buffalo,
NY... >

As with many collectibles, these "rare"
coffee mugs were going for big $ on eBay
a year ago. Haven't seen any on there
recently though. Now what you need is the
far less common cobalt blue mug with gold
lettering/trim...
Larry

1807. Pac-Man Variants

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <38d39995.33819574@allnews.pottsville.infi.net>
Source record: 45968

Hi to all...

I have noticed a number of official-looking Pac-Man variants and was wondering if anyone has any info on them. They are all copyright dated 1982 by Atari. The first is my trusty cart that I use on my 800XL. It doesn't have any startup screen other than the "Press Option..." screen. The other two I found on the Web. One of them has the "Character/Nickname" startup screen, and the other starts up like my cart but has the intermission animations during the game (which my cart doesn't have). Are these disk versions? Revised carts?

Just curious...

Thanks.

1808. Re: ASPI interface for Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: Jason Duerstock <jason@sdi.cluephone.com>
Message-ID: <ZCLA4.1359$GB6.43377@news2.mia>
Source record: 45969

Sounds good to me! When do we get to see some beta code? :)

Jason

"Belitz" <Matthias.Belitz@gmx.de> wrote in message
news:01bf8d43$9feb81c0$93f24ec2@Irata2...
> ASPI for XL/XE computers idea 03.14.2000 by Matthis Belitz
>
> "Atari (Advanced) SCSI Programming Interface"
>
> What is this good for ?
> There are a few number of SCSI interfaces for the XL/XE computers out now,
> f.e. BlackBox, MIO ... and the ATAPI devices for the IDE-interface are
> accessed by a similar commandsets.
> At the moment every developer has to write his own drivers for basic
access
> along with any tool that could be useful for his interface. F.e. thats the
> reason, why only one interface (I know) supports CD-ROM access at the
> moment even at least two further interfaces have the hardware interface to
> do so.
>
> So a better solution it would be to split the tools in abstract high level
> drivers and hardware specific low level drivers with a well documented
> software interface.
> A developer of a new IDE or SCSI interface only has to write the low level
> drivers and so could use all of the already existing tools.
>
> Here are some examples for such high level drivers or tools:
>
> - ISO 9660 FS driver to have read access to common CD-ROM
> - MS-DOS FS for access of Dos HD / medias (f.e. Zip 100)
> - CD-player Tool
> - even scanner tool may be possible
>
>
> As SCSI devices are blockdevices, a reuse of the SIO-control interface
> would be a nice idea. I suggest the following implementation.
>
>
> DDEVIC $70 for ASPI manager
> DUNIT $01 ..(number of ASPI manager, could be more than one f.e. SCSI,
> IDE)
> DCOMND $XX ..(command code)
> DSTATS $ ..before execution data direction $80 write, $40 read, after
> execution error code

> DBUFR ADR ..databuffer
> DTIMO ..timeout value
> DBYTE ..expected number of bytes to transfer
> DAUX ..adress of the SRB (SCSI request block)
>
> command codes
>
> $00 host adapter inquiry
> $01 get device type
> $02 execute SCSI command
> $03 abort SCSI command
> $04 RESET SCSI device
> $05 set host adapter parameters
> $06 get disk drive information
>
> SRB
> byte TID target id
> byte CMDLEN command length (number of bytes follow, 6, 10, 12 byte SCSI
> commands possible)
> 6-12 bytes SCSI command
>
>
> The main goal should be to include the ASPI routines in device ROM, so
that
> tools with any DOS could use it.
>
> I have already started the development of an ASPI manager for the Black
> Box, one the msc IDE-interface will follow.
> I would really like to have this an open source project under GNU-license.
>
> I am waiting for your suggestions.
>
> Matt
>
>
> roadmap ASPI manager
>
> - execute simple commands (INQUIRY) -> done
> - basic read data subroutines -> done
> - handling status requests of target -> done
> - handling message requests of target -> done for one byte messages
> - handling more data expected than could be transfered -> done
> - handling less data expected than should be transfered
> - handling wrong data direction expected
> - basic write data subroutines
> - set up manager which could execute ASPI commands as described (at the
> moment only "execute command")
> - rebuild manager for BB-ROM patch
> - additional burst read subroutines
> - additional burst write subroutines

> - rewrite code for speed improvements
>
> roadmap tools
>
> - Audio CD-Player -> very basic player done
> - ISO 9660 FS
>

1809. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: Jason Duerstock <jason@sdi.cluephone.com>
Message-ID: <PcMA4.1384$GB6.44431@news2.mia>
Source record: 45970

Perhaps you should let Mr. Hohman speak for himself.

"BobKlaas" <bobkla19@sisna.com> wrote in message
news:38CFF136.65777C63@sisna.com...
> What you ask for belongs to Michael Hohman of FTE. I know Mike and he
> does read this group, have not been able to contact him for months but
> know for a fact that the Sparta Dos X items are his most cherished
> items. He will fight you in court for these items. While they no
> longer hold our intrests, do not feel you would want a expensive defense
> of the items??
>
> Post a message to him perhaps he will relent, answer your questions and
> mine at the same time????
>
> bob
>

1810. Want to transfer old Atari 8-bit disks to PC in Ft. Lauderdale, FL: will pay $

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: Jeffrey Glen Jackson <jeff@jeff-jackson.com>
Message-ID: <38d39698_1@news.uncensored-news.com>
Source record: 45971

I don't have a working 800XL anymore (don't know why it doesn't
work) and can't find the power supply for the IndusGT disk drive,
so can't try connecting it to the PC with www.emulators.com cable.

Do you have the necessary hardware and software to copy single
and double density Atari disks to the PC? Do you live within
a couple of hours of Fort Lauderdale FL? Do you want to make
some money? I'll gladly pay you to help be copy a couple dozen
disks to the PC.

Send me email at jeff@jeff-jackson.com. Thanks.

--
><> Jeffrey Glen Jackson, son of Albert, son of George, son of <><
><> Henry, son of Miles, son of Randolph, son of Ephraim, son of <><
><> Thomas, son of John, son of Thomas, ... sonne of Jack. <><
http://www.jeff-jackson.com
Satan jeered, "You're dead meat Jesus, I'm gonna bust you up tonight."
Jesus said, "Go ahead, make my day." -- Carman, "The Champion"

Posted via Uncensored-News.Com, http://www.uncensored-news.com
Only $8.95 A Month, - The Worlds Uncensored News Source

1811. Re: ASPI interface for Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <01bf90fa$bdc08dc0$82f24ec2@Irata2>
Source record: 45972

Hallo !

Jason Duerstock <jason@sdi.cluephone.com> schrieb im Beitrag
<ZCLA4.1359$GB6.43377@news2.mia>...
> Sounds good to me! When do we get to see some beta code? :)
>
> Jason
>
> > roadmap ASPI manager
> >
> > - execute simple commands (INQUIRY) -> done
> > - basic read data subroutines -> done
> > - handling status requests of target -> done
> > - handling message requests of target -> done for one byte messages
> > - handling more data expected than could be transfered -> done
> > - handling less data expected than should be transfered
> > - handling wrong data direction expected
> > - basic write data subroutines
> > - set up manager which could execute ASPI commands as described (at the
> > moment only "execute command")
> > - rebuild manager for BB-ROM patch
> > - additional burst read subroutines
> > - additional burst write subroutines
> > - rewrite code for speed improvements
> >
> > roadmap tools
> >
> > - Audio CD-Player -> very basic player done
> > - ISO 9660 FS
> >

- SCSI monitor (lets you perform some SCSI commands and displays the
buffer) -> basic version done

There are some basic tools yet, but I would label them "ALPHA" .
But if someone is really interested in assisting me, please mail. You will
get some additional information, the lastest versions ...
The task you have to do is to test the tools and send me your results.

Matt

1812. Re: Breakout - The Great Escape

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <ACSPBAAUUP@cabal.shnet.org>
Source record: 45973
Cross-posted to: comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari

In <8au2dh$8e$1@nnrp1.deja.com> mr_maddog@my-deja.com wrote:
>[Hasbro Breakout]
>Serious though, it looks like a nice game. But I was expecting
>something like that to be like Arkanoid and not a Pong sequal.

As your newsgroups selection includes csa8, would you please explicitly refer to "the coin-op Arkanoid", as the Atari version sucked big time (there was a type-in version called "Unicum" in the German "Happy Computer" magazine that was much better).

Thorsten

1813. Re: Ice-T website and personal homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8b13u9$4em$1@mohawk.hwcn.org>
Source record: 45974

There is a difference between the "Express Term program" ie 850 Express
and the "Express Cart".....the Express cart, is owned by FTe I
belive....it is a Sparta X/ICD type Super cart....it works well and is
integrated with Express Pro BBS.....there is an Express term cmd which is
also integrated with the Express Pro BBS which was worked on by Stephen
Carden.....it is part of the BBS program....

So let's summarize

850 Express (Shareware?) disk program
Express Cart (owned by FTe)?? Super cart
Express Term Command (owned by Express BBS Pro owners)

1814. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8b1446$4em$2@mohawk.hwcn.org>
Source record: 45975

Jason Duerstock (jason@sdi.cluephone.com) wrote:
: Perhaps you should let Mr. Hohman speak for himself.

: "BobKlaas" <bobkla19@sisna.com> wrote in message
: news:38CFF136.65777C63@sisna.com...
: > What you ask for belongs to Michael Hohman of FTE. I know Mike and he
: > does read this group, have not been able to contact him for months but
: > know for a fact that the Sparta Dos X items are his most cherished
: > items. He will fight you in court for these items. While they no
: > longer hold our intrests, do not feel you would want a expensive defense
: > of the items??
: >
: > Post a message to him perhaps he will relent, answer your questions and
: > mine at the same time????
: >
: > bob
: >

I agree. I think many here would welcome Mike defending his rights...he
can then answer to the people he failed to deliver products to.

I say pirate Sparta X roms....I know I gave mine away to someone who will
dump and distribute them.

Willy

1815. FA DE RE ATARI BOOK NIW

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <21712-38D443E3-102@storefull-177.iap.bryant.webtv.net>
Source record: 45976

here it is,
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=287202918

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1816. FA FORTH PROGRAMMING LANGUAGE

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-18 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <21712-38D444B1-103@storefull-177.iap.bryant.webtv.net>
Source record: 45977

we have lots of other atari stuff also,please look at our other auctions
also please,
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=287194936

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1817. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-zdjyH0mNTktD@draco.home.earthlink.net>
Source record: 45978

Mike Hohman should come out of hiding long enough to sell off all the
rights or products he bought from ICD. or at least some of them.
Ken

On Sat, 18 Mar 2000 23:39:50, af332@freenet.hamilton.on.ca (William
Moeller) wrote:

> Jason Duerstock (jason@sdi.cluephone.com) wrote:
> : Perhaps you should let Mr. Hohman speak for himself.
>
> : "BobKlaas" <bobkla19@sisna.com> wrote in message
> : news:38CFF136.65777C63@sisna.com...
> : > What you ask for belongs to Michael Hohman of FTE. I know Mike and he
> : > does read this group, have not been able to contact him for months but
> : > know for a fact that the Sparta Dos X items are his most cherished
> : > items. He will fight you in court for these items. While they no
> : > longer hold our intrests, do not feel you would want a expensive defense
> : > of the items??
> : >
> : > Post a message to him perhaps he will relent, answer your questions and
> : > mine at the same time????
> : >
> : > bob
> : >
>
> I agree. I think many here would welcome Mike defending his rights...he
> can then answer to the people he failed to deliver products to.
>
> I say pirate Sparta X roms....I know I gave mine away to someone who will
> dump and distribute them.
>
> Willy
>
>

1818. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: atarircx@my-deja.com
Message-ID: <8b1n3ktef1@nnrp1.deja.com>
Source record: 45979

> > here's some pictures of my setup if you are interested:
> > http://www.halcyon.com/danver/images/atari.jpg
> > http://www.halcyon.com/danver/images/bb.jpg
>
> Nice pics... How do you keep your setup so clean and tidy?
>

Hi Ryan,
I keep all the cords and power supplies in the XT case... It gets a little warm in there at times, and I'm considering installing a small fan in the back... probably try to get to that next weekend (I also need to replace the battery in my R-Time8!!)

I have a large bookshelf for all my atari books to the left, and behind is a huge steel cabinet for all my original software boxes, manuals, and disk organizers. All my carts are kept in the small wooden chest on the desk in the picture. This setup is also located in a room of the house called "my office" where no kids are allowed (at least yet... my wife & I have two twin baby boys and one toddler!) and its basically just devoted to Atari hardware. I have this 8-bit setup, and a 4MB STE & an ICD hard disk, and also a Jaguar. Oh, and an Apple IIe with a mockingboard... I like to hear the music in Ultima IV when I play.

I suppose things will get more messy when I begin my next project. See the Armatron there? I'm planning to go ahead with the "Arm your Atari" project from ANALOG magazine in next few months.

Take care,
Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

1819. Re: BASIC in BASIC Was: S H A M U S for GameBoy Color - Played it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10003190223590.102-100000@TT030>
Source record: 45980
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Sat, 18 Mar 2000, Kirk Is wrote:

> The December 27 entry mentioned David Bohlke. Turns out he also wrote a
> couple of BASIC compilers in addition to his games. One was commercial,
> and one was a type-in program for ANALOG Computing (a magazine I'm guilty
> of mentioning frequently). The latter was a great hack. David came up with
> a minimal subset of Atari BASIC that his compiler would accept, and then
> he turned each of these constructs into the obvious machine code. He only
> allowed statements like "X = Y + constant," GOTO, and one or two IF
> statements. It's probably the only BASIC compiler to be written in a
> couple of pages of BASIC.

I remember that issue, I was fascinated by it at the time. I didn't
do anything with it myself but it would be neat to hear if any others
did.

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

1820. Re: BASIC in BASIC Was: S H A M U S for GameBoy Color - Played it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: Eckhard_Stolberg@public.uni-hamburg.de
Message-ID: <38d4d4c7.7038460@news.uni-hamburg.de>
Source record: 45981
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

kisrael@andante.cs.tufts.edu (Kirk Is) wrote:

>The December 27 entry mentioned David Bohlke. Turns out he also wrote a
>couple of BASIC compilers in addition to his games. One was commercial,
>and one was a type-in program for ANALOG Computing (a magazine I'm guilty
>of mentioning frequently). The latter was a great hack. David came up with
>a minimal subset of Atari BASIC that his compiler would accept, and then
>he turned each of these constructs into the obvious machine code. He only
>allowed statements like "X = Y + constant," GOTO, and one or two IF
>statements. It's probably the only BASIC compiler to be written in a
>couple of pages of BASIC.

It's probably not what you meant, but most type in BASIC compilers and
interpreters were published in BASIC source code. Most of these
were BASIC loaders though, that just read a ML program from a lot
of DATA statements and wrote it to disk as an executable. The
German magazine Happy Computer even had a type in BASIC interpreter
and compiler for the XL that was fully compatible with Atari's
own BASIC interpreter but a lot faster.

Ciao, Eckhard Stolberg

1821. Re: BASIC in BASIC Was: S H A M U S for GameBoy Color - Played it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: kisrael@andante.cs.tufts.edu
Message-ID: <nE5B4.24$2y4.486@news.tufts.edu>
Source record: 45982
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Eckhard Stolberg (Eckhard_Stolberg@public.uni-hamburg.de) wrote:
> kisrael@andante.cs.tufts.edu (Kirk Is) wrote:
> >of mentioning frequently). The latter was a great hack. David came up with
> >a minimal subset of Atari BASIC that his compiler would accept, and then
> >he turned each of these constructs into the obvious machine code. He only
> >allowed statements like "X = Y + constant," GOTO, and one or two IF
> >statements. It's probably the only BASIC compiler to be written in a
> >couple of pages of BASIC.

Still I wonder if anything could be done with that. At first it seems
like a clever entry into Assembly, but then at second thought to do
anything you would probably have to know a lot of addresses.

> It's probably not what you meant, but most type in BASIC compilers and
> interpreters were published in BASIC source code. Most of these
> were BASIC loaders though, that just read a ML program from a lot
> of DATA statements and wrote it to disk as an executable. The
> German magazine Happy Computer even had a type in BASIC interpreter
> and compiler for the XL that was fully compatible with Atari's
> own BASIC interpreter but a lot faster.

yeah, I remember the Antic entry program, which had some very cool
checksumming features. That BASIC you talk about sounds pretty cool. I
probably should've got into "Action" or some of those others "better than
BASICs" but the only other language I played with was there very god
implementation of Logo, with 4 turtles that looked like turtles... it also
had a very neat Daemon event model, so I would program the 4 turtles to
walk around the screen, turning when they bumped into the boundary of a
circle theu were in, or each other, or when the fire button was pressed.

I wonder if my programming life would've been different if I got into
Assembly on the Atari 800XL or C=64. I tried on the latter, but didn't
have a good reference, and the course-in-a-book I had was really awful.
Over all maybe I would've been better off with an Apple, at least in the
low level hacking sense.

--
Kirk Israel [spamblock in effect, use kirk@alienbill.com]
"Nine times out of ten, in the arts as in life, there is actually
no truth to be discovered" --H. L. Mencken

1822. Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8b2r4fbsj1@news.netvision.net.il>
Source record: 45983

How can I read Side 2 of a standard 5 1/4" floppy that was created with the
1050 drive on
the XF511 drive, or a 360k drive connected to the Floppy board!?

Nir

1823. FS: Brand New Atari Jaguar Units, Games and Accessories

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <7X8B4.9220$QY4.338485@news0.telusplanet.net>
Source record: 45984
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed link rather than your reply button.

Updated as of 03/19/00

I have a limited amount of brand new Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (all contain one controller, RF Box and AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
- Atari Jaguar with CyberMorph cartridge $40
- Atari Jaguar (No Cart) $30

** Atari Jaguar Accessories - New**
==========
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $15
- RF Switch Box $10

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84

- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working SONY SAT-A50 DSS Satellite Receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

1824. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: Michael Toelle <mwtoelle@MAPSONedge.ent>
Message-ID: <1ocadssf6e0nkdpjm727ins04uhru7pesl@4ax.com>
Source record: 45985

On Sun, 19 Mar 2000 17:19:14 +0200, "Nir Dary" <ndary@bigfoot.com>
wrote:

>How can I read Side 2 of a standard 5 1/4" floppy that was created with the
>1050 drive on
>the XF511 drive, or a 360k drive connected to the Floppy board!?
>
Stick the floppy in bottom side up on the XF551 drive. You can read
and side two without any problem. You just cannot format side 2
without cutting an extra timing hole in the disk jacket. I am
assuming a single sided format on the disk.
Mike Toelle

1825. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <XObB4.18858$6b1.324166@news1.online.no>
Source record: 45986

Flip it over and you can do anything to the side B, except format it. You can save to it, load from it and delete, but no format.

Nir Dary <ndary@bigfoot.com> wrote in message news:8b2r4fbsj1@news.netvision.net.il...
> How can I read Side 2 of a standard 5 1/4" floppy that was created with the
> 1050 drive on
> the XF511 drive, or a 360k drive connected to the Floppy board!?
>
> Nir
>
>
>

1826. Pooldisk $5 version with over 5000 ATR files still available

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <38d5469e.1365932@news.wxs.nl>
Source record: 45987

Several months ago, I wrote a spindle of cheap CDR's with the Pooldisk Too. This is our double CD with over 5000 ATR files with mostly public domain software, shareware, freeware and various utilitites and lots of other stuff. Pictures, commercials in computer movie format etc. etc. Stuff for use with SIO2PC and/or APE, or for the various emulators that are available.
These are the cheapest available CDR's, we do not put a label on them, there is no jewel case, and thus no inlay either. Since we ship these CD's without a jewel case, all risk of them getting damaged during transportation is yours. We will ship the double CD to you for US $5. This is the cheapest we can make it. We will ship the CD's at the lowest possible rate. If you want the CD's sent by priority mail, add one more dollar. We have about 10 sets left, so we hope to sell them all, since we calculated the price based on selling all of them. If you have any questions, or if you want to know how to order these CD's, feel free to E-mail me.

Keep those XL's/XE's humming.
Ernest.

1827. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: alanmcminswa@home.com
Message-ID: <38d5523b@news.nuthinbutnews.com>
Source record: 45988

In article <mzZz4.700$b64.19063@news.pacbell.net>, rwoolley@pacbell.net says...
>
>Atari built a bunch of these machines - just never got them into the
>distribution channels. Everyone I know has at least a couple of them. You
>could probably get $50 or $75 from those guys back East, but not much out
>here. Maybe if you had them "in the foam"....
>

I'd pay 75 bucks for a 1450 XLD in a heart beat. I always wanted one of those things. Do you know of anybody who actually has one for sale?

1828. Looking for a 2600 emulator...

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: malicoireNOSPAM@hotmail.com
Message-ID: <38d55efc.1412762@news.cros.net>
Source record: 45989

Was just searching a bit on the net for a good emulator and sites with DLable games... If you have any knowledge of such sites, give me a shout at my e-mail addy... Remove NOSPAM... Thanks!!!

MALICOIRE

Remove anti-spam from addy for reply

"To be godless is probably the first step to innocence," he said, "to lose the sense of sin and subordination, the false grief for things supposed to be lost."

"So by innocence you mean not an absence of experience, but an absence of illusions."

"An absence of need for illusions," he said "A love and respect for what is right before your eyes."

Dialogue between Marius and Lestat.
From "The Vampire Lestat":Anne Rice

Reality is the only obstacle to happiness...

"Clothes make the man. Naked people have little or no influence on society." - Samuel Clemens

Remember, you are a completely unique and distinct individual, just like everyone else...

Women... Can't live with 'em... Cant shoot 'em...

It's a small world, but I wouldn't want to have to paint it.

"There are only two truly infinite things: the universe and stupidity. And I am unsure about the universe." - Albert Einstein

The sky is falling!!! No... I'm tipping over backwards.

A cop stopped me for speeding. He said, 'Why were you going so fast?' I said, 'See this thing my foot is on? It's called an accelerator. When you push down on it, it sends more gas to the engine. The whole car just takes right off. And see this thing? This steers it.'

If toast always lands butter-side down, and cats always land on their feet, what happens if you strap toast on the back of a cat and drop it?

"We've arranged a civilization in which most crucial elements profoundly depend on science and technology. We have also arranged things so that almost no one understands science and technology. This is a prescription for disaster. We might get away with it for a while, but sooner or later this combustible mixture of ignorance and power is going to blow up in our faces." - Carl Sagan

You know, there is a treatment which can help you with your condition.
It's called a lethal injection.

The Pillsbury Doughboy is way too happy considering he has no genitals.

What NOT to say to a police officer at a routine traffic stop...

Aren't you that guy from the Village People?
Hey, can you give me another one of those full cavity searches?
You're not gonna check the trunk, are you?
I almost decided to be a cop, but I finished high school instead.

What NOT to say to your partner during sex...

On second thought, let's turn off the lights.
Smile, you're on Candid Camera!
Got any penicillin?
Now, I don't take personal checks.

1829. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: Dark <Nospam@nospam.com>
Message-ID: <eLeB4.14054$Xk2.59015@tor-nn1.netcom.ca>
Source record: 45990

Try $750, that's what the last one sold for on eBay from some guy who gave himself positive feedback.

But that's eBay where cost and common sense are not obstacles to buying anything.

Alan Mc Mindes <alanmcminswa@home.com> wrote in message news:38d5523b@news.nuthinbutnews.com...
> In article <mzZz4.700$b64.19063@news.pacbell.net>, rwoolley@pacbell.net
> says...
> >
> >Atari built a bunch of these machines - just never got them into the
> >distribution channels. Everyone I know has at least a couple of them. You
> >could probably get $50 or $75 from those guys back East, but not much out
> >here. Maybe if you had them "in the foam"....
> >
>
> I'd pay 75 bucks for a 1450 XLD in a heart beat. I always wanted one of those
> things. Do you know of anybody who actually has one for sale?
>

1830. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-19 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <38D59ADA.22EFC42A@netscape.net>
Source record: 45991

Not sure if it's the same one you're talking about, but the last one I saw on ebay was at $735 when the auction ended early. The "seller" is no longer an ebay user. Make of that what you will.

Jeff

Dark wrote:

> Try $750, that's what the last one sold for on eBay from some guy who gave
> himself positive feedback.
>
> But that's eBay where cost and common sense are not obstacles to buying
> anything.
>
> Alan Mc Mindes <alanmcminswa@home.com> wrote in message
> news:38d5523b@news.nuthinbutnews.com...
> > In article <mzZz4.700$b64.19063@news.pacbell.net>, rwoolley@pacbell.net
> > says...
> > >
> > >Atari built a bunch of these machines - just never got them into the
> > >distribution channels. Everyone I know has at least a couple of them. You
> > >could probably get $50 or $75 from those guys back East, but not much out
> > >here. Maybe if you had them "in the foam"....
> > >
> >
> > I'd pay 75 bucks for a 1450 XLD in a heart beat. I always wanted one of
> those
> > things. Do you know of anybody who actually has one for sale?
> >

1831. Re: Use an atari joystick on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: isaac@dontforgetthemilk.com
Message-ID: <jFjB4.3738$Q9.266404@typhoon-la.pbi.net>
Source record: 45843

Orignal Message:
==========
Howdy David

>Yes it is true,I got it(very please with it)a joystick adaptor for my PC,(PC
>joystick,Joypads SUCK).
>A big THANKS to Emmanuel.

Tell us more about it.
Is it "plug and play", can the joystick still be use with a PC?

CU Mathy van Nisselroy
==========Emmanuel Fernandes created an interface where you can use your atari sticks on your pc through the joystick port. It's just like plugging in a pc joystick. You plug the interface into your joystick port on your pc, and then plug your atari sticks into the interface. Your pc thinks it is seeing a pc joystick, actually 2 pc joysticks. It works quite nicely. He will even build them for you if he is not too busy. I had a link to his page with the plans on my page (http://indavis.tzo.com/isaac), but it doesn't seem to work anymore. Here is the last email address I have for him: fernandes@agel.ucl.ac.be Emmanuel, if you get this, email me with your web page address so I can update my link. The interface works wonderfully, I have been using mine for over a year now. I can't say enough about it. You only have one button per stick, but who cares that's the way it was on the atari. It works great with the emulators. I know that Richard Douwes had one made here recently. Maybe he has Emmanuel's latest email address. If nothing else, I am pretty sure that I have a copy of the plans if anyone needs them. I will warn you though, you should be good with a soldering iron. That's why I had Emmanuel build mine.
Isaac Davis
isaac@dontforgetthemilk.com
http://www.dontforgetthemilk.com

1832. Re: Use an atari joystick on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: isaac@dontforgetthemilk.com
Message-ID: <38d5d821.8387510@news.swbell.net>
Source record: 45844

On Tue, 14 Mar 2000 21:14:59 EST, eegad@rocketmail.com (Sal Muglione)
wrote:

>In article <8ali1sfuo3@nets3.rz.RWTH-Aachen.DE>,
>nisse-ma@reze-1.rz.rwth-aachen.de says...
>
>>>Yes it is true,I got it(very please with it)a joystick adaptor for my PC,(PC
>>>joystick,Joypads SUCK).
>>>A big THANKS to Emmanuel.
>>
>>Tell us more about it.
>>Is it "plug and play", can the joystick still be use with a PC?
>
>
>Yes, please please tell me more - the original message is no longer available
>on my ISP. Where can I get this adapter? I've been looking for a way to use an
>Atari joystick on my PC for the past year or more, but haven't found one. (for
>the Mac, there's an adapter made by Kernel that works great, but I can't find a
>similar device on the PC). HELP!
>
>

Emmanuel Fernandes created an interface where you can use your atari
sticks on your pc through the joystick port. It's just like plugging
in a pc joystick. You plug the interface into your joystick port on
your pc, and then plug your atari sticks into the interface. Your pc
thinks it is seeing a pc joystick, actually 2 pc joysticks. It works
quite nicely. He will even build them for you if he is not too busy. I
had a link to his page with the plans on my page
(http://indavis.tzo.com/isaac), but it doesn't seem to work anymore.
Here is the last email address I have for him:
fernandes@agel.ucl.ac.be Emmanuel, if you get this, email me with
your web page address so I can update my link. The interface works
great, I have been using mine for over a year now and I can't say
enough about it. You only have one button per stick, but who cares
that's the way it was on the atari. It works great with the emulators.
I know that Richard Douwes had one made here recently. Maybe he has
Emmanuel's latest email address. If nothing else, I am pretty sure
that I have a copy of the plans if anyone needs them. I will warn you
though, you should be good with a soldering iron. That's why I had
Emmanuel build mine.
Isaac Davis
isaac@dontforgetthemilk.com
http://www.dontforgetthemilk.com

1833. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-RWnBJmd1FjbJ@cth-analog-ts01-s0.cth.com.au>
Source record: 45845

On Sun, 19 Mar 3900 17:19:14, "Nir Dary" <ndary@bigfoot.com> wrote:

> How can I read Side 2 of a standard 5 1/4" floppy that was created with the
> 1050 drive on
> the XF511 drive, or a 360k drive connected to the Floppy board!?

With the 360k drive on the floppy board, it all depends on the mech it
self. Some look for the index hole before they will read disks. The
idea being, you cannot put in a disk upside down .

James B

1834. Re: Pooldisk $5 version with over 5000 ATR files still available

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <38d6107f$0$23216@wodc7nh0.news.uu.net>
Source record: 45846

Just my Two Bits...

This disk set is AWSOME!

I recently purchased it, and I was amazed at all the PD software available.

Antic Disks, Analog Disks, Compute! Disks, etc, etc, etc.

The Commercials in AVI and MOV format bring back TONS of childhood memories!

Get IT!

Marshall Walker
mwalker@mc.net

"Ernest R. Schreurs" <ernest@wxs.nl> wrote in message
news:38d5469e.1365932@news.wxs.nl...
> Several months ago, I wrote a spindle of cheap CDR's with the Pooldisk
> Too. This is our double CD with over 5000 ATR files with mostly
> public domain software, shareware, freeware and various utilitites and
> lots of other stuff. Pictures, commercials in computer movie format
> etc. etc. Stuff for use with SIO2PC and/or APE, or for the various
> emulators that are available.
> These are the cheapest available CDR's, we do not put a label on them,
> there is no jewel case, and thus no inlay either. Since we ship these
> CD's without a jewel case, all risk of them getting damaged during
> transportation is yours. We will ship the double CD to you for US $5.
> This is the cheapest we can make it. We will ship the CD's at the
> lowest possible rate. If you want the CD's sent by priority mail, add
> one more dollar. We have about 10 sets left, so we hope to sell
> them all, since we calculated the price based on selling all of them.
> If you have any questions, or if you want to know how to order these
> CD's, feel free to E-mail me.
>
> Keep those XL's/XE's humming.
> Ernest.
>

1835. Re: ATARI 1450XLD COMPUTER

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Dark <Nospam@nospam.com>
Message-ID: <CqoB4.14218$Xk2.59209@tor-nn1.netcom.ca>
Source record: 45847

Yes thats the same one Jeff (memory failure on bid price). Check the guy's feedback and guess which one he wrote himself. I was burned on eBay once in a similar way when some seller had gave himself a number of positive feedback messages and had no intention of sending the item. This one looks very similar. Wonder if the guy paid and received is XLD.

Jeff Jewell <jeffjewell@netscape.net> wrote in message news:38D59ADA.22EFC42A@netscape.net...
> Not sure if it's the same one you're talking about, but the last one I saw on
> ebay was at $735 when the auction ended early. The "seller" is no longer an
> ebay user. Make of that what you will.
>
> Jeff
>
> Dark wrote:
>
> > Try $750, that's what the last one sold for on eBay from some guy who gave
> > himself positive feedback.
> >
> > But that's eBay where cost and common sense are not obstacles to buying
> > anything.
> >
> > Alan Mc Mindes <alanmcminswa@home.com> wrote in message
> > news:38d5523b@news.nuthinbutnews.com...
> > > In article <mzZz4.700$b64.19063@news.pacbell.net>, rwoolley@pacbell.net
> > > says...
> > > >
> > > >Atari built a bunch of these machines - just never got them into the
> > > >distribution channels. Everyone I know has at least a couple of them. You
> > > >could probably get $50 or $75 from those guys back East, but not much out
> > > >here. Maybe if you had them "in the foam"....
> > > >
> > >
> > > I'd pay 75 bucks for a 1450 XLD in a heart beat. I always wanted one of
> > those
> > > things. Do you know of anybody who actually has one for sale?
> > >

>

1836. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <38D62E96.C2B2DC7@pcisys.net>
Source record: 45848

Steve,

Bruce has sold all kinds of Atari knick knack type of stuff for many years
(belt buckles, stadium seats, coffee mugs, lapel pins, etc). He even has these
octagonal labels that were intended to be put on the top of 2600 joysticks that
Atari decided not to use.

Breeze through his on-line catalog. And also, get a copy of the Best Electronics
catalog.
There are all kinds of stuff to order from them also. Here's some examples:

- Sew on patches (round and mini fuji's)
- Inflatable red Atari bird kite
- Brass plated Atari belt buckle
- Brass plated Atari fuji belt buckle
- a variety of calculators (small pocket to small desktop ten-key types with
printers)
- Atari balsa wood "Atari Power Without the Price, Flying High" plane/glider
- Atari XE demo cartridge (Joust, Ms Pacman, One on One, Flight Sim II)
- Atari Service, Factory Authorized white pocket protector
- 2600 stand alone service center joystick, paddle, power supply test unit
- Posters (Stargate, Dig Dug, Alien vs Predator, Iron Soldier)
- Children T-shirts from a Alfie the Alpha-Bits (kids cereal) promotion
- Kasumi Ninja head band
- Atari flying high "airline style" plastic wings
- Jaguar hologram stickers
- Atari player on board window sign (remember Baby on Board)
- Silicon wafer's with Atari custom IC's on wafer

That's about what I saw listed in the catalog for sale. Catalog has been out for a
couple years,
so he may be out of some of the stuff.

Glenn Bruner
brunergs@pcisys.net

"Steven J. Tucker" wrote:

> (atarircx@my-deja.com) writes:
> >> Very nice setup here. But what I want to know is where did
> >> you get that Atari coffee mug? I must get one! :)
> >>
> >
> > Hi Steve,
> > I got mine from b&c computervisions. www.myatari.com
>

> Thanks Dan, I had no idea they sold that sort of stuff :)
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1837. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <38D63154.17C266DE@pcisys.net>
Source record: 45849

I have version 4.21. The last version made as far as I know.

Glenn Bruner
brunergs@pcisys.net

Belitz wrote:

> John Hardie <jhardie@pipeline.com> schrieb im Beitrag
> <38d0a8b9.87970012@news.pipeline.com>...
> > Just to let everyone know, I own the rights to SpartaDos X and hereby
> > give my permission for it to be placed in the public domain for
> > everyone to copy and own. I invite Mike Hohman to fight me in court
> > over this!
> >
> > John
>
> Btw what is the current version ? Mine is 4.19, but I think, it is a little
> bit outdated 8-(
>
> Matt

1838. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <38D632DC.B238734F@pcisys.net>
Source record: 45850

sup8pdct@mail.cth.com.au wrote:

> On Sun, 17 Mar 3900 03:44:52, itzjustmike@aol.com (ItzjustMike) wrote:
>
> > << 4.21 is the last version I know of. >>
> >
> > 4.22, dated 11/5/95 was the last version that I know of for SDX. If I recall
> > it's the version with the sio driver to allow SDX and the MUX to work together
> >
> > As far as having the rom image, I seem to recall that SDX required a custom PAL
> > in its supercart. While I'm sure the emulator writers could work around this,
> > anyone just wanting to burn a rom might be out of luck
> >
> burning a new rom is the easy part. I received my latest one direct
> from mike and burnt it my self. works great. The PAL however would be
> a bit of a problem.
>

You're absolutely correct on that one! When ICD made the SDX carts, the
PAL chip they used has a security fuse so that the burn code can't be read.

Back in July of 1997, I briefly talked with Tom Harker about the PAL chip.
He said that he would burn new ones for people who needed their carts fixed.
Unfortunately, with the way ICD is today, I think he would take the persons
money and not produce!!!

Let's just hope the PAL chips on our carts never die. Or were shit out of luck
until someone can reverse engineer one.

Glenn Bruner
brunergs@pcisys.net

1839. Re: PALs (was SDX ROMS...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <38D63696.146E8776@pcisys.net>
Source record: 45851

LLpwhite wrote:

> > The PAL however would be a bit of a problem.<
>
> James-
> Could you briefly explain what a PAL is/does? Are these "read" and "burned"
> with appropriate equipment in similar fashion to a Eprom?

PAL stands for Programmable Array Logic. You are correct in that they are burned
in similar fashion as to EPROMS. But most do not have erase capability. Some do.

What they are is a chip designed to consolidate several to many TTL IC's down into a single
convenient package. Circuit board space and IC's can be costly when producing large
quanties. Engineers would get bonuses for every chip they would eliminate from a circuit
board. Steve Jobs did this for Atari. He got about a $1000 dollars for every chip
he eliminated from the game Breakout (arcade version). I can't remember how much he
got though.

A designer would work out his logic design using boolean algebra. And then using a compiler,
convert this logic into a burn pattern. All circuit logic can be broken down to simple AIR (AND,
OR, INVERT) logic. That's the logic that you find on most PAL chips. And they come in quite
a wide variety depending on your design.

PAL chips would contain gates like AND, OR, FLIP/FLOPS, Exclusive OR's, etc. And a lot of
them also contain what are called security fuses. These prevent someone from reading back
the burn pattern and helps the designer protect their design from copying. Most EPROM burners
don't program them. You either have to buy a special made burner for PAL/PLD devices or buy
the high end ($1000 and above) programmers that do EPROMS, PALs, microcontrollers, etc.

PAL's are neat devices to work with. I haven't produced any circuit's of mine own with them yet,

but I'm learning about them.

Hope this answered your question.

Glenn Bruner
brunergs@pcisys.net

1840. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8b5dor$h07$1@nets3.rz.RWTH-Aachen.DE>
Source record: 45852

Howdy Glenn, folks

>Let's just hope the PAL chips on our carts never die. Or were shit out of luck until someone can reverse engineer one.

It's probably used to decode some addresses. With the help of John K.Picken's file on cartridge control and a look at the PCB inside the cart this doesn't have to be a problem. Please don't offer this job to me. I don't have SDX.

CU Mathy van Nisselroy

PS Diamond GOS uses a PAL too.

1841. Re: Want to transfer old Atari 8-bit disks to PC in Ft. Lauderdale, FL: will pay $

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <38D6416C.DD46FCA4@bellsouth.net>
Source record: 45853

Jeff,

I'm not that far from you (Delray/Boynton area). I have a boxed 130XE, and Indus GT. Haven't unpacked them yet. Am willing to help you out. Drop me a line and we'll discuss.

Dan

Jeffrey Glen Jackson wrote:

> I don't have a working 800XL anymore (don't know why it doesn't
> work) and can't find the power supply for the IndusGT disk drive,
> so can't try connecting it to the PC with www.emulators.com cable.
>
> Do you have the necessary hardware and software to copy single
> and double density Atari disks to the PC? Do you live within
> a couple of hours of Fort Lauderdale FL? Do you want to make
> some money? I'll gladly pay you to help be copy a couple dozen
> disks to the PC.
>
> Send me email at jeff@jeff-jackson.com. Thanks.

1842. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8b5f7d$h07$2@nets3.rz.RWTH-Aachen.DE>
Source record: 45854

Howdy Nir

>How can I read Side 2 of a standard 5 1/4" floppy that was created with the
>1050 drive on
>the XF511 drive, or a 360k drive connected to the Floppy board!?

Just like you would on a 1050.

CU Mathy van Nisselroy

1843. FS: XC12 Recorder - NEW-IN-BOX!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <fGrB4.291$OF6.256@typhoon.tampabay.rr.com>
Source record: 45855

This is a boxed, unused, NEW Atari XC12 program recorder for use with the XE, 400, 600 and 800 lines (it matches the XE color scheme...so park it next to your XEGS and enjoy the view!). The unit is unmarked. The original wire twist is still in place on the cable, and the protective plastic film is still on the front name plate. The poystyrene inserts are bright white and unmarked. The manual is unmarked other than being slightly creased where it was folded to go into the box. The box looks great too!
Please email me your money offer at mbowlin1@tampabay.rr.com

1844. Re: BASIC in BASIC Was: S H A M U S for GameBoy Color - Played it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.953570401@math.tu-berlin.de>
Source record: 45856
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

kisrael@andante.cs.tufts.edu (Kirk Is) writes:

>The December 27 entry mentioned David Bohlke. Turns out he also wrote a
>couple of BASIC compilers in addition to his games. One was commercial,
>and one was a type-in program for ANALOG Computing (a magazine I'm guilty
>of mentioning frequently). The latter was a great hack. David came up with
>a minimal subset of Atari BASIC that his compiler would accept, and then
>he turned each of these constructs into the obvious machine code. He only
>allowed statements like "X = Y + constant," GOTO, and one or two IF
>statements. It's probably the only BASIC compiler to be written in a
>couple of pages of BASIC.

Actually, the ABC (Monarch Data) basic compiler is written in basic as
well. Even though, it's not a true Basic to ML compiler. It generates
p-code which is linked to a minimal interpreter system (~4K).

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

1845. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000320092733.18493A-100000@vtn1>
Source record: 45857

IIRC you can read and write to side B, as Mathy put it: "Just like you would on a 1050." but, you can't format side B.

jkp

1846. SID Upgrade for Ataris!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: David Lloyd <dmlloyd@atari-central.com>
Message-ID: <Pine.LNX.4.10.10003201138050.5955-100000@saruman.ws.inxpress.net>
Source record: 45858

Alright, my evil designs for the unholy marriage of Commodore SID to Atari computers is complete!

Unfortunately, to prototype my design I need a PAL programmer. Does anyone know a place to get a simple, cheap programmer that can do 16R4 and 16R8? I only see them for $300-400 or more, and that's *way* out of my budget... got a baby coming you know!

Anyways, here's the features:

- Up to 8 SIDs supported. They run at 1.0000MHz, very close to a C64!

- Uses the PBI in 600/800XLs and the ECI in the 130XE.

- Sits at D1xx. I may make this switch-selectable if there are already lots of projects at this address!

- Potential for adding in a stereo mixer device. Does anyone know a good 8-input stereo mixer chip? :-)

- Expansion header for adding 16 potentiometers (in case the 4 that Atari gives you aren't enough!), 8 external audio inputs, and the 8 audio outputs. (This is where you'd add in that mixer device I mentioned! :-)

If I can get those PALs burned, I'll whip up a prototype and write some software for music synthesis. I will start working on a nice drafted schematic to put up on my website (www.atari-central.com), along with PAL pin descriptions so that everyone can build one! :-) Also, I may look into prices on mass-printing PCBs for the project, so that if someone wants to build one, they don't have to go through wire-wrapping heck!

Also, if anyone else has any interest in this project, or any suggestions or ideas for add-ons, let me know!

One last note: Very special thanks to Bob Wooley for explaining to me the best method for getting two different clock rates to synch up! I used his idea pretty much verbatim. ;-)

- D

1847. Re: Pooldisk $5 version with over 5000 ATR files still available

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <3aocdsoabgaoa8l2m5db5vkpq9ch2kqls5@4ax.com>
Source record: 45859

The other Day "Marshall Walker" <mwalker@mc.net> wrote:

Re Pooldisk

>Just my Two Bits...
>
>This disk set is AWSOME!

>Get IT!

Yep, I agree 1000%
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

1848. Re: BASIC in BASIC Was: S H A M U S for GameBoy Color - Played it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8b5qp0$b9c$1@bob.news.rcn.net>
Source record: 45860
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I think I remember an option on the Monarch compiler where you could select pcode or native ML output. (At least one of the Atari basic compilers had it, if not the ABC). It was the first reference I recall saw for pcode. But, I don't remember the actual tradeoffs a given program would experience under it...

Gregm

Thomas Richter <thor@math.tu-berlin.de> wrote in message news:thor.953570401@math.tu-berlin.de...
> kisrael@andante.cs.tufts.edu (Kirk Is) writes:
>
> >The December 27 entry mentioned David Bohlke. Turns out he also wrote a
> >couple of BASIC compilers in addition to his games. One was commercial,
> >and one was a type-in program for ANALOG Computing (a magazine I'm guilty
> >of mentioning frequently). The latter was a great hack. David came up with
> >a minimal subset of Atari BASIC that his compiler would accept, and then
> >he turned each of these constructs into the obvious machine code. He only
> >allowed statements like "X = Y + constant," GOTO, and one or two IF
> >statements. It's probably the only BASIC compiler to be written in a
> >couple of pages of BASIC.
>
> Actually, the ABC (Monarch Data) basic compiler is written in basic as
> well. Even though, it's not a true Basic to ML compiler. It generates
> p-code which is linked to a minimal interpreter system (~4K).
>
> So long,
> Thomas
>
>
_____don't_cut_here,_it_could_damage_your_terminal_____
___
> _______ _____ _____
> / / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
> / /____/ / / /____/
http://www.math.tu-berlin.de/~thor/thor/index.html
> / / / / / / \ PGP available on request, finger print:
> / / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77
BE
>
_____
___

1849. Prosys cable burn in still working

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sdct4djelul15@corp.supernews.com>
Source record: 45861

I have now left Carolyn's fixed cable running the entire weekend ~3 days straight. Still haven't seen a problem with it and used it to make a few more copies this morning.
I think I will hang it up on the burn test, doesn't seem to be a problem when used with 1050 or 810. I don't have another type of drive to test it with right now, but if I come across and Indus or XF551 I will buy it.

1850. Re: list of Basic commands?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38d67787$0$97954@news.erinet.com>
Source record: 45862

(Wants Atari BASIC reserve word commands and syntax.)
I'll plug B&C Computer Visions. I looked at Bill Kendrick's newbie/emulator FAQ and it has some Atari BASIC commands.
http://www.sonic.net/nbs/new_and_emu.html

But, I'd really suggest Lon Poole, McNiff and Cook, 'Your Atari Computer'.

There are some pretty good vendors in the Vendor/Developer list (see the comp.sys.atari.8bit FAQ in http://www.faqs.org under comp under comp.sys.atari.8bit.

www.myatari.com/bc800hw.txt look down the price list there.
for $12.95 plus probably $5 ship, you can get that book.

Ben Smith may also have it or Best Electronics, but I didn't check those.

Russg

1851. Re: list of Basic commands?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38d678fd$0$97960@news.erinet.com>
Source record: 45863

Shoot.
That newbie/emulator FAQ by Bill Kendrick is:
http://www.sonic.net/~nbs/new_and_emu.html

(I left out the squiggle before nbs.)

1852. Re: Use an atari joystick on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: isaac@dontforgetthemilk.com
Message-ID: <38d6907b.55581241@news.swbell.net>
Source record: 45864

First I post the same message twice, then I reply to myself. What's
next. Well, I just checked the link to Emmanuel's page, and it's up
and running. If you are interested in the plans, go to:

http://users.swing.be/atari/joystick.html

Enjoy, and I will now ban myself from posting. Self, welcome to my
killfile....
Isaac
isaac@dontforgetthemilk.com
http://www.dontforgetthemilk.com

On Mon, 20 Mar 2000 07:51:48 GMT, isaac@dontforgetthemilk.com (Isaac
Davis) wrote:

>Emmanuel Fernandes created an interface where you can use your atari
>sticks on your pc through the joystick port. It's just like plugging
>in a pc joystick. You plug the interface into your joystick port on
>your pc, and then plug your atari sticks into the interface. Your pc
>thinks it is seeing a pc joystick, actually 2 pc joysticks. It works
>quite nicely. He will even build them for you if he is not too busy. I
>had a link to his page with the plans on my page
>(http://indavis.tzo.com/isaac), but it doesn't seem to work anymore.
>Here is the last email address I have for him:
>fernandes@agel.ucl.ac.be Emmanuel, if you get this, email me with
>your web page address so I can update my link. The interface works
>great, I have been using mine for over a year now and I can't say
>enough about it. You only have one button per stick, but who cares
>that's the way it was on the atari. It works great with the emulators.
>I know that Richard Douwes had one made here recently. Maybe he has
>Emmanuel's latest email address. If nothing else, I am pretty sure
>that I have a copy of the plans if anyone needs them. I will warn you
>though, you should be good with a soldering iron. That's why I had
>Emmanuel build mine.
>Isaac Davis
>isaac@dontforgetthemilk.com
>http://www.dontforgetthemilk.com

1853. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <01bf92b1$622dd220$91e64ec2@lrata2>
Source record: 45865

Hallo !

As John gave the permission, is there V 4.21 uploaded somewhere ?
I would really like to have the last version ...

Thanx,
Matt

Glenn Bruner <brunergs@pcisys.net> schrieb im Beitrag
<38D63154.17C266DE@pcisys.net>...
> I have version 4.21. The last version made as far as I know.
>
> Glenn Bruner
> brunergs@pcisys.net
>
> Belitz wrote:
>
> > John Hardie <jhardie@pipeline.com> schrieb im Beitrag
> > <38d0a8b9.87970012@news.pipeline.com>...
> > > Just to let everyone know, I own the rights to SpartaDos X and hereby
> > > give my permission for it to be placed in the public domain for
> > > everyone to copy and own. I invite Mike Hohman to fight me in court
> > > over this!
> > >
> > > John
> >
> > Btw what is the current version ? Mine is 4.19, but I think, it is a
little
> > bit outdated 8-(
> >
> > Matt
>
>

1854. Re: SID Upgrade for Ataris!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <01bf92b2$809bee80$91e64ec2@lrata2>
Source record: 45866

Hallo !

> If I can get those PALs burned, I'll whip up a prototype and write some
> software for music synthesis. I will start working on a nice drafted
> schematic to put up on my website (www.atari-central.com), along with PAL
> pin descriptions so that everyone can build one! :-) Also, I may look
> into prices on mass-printing PCBs for the project, so that if someone
> wants to build one, they don't have to go through wire-wrapping heck!

You may want to use Lattice ispLSI chips for prototyping your idea. But you have to build a little adator, if you want to use PAL in the real environment later. The software you can get for free at latticesemi, the smallest chips (2032) are around DM 14,- ($7) here, the cable for the serial download you cand build by yourself for less than $5 I think. There should be a scematic out, if not, asked me.

Matt

P.S.: Maybe someone will write a software to enable the download of the JEDEC via JoyPort of the Atari. As I remeber, all specs for the download format are out ...

1855. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000320183009.03876.00000668@ng-fj1.news.cs.com>
Source record: 45867

>> How can I read Side 2 of a standard 5 1/4" floppy that was created with the 1050 drive on
the XF511 drive, or a 360k drive connected to the Floppy board!?<<

No problem with the 551, unless the 551 is
stock and has to switch density. The format
issue has been covered pretty well, except
for potential fixes for the 551. As far as the
Floppy Board, generally there is no problem at all. I have used both Chinon and Tandon
mechs. with my FB, and they have no problems reading >> or formatting << the
back side of a regular (non-flippy) disk.
Evidently Bob designed the FB to take the
timing from something other than the index
hole. However, I'm reasonably sure that you
could find some mechs that would ill-behave
with this setup.
Larry

1856. Re: BASIC in BASIC Was: S H A M U S for GameBoy Color - Played it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Cameron Kaiser <ckaiser@stockholm.ptloma.edu>
Message-ID: <ACzB4.50144$39.1410205@zombie.newscene.com>
Source record: 45868
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

"Greg Menke" <nospam@erols.com> writes:

>I think I remember an option on the Monarch compiler where you could select
>pcode or native ML output. (At least one of the Atari basic compilers had
>it, if not the ABC). It was the first reference I recall saw for pcode.
>But, I don't remember the actual tradeoffs a given program would experience
>under it...

In general, p-code compilation makes your object smaller but slower than a
straight-up machine language compile (there are some pathological situations
where it can be *bigger* and slower but these aren't common).

Some compiler systems also allowed you to spit out a common P-code object that
could be run on any system supporting that particular set of pseudo-opcodes.
UCSD Pascal was one of these. And, of course, the modern descendent of that
idea is Java. I don't know of any BASIC compiler that does that, unfortunately.

--
Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
personal page: http://www.armory.com/~spectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/~spectre/cwi/ **

1857. Re: Rare Atari games

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Brad <corbulo@mind_ATARI_spring.com>
Message-ID: <20032000212837769 5%corbulo@mind_ATARI_spring.com>
Source record: 45869

I found "Abraxas-Assult (sic) on the Astral Rift" on
http://www.atariworld.com/8bit/atrfiles.html

I'm sure I've seen a Mad Marbles around, but not sure if it is clone.
How do I tell?

Brad
For Sale and Trade computers, parts & stuff list at:
http://www.mindspring.com/~sinbrad/brad/

remove the _ATARI_ for email replies

In article <38D0DC9C.DEFAEEF4@mail.uni-mainz.de>, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> Hello,
> a friend of mine is searching the following games or images:
> 1) Abraxas/Abraxus/Abraxis Adventure
> 2) Time Quest (adventure game)
> 3) Mad Marbles (original from Atari - no clone !!)
> Anyone there who a) has the original games for sale or b) knows the URL
> to download the images ??? greetings - Andreas Magenheimer

1858. 800 Working Again!! Thanks guys!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Mark Milbourne <milbourn@usit.net>
Message-ID: <38D6DF60.A9B89947@usit.net>
Source record: 45870

YAY! My 800 is working again!

A quick word of public thanks to the newgroup. My 800 and 1050 stopped talking to each other a while back. I thought the 1050 was bad and posted about it and several people took time to help out and we eventually determined that the 1050 was probably OK but that the 800 was failing to pull the COMMAND line low when trying to talk to the 1050, so the just 1050 wasn't paying attention.

Once we got that far, another post and subsequent replies helped me determine that the culprit was a bad PIA (6520) chip in the 800. I just got the replacement today - stuck it in and she booted right up. So we're back in business! Now I can finish the last 50 levels of Lode Runner. :-)

Special thanks to Steve Tucker and Lee Barnes who not only both took the time to respond initially but then followed through with a number of subsequent e-mails as we narrowed down the diagnosis. Everyone else had good suggestions about possible causes of the problem and at the least I could know what the problem was not, or have ammo to help troubleshoot future problems.

My hat is off to all of you!
Long live the classic Atari!

1859. Re: ATARI 1450XLD COMPUTER (Reply--Long)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <8b6ncmeej1@slb2.atl.mindspring.net>
Source record: 45871

8Bitfan wrote...
I was the high bidder for this item when the auction ended. During the
early part of the auction I received a E-Mail from the seller inquiring
if I was able to pay for the item. I replied that I was able.

I was actually on the site (a Sunday) thinking that the auction was to end
on Monday. Much to my surprise, the auction suddenly ended. Thinking that
I had screwed up the ending date, I sent the "seller" an E-Mail to attempt
to
complete the sale--nothing back from "seller". I repeated the (required)
attempt to contact the "seller" on Monday, Tuesday and Wednesday---
nothing. So on Thursday I sent a VERY polite reminder to the "seller"
about E-Bays policy concerning contact after an auction.

What I received back was a very nasty note saying " I didn't know who
I was dealing with and don"t lecture me on E-Bay policy" The "seller"
also stated that he had pulled the item because he had just fount out
that 1450XLD had voice capability which did not work on this machine.
He said he intended to re-list the item at a later time.

Earlier, I had contacted Curt Vendel of the Atari Historical society
to ask some question regarding the number of these units that were
ever made. In his reply, Curt stated that he had attempted to contact
the "seller" and was also rebuffed. Of course, I didn't sent any money
since the "seller" stated that he had ended the auction and had not in
fact "won" the auction.

Sorry for the long post but I just wanted all to know the details...
Rich Jackson

Dark wrote in message ...
>Yes thats the same one Jeff (memory failure on bid price). Check the guy's
>feedback and guess which one he wrote himself. I was burned on eBay once in
>a similar way when some seller had gave himself a number of positive
>feedback messages and had no intention of sending the item. This one looks
>very similar. Wonder if the guy paid and received is XLD.
>
>
>Jeff Jewell <jeffjewell@netscape.net> wrote in message
>news:38D59ADA.22EFC42A@netscape.net...
>> Not sure if it's the same one you're talking about, but the last one I
saw
>on
>> ebay was at $735 when the auction ended early. The "seller" is no longer
>an
>> ebay user. Make of that what you will.

>>
>> Jeff
>>
>> Dark wrote:
>>
>> > Try $750, that's what the last one sold for on eBay from some guy who
>gave
>> > himself positive feedback.
>> >
>> > But that's eBay where cost and common sense are not obstacles to buying
>> > anything.
>> >
>> > Alan Mc Mindes <alanmcminswa@home.com> wrote in message
>> > news:38d5523b@news.nuthinbutnews.com...
>> > > In article <mzZz4.700$b64.19063@news.pacbell.net>,
>rwoolley@pacbell.net
>> > > says...
>> > > >
>> > > >Atari built a bunch of these machines - just never got them into the
>> > > >distribution channels. Everyone I know has at least a couple of
them.
>You
>> > > >could probably get $50 or $75 from those guys back East, but not
much
>out
>> > > >here. Maybe if you had them "in the foam"....
>> > > >
>> > >
>> > > I'd pay 75 bucks for a 1450 XLD in a heart beat. I always wanted one
>of
>> > those
>> > > things. Do you know of anybody who actually has one for sale?
>> > >
>>
>
>

1860. Anyone know where I can get these Atari XE titles?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: av999@freenet.carleton.ca
Message-ID: <38D6DE3C.A68AFF63@freenet.carleton.ca>
Source record: 45872
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

I'm looking for a couple more titles to play on my Atari XEGS. Anyone know where I can locate the following:

1. Airball
2. Gato
3. Into The Eagle's Nest
4. Crime Busters
5. Thunderfox

Also, has anyone seen the old "Diamond GOS" cartridge on sale?

Please let me know,

Mark

1861. Re: PALs (was SDX ROMS...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: alanmcminswa@home.com
Message-ID: <38d6b2e4@news.nuthinbutnews.com>
Source record: 45873

In article <38D63696.146E8776@pcisys.net>, brunergs@pcisys.net says...
>
>

> board. Steve Jobs did this for Atari. He got about a $1000 dollars for
> every chip he eliminated from the game Breakout (arcade version). I can't
> remember how much he got though.
>
Is that the one he had Steve Wozniak do and told him that he'd split the
bonus money? Only the bonus was a lot more than what he told the Woz it was
going to be.

1862. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <38D6FEF0.A00AA830@pcisys.net>
Source record: 45874

Actually, someone mentioned 4.22. I would like to have that.

Glenn Bruner
brunergs@pcisys.net

Matthias Belitz wrote:

> Hallo !
>
> As John gave the permission, is there V 4.21 uploaded somewhere ?
> I would really like to have the last version ...
>
> Thanx,
> Matt
>
> Glenn Bruner <brunergs@pcisys.net> schrieb im Beitrag
> <38D63154.17C266DE@pcisys.net>...
> > I have version 4.21. The last version made as far as I know.
> >
> > Glenn Bruner
> > brunergs@pcisys.net
> >
> > Belitz wrote:
> >
> > > John Hardie <jhardie@pipeline.com> schrieb im Beitrag
> > > <38d0a8b9.87970012@news.pipeline.com>...
> > > > Just to let everyone know, I own the rights to SpartaDos X and hereby
> > > > give my permission for it to be placed in the public domain for
> > > > everyone to copy and own. I invite Mike Hohman to fight me in court
> > > > over this!
> > > >
> > > > John
> > > >
> > > Btw what is the current version ? Mine is 4.19, but I think, it is a
> little
> > > bit outdated 8-(
> > > >
> > > Matt
> > >
> >

1863. Re: SID Upgrade for Ataris!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <38D6FF8F.3D1C5AEC@pcisys.net>
Source record: 45875

Point me in the direction for that please.

Glenn Bruner
brunergs@pcisys.net

Matthias Belitz wrote:

> Hallo !
>
> > If I can get those PALs burned, I'll whip up a prototype and write some
> > software for music synthesis. I will start working on a nice drafted
> > schematic to put up on my website (www.atari-central.com), along with PAL
> > pin descriptions so that everyone can build one! :-) Also, I may look
> > into prices on mass-printing PCBs for the project, so that if someone
> > wants to build one, they don't have to go through wire-wrapping heck!
>
> You may want to use Lattice ispLSI chips for prototyping your idea. But you
> have to build a little adator, if you want to use PAL in the real
> environment later. The software you can get for free at latticesemi, the
> smallest chips (2032) are around DM 14,- ($7) here, the cable for the
> serial download you cand build by yourself for less than $5 I think. There
> should be a scematic out, if not, asked me.
>
> Matt
>
> P.S.: Maybe someone will write a software to enable the download of the
> JEDEC via JoyPort of the Atari. As I remeber, all specs for the download
> format are out ...

1864. list of Basic commands?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-20 00:00:00 UTC
From: Gary Beckwith <gavrael@att.net>
Message-ID: <38D5A215.2A4B3A82@att.net>
Source record: 45992

Anyone know where I can view/download a list of Atari Basic commands? I dug up my old Atari 800 for my son, and remarkably the games still work. I wanted to show him how to use Basic and I still remember some of the commands but sometimes I get stuck and if I just had a list of commands with basic syntax I might turn my kid into a programmer!

Thanks,
Gary

1865. WTB: Action

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: Mark Smith <msmith@optonline.net>
Message-ID: <uoCB4.4330$Bo2.58235@news02>
Source record: 45876

Hello Everyone,

Looking to by a complete Action package for the Atari 8 bits. Does anyone
have one for sale.

Thanks,
Mark Smih
MSmith@optonline.net

1866. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8b6ueo$1v7$1@freenet9.carleton.ca>
Source record: 45877

Glenn Bruner (brunergs@pcisys.net) writes:
> I have version 4.21. The last version made as far as I know.

There is a legit 4.22 rom out there as well. I believe MH
sold a few before doing his magic act.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1867. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8b6ujs$26t$1@freenet9.carleton.ca>
Source record: 45878

Glenn Bruner (brunergs@pcisys.net) writes:
> sup8pdct@mail.cth.com.au wrote:
>
>> On Sun, 17 Mar 3900 03:44:52, itzjustmike@aol.com (ItzjustMike) wrote:
>>
>> > << 4.21 is the last version I know of. >>
>> >
>> > 4.22, dated 11/5/95 was the last version that I know of for SDX. If I recall
>> burning a new rom is the easy part. I received my latest one direct
>> from mike and burnt it my self. works great. The PAL however would be
>> a bit of a problem.
>>
>
> You're absolutely correct on that one! When ICD made the SDX carts, the
> PAL chip they used has a security fuse so that the burn code can't be read.
>
> Back in July of 1997, I briefly talked with Tom Harker about the PAL chip.
> He said that he would burn new ones for people who needed their carts fixed.
> Unfortunately, with the way ICD is today, I think he would take the persons
> money and not produce!!!
>
> Let's just hope the PAL chips on our carts never die. Or were shit out of luck
> until someone can reverse engineer one.

As I recall one of the computer emulators can use the SDX
rom image, which means they figured out the 512k bankswitch scheme.

With that info in hand it should be possible to produce a new
set of pal equations that do the same thing in hardware...

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1868. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: itzjustmike@aol.com
Message-ID: <20000321002614.02512.00003825@ng-ce1.aol.com>
Source record: 45879

```
<< CU Mathy van Nisselroy

PS Diamond GOS uses a PAL too.
>>

However, a Diamond supercart wont drive an SDX rom .
```

1869. Re: 800 Working Again!! Thanks guys!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000321002955.02599.00003242@ng-fq1.aol.com>
Source record: 45880

Congrats! It's always happy to have a working computer again after it gets sick.

Allan Bushman

1870. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-LbPQVTyjDYsK@cth-analog-ts01-s1.cth.com.au>
Source record: 45881

On Sun, 21 Mar 3900 05:26:14, itzjustmike@aol.com (ItzjustMike) wrote:

> << CU Mathy van Nisselroy
>
> PS Diamond GOS uses a PAL too.
> >>
>
>
> However, a Diamond supercart wont drive an SDX rom .

don't forget the express cart. The reason the express and diamond PAL
won't drive the sdx rom is because all three have there rom switching
addresses different. That way, you can put all three together and they
"should" work.

James B

1871. cribe

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.38d72f84@fmlynet.org>
Source record: 45882

FamilyNet HQ: Telnet:\\209.217.2.202

Subscribe
Dallas Texas (972)-496-0650

1872. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-PKn82Gzd6QFP@cth-analog-ts01-s1.cth.com.au>
Source record: 45883

On Sun, 20 Mar 3900 23:30:09, llpwhite@cs.com (LLpwhite) wrote:

> >> How can I read Side 2 of a standard 5 1/4" floppy that was created with the
> 1050 drive on
> the XF511 drive, or a 360k drive connected to the Floppy board!?<<
>
> No problem with the 551, unless the 551 is
> stock and has to switch density. The format
> issue has been covered pretty well, except
> for potential fixes for the 551. As far as the
> Floppy Board, generally there is no problem at all. I have used both Chinon
> and Tandon
> mechs. with my FB, and they have no problems reading >> or formatting << the
> back side of a regular (non-flippy) disk.
> Evidently Bob designed the FB to take the
> timing from something other than the index
> hole. However, I'm reasonably sure that you
> could find some mechs that would ill-behave
> with this setup.

I have a mech that if a disk is put in upside down, will spin all the
time but it will read the disk. Another one I have will not work at
all if the disk is upside down.

James B

1873. Instruction set of HD6301 (superset of 6801) needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: OZ <ozimmer@attglobal.net>
Message-ID: <38D72FD4.CAD57339@attglobal.net>
Source record: 45884

I'm looking for Instructions set for the Hitachi HD6301.
This processor is a super M6801 (why on this newsgroup).
Does anyone have this ?
Thank you.
PS : e-mail me to ozimmer@attglobal.net

1874. Re: Use an atari joystick on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bf930c$a6acdb20$0ab879c3@richard>
Source record: 45885

Isaac Davis <isaac@dontforgetthemilk.com> wrote:

> First I post the same message twice, then I reply to myself.

OK, so here's an "outside reply" for your sanity :-)

> >Emmanuel Fernandes created an interface where you can use your atari
> >sticks on your pc through the joystick port. It's just like plugging
> >in a pc joystick.

Yes he did, and what a nice device it is!

> >I know that Richard Douwes had one made here recently.

Yep, I love it!!!!

> >I will warn you
> >though, you should be good with a soldering iron. That's why I had
> >Emmanuel build mine.

And mine :-)

This message is just to let anyone knowwho's interested: Go on and get
yourself one of these great interfaces!!

Richard Douwes
rdouwes@hetnet.nl

1875. Re: Anyone know where I can get these Atari XE titles?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <38D77A22.4435DDBF@erols.com>
Source record: 45886
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

I have Airball, Crime Busters, Gato and Diamond, but they are not for
sale :) Oh, I also have a Bounty Bob to boot!

Never saw Thunderfox though, is it any good?

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

Mark Rathwell wrote:

> I'm looking for a couple more titles to play on my Atari XEGS. Anyone
> know where I can locate the following:
>
> 1. Airball
> 2. Gato
> 3. Into The Eagle's Nest
> 4. Crime Busters
> 5. Thunderfox
>
> Also, has anyone seen the old "Diamond GOS" cartridge on sale?
>
> Please let me know,
>
> Mark

1876. Re: list of Basic commands?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y7lewnzzc.fsf@co.umist.ac.uk>
Source record: 45887

>Anyone know where I can view/download a list of Atari Basic commands?

There is a list of the commands at:
http://members.xoom.com/Pairman/Ref.html

It only gives one line explanations for the commands, but it might be
of help.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

1877. Re: BASIC in BASIC Was: S H A M U S for GameBoy Color - Played it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.953656041@math.tu-berlin.de>
Source record: 45888
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

"Greg Menke" <nospam@erols.com> writes:

>I think I remember an option on the Monarch compiler where you could select
>pcode or native ML output. (At least one of the Atari basic compilers had
>it, if not the ABC).

Not as far as I know of. The ABC I know just produces plain p-code. In fact,
it more or less translates every basic instruction into a sequence of
elementary p-codes, resolving algebraic expressions, i.e. an

A = B + C

ended up by a P code like

Push A, Push C, Add, Store C

It didn't even try to optimize some obvious cases, even a "Graphics 2+16" ended
up in two "push" codes, plus one add, plus one "graphics".

The "TurboBasic" compiler, though, compiled to true ML, but required a larger
runtime library which wasn't linked to the executable (hence, the executables
weren't "stand alone" applications, and larger in general.)

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

1878. Re: BASIC in BASIC Was: S H A M U S for GameBoy Color - Played it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sdfathullul57@corp.supernews.com>
Source record: 45889
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Thomas Richter <thor@math.tu-berlin.de> wrote in message
news:thor.953656041@math.tu-berlin.de...
> "Greg Menke" <nospam@erols.com> writes:
>
>
> >I think I remember an option on the Monarch compiler where you could
select
> >pcode or native ML output. (At least one of the Atari basic compilers had
> >it, if not the ABC).
>
> Not as far as I know of. The ABC I know just produces plain p-code. In
fact,
> it more or less translates every basic instruction into a sequence of
> elementary p-codes, resolving algebraic expressions, i.e. an
>
> A = B + C
>
> ended up by a P code like
>
> Push A, Push C, Add, Store C
>
> It didn't even try to optimize some obvious cases, even a "Graphics 2+16"
ended
> up in two "push" codes, plus one add, plus one "graphics".
>
> The "TurboBasic" compiler, though, compiled to true ML, but required a
larger
> runtime library which wasn't linked to the executable (hence, the
executables
> weren't "stand alone" applications, and larger in general.)
I have the MMG compiler, I think the disk has gone south by now though.

I liked its approach to compiling basic. Each line was converted to a label
such that all GOTO, GOSUB etcetera were converted to JSR LL10 or JSR LL205.

The runtime library was fairly small too, only something like 4k. They
offered both INT and FP libraries and you could chose between them. RT was
automatically appended with the program at compile time. I can't remember
where it loaded, but I seem to recall it was somewhere well above $2000 as I
compiled a few 80 column terminal programs with it and never had someone say
their R handler stepped on it.

1879. Re: Instruction set of HD6301 (superset of 6801) needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sdfb391jlul158@corp.supernews.com>
Source record: 45890

99.44/100th% sure Hitachi has US subsidiary or two in Sillycon Valley.
If all else fails, try San Jose information at area code (408).
OZ <ozimmer@attglobal.net> wrote in message
news:38D72FD4.CAD57339@attglobal.net...
> I'm looking for Instructions set for the Hitachi HD6301.
> This processor is a super M6801 (why on this newsgroup).
> Does anyone have this ?
> Thank you.
> PS : e-mail me to ozimmer@attglobal.net
>
>

1880. Re: Anyone know where I can get these Atari XE titles?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <qchfdschrijl8afi4i9t9ff8v1ha117p6e@4ax.com>
Source record: 45891
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

The other Day Stephen Knox <gooch@erols.com> wrote:

>I have Airball, Crime Busters, Gato and Diamond, but they are not for
>sale :) Oh, I also have a Bounty Bob to boot!

Damn...WANT IMAGE OF AIBALL :)))
>
>Never saw Thunderfox though, is it any good?

Yep...Was written by an old mate of mine called Noel Daniel, he also co
wrote Sidewinder on the 8bit.

Thunderfox is a fairly good Uridium clone..
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

1881. Flight Simulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <jzRB4.2532$Dd2.141587@stones>
Source record: 45892

How does the ROM version compare with
the disk version and are there any archive
sites with ROM images for use with emulators
such as Atari800Win?

Regards,

Mark.

1882. Re: ATARI 1450XLD COMPUTER (Reply--Long)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: Dark <Nospam@nospam.com>
Message-ID: <IoUB4.15296$Xk2.63248@tor-nn1.netcom.ca>
Source record: 45893

Thanks Rich, appreciate the update. We were curious. Might help others to be real careful on eBay.

Rich Jackson <rj5jackson@mindspring.com> wrote in message news:8b6ncmeej1@slb2.atl.mindspring.net...
> 8Bitfan wrote...
> I was the high bidder for this item when the auction ended. During the
> early part of the auction I received a E-Mail from the seller inquiring
> if I was able to pay for the item. I replied that I was able.
>
> I was actually on the site (a Sunday) thinking that the auction was to end
> on Monday. Much to my surprise, the auction suddenly ended. Thinking that
> I had screwed up the ending date, I sent the "seller" an E-Mail to attempt
> to
> complete the sale--nothing back from "seller". I repeated the (required)
> attempt to contact the "seller" on Monday, Tuesday and Wednesday---
> nothing. So on Thursday I sent a VERY polite reminder to the "seller"
> about E-Bays policy concerning contact after an auction.
>
> What I received back was a very nasty note saying " I didn't know who
> I was dealing with and don"t lecture me on E-Bay policy" The "seller"
> also stated that he had pulled the item because he had just fount out
> that 1450XLD had voice capability which did not work on this machine.
> He said he intended to re-list the item at a later time.
>
> Earlier, I had contacted Curt Vendel of the Atari Historical society
> to ask some question regarding the number of these units that were
> ever made. In his reply, Curt stated that he had attempted to contact
> the "seller" and was also rebuffed. Of course, I didn't sent any money
> since the "seller" stated that he had ended the auction and had not in
> fact "won" the auction.
>
> Sorry for the long post but I just wanted all to know the details...
> Rich Jackson
>
> Dark wrote in message ...
> >Yes thats the same one Jeff (memory failure on bid price). Check the guy's
> >feedback and guess which one he wrote himself. I was burned on eBay once in
> >a similar way when some seller had gave himself a number of positive
> >feedback messages and had no intention of sending the item. This one looks

> >very similar. Wonder if the guy paid and received is XLD.
> >
> >
> >Jeff Jewell <jeffjewell@netscape.net> wrote in message
> >news:38D59ADA.22EFC42A@netscape.net...
> >> Not sure if it's the same one you're talking about, but the last one I
> saw
> >on
> >> ebay was at $735 when the auction ended early. The "seller" is no
longer
> >an
> >> ebay user. Make of that what you will.
> >>
> >> Jeff
> >>
> >> Dark wrote:
> >>
> >> > Try $750, that's what the last one sold for on eBay from some guy who
> >gave
> >> > himself positive feedback.
> >> >
> >> > But that's eBay where cost and common sense are not obstacles to
buying
> >> > anything.
> >> >
> >> > Alan Mc Mindes <alanmcminswa@home.com> wrote in message
> >> > news:38d5523b@news.nuthinbutnews.com...
> >> > > In article <mzZz4.700$b64.19063@news.pacbell.net>,
> >rwoolley@pacbell.net
> >> > > says...
> >> > > >
> >> > > >Atari built a bunch of these machines - just never got them into
the
> >> > > >distribution channels. Everyone I know has at least a couple of
> them.
> >You
> >> > > >could probably get $50 or $75 from those guys back East, but not
> much
> >out
> >> > > >here. Maybe if you had them "in the foam"....
> >> > > >
> >> > >
> >> > > I'd pay 75 bucks for a 1450 XLD in a heart beat. I always wanted
one
> >of
> >> > those
> >> > > things. Do you know of anybody who actually has one for sale?
> >> > >
> >>
> >

> >
>
>

1883. RF to AV adapters???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-21 00:00:00 UTC
From: The Keith <mrkeith@prodigy.net>
Message-ID: <8b9hc5$7t28$1@newssvr03-int.news.prodigy.com>
Source record: 45894

Hey, I recently found my Sears Telegames sytem and I was wondering if there was anything I could do to convert the old RCA-type RF signal on the console into a S-VHS (supervideo) AV signal. I don't care about getting S-video quality or stereo sound (I realize that I wont be getting that) but I just need the connections to be S-video and standard RCA audio (mono or stereo) because I have this switchbox that I use with all my video components and since my other components are s-video, this must be s-video also. Any help would be appreciated. Thanks

1884. Re: RF to AV adapters???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Amiga2000@bigpond.com
Message-ID: <38d86251@naylor.cs.rmit.edu.au>
Source record: 45895

I noticed this from The Keith, and it made me think:
::::}Hey, I recently found my Sears Telegames sytem and I was wondering if there
::::}was anything I could do to convert the old RCA-type RF signal on the console
::::}into a S-VHS (supervideo) AV signal. I don't care about getting S-video
::::}quality or stereo sound (I realize that I wont be
::::}getting that) but I just need the connections to be S-video and standard RCA
::::}audio (mono or stereo) because I have this switchbox that I use with all my
::::}video components and since my other components are s-video, this must be
::::}s-video also. Any help would be appreciated. Thanks

I dont hink you could turn RF into S-video, the two fundamentally
different.

RF is, quite literally, RADIO FREQUENCY, and video, well, 30FPS - do I
need to do on?...

To convert your games system to S-video, you need to get back to the
source of the video (on the games machine, that is) and output a more
'senisible' singal, does it have a digital or analog raw output (like c64,
atari, VIC20, etc)????

hope that helps.
chris.

--
[*]---------------------------------------[_][%][X]
|Christopher John Harrison | charriso@cs.rmit.edu.au|_
	cjh@consultant.com	
	Amiga2000@bigpond.com	
_____________________	_____________________	
Duty Programmer & CS108 Lab Assistant.	
|Vintage Computer Collector & Restorer. | |
--- |
|____|

1885. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: itzjustmike@aol.com
Message-ID: <20000322020625.02111.00003527@ng-fz1.aol.com>
Source record: 45896

<< don't forget the express cart. The reason the express and diamond PAL won't drive the sdx rom is because all three have there rom switching addresses different. >>

I don't have an Express cart to play with, while I know that the Diamond piggyback cart will drive most standard Atari carts, I'd be interested to see what would happen with another supercart stacked on top. I'm not sure of the address range Express uses to switch in and out it's programs and overlays, but I'm guessing it's operation is similar to that of the Diamond GOS cart. Pokes to the D5xx range switch between the different banks, and I seem to recall reading back in the old GEnie days that the cart also held a commonly used 4k window of routines in place. My question would be, do both carts try to hold the same fixed 4k address space? I ask this because DataQue used to market a supercart that held a 4k window in-place while switching in and out a program window space. You'd write your common logic to the 4k window and then DataQue's cart could be made to bank select windows in rom's up to one meg.

The SDX cart seems to do this as well, holding a 4K window for use of carts common logic, command.com and Sparta.sys (and maybe others) to switch in and out of (located outside cart B address range if I recall though I may be mistaken), a fixed 8K window for the SDX library routines, and an 8k window to switch in and out the SDX programs (arc, menu, etc.) and overlays.

I only wish I'd saved all the old chat logs I'd had with the likes of Crag Thom, Keith Ledbetter and Alan Reeve.

1886. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: itzjustmike@aol.com
Message-ID: <20000322021715.02111.00003528@ng-fz1.aol.com>
Source record: 45897

<< Actually, someone mentioned 4.22. >>

4.22 was the last rom update that MH put together, I believe with the help of Jeff Williams (Alfcrunc).

The only real addition is an SIO driver that allows SDX to work with the MUX carts. I recall Mike saying at the time that he was going to try for a Y2K fix for the TD driver but sadly, that never happened.

I've got to say though, I'd love to have seen the relocatable compiler for SDX programs (betting it was a custom cross compiler written for an MSDos box) and the developer doc's for the SDX library routines.

Ahh bet it's all lost to history now .....

1887. Re: Connecting a SCSI ZIP drive to the Black Box,

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0001.38d8961c@fmlynet.org>
Source record: 45898

FamilyNet HQ: Telnet:\\209.217.2.202

Allan,
Hi there, I see you are curious Black Boxes. We have a member down here who has two. I have been curious to try to get the thing working, and maybe in the future we will. The gent who has it has something like a two hour video taping on how to get the black box to work. Would be fun to try in the future.
Good luck with your box,
Doctor Clu
Dallas Texas (972)-496-0650

1888. Newbie

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0003.38d8961c@fmlynet.org>
Source record: 45899

FamilyNet HQ: Telnet:\\209.217.2.202

Hi all,
Recently got a XEGS which has been cleaned up after it sat in a junk store for a year. Turned out to be a nice system. The system did nicely as a game unit next to my Jaguar in the front room, but for a time I thought I would try to use it as a actual computer (give my Franken400 a rest for a bit). So far so good. The detachable keyboard is a nice touch, though I wish the cable were longer. Any methods out there to extend it... oh, about twenty feet? (grin) (I like to kick back and read the newsgroups on the Atari8 from across the room. Normally use a joystick.) Anyone up to the task of being hired to make a cable that long for the XEGS? :)

1889. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.38d8961c@fmlynet.org>
Source record: 45900

FamilyNet HQ: Telnet:\\209.217.2.202

Dan,
I saw that James B (who is rather knowledgable about Atari 8 stuff I must say) gave some advice about drive cleaning disk drives. I would curious to know what was said.
BTW, I recently got two rana system drives and I would love to know more comments about them and how to care for them as well. .
Thanks,
Doctor Clu
Dallas Texas (972)-496-0650

1890. 800xl as terminal

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0002.38d8961c@fmlynet.org>
Source record: 45901

FamilyNet HQ: Telnet:\\209.217.2.202

Do you have any serial device, like the 850 interface or the R:? A null modem connection from that point (and a telelink cartridge if you are lacking a disk drive) would be simple enough from there. .
Doctor Clu
Dallas Texas (972)-496-0650

1891. Pooldisk $5 version with over 5000 ATR files still available

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0004.38d8961c@fmlynet.org>
Source record: 45902

FamilyNet HQ: Telnet:\\209.217.2.202

Ernest,
In the event you still have some of those $5 CD's left, I would like to get one. :)
Doctor Clu
Dallas Texas (972)-496-0650

1892. PhillyClassic East Coast Classic Gamers Event Apr 14-16

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <38D8A643.C8E78C0D@adelphia.net>
Source record: 45903
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.games,rec.games.video.nintendo,rec.games.video.sega

Hi everyone:

I know that *some* of you know about this event already, but I just wanted to give everyone an update (or an introduction, as the case may be) to what is shaping up to be a terrific event coming up April 14-16, 2000. If you have any questions, please feel free to email me. Or if you have some cool classic gaming items you'd like to bring and do a session on (even just an informal show'n'tell kind of thing), we'd love to have your participation. Or bring your goodies for sale or trade. Or just come, play, browse, shop, and meet some fellow gamers and collectors.

** PhillyClassic, Philadelphia's first annual Classic Gamers' Event! **

FEATURED GAME PLATFORMS include:
ATARI 2600 5200 * 7800 * 400/800/XL/XE COMPUTERS * C64 * AMIGA * COLECOVISION * INTELLIVISION * VECTREX * DREAMCAST * PSX * JAGUAR * SEGA * NES * plus a few surprises!

** UPDATE: 3.21.2000 **
A little more than 3 weeks to go! People are coming from all up and down the east coast - NY, CT, PA, NJ, DE, MD, even Canada! Join the fun! Get those ticket orders in SOON. We have about 14-16 tablespaces left as of today. We also have a number of dealers coming, so there will definitely be a cornucopia of classic gaming goods available for sale and trade.

Many sponsors and friends added. These folks are either coming to the event, sending a door prize or tournament prize, or BOTH! For full details, see:

http://members.aol.com/davidn9000/philly.html

Here's a sampling of what you'll have a shot at winning as either door prizes or tournament prizes:

* 3 Missile Commands for PSX (donated by Hasbro)
* 3 Space Invaders for N64, GBC, and PSX (donated by Activision)
* Asteroids for PSX (donated by Activision)
* Intellivision Collection for PSX (donated by Activision)
* 6 NEW revision of Ed. 5 Digital Press Guides (donated by Joe Santulli of Digital Press)
* 3 copies of Leonard Herman's book "PHOENIX: The Fall and Rise of Video Games"
* Verrrry cool AdventureVision logo T-shirts donated by Jeff Folejewski of AdventureVision.com

AND MORE STILL TO COME!

Website has complete details, including
* Information/scheduled events
* Hotel accomodation info/online reservations
* Door to Door driving directions and interactive maps
* Ticket information
* How To Link to Us banners/ads available for YOUR classic game related site!

http://members.aol.com/davidn9000/philly.html

** UPDATE: 1.31.2000 **
TNT Amusements, a local coin-op vendor is allowing us to borrow a Galaga coin-op for a Galaga tournament!

** INITIAL POST: 1.28.2000 **
Hey all! I'm here to announce the first annual PhillyClassic East Coast Classic Gamer's Event. We are organizing an event to bring classic gamers together as a group for a weekend of trading, selling, and storytelling!

The weekend of April 14th, 15th, and 16th will be one to remember as classic gamers unite for a weekend of hardcore gaming! Planned events include casual trading/selling, *tournaments*, *auction*, show-and-tell, and a general good time by all!

We have rented a conference facility at the Villanova University Conference Center for the event, which means enough room for a lot of people to come and setup the pride and joy of their collections, and even a little tradebait!

The conference center is COMPLETELY PRIVATE, has security, and plenty of FREE PARKING.

The tentative times are as follows:

Friday: 7pm - whenever -- Setup Night/ meet 'n' greet/ informal gaming/ early bird trading

Saturday: 10am - 7pm (will probably go longer) -- MAIN DAY

Sunday: 9am - noon -- Packup, Final Goodbyes

If you have any questions or would like to help organize a part of the event PLEASE e-mail David Newman (davidnewman@adelphia.net) or Chuck Whitby (intv-sama@worldnet.att.net). If you plan on attending, please purchase your tickets early and make those hotel reservations!

Thank you very much!

1893. Floppy Drive Emulation Project. Require Information Please.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Boosta@Boosta.net
Message-ID: <38d8a9f0.633094@news.supernews.com>
Source record: 45904

Hi,

I recently bought an old Atari 65XE computer and I'm interested in writing a program which will fileserve to it from emulator compatible disc image files.

Ideally I would like to connect to the host through the floppy disc port and be able to emulate say a 1050 drive.

Can anyone tell me whether this is fairly starightforward in terms of command passing or whether I would require any cpu emulation on the drive side.

Also, before I go ahead it would be interesting to know whether anyone has already done this.

Many Thanks.

Boosta.

1894. Re: Anyone know where I can get these Atari XE titles?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <38D8BD46.9540C608@erols.com>
Source record: 45905
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Paul,

I unfort dont have the means of making a dump of Airball. Th eonly cart copy prog I have is a basic util that only works on an Atari800 and 16K carts! I can dump Star Raiders if you want it :)

If someone knows of another way I can do this Im all ears.

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

Paul Irvine wrote:

> The other Day Stephen Knox <gooch@erols.com> wrote:
>
> >I have Airball, Crime Busters, Gato and Diamond, but they are not for
> >sale :) Oh, I also have a Bounty Bob to boot!
>
> Damn...WANT IMAGE OF AIBALL :)))
> >
> >Never saw Thunderfox though, is it any good?
>
> Yep...Was written by an old mate of mine called Noel Daniel, he also co
> wrote Sidewinder on the 8bit.
>
> Thunderfox is a fairly good Uridium clone..
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

1895. Re: Flight Simulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: dunxuk@aol.com
Message-ID: <20000322082745.03877.00000888@ng-fj1.aol.com>
Source record: 45906

```
>are there any archive
>sites with ROM images for use with emulators
>such as Atari800Win?

Try here for rom images for Atari800win;

http://shell.ihug.co.nz/~aaronat/atari.html
```

1896. Re: Newbie

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000322102336.06287.00000989@ng-cq1.aol.com>
Source record: 45907

I believe Best Electronics sells an extention cable.

Allan B.

1897. Re: Anyone know where I can get these Atari XE titles?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <t2qhds4lo54ie8j64iaav92qqa29sds4g6@4ax.com>
Source record: 45908
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

The other Day Stephen Knox <gooch@erols.com> wrote:

>Paul,
>
>I unfort dont have the means of making a dump of Airball. Th eonly cart
>copy prog I have is a basic util that only works on an Atari800 and 16K
>carts! I can dump Star Raiders if you want it :)
>
>If someone knows of another way I can do this Im all ears.

I wonder if it ever was done?

I also wonder what Airball's go for when sold?
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

1898. Re: RF to AV adapters???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000322110954.03881.00000899@ng-fj1.aol.com>
Source record: 45909

>"The Keith" mrkeith@prodigy.net says:

> anything I could do to convert the old RCA-type RF signal on the console
>into a S-VHS (supervideo) AV signal.

I think the best you can do with the 1/4" pin plug is a simple adapter
converting it to the F-type 75 ohm cable TV connection.

-Ron

I don't have a solution but I admire the problem.

1899. Re: Atari 800XL Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <20000322133245.01484.00006116@nso-fi.aol.com>
Source record: 45910

I really like Atari800Win, except I can't make it work with OSS supercarts like Atari800 for DOS. The source code seems to show support, but the Atari800Win emulator does its virtual crash when I install an OSS cart rom, even though the same rom file works with Atari800 for DOS. If anyone knows how I can make OSS carts work with the Win version 2.5C, the one at the web site,
http://www.concentric.net/~Twist/atari800win/
it would help me out a lot.
Thanks.

badbob1952@aol.com

1900. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <8bb5ik$gr7$1@nnrp1.deja.com>
Source record: 45911

Hi Doctor Clu...

He just said that he had a similiar problem and it turned out the drive heads were just dirty. Upon inspection, it turned out they were indeed quite dirty.

Unfortunately, I don't know anything about Rana drives :(Anyone?

->Dan

In article <0000.38d8961c@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwin@p0.f2.n8.z8.fidonet.org> wrote:
> FamilyNet HQ: Telnet:\\209.217.2.202
>
> Dan,
> I saw that James B (who is rather knowledgable about Atari 8 stuff I must say)
> gave some advice about drive cleaning disk drives. I would curious to know
> what was said.
> BTW, I recently got two rana system drives and I would love to know more
> comments about them and how to care for them as well. .
> Thanks,
> Doctor Clu
> Dallas Texas (972)-496-0650
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1901. Re: Floppy Drive Emulation Project. Require Information Please.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <8bb5megsa1@nnrp1.deja.com>
Source record: 45912

Try:

http://www.cswnet.com/~nkennedy/sio2pc.htm

or

http://www.nacs.net/~classics/

->Dan

In article <38d8a9f0.633094@news.supernews.com>,
Boosta@Boosta.net (Boosta) wrote:
> Hi,
>
> I recently bought an old Atari 65XE computer and I'm interested in
> writing a program which will fileserve to it from emulator compatible
> disc image files.
>
> Ideally I would like to connect to the host through the floppy disc
> port and be able to emulate say a 1050 drive.
>
> Can anyone tell me whether this is fairly starightforward in terms of
> command passing or whether I would require any cpu emulation on the
> drive side.
>
> Also, before I go ahead it would be interesting to know whether anyone
> has already done this.
>
> Many Thanks.
>
> Boosta.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1902. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_953754487@rtfm.mit.edu>
Source record: 45913
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

1903. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Zedd-&#65533;8&#65533; <zedd@yep-nospam.com>
Message-ID: <953755667.585370@news.tibus.net>
Source record: 45914

For the last three weeks this re occurring message
has made me feel quiet at home :)

Zedd-&#65533;8&#65533;
http://www.zeddx81.club24.co.uk

Michael Current wrote in message ...
>Archive-name: atari-8-bit/welcome
>Posting-Frequency: 7 days
>Last-modified: May 24, 1999
>
>Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about
the
>Atari 8-bit family of computers! These include the 400, 800, 1200XL,
600XL,
>800XL, 65XE, 130XE, 800XE, and the XE Game System.
>
>Many topics are covered over and over again. To help alleviate this trend,
>several people volunteer their time and energies by maintaining Periodic
>Informational Postings for this newsgroup. Please take a moment to refer
to
>these documents before posting to comp.sys.atari.8bit. The answer to your
>question may already be readily available!
>
>Users of comp.sys.atari.8bit actively maintain the following Periodic
>Informational Postings:
>
>Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
> mailto:mcurrent@carleton.edu
> http://www.faqs.org/faqs/atari-8-bit/faq/
>
>Atari 8-Bit Computers: Vendors and Developers / Michael Current
> mailto:mcurrent@carleton.edu
> http://www.faqs.org/faqs/atari-8-bit/vendev/
>
>Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
> mailto:bill@newbreedsoftware.com
> http://www.sonic.net/~nbs/new_and_emu.html
>
>Atari BBS List / Trevor Holyoak
> mailto:trevor@holyoak.com
> http://www.holyoak.com/atari/
>
>Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A.
Paterson

> mailto:david_p@storm.ca
> http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
>
>

1904. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Jamn
Message-ID: <LueC4.15888$Xk2.65271@tor-nn1.netcom.ca>
Source record: 45915

I use ataridsk flawlessly to tranfer atari files and bootable disks over to PC. It's a lot of work to move bootable disks, but it does the job.

Also works in Windows 9x Dos window. But yes, you must use double density disks formatted using ataridsk on the PC drive. My US doubler 1050 drives write to them no problem with MyDOS and SpartaDOS.

...Jamn

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message news:20000309220614.02573.00000984@ng-fg1.aol.com...
> Should be 'NOT' fit, corrected below. Alternative to DD could be a large
> ramdisk.
>
> >> you cannot copy any Atari bootdisks with it (if you transfer ATR, XFD or
> >other
> >>images with it you have to extract them then on your little Atari...)
> >
> >You definitely need DD as the XFD's are 92160 bytes and will NOT fit on an 88k
> >disk. Sometimes a DCM file will be somewhat compressed to fit on a SD disk
> >for
> >conversion on the A8. If you can get the XFD or ATR to the A8, I have a
> >quick
> >BASIC program with USR calls to make it into a disk.
> >
> >-Ron
> -Ron
>
> I don't have a solution but I admire the problem.

1905. http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=290609863

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: WoodChuck <witchek@hotmail.com>
Message-ID: <rxfC4.4017$%S1.114283@nntp0.chicago.il.ameritech.net>
Source record: 45916

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=290609863

--
CNN has reported that within the next two weeks
> >>>>>>Congress is going to vote on allowing telephone
> >>>>>>companies to CHARGE A TOLL FEE for internet access.
> >>>>>>Translation: Every time we send long distance e-mail
> >>>>>>we will receive a long distance charge. This will get
> >>>>>>costly. Please visit the following web site and file
> >>>>>>a complaint. Complain to your Congressperson. We
> >>>>>>can't allow this to pass. The following address will
> >>>>>>allow you to send an e-mail on this subject DIRECTLY
> >>>>>>to your Congressperson.
> >>>>>>http://www.house.gov/writerep
>
> >>>>>>Pass this on to your friends. It is urgent! We should ALL have an
> interest in this one. WAIT, THERE'S MORE. IN ADDITION, the last few
> months have revealed an alarming trend in the Government of
> >>>>>>the United States attempting to quietly push through
> >>>>>>legislation that will affect your use of the internet.
>
> >>>>>>Under proposed legislation the U.S. Postal Service
> >>

1906. Atari Portfolio Card Drive software?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Dark <Nospam@nospam.com>
Message-ID: <BCfC4.15910$Xk2.65311@tor-nn1.netcom.ca>
Source record: 45917

I am in need of the software driver for the Portfolio PC Card Drive. Does anyone know where this can obtained? the hardware does not seem to work well without it.

Any help appreciated.

Thanks

1907. Atari Portfolio Card Drive software?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-22 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.38d9d285@fmlynet.org>
Source record: 45918

FamilyNet HQ: Telnet:\\209.217.2.202

While we are on the subject, how much has been done between the Portfolio and the Atari8? The Portfolio and the Atari ST? .
I have a Portfolio which I use with my various Atari setup to record email addresses and so forth. I do need the serial port software if anyone has that.

1908. Re: Anyone know where I can get these Atari XE titles?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8bc5vi$kk9$1@nnrp1.deja.com>
Source record: 45919
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

$15 for Airball and Crossbow in this auction:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=284209612
>
> I also wonder what Airball's go for when sold?
> --
> Paul Irvine
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1909. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-mhVyX6gdMdgm@cth-analog-ts01-s11.cth.com.au>
Source record: 45920

On Sun, 22 Mar 3900 07:06:25, itzjustmike@aol.com (ItzjustMike) wrote:

> << don't forget the express cart. The reason the express and diamond PAL
> won't drive the sdx rom is because all three have there rom switching
> addresses different. >>
>
> I don't have an Express cart to play with, while I know that the Diamond
> piggyback cart will drive most standard Atari carts, I'd be interested to see
> what would happen with another supercart stacked on top. I'm not sure of the
> address range Express uses to switch in and out it's programs and overlays, but
> I'm guessing it's operation is similar to that of the Diamond GOS cart. Pokes
> to the D5xx range switch between the different banks, and I seem to recall
> reading back in the old GEnie days that the cart also held a commonly used 4k
> window of routines in place. My question would be, do both carts try to hold
> the same fixed 4k address space? I ask this because DataQue used to market a
> supercart that held a 4k window in-place while switching in and out a program
> window space. You'd write your common logic to the 4k window and then
> DataQue's cart could be made to bank select windows in rom's up to one meg.
>
> The SDX cart seems to do this as well, holding a 4K window for use of carts
> common logic, command.com and Sparta.sys (and maybe others) to switch in and
> out of (located outside cart B address range if I recall though I may be
> mistaken), a fixed 8K window for the SDX library routines, and an 8k window to
> switch in and out the SDX programs (arc, menu, etc.) and overlays.
>
> I only wish I'd saved all the old chat logs I'd had with the likes of Crag
> Thom, Keith Ledbetter and Alan Reeve.
>

I am not aware of the 4k window. As far as I understand, There is a
libary of routines that is in one of the 8K banks. It is switched in
and out as needed.
The hardware in the cart as far as i know cannot do 4K windows.

James B

1910. Re: Anyone know where I can get these Atari XE titles?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-fLdFOSkp45nY@cth-analog-ts01-s11.cth.com.au>
Source record: 45921
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On Sun, 22 Mar 3900 07:32:06, Stephen Knox <gooch@erols.com> wrote:

> Paul,
>
> I unfort dont have the means of making a dump of Airball. Th eonly cart
> copy prog I have is a basic util that only works on an Atari800 and 16K
> carts! I can dump Star Raiders if you want it :)
>
> If someone knows of another way I can do this Im all ears.
>
there are 2 ways, one is to pull the cart apart and read the rom
direct. (long and hard way)
the second is to manually step through each bank in order and copy the
contents to ram/disk file then reassemble it.
The second way requires knowlege of the bank switching.
Have done it once before with deflector.

James B

1911. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-unYCf53djVeq@cth-analog-ts01-s11.cth.com.au>
Source record: 45922

On Sun, 22 Mar 3900 19:06:08, dnoguero@my-deja.com wrote:

> Hi Doctor Clu...
>
> He just said that he had a similiar problem and it turned out the drive
> heads were just dirty. Upon inspection, it turned out they were indeed
> quite dirty.
>
> Unfortunately, I don't know anything about Rana drives :(Anyone?
>
> ->Dan
>
> In article <0000.38d8961c@fmlynet.org>,
> "Greg Goodwin" <Greg.Goodwin@p0.f2.n8.z8.fidonet.org> wrote:
> > FamilyNet HQ: Telnet:\\209.217.2.202
> >
> > Dan,
> > I saw that James B (who is rather knowledgable about Atari 8 stuff I
> must say)
> > gave some advice about drive cleaning disk drives. I would curious to
> know
> > what was said.
> > BTW, I recently got two rana system drives and I would love to know
> more
> > comments about them and how to care for them as well. .
> > Thanks,
> > Doctor Clu
> > Dallas Texas (972)-496-0650

Glad to see I was right.

James B

1912. Re: Floppy Drive Emulation Project. Require Information Please.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: boosta@boosta.net
Message-ID: <38d97ba9.1849506@news.supernews.com>
Source record: 45923

Thanks Dan.
That's saved me a lot of work. :)

Boosta.

On Wed, 22 Mar 2000 19:08:12 GMT, dnoguero@my-deja.com wrote:

>Try:
>
>http://www.cswnet.com/~nkennedy/sio2pc.htm
>
>or
>
>http://www.nacs.net/~classics/
>
>->Dan
>
>In article <38d8a9f0.633094@news.supernews.com>,
>Boosta@Boosta.net (Boosta) wrote:
>> Hi,
>>
>> I recently bought an old Atari 65XE computer and I'm interested in
>> writing a program which will fileserve to it from emulator compatible
>> disc image files.
>>
>> Ideally I would like to connect to the host through the floppy disc
>> port and be able to emulate say a 1050 drive.
>>
>> Can anyone tell me whether this is fairly starightforward in terms of
>> command passing or whether I would require any cpu emulation on the
>> drive side.
>>
>> Also, before I go ahead it would be interesting to know whether anyone
>> has already done this.
>>
>> Many Thanks.
>>
>> Boosta.
>>
>>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

1913. Re: BASIC in BASIC Was: S H A M U S for GameBoy Color - Played it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <38DA0444.4CBEC7E1@ix.netcom.com>
Source record: 45924
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Kirk Is wrote:

> Scott Wozniak (swozniak@aol.comeGETsome) wrote:
> > Another great source of info on classic game programmers in general can be
> > found at:
>
> > The Giant List of Classic Game Programmers
>
> > http://www.dadgum.com/giantlist/index.html
>
> Heh- I was blown away by this:
> ----
> The December 27 entry mentioned David Bohlke. Turns out he also wrote a
> couple of BASIC compilers in addition to his games. One was commercial,
> and one was a type-in program for ANALOG Computing (a magazine I'm guilty
> of mentioning frequently). The latter was a great hack. David came up with
> a minimal subset of Atari BASIC that his compiler would accept, and then
> he turned each of these constructs into the obvious machine code. He only
> allowed statements like "X = Y + constant," GOTO, and one or two IF
> statements. It's probably the only BASIC compiler to be written in a
> couple of pages of BASIC.
> ----
>
> I wonder what you could write in that minimalistic language? I loved my
> Atari and its rather rich BASIC, but never got into the ML level...
> Anyone hear more about this?
>
> --
> Kirk Israel [spamblock in effect, use kirk@alienbill.com]
> "Dixie to Cicero: The Jazz Migration" [...] Songs include: "She Be Big,
> Maybe Too Big Blues," "Can I Has Yo Fish?", and the classic
> "Wha's Dis on Yo Shoe?" --Humans

Which issue was this in?

--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

1914. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <38DA06BB.98C887CD@ix.netcom.com>
Source record: 45925

Nir Dary wrote:

> How can I read Side 2 of a standard 5 1/4" floppy that was created with the
> 1050 drive on
> the XF511 drive, or a 360k drive connected to the Floppy board!?
>
> Nir

The obvious has been stated, but there use to be (I don't know if you can still find one) an add-on from ICD called the XF-Enhancer. It allowed you to format FLIPPY (1050) disks w/o cutting the extra timing hole, directly read both sides of FLIPPY disks and more. It was pretty cool. I had one once. Wish I knew what I did with it. I'd love to have another one. It ran about $50 when it was readily available.

--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

1915. Re: Anyone know where I can get these Atari XE titles?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <38DA0FB4.B4B885C0@erols.com>
Source record: 45926
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

I got mine with a bunch of other carts for less than $5 apiece. Is Airball
that rare?

Paul Irvine wrote:

> The other Day Stephen Knox <gooch@erols.com> wrote:
>
> >Paul,
> >
> >I unfort dont have the means of making a dump of Airball. Th eonly cart
> >copy prog I have is a basic util that only works on an Atari800 and 16K
> >carts! I can dump Star Raiders if you want it :)
> >
> >If someone knows of another way I can do this Im all ears.
>
> I wonder if it ever was done?
>
> I also wonder what Airball's go for when sold?
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

1916. Atari chat session, tonight at 8pm CST!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <38D9F93B.19C1@swbell.net>
Source record: 45927

Just wanted to invite everyone here to this week's (and every week's for that matter) installment of the Atari chat session that we have going on. We usually have it every Thursday night at 8pm central standard time, and we talk about a wide assortment of things Atari.

One night we broke open a modified 800xl to see what it had inside, another night we talked about Jaguar developments, never really know.

So stop in, be good to see you there!

http://stargate.cs.swau.edu/atari/

Take care,

Greg Goodwin aka "Doctor Clu"

1917. Re: Atari Portfolio Card Drive software?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sdkd7qm5lul126@corp.supernews.com>
Source record: 45928

If you don't get any info here, you should try one of the other newsgroups
that are dedicated to smaller computers. I can't recall if the Portfolio is
considered part of the comp.sys.palmtop or laptop group off hand.
Dark <Nospam@nospam.com> wrote in message
news:BCfC4.15910$Xk2.65311@tor-nn1.netcom.ca...
> I am in need of the software driver for the Portfolio PC Card Drive. Does
> anyone know where this can obtained? the hardware does not seem to work
well
> without it.
>
> Any help appreciated.
>
> Thanks
>
>
>

1918. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sdkeke7clul144@corp.supernews.com>
Source record: 45929

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-mhVyX6gdMdgm@cth-analog-ts01-s11.cth.com.au...
> On Sun, 22 Mar 3900 07:06:25, itzjustmike@aol.com (ItzjustMike) wrote:
>
> > << don't forget the express cart. The reason the express and diamond PAL
> > won't drive the sdx rom is because all three have there rom switching
> > addresses different. >>
> >
> > I don't have an Express cart to play with, while I know that the Diamond
> > piggyback cart will drive most standard Atari carts, I'd be interested
to see
> > what would happen with another supercart stacked on top. I'm not sure
of the
> > address range Express uses to switch in and out it's programs and
overlays, but
> > I'm guessing it's operation is similar to that of the Diamond GOS cart.
Pokes
> > to the D5xx range switch between the different banks, and I seem to
recall
> > reading back in the old GEnie days that the cart also held a commonly
used 4k
> > window of routines in place. My question would be, do both carts try to
hold
> > the same fixed 4k address space? I ask this because DataQue used to
market a
> > supercart that held a 4k window in-place while switching in and out a
program
> > window space. You'd write your common logic to the 4k window and then
> > DataQue's cart could be made to bank select windows in rom's up to one
meg.
> >
> > The SDX cart seems to do this as well, holding a 4K window for use of
carts
> > common logic, command.com and Sparta.sys (and maybe others) to switch
in and
> > out of (located outside cart B address range if I recall though I may be
> > mistaken), a fixed 8K window for the SDX library routines, and an 8k
window to
> > switch in and out the SDX programs (arc, menu, etc.) and overlays.
> >
> > I only wish I'd saved all the old chat logs I'd had with the likes of
Crag
> > Thom, Keith Ledbetter and Alan Reeve.
> >

>
> I am not aware of the 4k window. As far as I understand, There is a
> libary of routines that is in one of the 8K banks. It is switched in
> and out as needed.
> The hardware in the cart as far as i know cannot do 4K windows.
>
> James B

It really just depends on the cart and what the designer<s> wanted to do. I seem to have lost some of my designs, but on the most basic level you just put a latch in there, OSS super carts used a 74LS74 tied to the data buss, and some glue logic tied to phase 2 clock, cart contol line, and maybe an address line or two if you don't want to hog the whole $D500 page. I imagine banking in even increments like 2k, 4k, 8k, would be the easiest to implement since you are just tying the latches to the EPROM address lines.

There really isn't anything magic about the addressing. I made a couple of through carts that were compatible with SDX and Action! They would have been compatible with an RTime cart too. It only took the addition of a 74LS138 to get the addresses passed through properly and I used both 74LS174 hex and 74LS374 octal latches for my own purposes. Oh, and about 30 FREAKING feet of wire wrap, emphasis on freaking. The damn things looked like a bird had built a nest out of wire wrap, it was a complete mess.

1919. Re: Floppy Drive Emulation Project. Require Information Please.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <38DA8F3C.C205CCE8@classic-games.com>
Source record: 45930

Boosta wrote:
>
> Hi,
>
> I recently bought an old Atari 65XE computer and I'm interested in
> writing a program which will fileserve to it from emulator compatible
> disc image files.
>
> Ideally I would like to connect to the host through the floppy disc
> port and be able to emulate say a 1050 drive.
>
> Can anyone tell me whether this is fairly starightforward in terms of
> command passing or whether I would require any cpu emulation on the
> drive side.
>
> Also, before I go ahead it would be interesting to know whether anyone
> has already done this.

APE and SIO2PC provide this functionality for DOS. I wrote a simple
program to do this on Windows and Linux, but ended up losing the working
versions in a hard drive problem. It wouldn't take much to reapply the
last few changes to get it working, but I haven't gotten around to it.
--
http://www.classic-games.com/
History does not repeat itself, but it does rhyme.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

1920. Re: Floppy Drive Emulation Project. Require Information Please.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e7x1hi.38tfnc10krutwN%rlcolli@ibm.net>
Source record: 45931

Boosta <Boosta@Boosta.net> wrote:
> I recently bought an old Atari 65XE computer and I'm interested in
> writing a program which will fileserve to it from emulator compatible
> disc image files.
>
> Ideally I would like to connect to the host through the floppy disc
> port and be able to emulate say a 1050 drive.
>
> Can anyone tell me whether this is fairly starightforward in terms of
> command passing or whether I would require any cpu emulation on the
> drive side.
>
> Also, before I go ahead it would be interesting to know whether anyone
> has already done this.

Check out http://www.nacs.net/~classics

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

1921. Re: RF to AV adapters???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e7x1nm.18qy4zc18sdfr4N%rlcolli@ibm.net>
Source record: 45932

The Keith <mrkeith@prodigy.net> wrote:

> Hey, I recently found my Sears Telegames sytem and I was wondering if there
> was anything I could do to convert the old RCA-type RF signal on the console
> into a S-VHS (supervideo) AV signal. I don't care about getting S-video
> quality or stereo sound (I realize that I wont be
> getting that) but I just need the connections to be S-video and standard RCA
> audio (mono or stereo) because I have this switchbox that I use with all my
> video components and since my other components are s-video, this must be
> s-video also. Any help would be appreciated. Thanks

Find an old VCR and use it.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

1922. Re: Pooldisk $5 version with over 5000 ATR files still available

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <38DAD9CC.D6A9CC06@sisna.com>
Source record: 45933

If you want an original copy of the Pool Disk for $5.00 can produce it.
Costs you $3.00 for s/h
but 5,000. not sure you are getting all of it. I added 3 clubs libraries
to the CD I have updaged and there are over 9,000 files according to the
cd-writer program, all p/d..well if the market is getting that bad..then
I will lower my price to $10.00 per CD-ROM with about 80% of the Pool
disk and 3 USA club libraries, to $10.00 plus $3.00 s/h.

If someone wants a Pool Disk firt edition then they can also have it for
$4.50 plus $3.00 s/h...

Been there done that! Going there again!
bob

1923. Re: Ethics???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <38DAE3DD.6FD56DE9@sisna.com>
Source record: 45934

Being as old as I am, I was brought up differently than those of today environment.

I was taught to respect the rights of others, earn my way in the world, either I worked for it, bought the rights to it or accepted the rights of others. In my demise I am sorry to say this world has come to a point that I personally do not wish to continue. My or any other persons demise take up to a far better place, where perhaps old values will be acknowledged, I personally hope so, if not then I guarantee you I will be back to haunt anyone that thinks they have the right to anything they have balls enough to desire and reach out and take what is not theirs by origination or purchase.!

It is a sad place we now have to live. I want it, you got it too bad, I am going to get it any way I can. You (not the originator of the message) are too damn cheap to purchase things you wish out right so you infringe upon others rights! I paid my dues to the Atari 8-bit through cash outlay, harassment, and have even extended myself to pick up of Mike Hohmans slack where I could, as I did process his first credit card purchases..Have personally paid some of his debts and as a friend. Not that he Mike owes me a damn thing, he doesn't as far as I am concerned I did what I did for him as I would any friend. You say pirate his stuff, go for ti. I may even file suit et al, in his behalf. Because it does not belong to you! It does not belong to the community we all support, unless you have paid for it or supported it as a group!

We all had our chance to take on Tom Hawker, of ICD, he held out until he found a sucker which was Mike Hohman. I Bid on ICD's Stuff along with several clubs..Tom Took Mike to the cleaners, pisses me off, and should piss you off..

I don't know what supporting the Atari 8-bit community, has cost many diehards, but do know what it has cost myself. Damn near a divorce, and I guarantee you that there is none of you out there with the money I have spent on your efforts is worth a damn dime for the 39 years my wife has put up with your crap, invading my copyrights and the money I/we could have been on one hell of a vacation somewhere in the world without any of this bull crap!

I bought the rights to the Supra Hard Drive Interface early, paid dearly for it, expanded it with the efforts of a couple programers still on this sight. Not one damn dime has come back in on my efforts or theirs. I bought the rights to BBS Express! Professional, never did with the programers break even. Bought out the Rights to Hard Back and Restore, not even 5% on the investment return. Never received orders, as the program was out on several BBS's at the time for free download!

Stupid you got it I was so stupid to think that the Atari 8-bit community would back some of my efforts..

Here is a tear jerker for you!

Mega dissembler was written by Dan Knauf, I own all rights to it never been released, have source ect, has a flaw but could break down any program down into 3 programmable items, Basic, M65, and Action. Dan worked his butt off, had medical problems, last I heard and sent money to him he was living ain a Camper in his brothers drive way. He did DK-Utilities for the Black Box and MIO. I asked several years ago for users of the program to donate to his behalf. Received approximately $100.00 which I put in $50.00 myself. The man spent years of his short life dedicating to the 8-bit world programing for you new comers stating I want it You DON'T have any right to hold it! Get a life, yours is much shorter than you think, mine doesn't matter anymore!

But don't be so damn cheap you can not extend yourself to spend a couple $$ to assist the programers left to support your habit!!!!!!!!!!

Pretty soon you will have no one to bitch at but yourself!!!!!!

Bob Klaas

1924. Atari 800 game "SCRAM" - anybody have on floppy or cartridge ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: Mike <mfe@fast.net>
Message-ID: <sdlifg4ilul83@corp.supernews.com>
Source record: 45935

I used to love this game. I picked it up on cassette, but I don't have a cassette tape player, and would not want to wait 6 minutes for it to load anyway (I picked up the game because I collect games in boxes). Anybody have this great game on floppy or cartridge and wanna sell it ??

Note: I will probably forget to check back here, so if you have it, please email me directly at

mfe@fast.net

1925. Re: Pooldisk $5 version with over 5000 ATR files still available

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <9vsldsks7h0fd6rve5d45e0f5h4p3opch9@4ax.com>
Source record: 45936

On Mon, 20 Mar 2000 17:38:21 +0000, Paul Irvine <mclane@dellos.freeserve.co.uk>
wrote:

>The other Day "Marshall Walker" <mwalker@mc.net> wrote:
>
>Re Pooldisk
>
>>Just my Two Bits...
>>
>>This disk set is AWSOME!
>
>>Get IT!
>
>Yep, I agree 1000%

Ditto!
It's really worth it (maybe even more!)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

1926. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8bevf2$1i0$1@user2.teleport.com>
Source record: 45937
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-
Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
http://www.atari.benjamin.net And Jump to my FTP site linked to my Web
Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. So checkout what's new on
my WebSite. In Fact, check it regularly as my Catalogs are updated
regularly. Customer's are served, first come, first serve! I have 6
different Catalogs, and my SoftWare Catalogs are my largest. They have
the biggest Byte Count. You should see my inventory! I have TruckLoads
of HardWare, Boxes & Boxes of Software & Libraries of Books & Reference
Material for the Classic Atari 8 Bit & Atari ST! And remember, if you
can't come see me today, come see me tomorrow!

Click for WebSite!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

1927. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8bevsn$2sh$1@user2.teleport.com>
Source record: 45938
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

1928. Re: Pooldisk $5 version with over 5000 ATR files still available

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-24 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <38dbd64a.6879024@news.wxs.nl>
Source record: 45743

On Tue, 22 Mar 2000 01:40:00 , "Greg Goodwin"
<Greg.Goodwin@p0.f2.n8.z8.fidonet.org> wrote:

>FamilyNet HQ: Telnet:\\209.217.2.202
>
>Ernest,
>In the event you still have some of those $5 CD's left, I would like to get
>one. :)
>Doctor Clu
>Dallas Texas (972)-496-0650
>

Well, if I run out, I can always write a few fresh copies.
I still have a spindle of CDR's I ise for my own backups etcetera.
I can spare a few of those. It is just that I wrote 50 sets up front
and really want to sell these so as to recover the investment.
But I had about ten left, and several folks responded by
sending me E-mail. I think I still have 1 or 2 left when all these
orders really drop in my mailbox. And like I said, if I do run
out, I would be happy to write a couple of additional ones
at the same price.

Keep those XL's/XE's humming.

1929. Re: Pooldisk $5 version with over 5000 ATR files still available

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-24 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <38dcd787.7195638@news.wxs.nl>
Source record: 45744

On Thu, 23 Mar 2000 18:58:21 -0800, BobKlaas <bobkla19@sisna.com>
wrote:

>If you want an original copy of the Pool Disk for $5.00 can produce it.
>Costs you $3.00 for s/h
>but 5,000. not sure you are getting all of it. I added 3 clubs libraries
>to the CD I have updaged and there are over 9,000 files according to the
>cd-writer program, all p/d..well if the market is getting that bad..then
>I will lower my price to $10.00 per CD-ROM with about 80% of the Pool
>disk and 3 USA club libraries, to $10.00 plus $3.00 s/h.
>
>If someone wants a Pool Disk firt edition then they can also have it for
>$4.50 plus $3.00 s/h...
>
>Been there done that! Going there again!
>bob

Hi Bob. If you offer folks copies of the stuff we put on our CD,
there are a few rules that should be considered.
First off, *most* of the stuff on the Pooldisk is public domain,
shareware, freeware etc.etc.
However, there are a few directories that contain stuff that we
were allowed to put on the CD with the restriction that the stuff
would not be copied!! I have not seen the CD's that you sell,
so I do not know what you put on your copies.
But please note that the ANG stuff, the POKEY stuff and the
MEGAZINES should not be copied!
Apart from those, hey, it is supposed to be copied.
The same is true for Pooldisk Too. There is some stuff on it
that we had the right to put it on the CD, if no copies were
made. Like the text of "mapping the Atari". Anyone copying
stuff from our CD's should therefore not copy everything!
A verbatim copy (exact duplicate) is thus an act of piracy.
Like I said, I have not seen your CD's, so I cannot tell whether
you did or did not comply with these rules, as stated on the CD.

One thing though, we absolutely reserve exclusive rights to
the name Pooldisk. So if you copy our stuff, name your CD
something different than Pooldisk. The name Pooldisk should
not appear on your label, inlay, jewelcase or whatever.
Therefore, you cannot sell a Pooldisk first edition. unless
you sell the one you obtained from us.
If you sell copies of *the stuff on the pooldisk* that is
not a problem, as long as you do not name it Pooldisk.

We just want folks to know what they get when they buy a Pooldisk.
There is no big money in this stuff, and thus we cannot pay
$200/hour lawyers to enforce all this, but we assume that
common courtesy is enough to keep everyone happy.

We no longer sell the original Pooldisk since the Pooldisk Too
contains all the stuff of the original Pooldisk and more.
Well, we dropped the XFD files, but apart from that, everything
is on the Pooldisk Too.
Hope this clarifies the rules as stated on the CD's.
Spreading Atari stuff around was our goal, so we do think
that your efforts help the community, but we have to
protect our own trademarks too.
So we are not at all mad at you, just wanted to make
this statement to avoid confusion.

1930. Re: Ethics???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-24 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e80byy.1k3sscoqo5ws4N%rlcolli@ibm.net>
Source record: 45745

Bob, I have respect for you and the dues you've put in, so don't take what I'm going to say personally, just reflect upon it.

Anybody who thinks they can make a living off of the Atari 8-bit line of computers needs a reality check. Ask anyone, and they will tell you I LOVE my 800XL, but it stopped satisfying my computer needs in '90-'91. The number of people that are still using their 8-bits gets smaller every year, which means that eventually there will be no more 8-bit users (of course, this would have to happen after I die! :-)

BBS's are now a memory, with the web taking over. They have been on the down slide for the past 4-5 years. I've thought about putting an Atari 8-bit BBS up, but decided it wouldn't have 1/10 the features of a BBS I put up using Linux and a $10 486 I bought. Or, you could put up a Web site with files, discussion boards, etc. and multiple people can access it at once, 24/7.

I made the (probably) final purchases for my Atari in the past few years, with APE and Action! There is nothing new on the horizon that I desire or need, but I will still be using my 800XL forever. (Although I still need to find a 65XE to complete my entire line of released 8-bit computers.)

Mike H. did a service to the 8-bit community by purchasing the rights to the ICD products, but he did a dis-service by taking the money and running. I'm sure if he would surface and tell his story, and make some sort of effort to make right with the people he has wronged, we wouldn't be discussing the pirating of SDX.

The 8-bits are now unfortunately a hobby. They will never attain their success they had in the '80s. If you are writing software and creating hardware for them for the money, then you are in the wrong business.

Now to put a positive spin on this, the 8-bits could come back if someone wanted to invest in producing a "GameBoy" like version! Wouldn't that be cool!

Whew! This is probably the longest post I've ever done!

--
Ryan 'Gozar' Collins
rlcolli@ibm.net

1931. Re: Ethics???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-24 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <5957-38DC175F-58@storefull-178.iap.bryant.webtv.net>
Source record: 45746

well ryan i have to respond to you.
i make my living selling this stuff,as does best elec.,and b&c comptervisions,all 3 of us have no outside income,that means this is all that we do,and my life is just fine,infact all 3 of us have freedoms that most wage earners can only dream about(and i am not dispariging wage earners) but you are right,its not a get rich quick thing,its just what we do,and enjoy.
also we do put out some new software,mixed in with oldies,and it does ok,i joke that we are the microsoft of the atari world(the word micro is true)and it does provide the actuall user's with pleasure,they say they are very pleased that they are not being overlooked,in fact about 90% of our sales are from actuall users,not from the internet,but mail&phone order's,you would be surprised on how many people/small bussiness still use this stuff,nd they bought it new,and my use it till they hit the grave.
you see the PC world gives them nothing to get excited about.
the st.paul newspaper just did a article about all of the users still using classic computers in the mpls./st.paul area(3 million people)and the fellow that interviewed me was just wowed on all of the people,and small bussiness that he interveiwed for his story,in fact he became almost over facinated on how well this stuff worked compared to his PEE CEE.
i do have programmers who do royalty work for me,and they would not like me to give up the software end of this,they are not getting rich,but some money comes there way,and they know that they are filling a nich,ad making the end user's happy,they tell me that the extra money comes in handy.
and i think that we are sane,and still in the right bussiness,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1932. Re: more

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-24 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <5957-38DC1825-59@storefull-178.iap.bryant.webtv.net>
Source record: 45747

OBTW,your $10.00 486 is not worth as much as my 130XE, you see i sell 130XE'S for $99.95,and i cannot keep them in stock,i am always behind in order's,funny that old technology that is really good technolgy is really worth more than new technology that is really old technology,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1933. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-24 00:00:00 UTC
From: itzjustmike@aol.com
Message-ID: <20000323215431.03461.00002964@ng-ck1.aol.com>
Source record: 45939

<< I am not aware of the 4k window. As far as I understand, There is a libary of routines that is in one of the 8K banks. It is switched in and out as needed. >>

Which is why I'd wished I'd saved many of the old GEnie chat logs. There were some very good discussions about SDX's 4k windows, the held in place library routines, supper maps, the data base program that never made it in to SDX as well as, I'm sure, ton's of things I'm forgetting.

What sticks in my mind though was that there was a 4k window held for common routines, bank switching and DOS management; a held in place window (while the cart was active) of SDX Library routines and an 8K window for the SDX programs to switch into before being relocated to LowMem.

I had to do some digging in the old file cab's but I was able to come up with and old DataQue catalog (Chuck Steinman) and an ad for his supercart.

(Quoting from the ad)
To simplify programming, the TBC-4001 (Supercart) forces the highest available bank into the upper half of the cartridge (4K bytes) at all times. This removes the hassle of recalculating the cartridge checksum on the XL / XE's each time the bank is changed. Also, that bank will always be entered through the OS system reset / init, so you do not have to duplicate that code in each bank Since this bank is always accessible, your bank switching and other often used subroutines can be located here for optimum performance. The lower 4K of the cartridge will power up randomly, so your init code will have to initialize the select register.
(End Quote)

Just for pure S&G I went and looked at a dump of the SDX 4.20 rom and sure enough, there is what looks like a 4k block of code (I didn't count the bytes) at the top of what would be Bank 0, and a block of code and Library routines filling what would be Bank 1.

1934. Atari Chip Numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-24 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-2303001926080001@dt048n0f.san.rr.com>
Source record: 45940

Does anyone know any reference that will tell me what Atari chip numbers correspond to which chips? For instance I'd like to figure out whether I've got a GTIA or a CTIA here, but all I've got are C-numbers on the chip. Thanks in advance for any help.
-Rhett

1935. Re: Atari Chip Numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-24 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8bevdg$n9m$1@nnrp1.deja.com>
Source record: 45941

In article <cryorunner-2303001926080001@dt048n0f.san.rr.com>,
cryorunner@yahoo.com (Rhett James Barnes) wrote:
> Does anyone know any reference that will tell me what Atari chip
numbers
> correspond to which chips? For instance I'd like to figure out whether
> I've got a GTIA or a CTIA here, but all I've got are C-numbers on the
> chip. Thanks in advance for any help.
> -Rhett
>
CO14805 is one GITA number, I can't help with CITA.

Sent via Deja.com http://www.deja.com/
Before you buy.

1936. Re: Floppy Drive Emulation Project. Require Information Please.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-24 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8bfih4eds1@news.netvision.net.il>
Source record: 45942

Hi

someone had already done this.. the hard ware is available, although the
software is only dos based.
if you are a programmer, we would love to see a windows based files server
util for the ATARI.

here are some links.

http://www.cswnet.com/~nkennedy/sio2pc.htm
http://www.nacs.net/~classics/
http://www.hcrburk.de/hpatari.html
http://www.cs.dartmouth.edu/~crow/atari/
http://members.aol.com/MacFalkner/atari/sio2pc/index.htm

sources are also available on those links

Best Regards

Nir

Boosta <Boosta@Boosta.net> wrote in message
news:38d8a9f0.633094@news.supernews.com...
> Hi,
>
> I recently bought an old Atari 65XE computer and I'm interested in
> writing a program which will fileserve to it from emulator compatible
> disc image files.
>
> Ideally I would like to connect to the host through the floppy disc
> port and be able to emulate say a 1050 drive.
>
> Can anyone tell me whether this is fairly starightforward in terms of
> command passing or whether I would require any cpu emulation on the
> drive side.
>
> Also, before I go ahead it would be interesting to know whether anyone
> has already done this.
>
> Many Thanks.
>
> Boosta.
>

1937. Re: RF to AV adapters???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <38DC2B38.39CE5003@adelphia.net>
Source record: 45748

MCM Electronics sells just such a device. It's called an RF demodulator.

See one here:
http://www.i-mcm.com/Search/search4-frame.jhtml?_requestid=42355

-- David

The Keith wrote:

> Hey, I recently found my Sears Telegames sytem and I was wondering if there
> was anything I could do to convert the old RCA-type RF signal on the console
> into a S-VHS (supervideo) AV signal. I don't care about getting S-video
> quality or stereo sound (I realize that I wont be
> getting that) but I just need the connections to be S-video and standard RCA
> audio (mono or stereo) because I have this switchbox that I use with all my
> video components and since my other components are s-video, this must be
> s-video also. Any help would be appreciated. Thanks

1938. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38DC5625.E76B3334@usa.net>
Source record: 45749

Richard Cortese wrote:

> XF551s are kind of nice, but not too smart. I haven't had one in a long
> time, but IIRC they don't do things like determine density when you first
> insert a disk. Did you try doing some things like cycling the power off/on
> to see if it would come up in a good density?
>
> Just another bit of drift, I left clone/Prosys cable/810 hooked up
> overnight. Still working this morning after about ~16 hour burn in.

My experience with the XF551 and also my Astra Big-D (which I sure wish I still had!) was that it was the DOS (my favorite was TopDos) that determined whether or not it would properly sense the density of the disk it was booting or reading. I tried using both SD and DD with the XF551 and ProSys, but the drive would not synchronize no matter what. Since the borrowed 1050 will no longer synchronize either, I seem to be out of business.

Carolyn

1939. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <Y0ZC4.485$7v.6776@typhoon.tampabay.rr.com>
Source record: 45750

If Mike Hohman contacts me I'll make him a one time offer to buy the rights to all the ICD junk he owns. Then I will turn the entire line over to the public domain for all to share. I will need proof of what he invested in the products, not that he will get 100% of his investment back but I'm offering to help him get something back. I have the cash to back my offer, I'm 42 and I just turned in my notice to Time Warner that I am retiring march 31st. Go Qualcom!

<kenames@earthlink.net> wrote in message
news:f5O4dXX6MbiT-pn2-zdjyH0mNTktD@draco.home.earthlink.net...
> Mike Hohman should come out of hiding long enough to sell off all the
> rights or products he bought from ICD. or at least some of them.
> Ken
>
> On Sat, 18 Mar 2000 23:39:50, af332@freenet.hamilton.on.ca (William
> Moeller) wrote:
>
> > Jason Duerstock (jason@sdi.cluephone.com) wrote:
> > : Perhaps you should let Mr. Hohman speak for himself.
> >
> > : "BobKlaas" <bobkla19@sisna.com> wrote in message
> > : news:38CFF136.65777C63@sisna.com...
> > : > What you ask for belongs to Michael Hohman of FTE. I know Mike and
he
> > : > does read this group, have not been able to contact him for months
but
> > : > know for a fact that the Sparta Dos X items are his most cherished
> > : > items. He will fight you in court for these items. While they no
> > : > longer hold our intrests, do not feel you would want a expensive
defense
> > : > of the items??
> > : >
> > : > Post a message to him perhaps he will relent, answer your questions
and
> > : > mine at the same time????
> > : >
> > : > bob
> > : >
> >
> > I agree. I think many here would welcome Mike defending his rights...he
> > can then answer to the people he failed to deliver products to.
> >
> > I say pirate Sparta X roms....I know I gave mine away to someone who
will

> > dump and distribute them.
> >
> > Willy
> >
> >
>
>
>

1940. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000325072028.01728.00004669@ng-bg1.aol.com>
Source record: 45751

>I'm 42 and I just turned in my notice to Time Warner that I am retiring
>march 31st. Go Qualcom!

Ditto! Go Cree!
B'rgds,
Vinnie

"Can't means don't want to!"

1941. Roy Goldman & Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <38dcb920$0$29785@wodc7nh0.news.uu.net>
Source record: 45752

Hello all,

I am still looking for Roy Goldman and his Daisy Dot III program.

All I can find is a shareware version of the software out on the web,
including XLSearch.

I am looking for a Registered version of the program. So I can use more than
one font per printout.

Does anyone have any information about Roy? Where he could be? I hear that
he is in California.

Thanks for all your help.

--
Marshall Walker
mwalker@mc.net

1942. Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Jemma <jem88@my-deja.com>
Message-ID: <8bilfm$lp5$1@nnrp1.deja.com>
Source record: 45753

Well,is he? You decide...

Sent via Deja.com http://www.deja.com/
Before you buy.

1943. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sdpn3ao2lul178@corp.supernews.com>
Source record: 45754

Carolyn Hoglin <choglin@usa.net> wrote in message
news:38DC5625.E76B3334@usa.net...
> Richard Cortese wrote:
>
> > XF551s are kind of nice, but not too smart. I haven't had one in a long
> > time, but IIRC they don't do things like determine density when you
first
> > insert a disk. Did you try doing some things like cycling the power
off/on
> > to see if it would come up in a good density?
> >
> > Just another bit of drift, I left clone/Prosys cable/810 hooked up
> > overnight. Still working this morning after about ~16 hour burn in.
>
> My experience with the XF551 and also my Astra Big-D (which I sure wish I
still
> had!) was that it was the DOS (my favorite was TopDos) that determined
whether
> or not it would properly sense the density of the disk it was booting or
> reading. I tried using both SD and DD with the XF551 and ProSys, but the
drive
> would not synchronize no matter what. Since the borrowed 1050 will no
longer
> synchronize either, I seem to be out of business.
I did take about 1/2 a decade off, but I was supprised at the number of
disks I have that just plain degraded, they were fine for the first 10 years
I had them, but they went under in the last 5. It looks like the polymer
that holds the magnetic oxide together broke down on some, others look like
oxide has pits/blooms. I live in an odd part of California, micro climmit
that gets 100" of rain a year, only 5 miles from Sillycon valley where they
only get 20". I probably have more problems then a person living on a house
boat.

There may also be a slight problem with Prosys software relative to Atari
DOS. I really don't know what the current Prosys does as I only have a beta,
but Atari DOS has built in retries. I think the default is 5 retries if DOS
gets a bad checksum or some other error. It looks like the copy of Prosys I
have just tries once and either gives up or moves on.

Don't know if you caught my other post, but I found the problem with your
cable. One of the lines in the Atari cable was broken, so it would never
have worked. I left the fixed cable on with an 810 for ~72 straight hours
and it was still working fine at the end of the test. I believe the 810 and
1050 both use the 3086 transistor array as an input stage so if there were
problems with a 1050 I would have seen them with an 810.

I would suggest examining the disks in question and looking for any tracks/scratches or uneven surface. If you find one that looks like it has a problem, I would bet it left the 1050 read head dirty.

1944. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sdpr49rjlul132@corp.supernews.com>
Source record: 45755

Bob's a nice guy, honest and generous with his time. Not sure about you however.

I consider it kind of normal to rant a bit when you get boned up the ass. I mean you can argue that people should know that most Atarians are all pirates and thieves, BTW he does, but you can't argue that someone should take it up the ass and like it. Just how life works.
Jemma <jem88@my-deja.com> wrote in message
news:8bilfm$lp5$1@nnrp1.deja.com...
> Well,is he? You decide...
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1945. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24700-38DCFA5C-4@storefull-172.iap.bryant.webtv.net>
Source record: 45756

no he is not,he's just someone who has done alot for this community,and he got stomped on not only by atari,but on just about every atari device/software he ever invested in.
he has taken more abuse then i ever would have,and keeps making products availible out of his own pockets for this community.
he knows that this machine has a kinda aurora around it then the PEE CEE can ever have,its almost mystical,he does it for the machine,and the dedicated people who still reley on it as there most used,or only used computer.
if microsoft,and all of the other half baked so called modern technology companies were half has dedicated as bob klass is,you would now be using a real computer that does not have to be reset every time it sneezes,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1946. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <0v3qdscjgud3s63esj16ab1pmrgcfcm27q@4ax.com>
Source record: 45757

The other Day Jemma <jem88@my-deja.com> wrote:

>Well,is he? You decide...
>
Well we don't need to decide if you have manners or not..

Whatever you think of Bob that was not the way to ask anything about him.
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

1947. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <WJ8D4.23672$6b1.429993@news1.online.no>
Source record: 45758

He's one of the most reliable and nice people I've dealt with. Insane ???
Well, he's too kind, if that's the kind of insane your talking about.

Jemma <jem88@my-deja.com> wrote in message
news:8bilfm$lp5$1@nnrp1.deja.com...
> Well,is he? You decide...
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1948. Re: Atari Chip Numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0000.38dd335c@fmlynet.org>
Source record: 45759

FamilyNet HQ: Telnet:\\209.217.2.202

Hey there.. got on Atari XEGS... would that have a GITA or a CITA? .
(Grin)
Doctor Clu
Dallas Texas (972)-496-0650

1949. Re: Ethics???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0001.38dd335c@fmlynet.org>
Source record: 45760

FamilyNet HQ: Telnet:\\209.217.2.202

Gozar,
Well spoken. True, the Atari 8-bit line is getting smaller every day, but the rate at which it is decreasing is not a steady progression. Keep in mind that while there are some who may have all they need, there are always those who step out for a while, and then step back in. I'm one of those.
Then there are those who plan to stick it from 1979 till .. whenever.
The 8-bit is a fine machine. As I've learned, all computers fill a need, and it just depends on the user. Some like to be on the leading edge of technology. I have resolved to let me work foot the bill for the up to date computers. :)
Meanwhile, I continue with a computer that will do what I need it to do... logging on to the local BBS where I check my E-mail, newsgroups, and so forth (Thank you Bob Hoffman of the Family Net BBS!) I also have all the other various useful programs I need on the 8-bit. The fact that I can do all this today on the ole faithful Atari8 is fun. I also realized that the games I enjoy were eventually being emulated or remade on other platforms, but I realized... if you want the best speed and the best selection of games for the Atari8, why not just run an Atari8?
Praise the internet for the large library of software for the Atari8 that I can gleem off of, and for those that keep them available. Making money with Atari8? Well, you will have those that need parts, those who like to try new software, and new gadgets on their machines. This hobby is open to the poor person needing a word processor, to the rich person wanting to buy the rare Atari prototypes. Can you make money off this hobby? Not a flowing river, but a slight trickle at least.
Will Atari8 machines and BBS's ever did off? I don't know? Do you want them to die?
Take heart, I think the newsgroups is a great Atari community, and the fact that you can log on to the newsgroups with our various means is a BBS in it's own right. The internet is our filebase, and all the computers on the internet our resource for further ways of bettering and improving our setup.
For some the Atari8 continues through well maintained machines that are sometimes over 20 years old, and in others they have continued the brain of that Atari8 in the new body of a Pentium III with tons of power.
In truth, I think there is no better time to be an Atari8 user considering all the above. :)

1950. Re: more

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwin@p0.f2.n8.z8.fidonet.org>
Message-ID: <0002.38dd335c@fmlynet.org>
Source record: 45761

FamilyNet HQ: Telnet:\\209.217.2.202

Video61,
It amazes me also that older technology, like the 130XE is worth more than a 486, which came out considerably after the Atari8 had vanished in the production line.
Guess the price is more for nostalgia, rarity... and I think that about sums it up.
Speaking of which, I never cared much for the 130XE, but you know, the XEGS isn't half bad... :)

1951. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8bj67d$50t$1@bob.news.rcn.net>
Source record: 45762

I guess, Jemma, you have the word by now. As a guy who still follows the community somewhat through this ng and emulation, I have to say that I agree with all the comments.

Most of the people I know who have been in contact with Bob have done so because of his role in providing BBS Express Pro to the masses. I have a very warm spot in my heart for Atari BBSing, particularly where it involved netted BBSs. The Internet and PCs come close to that experience only where this ng, and perhaps chat sessions are concerned. That Bob's was a crucial role in creating that feeling cannot be denied.

Yes, Bob's style of writing and choice of words are sometimes extreme. So what? When you care about maintaining this community as much as he does and constantly get smacked down, you, too, will lash out (Richard Cortese and the others said it better!)

Jemma <jem88@my-deja.com> wrote in message
news:8bilfm$lp5$1@nnrp1.deja.com...
> Well,is he? You decide...
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1952. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-2ob6nRQWuXvp@cth-analog-ts01-s0.cth.com.au>
Source record: 45763

On Sun, 23 Mar 3900 08:49:42, "Richard Cortese"
<ricortes@netmagic.net> wrote:

> <sup8pdct@mail.cth.com.au> wrote in message
> news:olg28mVLDrMR-pn2-mhVyX6gdMdgm@cth-analog-ts01-s11.cth.com.au...
> > On Sun, 22 Mar 3900 07:06:25, itzjustmike@aol.com (ItzjustMike) wrote:
> >
> > > << don't forget the express cart. The reason the express and diamond PAL
> > > won't drive the sdx rom is because all three have there rom switching
> > > addresses different. >>
> > >
> > > I don't have an Express cart to play with, while I know that the Diamond
> > > piggyback cart will drive most standard Atari carts, I'd be interested
> to see
> > > what would happen with another supercart stacked on top. I'm not sure
> of the
> > > address range Express uses to switch in and out it's programs and
> overlays, but
> > > I'm guessing it's operation is similar to that of the Diamond GOS cart.
> Pokes
> > > to the D5xx range switch between the different banks, and I seem to
> recall
> > > reading back in the old GEnie days that the cart also held a commonly
> used 4k
> > > window of routines in place. My question would be, do both carts try to
> hold
> > > the same fixed 4k address space? I ask this because DataQue used to
> market a
> > > supercart that held a 4k window in-place while switching in and out a
> program
> > > window space. You'd write your common logic to the 4k window and then
> > > DataQue's cart could be made to bank select windows in rom's up to one
> meg.
> >
> > The SDX cart seems to do this as well, holding a 4K window for use of
> carts
> > common logic, command.com and Sparta.sys (and maybe others) to switch
> in and
> > out of (located outside cart B address range if I recall though I may be
> > mistaken), a fixed 8K window for the SDX library routines, and an 8k
> window to
> > switch in and out the SDX programs (arc, menu, etc.) and overlays.
> >
> > I only wish I'd saved all the old chat logs I'd had with the likes of

> Crag
> > > Thom, Keith Ledbetter and Alan Reeve.
> > >
> >
> > I am not aware of the 4k window. As far as I understand, There is a
> > libary of routines that is in one of the 8K banks. It is switched in
> > and out as needed.
> > The hardware in the cart as far as i know cannot do 4K windows.
> >
> > James B
> It really just depends on the cart and what the designer<s> wanted to do. I
> seem to have lost some of my designs, but on the most basic level you just
> put a latch in there, OSS super carts used a 74LS74 tied to the data buss,
> and some glue logic tied to phase 2 clock, cart contol line, and maybe an
> address line or two if you don't want to hog the whole $D500 page. I imagine
> banking in even increments like 2k, 4k, 8k, would be the easiest to
> implement since you are just tying the latches to the EPROM address lines.

oss carts do have a 4K window. Early oss carts have a 74ls175 latch.
My basic XL yellow label cart has that along with 2 8K eproms. from
memory, only address lines are used for the bank switching.

>
> There really isn't anything magic about the addressing. I made a couple of
> through carts that were compatible with SDX and Action! They would have been
> compatible with an RTime cart too. It only took the addition of a 74LS138 to
> get the addresses passed through properly and I used both 74LS174 hex and
> 74LS374 octal latches for my own purposes. Oh, and about 30 FREAKING feet of
> wire wrap, emphasis on freaking. The damn things looked like a bird had
> built a nest out of wire wrap, it was a complete mess.

Very hard to debug as well :)

James B

1953. SDX rom image

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <01bf969d$52ac03e0$97e64ec2@Irata2>
Source record: 45764

Hallo !

As nobody did it, I had posted my SDX 4.19 ROM-image to
alt.binaries.comp.atari8bit

Enjoy it, even when I would be happy to get the 4.22 images somewhere.

Matt

1954. Re: more

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16017-38DD3CA4-36@storefull-175.iap.bryant.webtv.net>
Source record: 45765

dear greg,
no its really not for nostalgia,its because so many small companes still use them,we sell mainly to users of charactor generators(hospitals,airports,parks,etc.)
they find that they can run one of these units to death(that means many years,24 hours a day,with no problems, not like what you get with a PEE CEE)it is rock solid,the only time they go down is from being on for many years(decades)or power failure,try that with a PEE CEE,you never know whats going to happen from minute to minute on that thing.
but we also sell to small bussiness,many just use it out of there own houses,but its what works for them.
i agree with you,i like the XEGM,only i wish it had a parallel port.
i have a 10 foot long cable hooked to my keyboard,and i can bring the keyboard across my office,its cool,type it across my office,dump it to a printer,then i only need one computer in my office,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1955. Re: Roy Goldman & Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <38dd60df$0$29786@wodc7nh0.news.uu.net>
Source record: 45766

Well all,

I found him.

here's his web page out on the WWW

http://www-db.stanford.edu/~royg/index.html

he's going to Stanford University.

If you go under his Work page, you'll find out about Daisy Dot III.

I'm waiting to hear back from him to see if he has the program anymore.

later.

Marshall

"Marshall Walker" <mwalker@mc.net> wrote in message
news:38dcb920$0$29785@wodc7nh0.news.uu.net...
> Hello all,
>
> I am still looking for Roy Goldman and his Daisy Dot III program.
>
> All I can find is a shareware version of the software out on the web,
> including XLSearch.
>
> I am looking for a Registered version of the program. So I can use more
than
> one font per printout.
>
> Does anyone have any information about Roy? Where he could be? I hear that
> he is in California.
>
> Thanks for all your help.
>
> --
> Marshall Walker
> mwalker@mc.net
>
>

1956. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38DD985B.EB042B14@usa.net>
Source record: 45767

Nir Dary wrote:

> How can I read Side 2 of a standard 5 1/4" floppy that was created with the
> 1050 drive on
> the XF511 drive, or a 360k drive connected to the Floppy board!?
>
> Nir

I had the same problem with my Astra Big-D. You can't do it unless you punch another set of timing holes in the disks. Believe it or not, it can be done! First make a cardboard template of a disk with the timing hole punched out. Then you can flip it over and place it on the disk you want to read and mark the hole with a soft pencil. Make another strip of cardboard about 3" x 1". Taper it at one end. Insert this strip through the large center hole so that it is between the media and the top of jacket. Then you can punch the hole without damaging the disk. (Hold the paper punch so that you can see your penciled circle through what might be considered the bottom side of the punch.) You have to do this to the other side of the disk also.

Try this procedure with a disk you don't care about the first time. After a while, you'll find it easy to do. I never damaged a disk doing this.

Carolyn

1957. Atari 1010

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-25 00:00:00 UTC
From: obera000 <obera000@unbc.ca>
Message-ID: <Pine.SGI.4.05.10003252230040.203119-100000@fang>
Source record: 45768

Just to let everyone know. I've got a brand new Atari 1010 up for bid on
E-Bay under:

New Still in Plastic Atari 1010 w/ all cables
Item #293043515

It is on sale for the next 5 days. The item is brand new and still in the
original plastic, the box is still in great shape and all the cables are
with the auction. Read the description for more info.

I have sold all my other items and I thought I should let the Atari group
know about the 1010 first.

Thanks for your Time,
Arron

1958. PI1 & NEO File Format

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: MOLINA Jean-Marc <goa@ifrance.com>
Message-ID: <8bjvf3$po2$1@wanadoo.fr>
Source record: 45769

Hello,

I am looking for docs on the DEGAS (PI1) and NEOCHROME
(NEO) file format. And docs on the screen memory structure of
the ATARI ST.

Thanks,
Jean-Marc

--
MOLINA "GOA" Jean-Marc
work : jmmolina@fr.infogrames.com / icq : 68192321
home : goa@ifrance.com / icq : 51481578
web : http://www.ifrance.com/goa

1959. Free Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: themrfreeze@my-deja.com
Message-ID: <8bk2ri$41h$1@nnrp1.deja.com>
Source record: 45770

Hey all.

I was cleaning out one of my closets today in preparation for moving, and
I found some miscellaneous Atari stuff that I no longer need:

*Two SIO cables, plus a third that was cut in half (the other half was
used to make an SIO2PC interface)
*One Atari 9VAC@31VA power supply (for Atari 400/800, 1050 drive, etc.).
I'm pretty sure this works
*Four silver Atari Service 3-ring binders, all in mint condition

I'd hate to throw this stuff out if somebody can put it to use, so if
anybody wants it for the cost of shipping, it's yours. The first E-mail
to arrive at the address below gets it.

Thanks,

Chris

==========
Chris Freemesser themrfreeze@my-dejanews.com
==========

Sent via Deja.com http://www.deja.com/
Before you buy.

1960. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <38DD9E35.61D8106@usa.net>
Source record: 45771

Richard Cortese wrote:

> I would suggest examining the disks in question and looking for any
> tracks/scratches or uneven surface. If you find one that looks like it has a
> problem, I would bet it left the 1050 read head dirty.

You may be right about my old disks being deteriorated. The current ProSys only tries once, then gives up. Since the 1050 quit working with ProSys, I have tried reading, writing, and formatting with the program, but the drive won't even come on. The 1050 is now acting like the XF551 has been all along. I can't even use the usual cleaning disks because I can't get the drive to run. Remember that I no longer have my Atari computer, so I can't be sure whether either drive would work in that situation.

BTW, I've been trying to send you e-mail for days, but it won't go. (No problem with sending to other folks.) Here's the error I keep getting:

An error occurred while sending mail.
The mail server responded:
netmagic.net does not match anything.
Please check the message recipient and try again.

Carolyn

P.S. - I'm happy that you are able to use the cable I sent to you.

1961. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8bk6li$3g3$1@mohawk.hwcn.org>
Source record: 45772

Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
: He's one of the most reliable and nice people I've dealt with. Insane ???
: Well, he's too kind, if that's the kind of insane your talking about.

Well, threatening to take out a lawsuit against people who would Dare to PIRATE Sparta X Roms on Mike Hohman's behalf is pretty extreme.

If he does that, I can be sure that there would be a bunch of people who would be willing to class action sue Mike Hohman. If such a lawsuit is filed (which I think is hot air) I would surely encourage a class action countersuit. This is simply NOT a matter of respecting copyright....

Is Bob Klaas a nice person who has done a lot for the Atari Community?

Of course. However, it isn't our fault that he lost money on purchasing rights to Atari products. I know _I_ supported him by buying his BBS upgrades. It is unfortunate that Bob lost money and had marital problems over his Atari business......but come on.....let's be reasonable.

Bob mentioned that Mike Hohman got suckered by Tom Harker for the ICD products......I agree with this. If there ever was a shady person in the Atari community, Tom Harker is one.....do some research on the web and you will find there are a bunch of people who allege to have sent him all kinds of money for Catboxes for the Jaguar, but never got anything in return.........if Bob wants to be outraged, why not direct it to Harker?

Again, I feel bad that Mike got ripped off by Harker and lost lots of money......however, that did not give him a green light to take money from people for products which he never delivered. Bob may have truly been motivated by friendship by trying to "clean up" some of Hohman's mess, but he was also an instrument of the fraud, by Hohman using Bob/K Products to charge credit cards for products which were NEVER delivered.

Hohman disappears, with all the rights to many products, AND lots of the Atari community's money for stuff he never delivered......and we are supposed to feel remorse for distributing FTe software......don't make me laugh!

1962. Re: more

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8bk7df$3g3$2@mohawk.hwcn.org>
Source record: 45773

Lance Ringquist (Video61@webtv.net) wrote:
: OBTW,your $10.00 486 is not worth as much as my 130XE, you see i sell
: 130XE'S for $99.95,and i cannot keep them in stock,i am always behind in
: order's,funny that old technology that is really good technolgy is
: really worth more than new technology that is really old
: technology,thanks,
: lance

: Video 61 & Atari Sales
: 22735 Congo ST NE
: Stacy MN 55079

Well, if that is the case, I would be happy to supply you with a number of Atari 130XE's at 50 dollars US a pop.....that would be a tidy profit for me.....and if you have trouble keeping them in stock at that price profit for you.....

Seriously.....if someone wants a 130XE, I'd be HAPPY to sell one for half what you offer them for. I can't believe someone would shell out $100 US for one....really.

1963. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <rykD4.23971$6b1.434381@news1.online.no>
Source record: 45774

But, still it's illegal to copy someone else products, unless they say you
can do so. He has the rights to do so, if he owns the product.

William Moeller <af332@freenet.hamilton.on.ca> wrote in message
news:8bk6li$3g3$1@mohawk.hwcn.org...
> Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
> : He's one of the most reliable and nice people I've dealt with. Insane
???
> : Well, he's too kind, if that's the kind of insane your talking about.
>
> Well, threatening to take out a lawsuit against people who would Dare to
> PIRATE Sparta X Roms on Mike Hohman's behalf is pretty extreme.
>
> If he does that, I can be sure that there would be a bunch of people who
> would be willing to class action sue Mike Hohman. If such a lawsuit is
> filed (which I think is hot air) I would surely encourage a class action
> countersuit. This is simply NOT a matter of respecting copyright....
>
> Is Bob Klaas a nice person who has done a lot for the Atari Community?
>
> Of course. However, it isn't our fault that he lost money on purchasing
> rights to Atari products. I know _I_ supported him by buying his BBS
> upgrades. It is unfortunate that Bob lost money and had marital problems
> over his Atari business......but come on.....let's be reasonable.
>
> Bob mentioned that Mike Hohman got suckered by Tom Harker for the ICD
> products......I agree with this. If there ever was a shady person in the
> Atari community, Tom Harker is one.....do some research on the web and you
> will find there are a bunch of people who allege to have sent him all
> kinds of money for Catboxes for the Jaguar, but never got anything in
> return.........if Bob wants to be outraged, why not direct it to Harker?
>
> Again, I feel bad that Mike got ripped off by Harker and lost lots of
> money......however, that did not give him a green light to take money from
> people for products which he never delivered. Bob may have truly been
> motivated by friendship by trying to "clean up" some of Hohman's mess, but
> he was also an instrument of the fraud, by Hohman using Bob/K Products to
> charge credit cards for products which were NEVER delivered.
>
> Hohman disappears, with all the rights to many products, AND lots of the
> Atari community's money for stuff he never delivered......and we are
> supposed to feel remorse for distributing FTe software......don't make me
> laugh!
>

>

1964. Re: Free Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: "Mark W. Dau" <mwdau@home.com>
Message-ID: <38DDDC4E.EFB31086@home.com>
Source record: 45775

Hi Chris,

Sure, I'd love to have them. Can't seem to let anything Atari go to
waste.

Best regards,

Mark W. Dau
1232 Willagillespie Rd.
Eugene, OR 97401-1824

1965. MAX 233 data

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000326064118.04363.00001531@ng-fk1.news.cs.com>
Source record: 45776

I want to build a couple more varieties of SIO2PC/APE cables, including the "ProSys" version. I do want to try the MAX233, but I am having trouble finding detailed information about it (this is not the more-common 232). With the few IC's that I have bought from Radio Shack, they generally provide a spec sheet with pin-outs and some basic data. Anyone have some suggestions as to where I might find similar data -- either books or on the web?
Thanks,
Larry

1966. Re: Free Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: Brad <corbulo@mind_ATARI_spring.com>
Message-ID: <260320000752236687%corbulo@mind_ATARI_spring.com>
Source record: 45777

[[This message was both posted and mailed: see
the "To," "Cc," and "Newsgroups" headers for details.]]

I've got an 835 modem that is without P/S, would that one work?
Also, anyway I could get an SIO cable? I want to build an SIO2PC
interface too.

Thanks,
Brad

Check my ForSale and Trade stuff at:
http://www.mindspring.com/~sinbrad/

(remove the _ATARI_ to email)

In article <8bk2ri$41h$1@nnrp1.deja.com>, <themrfreeze@my-deja.com>
wrote:

> Hey all.
>
> I was cleaning out one of my closets today in preparation for moving, and
> I found some miscellaneous Atari stuff that I no longer need:
>
> *Two SIO cables, plus a third that was cut in half (the other half was
> used to make an SIO2PC interface)
> *One Atari 9VAC@31VA power supply (for Atari 400/800, 1050 drive, etc.).
> I'm pretty sure this works
> *Four silver Atari Service 3-ring binders, all in mint condition
>
> I'd hate to throw this stuff out if somebody can put it to use, so if
> anybody wants it for the cost of shipping, it's yours. The first E-mail
> to arrive at the address below gets it.
>
> Thanks,
>
> Chris
>
> ==
> Chris Freemesser themrfreeze@my-dejanews.com
> ==
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1967. Seeking info on programming XE memory

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: Jeffrey Glen Jackson <jeff@jeff-jackson.com>
Message-ID: <%5pD4.432$YV.40448@newsin1.ispchannel.com>
Source record: 45778

I'm seeking documentation on how to control bank selecting of the extended memory of XE computers. I.e, how to access the second 64K of the XE. I think
I have docs on the upper 16K RAM on the XL (embeded in source I wrote over 15 years ago if nothing else). I've not had any luck finding a web page that documents
it. Can anyone help me out here?

Thanks in advance

1968. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8bl91l$lt2$1@bob.news.rcn.net>
Source record: 45779

Funny,

I guess I was the only one here who used to own 1050s along with my XF551 :)
I'd format the disks, front and back, in a 1050 and then make all the
flippies I wanted to in the XF551.

Sounds a lot simpler than punching holes!

Carolyn Hoglin <choglin@usa.net> wrote in message
news:38DD985B.EB042B14@usa.net...
> Nir Dary wrote:
>
> > How can I read Side 2 of a standard 5 1/4" floppy that was created with
the
> > 1050 drive on
> > the XF511 drive, or a 360k drive connected to the Floppy board!?
> >
> > Nir
>
> I had the same problem with my Astra Big-D. You can't do it unless you
punch
> another set of timing holes in the disks. Believe it or not, it can be
done!
> First make a cardboard template of a disk with the timing hole punched
out.
> Then you can flip it over and place it on the disk you want to read and
mark
> the hole with a soft pencil. Make another strip of cardboard about 3" x
1".
> Taper it at one end. Insert this strip through the large center hole so
that it
> is between the media and the top of jacket. Then you can punch the hole
without
> damaging the disk. (Hold the paper punch so that you can see your penciled
> circle through what might be considered the bottom side of the punch.) You
have
> to do this to the other side of the disk also.
>
> Try this procedure with a disk you don't care about the first time. After
a
> while, you'll find it easy to do. I never damaged a disk doing this.
>
> Carolyn
>

1969. Re: MAX 233 data

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sdsfidoblul164@corp.supernews.com>
Source record: 45780

I am under the impression JRD will copy you a data sheet if you puchase the item from them. I have only had one occasion to ask for a data sheet and they didn't have it, but they did make the effort to look.

LLpwhite <llpwhite@cs.com> wrote in message news:20000326064118.04363.00001531@ng-fk1.news.cs.com...
> I want to build a couple more varieties of SIO2PC/APE cables, including the
> "ProSys" version. I do want to try the MAX233, but I am having trouble finding
> detailed information about it (this is not the more-common 232). With the few
> IC's that I have bought from Radio Shack, they generally provide a spec sheet
> with pin-outs and some basic data. Anyone have some suggestions as to where I
> might find similar data -- either books or on the web?
> Thanks,
> Larry

1970. Re: Need some PROSYS/1050 advice (Bob Klass?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sdsgkj90lul118@corp.supernews.com>
Source record: 45781

Carolyn Hoglin <choglin@usa.net> wrote in message
news:38DD9E35.61D8106@usa.net...
> Richard Cortese wrote:
>
> > I would suggest examining the disks in question and looking for any
> > tracks/scratches or uneven surface. If you find one that looks like it
has a
> > problem, I would bet it left the 1050 read head dirty.
>
> You may be right about my old disks being deteriorated. The current ProSys
only
> tries once, then gives up. Since the 1050 quit working with ProSys, I have
tried
> reading, writing, and formatting with the program, but the drive won't
even come
> on. The 1050 is now acting like the XF551 has been all along. I can't even
use
> the usual cleaning disks because I can't get the drive to run. Remember
that I
> no longer have my Atari computer, so I can't be sure whether either drive
would
> work in that situation.
That sounds ugly! I mean you should just be able to insert a cleaning disk
and close the door, then the 1050 should spin up trying to determine
density. If it isn't spinning, then its on board 12V power supply is munged
or one of several other problems.
>
> BTW, I've been trying to send you e-mail for days, but it won't go. (No
problem
> with sending to other folks.) Here's the error I keep getting:
>
> An error occurred while sending mail.
> The mail server responded:
> netmagic.net does not match anything.
> Please check the message recipient and try again.
>
> Carolyn
OK, good newsg/bad news thing about going with a small ISP with only 2-3
people running it<netmagic>. The people that run it are gamers, so they have
a pristine connection and plenty of bandwidth. Bad news is they started off
with a linix guru who they bought out. I think I went almost two years w/o
having access to the newsgroups and everytime they lose power when the
squirrel dies I can't connect or be connected to anything other then maybe a
game of Quake or Descent, neither of which I play.<grin>

>
> P.S. - I'm happy that you are able to use the cable I sent to you.
I'm kind of obsessive, not complaining about it because I like it that way.
I wouldn't have been able to sleep nights if I didn't find out what was
wrong with the cable. Thanks for sending it to me.

I should try to get back into Atari a bit, figured out a way to add hardware
8 bit multiply with a couple of PIAs and EPROMs.

1971. Re: more

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e83min.1b3wvgd18wwy8iN%rlcolli@ibm.net>
Source record: 45782

William Moeller <af332@freenet.hamilton.on.ca> wrote:
> Lance Ringquist (Video61@webtv.net) wrote:
> : OBTW,your $10.00 486 is not worth as much as my 130XE, you see i sell
> : 130XE'S for $99.95,and i cannot keep them in stock,i am always behind in
> : order's,funny that old technology that is really good technolgy is
> : really worth more than new technology that is really old
> : technology,thanks,
> : lance
> Well, if that is the case, I would be happy to supply you with a number of
> Atari 130XE's at 50 dollars US a pop.....that would be a tidy profit for
> me.....and if you have trouble keeping them in stock at that price profit
> for you.....
>
> Seriously.....if someone wants a 130XE, I'd be HAPPY to sell one for half
> what you offer them for. I can't believe someone would shell out $100 US
> for one....really.

I'm sure that business that use them as character generators require
purchases from a business, not an individual (and I'm sure Ebay would be
frowned upon).

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

1972. Re: more

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <4013-38DE662A-125@storefull-178.iap.bryant.webtv.net>
Source record: 45783

you need to open your mind and realize that i have sold this stuff since 1983,not everyone in bussines can snap there fingers,and obtain products just like that,they need to go to a source that they have dealt with for years,are you willing to take P.O.'S that may not be settled up with for 60-120 days? are you willing to supply support to them almost 18 hours a day? are you willing to stand behind your product even when it has gone past the warrenty limit? are you willing to ship at a snap of the fingers anywhere world wide? even if you have other things that you would like to do?are you willing to supply them with brand new power supplies on a regular basis,maybe 1000's a year?if you can say yes to any of these,you have a mighty big inventory! will you sell me stuff out of your massive warehouse,i am always looking,can you supply me with a endless supply of 130xe's?
i just sold some to north west airines, i doubt that they check this news group for availibilty of 130xe's,i bet they even do not know who you are,i mean really

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1973. Newbie - how to test ATARI 1050 drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: "E.Hillebrand" <edo@edohill.demon.nl>
Message-ID: <954100951.12176.0.pluto.c3ade537@news.demon.nl>
Source record: 45784

Recently I finally found an atari 1050 disk drive.
Today I hooked it up to the 800 XL and the computer
returns BOOT ERROR when I power it up.
I don't have any ATARI disks so I tried to access the drive
from basic. eg. LOAD "D1:TEST.TXT"
the atari returns ERROR 130 (No device available)
Is this the correct way to do this/or is there a way to format a disk
from basic?
I tried D1 trough D4 but all the same results.
How can I test the drive...
Also I'm interested in connecting the drive to the PC to copy files etc to
it.
I saw that there is a parallel version and a serial version..which one will
work properly?

Thanks,

Edo

edo@edohill.demon.nl

1974. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8blt4d$j7o$1@mohawk.hwcn.org>
Source record: 45785

Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
: But, still it's illegal to copy someone else products, unless they say you
: can do so. He has the rights to do so, if he owns the product.

I am not arguing here. However, the point is, that Hohman is hiding from people he owes money/products to.

The point is, that people would welcome him to defend his rights. They would then be able to nail him to the wall for fraud.

I guess it depends on what you think is worse.....copying 8 bit Atari software or defrauding people?

It is obvious that Hohman forfeited his rights to the people he ripped off.....they are in reality (myself included as I never received all the products I paid for despite Mr Klaass sending me some of the order on Hohman's behalf) CREDITORS.....who could claim FTe's assets due to FTe taking money for which they never shipped product.

My personal view is that fraud is much worse than copying software. It is just people with a stake in the piracy issue (people who have convinced themselves there is still an 8 bit market) who take it personal and ignore the fact that Hohman intentionally or not, ripped a bunch of people off!!!!

This is so clear, I can't understand why people are harping on requests for Sparta X roms......piss on it I say.....copy away! It isn't as if FTe would actually DELIVER the product if you sent them the money......duh!

1975. Integer Multiply

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000326161003.21448.00001310@ng-bh1.news.cs.com>
Source record: 45786

>I should try to get back into Atari a bit, figured out a way to add hardware 8 bit multiply with a couple of PIAs and EPROMs.<

Hi Richard-
Sounds neat. Did you ever see a game that was quite like "BattleZone" that came on disk,
but had an integer math cartridge that did all of the crunching for positions? It was fairly limited, but certainly made me think that adding a 8087 or something similar in a cart would be a plausible proposition for floating point. I'm reasonably sure that I still have some doc's about the cart.
Regards,
Larry

1976. Re: more

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8bltpm$j7o$2@mohawk.hwcn.org>
Source record: 45787

Lance Ringquist (Video61@webtv.net) wrote:
: you need to open your mind and realize that i have sold this stuff since
: 1983,not everyone in bussines can snap there fingers,and obtain products
: just like that,they need to go to a source that they have dealt with for
: years,are you willing to take P.O.'S that may not be settled up with for
: 60-120 days? are you willing to supply support to them almost 18 hours a
: day? are you willing to stand behind your product even when it has gone
: past the warrenty limit? are you willing to ship at a snap of the
: fingers anywhere world wide? even if you have other things that you
: would like to do?are you willing to supply them with brand new power
: supplies on a regular basis,maybe 1000's a year?if you can say yes to
: any of these,you have a mighty big inventory! will you sell me stuff out
: of your massive warehouse,i am always looking,can you supply me with a
: endless supply of 130xe's?
: i just sold some to north west airines, i doubt that they check this
: news group for availibilty of 130xe's,i bet they even do not know who
: you are,i mean really

: Video 61 & Atari Sales
: 22735 Congo ST NE
: Stacy MN 55079

Well, I am glad to hear that you have such a thriving business in Atari 8 bits....really......

I have dozens of Atari 8 bit systems in my house I can barely GIVE away.....

I have people give me their old systems because they did not want to throw them away....or sell it to me for $20 (Canadian....about $14)

Hell, if people want a complete Atari system 800XL and 1050 with joysticks, power supplies, programs, printer interface......I would be HAPPY or even THRILLED to relieve people of $75 for it......I guess I will just have to wait for the orders to pour in eh?

Not.

1977. 600xl/800xl keyboards

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <64vD4.713$qr4.228@news.indigo.ie>
Source record: 45788

Hi,Can someone tell me if the keyboard in the 600xl is the same as the keyboard on the 800xl.
Can i swop them.....Because i have a faulty 800xl keyboard and i want to put a 600xl one in
it.....Regards Atari fan.

1978. Re: Integer Multiply

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sdt0lg3clul177@corp.supernews.com>
Source record: 45789

LLpwhite <llpwhite@cs.com> wrote in message
news:20000326161003.21448.00001310@ng-bh1.news.cs.com...
> >I should try to get back into Atari a bit, figured out a way to add
hardware 8
> bit multiply with a couple of PIAs and EPROMs.<
>
> Hi Richard-
> Sounds neat. Did you ever see a game that was quite like "BattleZone"
that
> came on disk,
No, missed it.
> but had an integer math cartridge that did all of the crunching for
positions?
> It was fairly limited, but certainly made me think that adding a 8087 or
> something similar in a cart would be a plausible proposition for floating
> point. I'm reasonably sure that I still have some doc's about the cart.
> Regards,
> Larry
Here's my plan. Add two PIA chips, The first PIAs output lines are tied to
the address lines of 2 EPROMs, the 2nd PIA has PORTA tied to one EPROMs data
out and PORTB tied to the other. In use, you would just store two 8 bit
numbers in PORTA and PORTB of the first EPROM, and read the 16 bit result
from the 2nd. Not very versitle, but should be as fast as a real math chip.
I should only need a total of 64k of EPROM.

1979. Re: Newbie - how to test ATARI 1050 drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sdt3528plul84@corp.supernews.com>
Source record: 45790

E.Hillebrand <edo@edohill.demon.nl> wrote in message
news:954100951.12176.0.pluto.c3ade537@news.demon.nl...
> Recently I finally found an atari 1050 disk drive.
> Today I hooked it up to the 800 XL and the computer
> returns BOOT ERROR when I power it up.
That may just mean it is not a DOS or boot disk. Atari DOS is loaded on boot up, so you may have a chicken and egg type problem.
> Is this the correct way to do this/or is there a way to format a disk
> from basic?
<snip>
> I tried D1 trough D4 but all the same results.
> How can I test the drive...
> Also I'm interested in connecting the drive to the PC to copy files etc to
> it.
> I saw that there is a parallel version and a serial version..which one
will
> work properly?
Just a suggestion, build an SIO2PC type cable. Switch your real 1050 to drive 2 using the switches on the back. Boot your Atari using the SIO2PC cable and virtual drive as drive 1, then format and write DOS files to your real 1050. You can then swap things around as you want, i.e. use the 1050 to boot the computer vs start up your clone everytime you want to use your Atari.

1980. Dead Power Supply for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: witka <witka@v-wave.com>
Message-ID: <38DE8F4A.10AC0813@v-wave.com>
Source record: 45791

Hi! I was wondering if there are any resources online for
troubleshooting and repairing atari's. I've got an 800xl with a dead
power supply (I think). Thanks for the help
Jason

1981. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000326184336.26864E-100000@halifax.chebucto.ns.ca>
Source record: 45792

That's the way I've been doing it too.

On Sun, 26 Mar 2000, Alan Sharkis wrote:

> I guess I was the only one here who used to own 1050s along with my XF551 :)
> I'd format the disks, front and back, in a 1050 and then make all the
> flippies I wanted to in the XF551.
>
> Sounds a lot simpler than punching holes!

1982. Re: 600xl/800xl keyboards

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-26 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <4013-38DED780-168@storefull-178.iap.bryant.webtv.net>
Source record: 45793

yes they are,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1983. Re: Newbie - how to test ATARI 1050 drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000326190305.21804.00003233@ng-co1.aol.com>
Source record: 45794

SInce you didn't mention anything about DOS I am assuming you tried to boot without any DOS. That's why your getting Boot Error. If you send me a blank disk with a self addressed bubble mailer with postage on it, I will make a copy of Dos 2.5 and MYDOS., two of the most popular DOS's for the Atari.

Allan

1984. Re: Newbie - how to test ATARI 1050 drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000326214006.11591.00001791@ng-ba1.aol.com>
Source record: 45795

>I don't have any ATARI disks so I tried to access the drive >from basic. eg.
LOAD
>"D1:TEST.TXT" the atari returns ERROR 130 (No device available) Is this the
>correct way to do this/or is there a way to format a disk from basic?

You CAN format a diskette from BASIC with a USR call to the resident disk handler. Problem is that creating the File Management System normally contained in DOS would be MUCH more trouble than you want. Most of us will send you a disk for the postage.

-Ron

I don't have a solution but I admire the problem.

1985. Re: Dead Power Supply for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000326214748.11591.00001792@ng-ba1.aol.com>
Source record: 45796

>troubleshooting and repairing atari's. I've got an 800xl with a dead
>power supply

You could check for +5v; pinouts are here:
http://www.atari8bit.tmfweb.nl/pinouts.htm#monitor

They are repairable; requires LOTS of patience to chisel the components out of that pretty solid brick of epoxy fill. Don't think the XL/XE contains a fuse like the 800/1050; probably a bridge diode.

-Ron

I don't have a solution but I admire the problem.

1986. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: taj16@dreamscape.com
Message-ID: <sdtk0qurlul21@corp.supernews.com>
Source record: 45797

On 26 Mar 2000 10:05:58 , "Alan Sharkis" wrote:
>Funny,
>
>I guess I was the only one here who used to own 1050s along with my XF551 :)
>I'd format the disks, front and back, in a 1050 and then make all the
>flippies I wanted to in the XF551.
>
>Sounds a lot simpler than punching holes!
>
>
Not the only one, Alan. I used to do the same thing. The XF551 could read
and write to a flippy, but not format it. The only disk I ever had that
had been created with a 1050 that I couldn't use with the XF551 was a
"hard-sectored" disk, one with several timing holes punched in the disk.
That type never bothered the 1050, but would drive the XF551 nuts.

The same thing was true of disks created in double density with MyDOS and
a US Doublered 1050, and with an Indus GT. The only problem I had with
that was with switching densities. The XF551 wouldn't automatically switch
from single or enhanced to double, but it would go the other way.

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

1987. Re: MAX 233 data

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-2603002026270001@dt048n0f.san.rr.com>
Source record: 45798

In article <20000326064118.04363.00001531@ng-fk1.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:

> I want to build a couple more varieties of SIO2PC/APE cables, including the
> "ProSys" version. I do want to try the MAX233, but I am having trouble
finding
> detailed information about it (this is not the more-common 232). With the few
> IC's that I have bought from Radio Shack, they generally provide a spec sheet
> with pin-outs and some basic data. Anyone have some suggestions as to where I
> might find similar data -- either books or on the web?
> Thanks,
> Larry

Maxim has a web-site with these data sheets:
http://www.maxim-ic.com
It's in there somewhere. There may not be a dedicated sheet for the '233;
it will likely be included as part of a "family" data-sheet which includes
pin-outs and specs of chips with very similar functionality.
Good luck-
-Rhett

1988. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <R4ED4.24703$6b1.448333@news1.online.no>
Source record: 45799

I am confused about this. Why is Mr. Klaas getting blamed for Hohman fraud ?
I am sure Mr. Klaas would send you the ROM if you paid him, I am so sure of
that.

I wasn't talking about Mr. Hohman.

William Moeller <af332@freenet.hamilton.on.ca> wrote in message
news:8blt4d$j7o$1@mohawk.hwcn.org...
> Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
> : But, still it's illegal to copy someone else products, unless they say
you
> : can do so. He has the rights to do so, if he owns the product.
>
> I am not arguing here. However, the point is, that Hohman is hiding from
> people he owes money/products to.
>
> The point is, that people would welcome him to defend his rights. They
> would then be able to nail him to the wall for fraud.
>
> I guess it depends on what you think is worse.....copying 8 bit Atari
> software or defrauding people?
>
> It is obvious that Hohman forfeited his rights to the people he ripped
> off.....they are in reality (myself included as I never received all the
> products I paid for despite Mr Klaass sending me some of the order on
> Hohman's behalf) CREDITORS.....who could claim FTe's assets due to FTe
> taking money for which they never shipped product.
>
> My personal view is that fraud is much worse than copying software. It is
> just people with a stake in the piracy issue (people who have convinced
> themselves there is still an 8 bit market) who take it personal and ignore
> the fact that Hohman intentionally or not, ripped a bunch of people
> off!!!!
>
> This is so clear, I can't understand why people are harping on requests
> for Sparta X roms......piss on it I say.....copy away! It isn't as if FTe
> would actually DELIVER the product if you sent them the money......duh!
>
>

1989. Re: 1050 power adapter

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: Maurice <maui@xs4.xs4all.nl>
Message-ID: <8bn2p0$4ba$1@news1.xs4all.nl>
Source record: 45800

Well yeah.. that looked as something that went completely wrong.

I am in search of a power adapter for my 1050 diskdrive. If i am correct it needs 9volts and
3 ampere [if i am *not* right about this please say so :)]. But an adapter following these descriptions is very hard to get..

any tips?

Tnx!
Maurice

1990. Re: 600xl/800xl keyboards

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-6q4cjpW2pvIf@cth-analog-ts01-s13.cth.com.au>
Source record: 45801

On Sun, 26 Mar 3900 22:10:15, "David Matthews" <mathu@indigo.ie>
wrote:

> Hi,Can someone tell me if the keyboard in the 600xl is the same as the
> keyboard on the 800xl.
> Can i swop them.............Because i have a faulty 800xl keyboard and i
> want to put a 600xl one in
> it.....................................Regards Atari fan.

I have them to be the same but different. The 800xl one usally has a
mylar layer and the 600xl ones has switches.

James B

1991. Re: MAX 233 data

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000327041724.27030.00001258@ng-fo1.news.cs.com>
Source record: 45802

>Maxim has a web-site with these data sheets:
http://www.maxim-ic.com ...<

Lots of data there. Found most everything I needed at that one site. Thanks, Rhett!

Larry White

1992. New Atari Web Page Under Construction...

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8bnakq$4o2$1@news.netvision.net.il>
Source record: 45803

Hi every one...

I am currently working on a new Atari 8BIT web page...
it's currently under construction.. but I plan to update it oftenly...

if there are special request, or suggestion... please let me know

http://thor.prohosting.com/~atari8/

Nir

1993. Re: 600xl/800xl keyboards

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: Edward Williams <zsystems@classicnet.net>
Message-ID: <sduc8h4klul178@corp.supernews.com>
Source record: 45804

that's not true Atari 800xl's and 600xl's utilize the same matrix I've seen
stock models come with three different keyboards there may be more.
1. Real Switches (Very Nice)
2. Real Switches (Crappy)
3. Mylar (Real Crappy)
Thanks
Edward Williams

In article <olg28mVLDrMR-pn2-6q4cjpW2pvIf@cth-analog-ts01-s13.cth.com.au>,
sup8pdct@mail.cth.com.au wrote:

> On Sun, 26 Mar 3900 22:10:15, "David Matthews" <mathu@indigo.ie>
> wrote:
>
>> Hi,Can someone tell me if the keyboard in the 600xl is the same as the
>> keyboard on the 800xl.
>> Can i swop them..............Because i have a faulty 800xl keyboard and i
>> want to put a 600xl one in
>> it.....................................Regards Atari fan.
>
> I have them to be the same but different. The 800xl one usally has a
> mylar layer and the 600xl ones has switches.
>
> James B

1994. FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8bnhmd$239$1@korweta.task.gda.pl>
Source record: 45805

check it out:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=294055116

j131

1995. Re: more

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <10191-38DF992E-15@storefull-173.iap.bryant.webtv.net>
Source record: 45806

william,
you must have gotten out on the wrong side of the bed in the last couple of days.
do you realize how big a company atari really was in its hay day?
if you knew bussiness you would realize that a really big company would develope lots of bussines relationships over the years involving hundreds,perhaps thousands of products.
these products that they sold will not totally go away,HERE IS THE CODE WORD"NOT ALL WILL GO AWAY"
they will continue to use these products till it is not feasible anymore,its the cheapest possible,most effeciant way!
why buy a new PEE CEE charactor generator for thousands,when they can call me and get a replacement one for $99.95 shipped any where in the u.s.a.
there tech people know me,there tech. people know the atari.
we get orders because we have been here for 17 years,how do you think actuall atari dealers still survive?
if you do not get orders,maybe you should look at yourself for how you look at bussiness,and how you represent your product.
if you give people the idea that this is just old junk,then that is what they will think it is. really

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1996. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <20000327134556.01815.00002606@ng-cr1.aol.com>
Source record: 45807

>>I'm 42 and I just turned in my notice to Time Warner that I am retiring
>>march 31st. Go Qualcom!
>
>Ditto!

BTW... my reply of 'ditto' was in reference to age..42.. not retiring... I only wish!
B'rgds,
Vinnie

"Can't means don't want to!"

1997. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <38dfb619@news.iglou.com>
Source record: 45808

On 2000-03-25 choglin@usa.net said:
>Nir Dary wrote:
>> How can I read Side 2 of a standard 5 1/4" floppy that was
>>created with the 1050 drive on
>> the XF511 drive, or a 360k drive connected to the Floppy board!?
>> Nir
>I had the same problem with my Astra Big-D. You can't do it unless
>you punch another set of timing holes in the disks. Believe it or
>not, it can be done! First make a cardboard template of a disk with

With the XF551, you can read both sides of a flippy disk simply by flipping
it. You only need to punch a hole to format the flip side. I don't know
if that applies to the floppy board.

Net-Tamer V 1.08X - Test Drive

1998. Re: 1050 power adapter

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000327144744.03538.00003655@ng-ck1.aol.com>
Source record: 45809

>power adapter for my 1050 diskdrive. If i am correct it needs 9volts and
>3 ampere

Yes, it is 9 volt AC 31 volt amps, available at Best and several firms which
post here.

-Ron

I don't have a solution but I admire the problem.

1999. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8bodjnbpl1@mohawk.hwcn.org>
Source record: 45810

Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
: I am confused about this. Why is Mr. Klaas getting blamed for Hohman fraud ?
: I am sure Mr. Klaas would send you the ROM if you paid him, I am so sure of
: that.

: I wasn't talking about Mr. Hohman.

He is not getting blamed. However, he did process credit card orders for FTe.....they, FTe, did not deliver product. If I sent you money for a product that a friend of yours sells, and that person took off without sending the product, you would be an unwitting part of fraud.

My point was that although I am sure that Bob is a stand up guy, that this part in Mike Hohman's intentional or unintentional fraud would motivate him, in part, to attempt to clean up Hohman's mess.

Anyhow, this is not contructive, so I dont want to continue it. I just get annoyed when people who have vested interests in the Atari "market" are willing to overlook fraud, but hold up Atari 8 bit piracy as the most significant "evil" in the Atari world.

I like the Atari computers, and I have fun with them. However, I am finding more and more that the people who are still using the Atari machines are a bit eccentric if not fanatical. It is just a little too weird for me.

2000. Re: Newbie - how to test ATARI 1050 drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000327150848.03538.00003659@ng-ck1.aol.com>
Source record: 45811

E.Hillebrand" edo@edohill.demon.nl opined
>Is this the correct way to do this/or is there a way to format a disk
>from basic?

Here is the code to format a disk from BASIC:

```
10 DIM RDH$(4):DATA 104, 76, 83, 228
20 REM PLA JMP $E453 = Disk Vector
30 FOR L = 1 TO 4: READ B: RDH$(L)=CHR$(B): NEXT L
40 REM put ML code into string variable
50 POKE 768, 49: REM D1; D2 = 50
60 POKE 769, 1: REM Drive # 1
70 POKE 770, 33: REM Command = Format
80 POKE 774, 10: REM Time out value 10 seconds
90 L = USR(ADR(RDH$)): REM execute ML disk routine in string
100 END
```

You may omit the REMarks. When RUN, this creates 720 zeroed sectors on the diskette but you still need DOS to make and manage a directory and a file structure.

You could also read from or write to any sector on the disk by POKEing the transfer buffer address low/high into 772, 773 and the sector number low/high into 778, 779 before the USR instruction. Read sector command is 82; write is 87.

We could e-mail the info to make a bootable DOS disk, but it is about 80 sectors of 128 bytes each. That is a LOT of DATA statements for typing and error checking logic would increase its size.

-Ron

I don't have a solution but I admire the problem.

2001. Old Atari Stuff (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <270320001550345658%mcurrent@carleton.edu>
Source record: 45812

I have a 400, 800 and a 1200 XL all need a little work. Have 500 disks most with approximately 5 games per side, have accounting programs and many others along with scads of documentation. Was ready to trash the whole heap until I found this ng. All I use my Atari for these days is for a cryptogram solving program. If I could use my crypto program on my MSDOS I wouldn't need the Atari.

Does the emulators you talk about allow me to use the crypto program on a disk on my MSDOS? If so, how do I get an emulator program?

Is there any use for the old stuff I have? What should I do with it? Be happy to donate it cost free.

-- Frank Solis
Woodbury, NJ

2002. Need some help PLEASE

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: Angela Campbell <angela.campbell3@sympatico.ca>
Message-ID: <h3RD4.23519$n03.647256@news20.bellglobal.com>
Source record: 45813

I just got my hands on an atari portfolio, man that thing is small for a 10yr old computer, anyway it has NOTHING no hook up cables software, memory cards etc..... anyway does anyone have some tips for the new guy???

2003. Re: Newbie - how to test ATARI 1050 drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8boo14$n82$1@bob.news.rcn.net>
Source record: 45814

```
> Here is the code to format a disk from BASIC:
>
> 10 DIM RDH$(4):DATA 104, 76, 83, 228
> 20 REM PLA JMP $E453 = Disk Vector
> 30 FOR L = 1 TO 4: READ B: RDH$(L)=CHR$(B): NEXT L
> 40 REM put ML code into string variable
> 50 POKE 768, 49: REM D1; D2 = 50
> 60 POKE 769, 1: REM Drive # 1
> 70 POKE 770, 33: REM Command = Format
> 80 POKE 774, 10: REM Time out value 10 seconds
> 90 L = USR(ADR(RDH$)): REM execute ML disk routine in string
> 100 END
>
> You may omit the REMarks. When RUN, this creates 720 zeroed sectors on the
> diskette but you still need DOS to make and manage a directory and a file
> structure.
>
> You could also read from or write to any sector on the disk by POKEing the
> transfer buffer address low/high into 772, 773 and the sector number
low/high
> into 778, 779 before the USR instruction. Read sector command is 82; write
is
> 87.
>
> We could e-mail the info to make a bootable DOS disk, but it is about 80
> sectors of 128 bytes each. That is a LOT of DATA statements for typing
and
> error checking logic would increase its size.

Pardon me if I'm mis-answering, but

XIO 254,#1,0,0,"D1:" (or d2, etc)

should also format the disk, though it won't write the system files & make
it bootable. Also, isn't the fill value non-zero (0xf3 maybe?) (Hopefully
I'm remembering right...)

Gregm
```

2004. Re: ATARI 1450XLD COMPUTER (Reply--Long)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <38DFFF2E.8F35F1B0@netscape.net>
Source record: 45815

Ditto the thanks. I imagine quite a few folks on this newsgroup were interested in that auction...

Jef

Dark wrote:

> Thanks Rich, appreciate the update. We were curious. Might help others to be
> real careful on eBay.

2005. Re: Newbie - how to test ATARI 1050 drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-27 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8bpces$4ab$1@news.storm.ca>
Source record: 45816

The XIO command will only work if the system booted a DOS. The ML routine
below will do the physical formatting of a disk but not put any of the DOS
info onto the disk (things like the directory structure, free space map (for
DOS 2.0S)

David P.

Greg Menke <nospam@erols.com> wrote in message
news:8boo14$n82$1@bob.news.rcn.net...
>
> > Here is the code to format a disk from BASIC:
> >
> > 10 DIM RDH$(4):DATA 104, 76, 83, 228
> > 20 REM PLA JMP $E453 = Disk Vector
> > 30 FOR L = 1 TO 4: READ B: RDH$(L)=CHR$(B): NEXT L
> > 40 REM put ML code into string variable
> > 50 POKE 768, 49: REM D1; D2 = 50
> > 60 POKE 769, 1: REM Drive # 1
> > 70 POKE 770, 33: REM Command = Format
> > 80 POKE 774, 10: REM Time out value 10 seconds
> > 90 L = USR(ADR(RDH$)): REM execute ML disk routine in string
> > 100 END
> >
> > You may omit the REMarks. When RUN, this creates 720 zeroed sectors on
the
> > diskette but you still need DOS to make and manage a directory and a
file
> > structure.
> >
> > You could also read from or write to any sector on the disk by POKEing
the
> > transfer buffer address low/high into 772, 773 and the sector number
> low/high
> > into 778, 779 before the USR instruction. Read sector command is 82;
write
> is
> > 87.
> >
> > We could e-mail the info to make a bootable DOS disk, but it is about 80
> > sectors of 128 bytes each. That is a LOT of DATA statements for typing
> and
> > error checking logic would increase its size.
>
> Pardon me if I'm mis-answering, but
>

> XIO 254,#1,0,0,"D1:" (or d2, etc)
>
> should also format the disk, though it won't write the system files & make
> it bootable. Also, isn't the fill value non-zero (0xf3 maybe?)
(Hopefully
> I'm remembering right...)
>
> Gregm
>
>
>
>

2006. FS: Atari Power Adapter for 400/800/1050 (USA only)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <NBTD4.465$na7.25932@bgtnsc06-news.ops.worldnet.att.net>
Source record: 45817

For Sale: Atari Power Adapter, model CO17945, for Atari 400 and 800
computers and 1050 disk drive. Several Available:

- NEW in original Atari box -- $6
- Used - $3

Add $4.30 per order for Priority Mail shipping within the continental United
States (no extra shipping charge for multiple adapters on same order).
Reply in Email to s.winick@worldnet.att.net

Sheldon

2007. Re: Need some help PLEASE

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <38E02201.1350@volcano.net>
Source record: 45818

Angela Campbell wrote:
>
> I just got my hands on an atari portfolio
[snip]
> anyway does anyone have some tips for the new guy???

Hook it up to an ATM machine and... ;-)

the Mav

http://x31.deja.com/[ST_rn=ps]/getdoc.xp?AN=543484170&CONTEXT=954211626.1516175369&hitnum=2

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

2008. Re: Need some help PLEASE

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <g6XD4.1106$AW1.69911@bgtnsc05-news.ops.worldnet.att.net>
Source record: 45819

Angela,

The Portfolio was a fantastic system; one of the first palmtop computers. I sold a boo-koodle of them when they first came out years ago, and used mine extensively for record-keeping and as a travel assistant. I had one customer that programmed his to drive a laser cutter at a local machine shop.

Anyway, the only things I have left that may be of value to you are:

- Portfolio Owner's Manual
- Atari Portfolio Quick Reference Card
- Atari Portfolio File Manager/Tutorial ROM card

If you want them, you can have all three items for $10 to cover the cost of packaging and Priority Mail shipping within the continental United States. Drop me an Email if interested (s.winick@worldnet.att.net)

I'm out of RAM cards and peripherals, so can't help your there. But the Portfolio has a full series of 5 built-in applications, including:

- Address Book
- Calculator
- Diary/Calendar
- Text Editor
- Worksheet

All the above applications are accessible without any additional peripherals, so the Portfolio is still useful. I would recommend using the File Manager software for easier access to the applications (essentially a menu-driven interface instead of having to struggle with the DOS commands). The Tutorial ROM card is also useful to help you understand how the built-in applications work. And the Owner's Manual, of course, is always helpful. I also have a ton of Portfolio P/D software which I can send you on floppy disk, but without an external interface and/or RAM cards, there's really no way to get it into the Portfolio. I have some neat graphic and sound programs and applications (yes, the Portfolio can display graphics and has a built-in speaker for sound). It was a fantastic machine when it made its debut back in the late 80's.

Sheldon

"Angela Campbell" <angela.campbell3@sympatico.ca> wrote in message news:h3RD4.23519$n03.647256@news20.bellglobal.com...
> I just got my hands on an atari portfolio, man that thing is small for a
> 10yr old computer, anyway it has NOTHING no hook up cables software,
memory

> cards etc..... anyway does anyone have some tips for the new guy???
>
>

2009. Re: 600xl/800xl keyboards

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-SuUOQhU98kds@cth-analog-ts01-s7.cth.com.au>
Source record: 45820

On Thu, 1 Jan 1970 00:59:59, "Edward Williams"
<zsystems@classicnet.net> wrote:

> that's not true Atari 800xl's and 600xl's utilize the same matrix I've seen
> stock models come with three different keyboards there may be more.
> 1. Real Switches (Very Nice)
> 2. Real Switches (Crappy)
> 3. Mylar (Real Crappy)
> Thanks

I never said they had a different matrix or pin out, What I ment was a
different construction like your list. I have only seen (in this
country) 800xl with mylar and 600xl with switches. Looking at your
list, crappy switches. still like my 800 keyboard the best.

James B

> > I have
found
> >them to be the same but different. The 800xl one usally has a
> > mylar layer and the 600xl ones has switches.
> >
> > James B

2010. Atari800 - bad TV image

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <38E078A5.B73F1EB0@asw.cz>
Source record: 45821

Hello!

I've recently bought Atari800 (NTSC). I've got few questions:

The picture is really bad. I can tune it only on channel 2. There is
some interfering signal seen over the picture. I've got pretty good TV
set, but I'm from Europe, maybe that could cause problem.

Using european XF551 power supply - 220V 50Hz to 9V AC.
TV is set to America, NTSC3.58, sound B/G.

Is it possible to make monitor<->SCART cable? Will it make image better?

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

2011. Re: Atari Chip Numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8bq6bjksq1@nnrp1.deja.com>
Source record: 45822

In article <0000.38dd335c@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwin@p0.f2.n8.z8.fidonet.org> wrote:
> FamilyNet HQ: Telnet:\\209.217.2.202
>
> Hey there.. got on Atari XEGS... would that have a GITA or a CITA? .
> (Grin)
> Doctor Clu
> Dallas Texas (972)-496-0650
>
>
Sorry about the spelling, I've been calling them Geeta and Ceeta for so long I forgot how they were actually spelled. Your XEGS most likey has the GTIA. I would think the best documentation on what numbers go where would be the best electronics catalog. Look for the 'Welcome to comp.sys.atari.8bit' message for a link to the vendors FAQS and check them out.

Sent via Deja.com http://www.deja.com/
Before you buy.

2012. Re: Atari800 - bad TV image

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <F%3E4.25966$6b1.473568@news1.online.no>
Source record: 45823

Yes, a composite cable works fine with the 800. Decent picture and sound.

Jindrich Kubec <kubecj@asw.cz> wrote in message
news:38E078A5.B73F1EB0@asw.cz...
> Hello!
>
> I've recently bought Atari800 (NTSC). I've got few questions:
>
> The picture is really bad. I can tune it only on channel 2. There is
> some interfering signal seen over the picture. I've got pretty good TV
> set, but I'm from Europe, maybe that could cause problem.
>
> Using european XF551 power supply - 220V 50Hz to 9V AC.
> TV is set to America, NTSC3.58, sound B/G.
>
> Is it possible to make monitor<->SCART cable? Will it make image better?
>
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

2013. Re: Newbie - how to test ATARI 1050 drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8bqnacjhl1@bob.news.rcn.net>
Source record: 45824

Thanks, I thought there was probably some good reason for going that route.
A cool approach actually...

Gregm

David A. Paterson <david_p@storm.ca> wrote in message
news:8bpces$4ab$1@news.storm.ca...
> The XIO command will only work if the system booted a DOS. The ML routine
> below will do the physical formatting of a disk but not put any of the DOS
> info onto the disk (things like the directory structure, free space map
(for
> DOS 2.0S)
>
> David P.
>
> Greg Menke <nospam@erols.com> wrote in message
> news:8boo14$n82$1@bob.news.rcn.net...
> >
> > > Here is the code to format a disk from BASIC:
> > >
> > > 10 DIM RDH$(4):DATA 104, 76, 83, 228
> > > 20 REM PLA JMP $E453 = Disk Vector
> > > 30 FOR L = 1 TO 4: READ B: RDH$(L)=CHR$(B): NEXT L
> > > 40 REM put ML code into string variable
> > > 50 POKE 768, 49: REM D1; D2 = 50
> > > 60 POKE 769, 1: REM Drive # 1
> > > 70 POKE 770, 33: REM Command = Format
> > > 80 POKE 774, 10: REM Time out value 10 seconds
> > > 90 L = USR(ADR(RDH$)): REM execute ML disk routine in string
> > > 100 END
> > >

2014. Re: Old Atari Stuff (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000328131517.27051.00001518@ng-fo1.aol.com>
Source record: 45825

>If I could use my crypto program on my MSDOS I wouldn't need the Atari.
>Does the emulators you talk about allow me to use the crypto program on

Depends on the quote program, but they probably will unless there is some
really exotic code used.

I like XL-it and XFormer in their DOS versions; start them with a batch file
which loads an XFD image with an AUTORUN.SYS to run the QUOTE4.BAS file.

-Ron

I don't have a solution but I admire the problem.

2015. Atari 800 - Need left "Shift" key ! Will pay...

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: Mike <mfe@fast.net>
Message-ID: <se20hb38ead14@corp.supernews.com>
Source record: 45826

Hi,
I have a beautiful clean Atari 800 that is missing the LEFT shift key.
Anybody have one for sale ? This is the original Atari 800.
Mike

PLEASE EMAIL ME IF YOU HAVE ONE... I will probably forget to check back here

2016. Re: RF to AV adapters???

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <38E1073A.7D6FB733@adelphia.net>
Source record: 45827
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Oops! Darn frames!!! The web link in my previous post was wrong.

Here is the CORRECT link to see MCM's RF demodulator unit:

http://www.i-mcm.com/Search/level_5.jhtml?PRODID=52481&SKUID=51714

David Newman
davidnewman@adelphia.net
Check out PhillyClassic, The East Coast Classic Gamer's Event April 14-16, 2000
http://members.aol.com/davidn9000/philly.html

David Newman wrote:

> MCM Electronics sells just such a device. It's called an RF demodulator.
>
> See one here:
> http://www.i-mcm.com/Search/search4-frame.jhtml?_requestid=42355
>
> -- David
>
> The Keith wrote:
>
> > Hey, I recently found my Sears Telegames sytem and I was wondering if there
> > was anything I could do to convert the old RCA-type RF signal on the console
> > into a S-VHS (supervideo) AV signal. I don't care about getting S-video
> > quality or stereo sound (I realize that I wont be
> > getting that) but I just need the connections to be S-video and standard RCA
> > audio (mono or stereo) because I have this switchbox that I use with all my
> > video components and since my other components are s-video, this must be
> > s-video also. Any help would be appreciated. Thanks

2017. Re: Newbie - how to test ATARI 1050 drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: "E.Hillebrand" <edo@edohill.demon.nl>
Message-ID: <954277608.696.0.pluto.c3ade537@news.demon.nl>
Source record: 45828

Thank you all for your time and effort! I succesfully tested
the drive and now I know it responds.
I'm going to build the SIO2PC cable to get some of these old
games back on 5 1/4 :)
I'm planning to build the single max 232 chip version.
But how about these device switches on the back of the 1050
I've got a black and a white one located right behind one another
and I'm not sure which setting is which ID

Regards,

Edo

2018. atari XE dead :(

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: "E.Hillebrand" <edo@edohill.demon.nl>
Message-ID: <954277892.909.0.pluto.c3ade537@news.demon.nl>
Source record: 45829

Recently I bought this ATARI XE game console
The one with the detachable keyboard.
When I power it up the green light illuminates but the screen
remains black with white bars scrolling over it...A little
hard to explain. It doesn't matter weather I use the video out or
the rf.
What could be dead? The machine doesn't seem to respond to anything.

2019. PBI Specification

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: David Lloyd <dmlloyd@atari-central.com>
Message-ID: <Pine.LNX.4.10.10003281735140.31103-100000@saruman.ws.inxpress.net>
Source record: 45830

Does any have or know of a place where one could acquire a copy of the PBI specification? Primarily I'm interested in interrupts and how they are handled on the PBI. All I have are the four Antic articles, and the 1090xl spec (which isn't all that helpful because they keep referring to the PBI spec, which I can't find!)... I would be most grateful if someone could point me in the right direction. I searched all the FTP archives and web pages I could find to no avail.

Thanks!

- D

2020. Re: atari XE dead :(

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: optyk <choklos69NOchSPAM@hotmail.com.invalid>
Message-ID: <05dbca78.dd4c6fbc@usw-ex0106-047.remarq.com>
Source record: 45831

I have a good XE system that my dad got me when I was in 6th
grade but my SHIFT keys are stuck. I took the keyboard apart to
clean out dust since I had it in a box for 10 years but it still
didn't work.

Anyone know where I can order a keyboard for one or how I can
fix this.

please reply by email.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

2021. Atari computer parts

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: optyk <choklos69NOchSPAM@hotmail.com.invalid>
Message-ID: <00ece62f.de2e2273@usw-ex0106-047.remarq.com>
Source record: 45832

I came to this n.g. looking for a keyboard for an XE system
since my SHIFT keys are stuck and dont respond. I notice that
everyone in here is looking for Atari parts. This being the case
I realize that I have almost zero luck in finding what I need.
These shits are scarce. Good luck to all of you.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

2022. Re: atari XE dead :(

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-28 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <3559-38E17208-91@storefull-172.iap.bryant.webtv.net>
Source record: 45833

the 2 most common things are,try a different power supply,then it could
be the ram,if the power supply does not help.
those are the 2 most coomon,after that ,i could be anything,thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

2023. 2 atari joysticks. Good condition.

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: Scott Mitchell <scottydog@writeme.com>
Message-ID: <82sE4.12757$Of2.524480@typhoon.ne.mediaone.net>
Source record: 45693
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari,comp.sys.atari.8bit

2 Atari Joysticks in fairly good condition. I checked these out on an amiga computer to verify that all directions
work, and the fire button is ok. The feel of the joystick is not bad either as far as I can tell. It played pacman just
fine.

for information and pics go to

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=292562901

2024. Re: SDX ROM's removed from the newsgroup.

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8btqn0$32q$1@mohawk.hwcn.org>
Source record: 45694

Jim Smith (jsmith@j-com.net) wrote:
: Seems someone deleted the SDX ROM's in the alt.binaries.comp.atari8bit so
: I'm making them available
: elsewhere.

: http://www.atariworld.com/icd/sdx/manual/sdxmanual.html

: If anyone has versions 4.19 and 4.22 please email them to
: wiz@atariworld.com

Good for you!

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

2025. Re: PBI Specification

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <38E27A6C.CB382071@atari-history.com>
Source record: 45695

David,

Try going here:

http://www.atari-history.com/articles.html

You'll find the PBI spec, plus information and other technical documents.

Curt

David Lloyd wrote:

> Does any have or know of a place where one could acquire a copy of the PBI
> specification? Primarily I'm interested in interrupts and how they are
> handled on the PBI. All I have are the four Antic articles, and the
> 1090xl spec (which isn't all that helpful because they keep referring to
> the PBI spec, which I can't find!)... I would be most grateful if someone
> could point me in the right direction. I searched all the FTP archives
> and web pages I could find to no avail.
>
> Thanks!
>
> - D

2026. Need Porfolio Card Drive Software

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: Dark <Nospam@nospam.com>
Message-ID: <NVzE4.18556$Xk2.75268@tor-nn1.netcom.ca>
Source record: 45696

I have a Portfolio Card Drive but no disk for the unit. Can someone send me
a copy of the driver that is needed to run the interface card on the PC?

Any help appreciated

email me at randing@netcom.ca(**removethis**)

Delete the (**removethis**)

thanks

2027. Re: MAX 233 data

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: Mark Milbourne <milbourn@usit.net>
Message-ID: <38E2CC79.93CCBE98@usit.net>
Source record: 45697

While we're on the subject, could somebody with experience building SIO2PC cables comment on the advantages/disadvantages of the various chips available. I am about to build one and would like to know which is best to use, the MAX233 or 232 or the 1489 like Steve Tucker has on his APE pages, or something else?

Thanks

2028. 3.5 Drives and Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: Atari Bob <rwoolley@pacbell.net>
Message-ID: <kjBE4.5$Wa7.4830@news.pacbell.net>
Source record: 45698

I had noticed some traffic about 3.5" drives and disks a while back - what works with what and how to use this and that. So, I did some tinkering which I will share with the group.

This was done on an XF551 with suitable code changes to accomodate the 3.5" format (80 tracks, spin up, seek timing....). These changes are available all over the place, I think. If not, I have them as a text file.

The basic question was: Can you use a modern 1.44MB drive and diskette on the XF551?

Yes, you can - at 720K only. The drive will sense the 1.44 diskette and alter the frequency response of the electronics for 1.44 operation if you use a 1.44 disk in a 1.44 drive. In a 720K drive OR using a 720K disk (no hole in the upper left corner), you are OK. It is getting really hard to find 720K disks and drives, though, so what to do?

What I did was to kill the density sensor in my drives. Now, ANY disk I put in there is going to run at 720K, regardless of a hole or not. To do this you need to carefully inspect the drive. I used TEAC FD-235HF drives. There are many, many variations of these drives, but the new ones all seem to be similar. Looking at the bottom of the drive (where all the wiring is), with the front of the drive pointing UP, there is a small switch in the upper right hand corner. All of the TEAC drives seem to use a mechanical switch that is normally open to sense the density. Just by shorting out the contacts on this switch, you set the drive into permanent 720K mode. Mine worked just fine - I just solder-bridged the contacts and plugged it in. These drives sell new for less than $20, but be careful - some of the models do not have any way to change the address to D0 for use on a stock XF551. You can just re-wire the flat cable like they do in the PC if this is a problem.

As for the diskettes... I used both 720K and 1.44 diskettes in all densities with NO problems at all. DD, ED and SD all work fine. I do believe that the recording medium on the 720K and 1.44M disks is the same, unlike a 720K and 1.2M 5 1/4 disks. The 5 1/4 started life as SD and evolved into a 1.2M at four times the bit packing. The 3.5 has really only been doubled from 720K....

No more haunting the bone yards for 720K stuff!!

Bob

2029. FS: Atari 400/800/8bit Cartridges, manuals, books, etc..

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: Steverd@cet.com
Message-ID: <se2m0rohead8@news.supernews.com>
Source record: 45834

```
SteveR's Classic Cartridges 2/28/00
-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $50.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
-- Cash, Checks, and Money Orders accepted--
-- Personal Checks are OK, BUT can be Held for up to 3 WEEKs--
UNTIL your Check has cleared

For complete list of other Video game systems goto my web site at:
http://www.cet.com/~steverd

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated
------------------------------------------------------

ATARI 400/800 (Hardware) UNTESTED/AS-IS
---------------------------------------
1000E Modem by Supra $10.00 With Box and manual (Untested:as-is)
AT Printer Interface $3.00 Untested AS-IS
Atari CX85 $3.00 (2) Numbers Keypad
Atari CX853 - 16K-RAM $5.00 (2)
Atari CX853 - 16K-RAM $8.00 (5) with Box
Atari 1027 Printer $5.00 PLUS $10.oo shipping (UNTESTED/No Cables)

ATARI 400/800 (CARTRIDGES) TESTED and Works
-------------------------------------------
Alphabet Zoo $9.00 Case, Manual, Catalog, Warrenty Card
Atlantis $8.00
BASIC Computer Language $2.00 (7)
BASIC XL $10.00 by OSS
BeamRider $15.00
Centipede $3.00 (3)
Chicken $15.00 by Synapse
Demon Attack $8.00
Joust $6.00
JUMBO Jet pilot $10.00 Cart. only
```

JUMBO Jet Pilot $16.00 with Box/Case and manual by Thorn EMI
K-razy Kritters $4.00
Kinder Comp $8.00 Case/Box, Docs inc
Math Encounters $8.00 HSU Software
Music Composer $2.00 (3)
Pac-Man $3.00
Pengo $8.00
Pilot $4.00
POWERSTAR by Pandora $75.00 Mint In Box, ONLY 700 Made 'ER'
River Raid $15.00
Robotron 2084 $5.00
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Star Raiders $1.50 (4)
Submarine Commander $10.00

ATARI 400/800 (Cassettes/Disks) UNTESTED/AS-IS

Atari Speed Reading $5.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari Word Processor $10.00 NICE!! Larger Binder with manual
3 Disk, and 1 Cassette
Reference and Warrenty cards
Aerobics $1.00 Disk
Arcade II $1.50 DISK
BAJA Buggies $1.00 Disk
Biorhythm 8k & 16k $1.00 on Cassette
Conversional Spanish $5.00 4 Cassettes, Folder and Docs
Family Finances I & II $1.00 (2)TWO Disk
Flight Simulator II $4.00 with Scenery Disk
Frency & Flip Flop $2.00 Case and manual (educational games)
Great American Cross-Country Road Race $2.00 with Manual
Home Filing Manager $5.00 (DISK) Skrinkwrapped
Home Financial Mangement $5.00 Cassette, Case, Manual by Thorn EMI
Intro to Graphics $1.00 (2) CASSETTE
Intro to Sounds $1.00 (2) CASSETTE
Invitation to Programming $1.00 CASSETTE
Lode Runner $1.00 Disk
Mailing List/General List $1.00 Cassette
Music Comstruction Set $2.00 Disk Manual, box
the Offical Moon Shuttle $1.00 DISK
Rosen's Brigade $2.00 DISK
Snoker & Billiards $2.00 CASSETTE and box
Space Games $1.00 DISK
StarBowl Football $3.00 on Cassette by Gamestar
Strategy Simulations $1.00 DISK
Writing Programs $1.00 TWO CASSETTES

MISC Manuals $1.00 EACH unless otherwise Noted
---------- (USED CONDITION)

Atari 1027 Printer - Owners Guide
Atari 1030 Modem - Owners Guide $2.00
Atari Mouse (for MEGA,ST, Atari PC) (3)
Atari SC1224 RGB Color Monitor $2.00 (2)
Atari ST Basic Quick Refence Guide
Blue Max 2001
the Magic Melody Box
Super Breakout

400/800 Books (used condition)
---

101 Programming Tips & Tricks
1983 - 128 pages $10.00

Atari Basic by Richard Haskell
1983 - 175 Pages $7.00

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari Games & Recreations 338 pages $7.00

Atari Graphics 49 Pages
$7.00
Atari Logo Sourcebook (Atari ST)
1985 - 80 Pages $5.00

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari XM301 Modem - Owners Manual $4.00
(Instructions for XE Term program)

Atari Writer 50 Pages $5.00

Computes! First Book of Atari (a bit dirty)
1981 - 184 Pages $5.00

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Machine Language for Beginners $15.00
1983 - 350 Pages
Great Book - Highly Recommend!!

Programmer's Reference Guide for the Atari 400/800
494 Pages!! 1984 $15.00

ST BASIC Sourcebook 1985, over 160 pages $7.00

Your Atari Computer (a Guide to the Atari 400/800)
1982 - 458 Pages $12.00

Magazines - in USED condition, some have HEAVY use

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Compute! May 1987 - 132 Pages $4.00
Current News Jan/Feb 91 (ATARI MAg) $2.00

FAMILY COMPUTING covers articles and programs for: Adam, Apple 2,
Atari, C64, Vic-20, PC, TRS-80s and MORE!!!!
Family Computing - Mar 1985 96 pages $4.00
Family Computing - Aprl 1985 96 pages $4.00
Family Computing - May 1985 88 pages $4.00
Family Computing - June 1985 88 pages $4.00
Family Computing - July 1985 80 pages $4.00
Family Computing - Sept 1985 104 pages $4.00
Family Computing - Aug 1985 88 pages $4.00
Family Computing - Dec 1985 108 pages $4.00
Family Computing - Feb 1986 88 pages $4.00
Family Computing - Aprl 1986 92 pages $4.00
Family Computing - May 1986 92 pages $4.00
Family Computing - June 1986 100 pages $4.00
Family Computing - July 1986 80 pages $4.00
Family Computing - Aug 1986 96 pages $4.00
Family Computing - Oct 1986 108 pages $4.00

HOME COMPUTER MAGAZINE focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

Atari ST Hardware and Disks (3.5's) (ALL Untested: AS-IS)
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*Atari ST Manuals Only

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--

Steverd@cet.com
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http://www.cet.com/~steverd/pekes (the Pekingese Page)
http://www.cet.com/~steverd/cure.htm (the CURE CDr Trade page)
http://www.cet.com/~steverd/beanies/ (Beanie Babies Page)

2030. Re: Newbie - how to test ATARI 1050 drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8bs226$oo8$1@nnrp1.deja.com>
Source record: 45835

In article <954277608.696.0.pluto.c3ade537@news.demon.nl>,
"E.Hillebrand" <edo@edohill.demon.nl> wrote:
> Thank you all for your time and effort! I succesfully tested
> the drive and now I know it responds.
> I'm going to build the SIO2PC cable to get some of these old
> games back on 5 1/4 :)
> I'm planning to build the single max 232 chip version.
> But how about these device switches on the back of the 1050
> I've got a black and a white one located right behind one another
> and I'm not sure which setting is which ID
>
> Regards,
>
> Edo
>
Looking into the port from the back, both switches to the left is drive
1, white left, black right is drive 2, both right is drive 3 and black
left, white right is drive 4.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

2031. Re: Seeking info on programming XE memory

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000329035926.9667A-100000@vtn1>
Source record: 45836

I sent you an article by email a couple of days ago but I don't know whether or not it really went out as my server did not file a copy in my "sent mail" folder. Please let me know if you got it (if not I'll resend and try and figure out what's wrong at this end).

jkp

2032. Re: Atari computer parts

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: Mike Jewison <mjewison@irus.rri.on.ca>
Message-ID: <38E20F58.5A880295@irus.rri.on.ca>
Source record: 45837

optyk wrote:

> I came to this n.g. looking for a keyboard for an XE system
> since my SHIFT keys are stuck and dont respond. I notice that
> everyone in here is looking for Atari parts. This being the case
> I realize that I have almost zero luck in finding what I need.
> These shits are scarce. Good luck to all of you.

Have you tried Best Electronics (best-electronics-ca.com)? If
they don't carry it, it likely doesn't exist. Their catalogue is one of
the most interesting documents I've ever run across.

- Mike Jewison

2033. Re: Atari Chip Numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <hupE4.2890$7v.27343@typhoon.tampabay.rr.com>
Source record: 45838

BEST ELECTRONICS has a catalog out with all the Atari chip part numbers.
It's not just a catalog but a valuable resource full of information. Get
one, you won't be sorry, he just charges his cost to print it, about $10.

http://www.best-electronics-ca.com/

"Rhett James Barnes" <cryorunner@yahoo.com> wrote in message
news:cryorunner-2303001926080001@dt048n0f.san.rr.com...
> Does anyone know any reference that will tell me what Atari chip numbers
> correspond to which chips? For instance I'd like to figure out whether
> I've got a GTIA or a CTIA here, but all I've got are C-numbers on the
> chip. Thanks in advance for any help.
> -Rhett

2034. SDX ROM's removed from the newsgroup.

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <JLpE4.2892$7v.27288@typhoon.tampabay.rr.com>
Source record: 45839

Seems someone deleted the SDX ROM's in the alt.binaries.comp.atari8bit so
I'm making them available
elsewhere.

http://www.atariworld.com/icd/sdx/manual/sdxmanual.html

If anyone has versions 4.19 and 4.22 please email them to wiz@atariworld.com

2035. Assembler Editor as a ROM file..

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: John NoName <john@name.no>
Message-ID: <8bta6l$bme1@emcnews1.lss.emc.com>
Source record: 45840

Does anybody have the Assembler editor as a ROM file...

If so, where can I find it, or could somebody email it to me?

Thanks..

Fredrik

2036. Re: Assembler Editor as a ROM file..

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: Fredrik <freddie@navigate.se>
Message-ID: <8btai6$bme2@emcnews1.lss.emc.com>
Source record: 45841

Sorry, wrong settings in my news software...

Regards!

Fredrik

"John NoName" <john @name.no> wrote in message
news:8bta6l$bme1@emcnews1.lss.emc.com...
> Does anybody have the Assembler editor as a ROM file...
>
> If so, where can I find it, or could somebody email it to me?
>
> Thanks..
>
> Fredrik
>
>

2037. Re: Assembler Editor as a ROM file..

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-29 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000329132117.04363.00002106@ng-fk1.aol.com>
Source record: 45842

>"Fredrik" freddie@navigate.se asks

>> Does anybody have the Assembler editor as a ROM file...
>>
>> If so, where can I find it, or could somebody email it to me?
>>

Do you want it on an .ATR or as the 8-bit executable?

-Ron

I don't have a solution but I admire the problem.

2038. Re: Atari 800 - Need left "Shift" key ! Will pay...

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <o9xE4.7767$Es3.26558@typhoon.tampabay.rr.com>
Source record: 45699

I have a pile of dead 800's and I would be glade to send you one...

"Mike" <mfe@fast.net> wrote in message
news:se20hb38ead14@corp.supernews.com...
> Hi,
> I have a beautiful clean Atari 800 that is missing the LEFT shift key.
> Anybody have one for sale ? This is the original Atari 800.
> Mike
>
> PLEASE EMAIL ME IF YOU HAVE ONE... I will probably forget to check back
here
>
>

2039. Re: MAX 233 data

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <se6btm52ni7175@corp.supernews.com>
Source record: 45700

It is 99% based on your ability to build kits.

You can't be sure because people don't complain unless they have a problem, but back ~1990 I would guess 70% of the people building MAX232 version were having problems assembling it. The MAX232 is a solid design, just beyond a lot of people for a first electronic project.

The 1489 is a simple design and pretty solid. It seems like only ~5% of the people trying to make them have a problem and over the last 10 years most of the problems can be traced to assembly problems with only 2-3 reports of erratic performance. One of the newsgroup participants here sells cables on eBay and last time I looked he had something like 21 positive feedbacks, no negative. I am assuming that means he has made at least 21 cables and they all worked with whatever hardware, be it Atari 400s to XEs plugged into IBM clones to STs.
Mark Milbourne <milbourn@usit.net> wrote in message news:38E2CC79.93CCBE98@usit.net...
> While we're on the subject, could somebody with experience building SIO2PC
> cables comment on the advantages/disadvantages of the various chips available.
> I am about to build one and would like to know which is best to use, the MAX233
> or 232 or the 1489 like Steve Tucker has on his APE pages, or something else?
>
> Thanks
>

2040. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <38E33BA4.1AF68C9D@ix.netcom.com>
Source record: 45701

Alan Sharkis wrote:

> Funny,
>
> I guess I was the only one here who used to own 1050s along with my XF551 :)
> I'd format the disks, front and back, in a 1050 and then make all the
> flippies I wanted to in the XF551.
>
> Sounds a lot simpler than punching holes!
>
> Carolyn Hoglin <choglin@usa.net> wrote in message
> news:38DD985B.EB042B14@usa.net...
> > Nir Dary wrote:
> >
> > > How can I read Side 2 of a standard 5 1/4" floppy that was created with
> the
> > > 1050 drive on
> > > the XF511 drive, or a 360k drive connected to the Floppy board!?
> > >
> > > Nir
> >
> > I had the same problem with my Astra Big-D. You can't do it unless you
> punch
> > another set of timing holes in the disks. Believe it or not, it can be
> done!
> > First make a cardboard template of a disk with the timing hole punched
> out.
> > Then you can flip it over and place it on the disk you want to read and
> mark
> > the hole with a soft pencil. Make another strip of cardboard about 3" x
> 1".
> > Taper it at one end. Insert this strip through the large center hole so
> that it
> > is between the media and the top of jacket. Then you can punch the hole
> without
> > damaging the disk. (Hold the paper punch so that you can see your penciled
> > circle through what might be considered the bottom side of the punch.) You
> have
> > to do this to the other side of the disk also.
> >
> > Try this procedure with a disk you don't care about the first time. After
> a
> > while, you'll find it easy to do. I never damaged a disk doing this.
> >

> > Carolyn
> >

Al,
Nah... I have and have had a couple of 1050s and XF551 drives for a very long time. I once had a HAPPY 1050. Like a dummy I sold the thing. The Guy I sold it to didn't really know what he had... (kicking self now...)

--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

2041. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38E348FF.3B5F6050@mail.uni-mainz.de>
Source record: 45702

Alan Sharkis schrieb:
>
> Funny,
>
> I guess I was the only one here who used to own 1050s along with my XF551 :)
> I'd format the disks, front and back, in a 1050 and then make all the
> flippies I wanted to in the XF551.
>
> Sounds a lot simpler than punching holes!
>
Hello Alan,
thats right if you refer to the Mitsumi and other XF drives, which only need a timing hole, when formatting disks. Just format the Disk on another drive and the Mitsumi will be able to read and write to it...

But, its wrong if you refer to the Chinon and other XF drives (Atari used many different mechanics for the XF551) which always(!) need a timing hole, may it be to format, read or write to the disk. In other words: these drives need that damn timing hole, even when reading or writing to a disk. So your trick will not work with these drives. You can format side B on another drive, but when you put this disk in such an XF drive, it does not/never stop spinning, because it cannot detect any timing hole. Thus, you have to punch a hole into the disk or buy disks with 2 timing holes or just leave side B empty... (Pretty shitty work, Atari !!) -Greetings,
Andreas Magenheimer

P.S.: I own both the Mitsumi and Chinon XF551 from Atari...
The Chinon has the big timing hole disadvantage (it always needs it, also for reading or writing) therefore it has some advantages, the Mitsumi does not have: Its a real floppy (i.e. disks flop out of the drive, when opening it), it also has a sort of automatic disk change detection, you can only close the drive, when you inserted a disk, as soon as you close it, the drive motor starts and makes one or two rounds (useful for automatic density detection, like in the 1050 drives, unfortunately the XF-OS does not support that)...

2042. Re: Anyone know where I can get these Atari XE titles?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8bvj06mas1@nnrp1.deja.com>
Source record: 45703
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

In article <t2qhds4lo54ie8j64iaav92qqa29sds4g6@4ax.com>,
mclane@dellos.freeserve.co.uk wrote:
> The other Day Stephen Knox <gooch@erols.com> wrote:
>
> >Paul,
> >
> >I unfort dont have the means of making a dump of Airball. Th eonly
cart
> >copy prog I have is a basic util that only works on an Atari800 and
16K
> >carts! I can dump Star Raiders if you want it :)
> >
> >If someone knows of another way I can do this Im all ears.
>
> I wonder if it ever was done?
>
> I also wonder what Airball's go for when sold?
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk
>

Yo! Paul hows the atari thang going

Anyway, re- thunderfox, the cartridge version was I believe only sold
in the USA, even though silica shop listed it on their 8bit catalog
the UK version was cassette only, although I heard rumours that they
were working on a disk version, pointless because it is very easy to
convert thunderfox to disk with howfendos or td1v (transdisk 4)
I'd be interested to know how you knew of noel daniels, as he used to
live down the road from me in gray's inn road (by what is now the ITN
building) which also was the h/q of the Atari s/w co. futureware (who
also wrote orb of zaramir, and apparently before he left sillica shop,
noel also had a hand in an ST game/programme, which I saw a demo of),
I've known noel since 1986 whenI got my first atari, are you still into
the A8 scene, if so give me an email

Just out of interest I understand that oneof futureware's programmers
also had a hand in developing the ULtimon, the UK version of Omnimon
c/o david young and cdy, apparently ultimon was distributed by
the 'infamous' john lawson, who as we all know, did a runner

Also, perhaps you can help me, I am trying to track down the first commercially available floppy board available in the UK, I believe computerhouse of fulham sld the devices, as they advertised it on the o/s controller card instructions, amongst the features was the ability to attachst/amiga d/d's to thedevice... any help would be gratefull apprec. as I did visit computerhouse a couple of times and also knew own of their employees who untill recently was one of thefounders of London Atari computer enthusiasts (LACE)- Peter Mattock, although according to peter they didn't get arroundto selling them... who knows

keep the Atari faith

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

2043. Re: 3.5 Drives and Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38E34AE1.8A0667FC@mail.uni-mainz.de>
Source record: 45704

Atari Bob schrieb:
>
> I had noticed some traffic about 3.5" drives and disks a while back - what
> works with what and how to use this and that. So, I did some tinkering which
> I will share with the group.
>
> This was done on an XF551 with suitable code changes to accomodate the 3.5"
> format (80 tracks, spin up, seek timing....). These changes are available
> all over the place, I think. If not, I have them as a text file.
>
> The basic question was: Can you use a modern 1.44MB drive and diskette on
> the XF551?
>
> Yes, you can - at 720K only. The drive will sense the 1.44 diskette and
> alter the frequency response of the electronics for 1.44 operation if you
> use a 1.44 disk in a 1.44 drive. In a 720K drive OR using a 720K disk (no
> hole in the upper left corner), you are OK. It is getting really hard to
> find 720K disks and drives, though, so what to do?
>
> What I did was to kill the density sensor in my drives. Now, ANY disk I put
> in there is going to run at 720K, regardless of a hole or not. To do this
> you need to carefully inspect the drive. I used TEAC FD-235HF drives. There
> are many, many variations of these drives, but the new ones all seem to be
> similar. Looking at the bottom of the drive (where all the wiring is), with
> the front of the drive pointing UP, there is a small switch in the upper
> right hand corner. All of the TEAC drives seem to use a mechanical switch
> that is normally open to sense the density. Just by shorting out the
> contacts on this switch, you set the drive into permanent 720K mode. Mine
> worked just fine - I just solder-bridged the contacts and plugged it in.
> These drives sell new for less than $20, but be careful - some of the models
> do not have any way to change the address to D0 for use on a stock XF551.
> You can just re-wire the flat cable like they do in the PC if this is a
> problem.
>
> As for the diskettes... I used both 720K and 1.44 diskettes in all
> densities with NO problems at all. DD, ED and SD all work fine. I do believe
> that the recording medium on the 720K and 1.44M disks is the same, unlike a
> 720K and 1.2M 5 1/4 disks. The 5 1/4 started life as SD and evolved into a
> 1.2M at four times the bit packing. The 3.5 has really only been doubled
> from 720K....
>
> No more haunting the bone yards for 720K stuff!!
>
> Bob

Hello Bob,
why should I kill the HD sensor on HD drives ?? Just use a write protection tab (or something similar) from the old 5,25" disks and put it over the HD hole: Now the HD drive detects it as a DD disk and formats it with 720k. I know, these tabs are not so fine, they get loose after some time, but they are easier and cheaper to handle than killing the HD sensor in a 3,5" drive. Besides, there is a way to upgrade the XF drives to full HD (1,44MB/16Mhz) capacity and even to ED (2,88MB/32Mhz) capacity if you like. So, better don`t kill the HD sensor yet, you may need it in the future... Andreas Magenheimer

2044. Re: Rare Atari games

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38E34B66.1CF15F0B@mail.uni-mainz.de>
Source record: 45705

ataricx@my-deja.com schrieb:
>
> I've got TimeQuest, but that was a post-Infocom title produced by
> Legend Entertainment for the IBM-PC. I've never heard of an adventure
> game of that name for the Atari 8bit.
> -Dan
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Hello,
I was told this game was written by Jerry White for First Star Software,
its very rare, but avaiable for the Atari. Kind of educational game,
with Mount Rushmore as title picture...
Andreas magenheimer

2045. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38E352C6.B505EC16@mail.uni-mainz.de>
Source record: 45706

"John K. Picken" schrieb:
>
> IIRC you can read and write to side B, as Mathy put it: "Just like you
> would on a 1050." but, you can't format side B.
>
> jkp

Hello,
thats not true - it depends on your XF551 mechanic... Mitsumi will do,
Chinon will not/never (because it also needs a timing hole for
reading/writing disks !!) greets- Andreas magenheimer

2046. Re: Anyone know where I can get these Atari XE titles?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38E3564E.6EABA49D@mail.uni-mainz.de>
Source record: 45707
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Mark Rathwell schrieb:
>
> I'm looking for a couple more titles to play on my Atari XEGS. Anyone
> know where I can locate the following:
>
> 1. Airball
> 2. Gato
> 3. Into The Eagle's Nest
> 4. Crime Busters
> 5. Thunderfox
>
> Also, has anyone seen the old "Diamond GOS" cartridge on sale?
>
> Please let me know,
>
> Mark

Hello Mark,
actually Canada is "so far away" from me (Dire Straits), but I do have the original Diamond GOS Version 2.0 on cart plus Diamond tools (setup disk, GOS painter, GOS writer) on diskettes. Price would be 30 US-Dollars plus shipping, if you are interested...

ABBUC (also Germany) has most other Atari carts avaiable for about $1.50 (one-dollar-fifty-cents). Call them via
http://www.atari-computer.de/abbuc
Once there write an EMail to Wolfgang Burger and ask them for the current price including porto & shipping, etc. On the other hand, you can also look for B&C Computervisions, Video 61 and Best. I am absolutely sure, they have these carts in their inventory...
greetings - Andreas Magenheimer (Germany)

2047. Amdek 3 inch disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <38e35764$0$3360@wodc7nh0.news.uu.net>
Source record: 45708

There is an auction available for a set of Amdek Disk Drives, those 3 inch disks.. does anyone know if the disks are still available anywhere?

Thanks

--
Marshall Walker
mwalker@mc.net

2048. Re: Anyone know where I can get these Atari XE titles?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38E35961.7615D470@mail.uni-mainz.de>
Source record: 45709
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Paul Irvine schrieb:
>
> The other Day Stephen Knox <gooch@erols.com> wrote:
>
> >I have Airball, Crime Busters, Gato and Diamond, but they are not for
> >sale :) Oh, I also have a Bounty Bob to boot!
>
> Damn...WANT IMAGE OF AIBALL :)))
> >
> >Never saw Thunderfox though, is it any good?
>
> Yep...Was written by an old mate of mine called Noel Daniel, he also co
> wrote Sidewinder on the 8bit.
>
> Thunderfox is a fairly good Uridium clone..
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

Hello,
but Thunderfox is a poor Uridium clone if you know Mirax Force and The
last Guardian (both avaiable for the A8 !!). What about an original
Airball cart ?!? Some Atari vendors still sell them...
greetings - Andreas Magenheimer

2049. Re: Transfering Atari.ATR Files to real Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38E35A44.458DC3D0@mail.uni-mainz.de>
Source record: 45710
Body handling: Binary attachment payload not displayed: ataridsk.zip

```
RHamiIton5 schrieb:
>
> >Andreas Magenheimer magea000@mail.uni-mainz.de sagt:
>
> >1) if you tag/select a file with the RETURN key Ataridsk immediately
> >copies this one file; 2) to do a copy of multiple files use the SPACE
> >key to tag/select more files, then go to the very end of files, where
> >you find the german word "kopieren". Once there press RETURN and all
> >tagged/selected files will be copied (if the diskspace is big enough,
> >otherwise you get an error). greetings - Andreas Magenheimer
>
> Sounds very different, coincidental name perhaps?
> The 'ataridsk' that I have is by Charles Marslett with NO German prompts...?
> What is the source of yours? If it works, can you send it?
>
> -Ron
>
> I don't have a solution but I admire the problem.

Hello Ron,
since Mathias Reichl (author of the german/austria program) already
answered, you can find the actual version of his ataridsk on his
homepage... greetings - Andreas Magenheimer

[One or more binary attachments are retained only in the source text.]
```

2050. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38E35C50.528EAEB3@mail.uni-mainz.de>
Source record: 45711

Robert S Ely schrieb:
>
> Nir Dary wrote:
>
> > How can I read Side 2 of a standard 5 1/4" floppy that was created with the
> > 1050 drive on
> > the XF511 drive, or a 360k drive connected to the Floppy board!?
> >
> > Nir
>
> The obvious has been stated, but there use to be (I don't know if you can still
> find one) an add-on from ICD called the XF-Enhancer. It allowed you to format
> FLIPPY (1050) disks w/o cutting the extra timing hole, directly read both sides
> of FLIPPY disks and more. It was pretty cool. I had one once. Wish I knew what
> I did with it. I'd love to have another one. It ran about $50 when it was
> readily available.
>
> --
> Robert S Ely
> rsely@dhs.state.nj.us
> rely@ix.netcom.com
> ICQ# 33390750

Hello Robert,
50 US dollars for that is a little to pricey. Here in Germany certain
vendors made such a "timing hole redirection" for about 10 german Marks
(5 US dollars). Nowadays you can merely get some schematics which will
help you to make them yourselves. Ask ABBUC for such a schematic (german
word: "Bauplan" - since you will find a "Bauplanliste" at the ABBUC
homepage). Here is the URL:
http://www.atari-computer.de/abbuc (Andreas Magenheimer)

2051. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38E35F7A.CA59813A@mail.uni-mainz.de>
Source record: 45712

Vidar \"Hawk\" Olavesen schrieb:
>
> Flip it over and you can do anything to the side B, except format it. You
> can save to it, load from it and delete, but no format.
>
Thats wrong !! It all depends on the drive mech, since the XF had many
different mechs, there were/are some drives which will also not read nor
write, if you put in side B without a timing hole !! These drives never
stop spinning, so you just can a) use only side A, b) use disks with 2
timing holes or c) use DS/DD (360k). Alright ?!?
Andreas magenheimer

2052. Re: more

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38E364BE.F3A4BDFF@mail.uni-mainz.de>
Source record: 45713

[snip]
> Seriously.....if someone wants a 130XE, I'd be HAPPY to sell one for half
> what you offer them for. I can't believe someone would shell out $100 US
> for one....really.

```
1 REM You cannot believe it ?!? Oh, you are so alone...
2 REM "You are in a pretty dark room. There is a switch on the wall." >
USE SWITCH. "Now the room lightens. You can see hundreds and thousands
Atarians who believe XE computers being sold for 100 dollars each...").
Welcome to adventure world...
3 REM Maybe you should visit a church and talk to a prayer about things
you can/cannot believe...
4 REM Visit Fox Mulder... (watch the X-Files)
5 REM Read "The Hitchhikers Guide to the Galaxy" or play it on the A8,
your status of believance will change then...
6 REM But you still believe, someone will buy your XE`s for 50 Dollars,
I am buying these for about 10-20 Dollars, can you believe this ?
7 REM I cannot believe that a single person, (who is not a vendor),
wants 50 Dollars for an XE computer... : Goto 1
```

Andreas magenheimer

2053. Atari 400 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Harry <powltech@mindspring.com>
Message-ID: <8bvpusaeq1@slb7.atl.mindspring.net>
Source record: 45714

I have an Atari 400 w/power supply, 2 joysticks, program recorder/loader and cartridges in original boxes.

I am the original owner and have the manuals. This system is like-new and works.

Cartridges are - Basic, missile command and Pac Man.

Anyone interested? Please e-mail.

Harry Powell

powltech@mindspring.com

2054. Re: I am serious.

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8bvvjpeia1@bob.news.rcn.net>
Source record: 45715

Ahh, a test for my Junkbuster blocklist. Interesting. Everyone add:

1for1.com
gotoworld.com

to your list of domains to reject. Thanks FlyingBird,

Gregm

FlyingBird <flyingbird@friend.com> wrote in message
news:8bvr0snav271@info.sta.net.cn...
> You might want to check the below URL. Just go ahead.
> http://exciting.gq.nu
>
>
>
> Sincerely yours,
>
> FlyingBird
>
>

2055. Censorship in this News Group

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <dwLE4.3293$7v.30842@typhoon.tampabay.rr.com>
Source record: 45716

Has anyone other than me noticed certain "threads" being deleted out of this newsgroup? What ever happened to freedom of information and personal opinion? I'm referring to the "KLASS BASHING" threads over preserving SDX ROM images.

As far as a legal action over SDX ROM's as threatened by Mr. KLASS on behalf of Mr. HO-MAN, bring it on. I'm sure they could get a Lawyer used in the past to send a cease & desist letter gratis but the real question is how much will anyone *really* spend to recover not one dime of the legal expenses? And any judgement will just be a worthless paper as far as I'm concerned because the courts do not collect judgements, they just issue them. In my case the judgement would be against a Corporation, which personally hides me behind the "Corporate vial" protecting my personal wealth from seizure.

With my Corporation being $200,000 in debt what's a $50k or more judgement going to do?, absolutely nothing except drain the pockets of the plaintiffs.

I just can't see anyone plopping $10K retainer down to an attorney proficient in corporate law to collect nothing. Atari software is dead even if the copywrites live on, the least these authors could do is release what's left into the public domain for legacy preservation of a time past.

2056. Save 20 bucks a month

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: IgHBFdbJ@EJBBNjVE.com
Message-ID: <8c09k6$gkb71@mail.tsukuba.tao.go.jp>
Source record: 45717

Thats right, Totally Free Internet Access, Just log on to

http://reallyfreeinternet.com and sign up. Instant access, No waiting. And best of all, No Ads Or Banners to spoil your surfing.

2057. Searching for ATARI 400 / 800 PAL in Germany

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Gerald Körner <gerald@gerald-koerner.de>
Message-ID: <38E3C543.72530EA6@gerald-koerner.de>
Source record: 45718

hello
i am searching for a german (PAL) atari 400 and atari 800 8-bit
computer.
if you have one for sale, please contact me.
greeting
gerald k.

2058. Ape'98 First Release Version Up

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8c0ft0cpp1@freenet9.carleton.ca>
Source record: 45719

Hi Everyone,

I've posted the first public release of Ape'98/ProSystem'98 at:

http://www.nacs.net/~classics/ape/download/ape98trial.exe

There are no links to it on the web site yet, so this is the only
way to download it. The download is approx 2mb, and requires you have
Windows 95 or 98 installed.

Ape'98 has been under construction seemingly forever :) I hope you
find it useful.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2059. Re: Censorship in this News Group

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10003301629530.105-100000@TT030>
Source record: 45720

On Thu, 30 Mar 2000, Jim Smith wrote:

> Has anyone other than me noticed certain "threads" being deleted out of this
> newsgroup? What ever happened to freedom of information and personal
> opinion? I'm referring to the "KLASS BASHING" threads over preserving SDX
> ROM images.

I think it is alot of hot air. This guys days of hiding would be
over if some lawsuit came up. I'm guessing that hiding is more
important than defending copyrights, otherwise he'd be facing some
real lawsuits from many people...

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

2060. Re: XF551 Mechs

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <se84kpadni752@corp.supernews.com>
Source record: 45721

The Mitsumi is a low power drive relative to other 5.25" PC type drives.
IIRC, the power supply uses something like a 7812T which is really only 12V
@ 1.5 amps max.

I tried swapping several other drives into a 551 and always had trouble
getting it to work for extended periods of time. It would spin up a few
times, overheat and flake out.
LLpwhite <llpwhite@cs.com> wrote in message
news:20000330182149.07802.00000089@ng-fg1.news.cs.com...
> Anyone ever see anything other than a
> Mitsumi mechanism in a (stock)
> XF551? Anyone know if the Atari PC
> 5-1/4" drive (PCF554?) used the same mech?
> Larry White

2061. Atari 800 webserver

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8c13uc$s1c$1@news.storm.ca>
Source record: 45722

First saw this on Slashdot: an Atari 800 running as a webserver. The webserver is a simple BASIC program. Take a look:

http://kl.net/atari/

2062. I am serious.

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-30 00:00:00 UTC
From: FlyingBird <flyingbird@friend.com>
Message-ID: <8bvr0snav271@info.sta.net.cn>
Source record: 45723

You might want to check the below URL. Just go ahead.
http://exciting.gq.nu

Sincerely yours,

FlyingBird

2063. Re: Seeking info on programming XE memory

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-31 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000330214925.27821.00000113@ng-ba1.aol.com>
Source record: 45724

>control bank selecting of the extended
>memory of XE computers.

good article here:

http://www.asw.cz/~kubecj/data/acarts/carts.txt

just set the right bits in PORTB $D301

-Ron

I don't have a solution but I admire the problem.

2064. Re: 3.5 Drives and Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-31 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <f6h8eskd3e5f6inab0uiuq4uqs2vc5do1u@4ax.com>
Source record: 45725

On Thu, 30 Mar 2000 14:38:57 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
>Atari Bob schrieb:
>>
>> I had noticed some traffic about 3.5" drives and disks a while back - what
>> works with what and how to use this and that. So, I did some tinkering which
>> I will share with the group.
>>
>> This was done on an XF551 with suitable code changes to accomodate the 3.5"
>> format (80 tracks, spin up, seek timing....). These changes are available
>> all over the place, I think. If not, I have them as a text file.
>>
>> The basic question was: Can you use a modern 1.44MB drive and diskette on
>> the XF551?
>>
>> Yes, you can - at 720K only. The drive will sense the 1.44 diskette and
>> alter the frequency response of the electronics for 1.44 operation if you
>> use a 1.44 disk in a 1.44 drive. In a 720K drive OR using a 720K disk (no
>> hole in the upper left corner), you are OK. It is getting really hard to
>> find 720K disks and drives, though, so what to do?
>>
>> What I did was to kill the density sensor in my drives. Now, ANY disk I put
>> in there is going to run at 720K, regardless of a hole or not. To do this
>> you need to carefully inspect the drive. I used TEAC FD-235HF drives. There
>> are many, many variations of these drives, but the new ones all seem to be
>> similar. Looking at the bottom of the drive (where all the wiring is), with
>> the front of the drive pointing UP, there is a small switch in the upper
>> right hand corner. All of the TEAC drives seem to use a mechanical switch
>> that is normally open to sense the density. Just by shorting out the
>> contacts on this switch, you set the drive into permanent 720K mode. Mine
>> worked just fine - I just solder-bridged the contacts and plugged it in.
>> These drives sell new for less than $20, but be careful - some of the models
>> do not have any way to change the address to D0 for use on a stock XF551.
>> You can just re-wire the flat cable like they do in the PC if this is a
>> problem.
>>
>> As for the diskettes... I used both 720K and 1.44 diskettes in all
>> densities with NO problems at all. DD, ED and SD all work fine. I do believe
>> that the recording medium on the 720K and 1.44M disks is the same, unlike a
>> 720K and 1.2M 5 1/4 disks. The 5 1/4 started life as SD and evolved into a
>> 1.2M at four times the bit packing. The 3.5 has really only been doubled

>> from 720K....
>>
>> No more haunting the bone yards for 720K stuff!!
>>
>> Bob
>Hello Bob,
>why should I kill the HD sensor on HD drives ?? Just use a write
>protection tab (or something similar) from the old 5,25" disks and put
>it over the HD hole: Now the HD drive detects it as a DD disk and
>formats it with 720k. I know, these tabs are not so fine, they get
>loose after some time, but they are easier and cheaper to handle than
>killing the HD sensor in a 3,5" drive. Besides, there is a way to
>upgrade the XF drives to full HD (1,44MB/16Mhz) capacity and even to ED
>(2,88MB/32Mhz) capacity if you like. So, better don`t kill the HD sensor
>yet, you may need it in the future... Andreas Magenheimer

Anybody willing to post an article detailing the process? Until
now, I think, there are pieces scattered here and there, but not
a whole thing on the XF 3,5" drives upgrades subject...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

2065. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-31 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8c1upk$h5r$1@user2.teleport.com>
Source record: 45726
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So checkout what's new on my Web
Site. In Fact, check it regularly as my Catalogs are updated regularly.
Customer's are served, first come, first serve! No competing in
auctions. Just Sales, Support & Service! I have 8 different Catalogs, &
my SoftWare Catalogs are my largest. They have the biggest Byte Count.
You should see my inventory! I have TruckLoads of HardWare, Boxes and
Boxes of Software & Libraries of Books & Reference Material for the
Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And
remember, if you can't come see me today, come see me tomorrow!

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bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2066. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-31 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8c1v31hdi1@user2.teleport.com>
Source record: 45727
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2067. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-31 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_954448932@rtfm.mit.edu>
Source record: 45728
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

2068. Atari 800 Webserver

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-31 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <38E4D18C.4A32D78@atari-history.com>
Source record: 45729

Hi everyone,

Yup you read the subject line correctly, an Atari 800 being used as a webserver. With a little bit of help from a terminal server to be the go between and handle the TCP/IP stack and to listen to Port 80 (http) there is now an actual Atari 800 connected to the internet and servering webpages. I received an email from Scott Ward pointing this out to me and I had a look as the website and its an impressive and cleaverly designed hardware hack. Have a look:

http://kl.net/atari/

Curt

2069. Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-31 00:00:00 UTC
From: Boosta@Boosta.net
Message-ID: <38e4f1ed.86342847@news.supernews.com>
Source record: 45730

Hi,

I remember playing this game on a friend's atari 800 about 15 years ago and I'd like to be able to track it down.

It's a plan view strategy game where you control troops and a helicopter.

I think it was vertical scroll only so it's definately NOT choplifter.

Any suggestions would be very welcome.

Many thanks.

Boosta.

2070. Abuse - Anybody know where to get the ATR ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-31 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <ME7F4.19235$Xk2.77674@tor-nn1.netcom.ca>
Source record: 45731

Does anybody remember a program called "abuse" ? It would generate random putdowns etc. some of which were quite funny. If anybody knows where I could get an ATR please let me know.

I also remember that there was an X-Rated version with stronger language.

Thanks,

Richard.

2071. Dont Want To Miss This!

Newsgroup: comp.sys.atari.8bit
Date: 2000-03-31 00:00:00 UTC
From: xzozvr@coolstuff.com
Message-ID: <8c3cnb$32i3115@magpie.cat.net.th>
Source record: 45732

I�ve been sitting here for hours playing a great new slot machine on the Internet. Every time I tell myself "Just one more spin," I hit another winner. I don't know how, but they're giving away over $2 million every month GUARANTEED and it's FREE. Best of all, for every friend you sign up, you win what they win! You have to try it.

http://www.jackpot.com/win.asp?ref=101-1523

2072. SIO2PC ATR file problems.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: "E.Hillebrand" <edo@edohill.demon.nl>
Message-ID: <954616492.410.0.pluto.c3ade537@news.demon.nl>
Source record: 45643

Yesterday I put together the SIO2PC interface with the MAX 232
I can load some ATR files to my atari like frogger2,pacman but
almost 90% of the ATR files crash the ATARI during loading.
Screen goes black or other strange things.
Are the ATR files bad? Or is there a setting I don't know about in the
SIO2PC program? Are ATR files meant to be loaded back to the 800XL/XE

Any help appreciated :)

Edo

2073. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000401150310.16011.00000468@ng-bk1.news.cs.com>
Source record: 45644

I have two brand-new Toshiba 5-1/4" mechs that unfortunately need the timing hole to read or format side B. I have checked with CSS off and on for at least two years to see if they had made any new Enhancers for sale. No luck so far, so I've given up on that route. But it made me think -- how does a 3-1/2" keep time since there are no timing holes? Flipping one of these upside down, there is a small device and what appears to be a very tiny magnet attached to the outside of the disk hub. My guess is it's a Hall-Effect sensor which would send a pulse each time the magnet cameinto proximity to the sensor. Anyone ever try transplanting one of these to a 5-1/4"? Dosesn't look too hard. Looks like you could also use a small switch to change to the H.E. sensor or the timing hole photo-transistor. Well, I've put that on my "list". Since you can buy 720K drives for $0.50 - $1.00 at ham/computer fairs, the parts certainly would be cheap and available.
Larry

2074. Re: Seeking info on programming XE memory

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000401150749.16011.00000472@ng-bk1.news.cs.com>
Source record: 45645

>good article here: <

John Picken's article is the definitive work, I'd say.
Larry

2075. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <a2tF4.20936$Tn4.623351@news1.rdc2.pa.home.com>
Source record: 45646

>
> I don't think a fortress was involved. All I remember was that there
> were a lot of troops on the ground viewed from above and I think the
> helecopter could bomb them.
>
> It scrolled up and down and I think you could control the movement of
> the troops but maybe i'm deluded.
>
There was a game made by synapse like this, not Ft apocalypse though.....

tony

2076. New BASIC Compiler for ATARI XL/XE 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: Jeffrey Glen Jackson <jeff@jeff-jackson.com>
Message-ID: <LUzF4.403$fh2.71284@newsin1.ispchannel.com>
Source record: 45647

OK, it isn't that new. I finished writing it 15 years ago. Even sold it for a while, although it didn't sell a lot of copies. The 8-bit world was on the way out in 1985. But I recently resurrected the compiler and its development environment and have been having some fun enhancing some parts of it. Real nostalgia trip since I spent a large chunk of my free time at university developing this thing.

It compiles a unique BASIC dialect to a very fast p-code. The p-code interpreter and the Control Program (i.e., DOS shell) live in XL's shadow memory. The Control Program replaces DUP.SYS and provides a command line interface much like OS/A+ and DOS/XL from OSS. It manages loading programs (you can load multiple programs into memory at once) and libraries (modules can share subroutines with multiple programs -- shared libraries on an 8-bit computer!)

Anywho, if you want to check it out and play with it, check out my web page. Goto http://www.jeff-jackson.com and click on ATARI. There's a ZIPped XFD image of the object files and one of the source. I'd love to hear from anyone who downloads it and plays with it some. While I'm still in this nostalgic mood, I may even fix bugs and add enhancements for you.

You know, it boggles my mind, this is a complete development environment release that fits on a 180KB disk. The C++ compiler and development environment I'm about to release for the company I currently work for is literally 1000 times bigger. And let's not even think about how big the debugging version of said environment is. (Oh yeah, if you look at the source, keep in mind I have 15 years of experience now, and my coding and commenting style is much better now :-)

Jeff Jackson
jeff@jeff-jackson.com
http://www.jeff-jackson.com

2077. Re: Atari 800 Webserver

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: atarircx@my-deja.com
Message-ID: <8c3ssddlu1@nnrp1.deja.com>
Source record: 45733

That is really cool. I'm impressed with what the 'ol 850.

But it looks like his atari is missing a key on the top row. Someone
should really send the guy an '8' key.

Sent via Deja.com http://www.deja.com/
Before you buy.

2078. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <sebahbpn949@news.supernews.com>
Source record: 45734

"ItzjustMike" <itzjustmike@aol.com> wrote

> I've got to say though, I'd love to have seen the relocatable compiler for
SDX
> programs (betting it was a custom cross compiler written for an MSDos box)
and
> the developer doc's for the SDX library routines.

Yes, the SDX compiler was custom and did run on an MS-DOS machine. There
was no written documentation for it.

2079. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <sebahd1t941@news.supernews.com>
Source record: 45735

> I only wish I'd saved all the old chat logs I'd had with the likes of Crag
> Thom, Keith Ledbetter and Alan Reeve.

That's "Craig". Just don't expect me to remember stuff from ten years ago!

I wish I'd saved all that GEnie stuff, too. I would have dumped everything
if I'd had any sort of notice.

2080. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <bKnF4.432$H%3.2838@newsfeed.slurp.net>
Source record: 45736

On 31 Mar 2000 18:46:09 , Boosta wrote:
>Hi,
>
>I remember playing this game on a friend's atari 800 about 15 years
>ago and I'd like to be able to track it down.
>
>It's a plan view strategy game where you control troops and a
>helicopter.
>
>I think it was vertical scroll only so it's definately NOT choplifter.

Is it the one where you are trying to rescue other troops in an enemy
fortress?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2081. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <6PnF4.434$H%3.2800@newsfeed.slurp.net>
Source record: 45737

On 31 Mar 2000 18:46:09 , Boosta wrote:
>Hi,
>
>I remember playing this game on a friend's atari 800 about 15 years
>ago and I'd like to be able to track it down.
>
>It's a plan view strategy game where you control troops and a
>helicopter.
>
>I think it was vertical scroll only so it's definately NOT choplifter.

Is it the one where you are trying to rescue other troops in an enemy
fortress?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2082. Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: MrGadget <Nospam@nospam.com>
Message-ID: <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>
Source record: 45738
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Is there a way to record and read back cassette programs as sound files? I thought I saw something posted once about this.

2083. Re: Abuse - Anybody know where to get the ATR ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <559ces0o36af6ga4tri4kj2u5v6alra8a4@4ax.com>
Source record: 45739

On Fri, 31 Mar 2000 14:26:20 -0500, in comp.sys.atari.8bit you wrote:

>Does anybody remember a program called "abuse" ? It would generate random
>putdowns etc. some of which were quite funny. If anybody knows where I could
>get an ATR please let me know.
>
>I also remember that there was an X-Rated version with stronger language.
>
>Thanks,
>
> Richard.
>
See your mailbox..

(Btw Aaron, Abuse does work :) (800B +BASIC)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2084. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: Boosta@Boosta.net
Message-ID: <38e62adc.166466107@news.supernews.com>
Source record: 45740

Hi Edward,

I don't think a fortress was involved. All I remember was that there were a lot of troops on the ground viewed from above and I think the helecopter could bomb them.

It scrolled up and down and I think you could control the movement of the troops but maybe i'm deluded.

Boosta.

On Sat, 01 Apr 2000 14:35:46 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>On 31 Mar 2000 18:46:09 , Boosta wrote:
>>Hi,
>>
>>I remember playing this game on a friend's atari 800 about 15 years
>>ago and I'd like to be able to track it down.
>>
>>It's a plan view strategy game where you control troops and a
>>helicopter.
>>
>>I think it was vertical scroll only so it's definately NOT choplifter.
>
>Is it the one where you are trying to rescue other troops in an enemy
>fortress?
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
>PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson

> Photo 700 printer, 56k US Robotics Modem
>PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>

2085. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-HhWR22rdHXGS@draco.home.earthlink.net>
Source record: 45741

could you supply any info or directions on use? I have seen it a
couple times around and it looks interesting. linker looks unusable
unless docs or info comes available.

Ken

On Sat, 1 Apr 2000 07:23:29, "Craig S. Thom" <craig@thom.org> wrote:

> "ItzjustMike" <itzjustmike@aol.com> wrote
>
> > I've got to say though, I'd love to have seen the relocatable compiler for
> SDX
> > programs (betting it was a custom cross compiler written for an MSDos box)
> and
> > the developer doc's for the SDX library routines.
>
> Yes, the SDX compiler was custom and did run on an MS-DOS machine. There
> was no written documentation for it.
>
>

2086. Re: Atari Portfolio Card Drive software?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-01 00:00:00 UTC
From: Danny Webster <dpwebster@snowcrest.net>
Message-ID: <8c5fdj$7g3$1@news.snowcrest.net>
Source record: 45742

The files are CFX.COM(5kb) and CD.SYS(2kb). Unfortunately the disk is
in 360kb format and although I would think a 1.44Mb drive would be backword
compatible, for some reason I can only get a directory. I think I will try
a reboot with a BIOS setting of 360k. Since you own the hardware and have a
right to the software, I will email it to you if it works. A second option
would be for me to hunt down a 5 1/4 drive for the second format included.

Danny
Redding, CA

2087. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8c5rg8$771$1@news.ihug.co.nz>
Source record: 45648

This is definitely Air Support. Great game!!

> I don't think a fortress was involved. All I remember was that there
> were a lot of troops on the ground viewed from above and I think the
> helecopter could bomb them.
>
> It scrolled up and down and I think you could control the movement of
> the troops but maybe i'm deluded.
>
> Boosta.
>
>
>
> On Sat, 01 Apr 2000 14:35:46 GMT, ebaiz@skyenet.net (Edward S. Baiz
> Jr.) wrote:
>
> >On 31 Mar 2000 18:46:09 , Boosta wrote:
> >>Hi,
> >>
> >>I remember playing this game on a friend's atari 800 about 15 years
> >>ago and I'd like to be able to track it down.
> >>
> >>It's a plan view strategy game where you control troops and a
> >>helicopter.
> >>
> >>I think it was vertical scroll only so it's definately NOT choplifter.
> > >
> > >Is it the one where you are trying to rescue other troops in an enemy
> > >fortress?
> > >
> > >Edward S. Baiz Jr.
> > > (Gamer)
> > >---
> > >HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > > Photo 700 printer, 56k US Robotics Modem
> > >PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> > > Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> > > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> > >---
> > >
> > >
> > >
> > >Edward S. Baiz Jr.

> > (Gamer)
> >---
> >HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, 56k US Robotics Modem
> >PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> > Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> >---
> >
>

2088. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <wtuF4.29478$6b1.543422@news1.online.no>
Source record: 45649

Yes, I've been trying to find the name, but it just wouldn't pop in. That's what I think it is too.

Aaron Wheeler <aaronat@ihug.co.nz> wrote in message news:8c5rg8$771$1@news.ihug.co.nz...
> This is definitely Air Support. Great game!!
>
> > I don't think a fortress was involved. All I remember was that there
> > were a lot of troops on the ground viewed from above and I think the
> > helecopter could bomb them.
> >
> > It scrolled up and down and I think you could control the movement of
> > the troops but maybe i'm deluded.
> >
> > Boosta.
> >
> >
> >
> > On Sat, 01 Apr 2000 14:35:46 GMT, ebaiz@skyenet.net (Edward S. Baiz
> > Jr.) wrote:
> >
> > >On 31 Mar 2000 18:46:09 , Boosta wrote:
> > >>Hi,
> > >>
> > >>I remember playing this game on a friend's atari 800 about 15 years
> > >>ago and I'd like to be able to track it down.
> > >>
> > >>It's a plan view strategy game where you control troops and a
> > >>helicopter.
> > >>
> > >>I think it was vertical scroll only so it's definately NOT choplifter.
> > >
> > >Is it the one where you are trying to rescue other troops in an enemy
> > >fortress?
> > >
> > >Edward S. Baiz Jr.
> > > (Gamer)
> > >---
> > >HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > > Photo 700 printer, 56k US Robotics Modem
> > >PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> > > Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> > > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

> > >---
> > >
> > >
> > >
> > >Edward S. Baiz Jr.
> > > (Gamer)
> > >---
> > >HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > > Photo 700 printer, 56k US Robotics Modem
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> > > Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> > > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> > >---
> > >
> >
>
>

2089. Re: Amdek 3 inch disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <8c7ees$3u6$1@nw001t.infi.net>
Source record: 45650

I had one of these Amdek 3" drives in the mid-80's and could not find the disks for it then - I imagine they'd be really hard (if not impossible) to find now. But since the drive could be used to control external floppies (I had a couple of TEAC Quad density drives hung on mine), I bet you could figure out a way to change those mechanisms.

--
Cabell Clarke
email: cabell@richmSPAMNOond.infi.net
A8Site: http://www.geocities.com/siliconvalley/node/6969
A8BBS: telnet://cabell.tzo.com 12a - 6a daily

Marshall Walker <mwalker@mc.net> wrote in message
news:38e35764$0$3360@wodc7nh0.news.uu.net...
> There is an auction available for a set of Amdek Disk Drives, those 3 inch
> disks.. does anyone know if the disks are still available anywhere?
>
> Thanks
>
>
>
> --
> Marshall Walker
> mwalker@mc.net
>
>

2090. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <qDHF4.1351$H%3.8231@newsfeed.slurp.net>
Source record: 45651

On 1 Apr 2000 20:33:10 G, "Anthony Rudzki" wrote:
>>
>> I don't think a fortress was involved. All I remember was that there
>> were a lot of troops on the ground viewed from above and I think the
>> helecopter could bomb them.
>>
>> It scrolled up and down and I think you could control the movement of
>> the troops but maybe i'm deluded.
>>
>There was a game made by synapse like this, not Ft apocalypse though.....
>
>
>tony

That is the game I was referin to. Fort Apocalypse is an anwsome game.
Too bad is it on tape. Takes a LONG time to load, but it is worth it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2091. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <0_IF4.29780$6b1.549882@news1.online.no>
Source record: 45652

> >> I don't think a fortress was involved. All I remember was that there
> >> were a lot of troops on the ground viewed from above and I think the
> >> helecopter could bomb them.
> >>
> >> It scrolled up and down and I think you could control the movement of
> >> the troops but maybe i'm deluded.
> >>
> >There was a game made by synapse like this, not Ft apocalypse though.....
> >
> >
> >tony
>
> That is the game I was referin to. Fort Apocalypse is an anwsome game.
> Too bad is it on tape. Takes a LONG time to load, but it is worth it.

That can't be right, if you posted the original message. First, Fort Apocalypse is viewed from side, and secondly, it scrolls more than up and down.

2092. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: MouseDad <mousedad@aol.com>
Message-ID: <8c7tdq$p7q$1@news.value.net>
Source record: 45653

the original description sounded like "Air Support"

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:0_IF4.29780$6b1.549882@news1.online.no...
> > >> I don't think a fortress was involved. All I remember was that there
> > >> were a lot of troops on the ground viewed from above and I think the
> > >> helecopter could bomb them.
> > >>
> > >> It scrolled up and down and I think you could control the movement of
> > >> the troops but maybe i'm deluded.
> > >>
> > >There was a game made by synapse like this, not Ft apocalypse
though.....
> > >
> > >
> > >tony
> >
> > That is the game I was referin to. Fort Apocalypse is an anwsome game.
> > Too bad is it on tape. Takes a LONG time to load, but it is worth it.
>
> That can't be right, if you posted the original message. First, Fort
> Apocalypse is viewed from side, and secondly, it scrolls more than up and
> down.
>
>
>
>

2093. Re: Assembler Editor as a ROM file..

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <20000402161739.15574.00001489@nso-fi.aol.com>
Source record: 45654

I could help if you used a valid email address.

2094. Re: Need some help PLEASE

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <20000402161740.15574.00001490@nso-fi.aol.com>
Source record: 45655

Try www.myatari.com for B&C Computervisions. They have a complete Portfolio section.

2095. Re: Atari computer parts

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <20000402161742.15574.00001491@nso-fi.aol.com>
Source record: 45656

Try www.myatari.com to see the parts you need. B&C has been a good source for me for years.

2096. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <20000402161744.15574.00001492@nso-fi.aol.com>
Source record: 45657

In article <38E5D36D.EEBA6139@texas.net>, "m.j.beau" <mjzbeau@texas.net>
writes:

>Re: Is Bob Klaas insane?
>
>I wouldn't know... Due to Bob Klaas' relentless multiple post spamming
>of various newsgroups with links to his ebay auctions, I was compelled
>to killfile him some time ago. Is all that spamming of the newsgroups
>with ebay links really worth it to perhaps bump up your auction a
>quarter or fifty cents?... He obviously thinks so.
>

Wait a sec. Bob hardly ever uses eBay. Bob is that straight shooter who puts
his stuff up for sale here and only here. His prices are great, like he's just
trying to get rid of his stuff to people he thinks will care for the equipment.
You must be confusing him with someone else.

2097. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10004021621560.101-100000@TT030>
Source record: 45658

On Sun, 2 Apr 2000, Edward S. Baiz Jr. wrote:

> On 1 Apr 2000 20:33:10 G, "Anthony Rudzki" wrote:
> >>
> >> I don't think a fortress was involved. All I remember was that there
> >> were a lot of troops on the ground viewed from above and I think the
> >> helecopter could bomb them.
> >>
> >> It scrolled up and down and I think you could control the movement of
> >> the troops but maybe i'm deluded.
> >>
> >There was a game made by synapse like this, not Ft apocalypse though.....
> >
> >tony
>
> That is the game I was referin to. Fort Apocalypse is an anwsome game.
> Too bad is it on tape. Takes a LONG time to load, but it is worth it.

I used to love that game! I had it as a disk image, loaded way faster.
;-)

Lonny Pursell atari@bright.net http://www.bright.net/~atari/

2098. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <HEOF4.451$nh7.2401501@nnrp1.proxad.net>
Source record: 45659
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

MrGadget <Nospam@nospam.com> a crit dans le message :
XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca...
> Is there a way to record and read back cassette programs as sound files? I
> thought I saw something posted once about this.

I don't think any cassette prgs were ever made for the ST. Check your
crossposts please!

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

2099. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <Z_OF4.4501$s56.8751@typhoon.tampabay.rr.com>
Source record: 45660

>Wait a sec. Bob hardly ever uses eBay. Bob is that straight shooter who
puts
>his stuff up for sale here and only here. His prices are great, like he's
just
>trying to get rid of his stuff to people he thinks will care for the
equipment.

I agree. That's my experience with Bob also. He gives good deals, and is
honest.

--mb

2100. Re: Is Bob Klaas insane?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-02 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <38E80228.1589@volcano.net>
Source record: 45661

Bostone1 wrote:
>
> In article <38E5D36D.EEBA6139@texas.net>, "m.j.beau" <mjzbeau@texas.net>
> writes:
>
> >I wouldn't know... Due to Bob Klaas' relentless multiple post spamming
> >of various newsgroups with links to his ebay auctions, I was compelled
> >to killfile him some time ago.
>
> Wait a sec. Bob hardly ever uses eBay.
[snip]
> You must be confusing him with someone else.

He is... the ebay spammer in question is named "Bud Klass"
(budklass@sprynet.com.)

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

2101. 600XL DIED TODAY PLEASE HELP

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <soQF4.1137$sB3.548@news.indigo.ie>
Source record: 45662

Hi,My 600xl died today,i was playing bounty bob strikes back(can not get away from it)today,stepped out of the room for a few minutes,came back in and all i see is a black screen,switched the computer off,switched it back on and still a black screen,So if somebody knows what is wrong please help?,I hope it is not gone for ever!,I would hate to lose it..........Thanks David......

2102. Questron

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <8c97p6lnj1@bob.news.rcn.net>
Source record: 45663

I've been looking for an image of this game for a *very* long
time. Has anyone seen it anywhere? If not is there a reason? Copy
protection, etc...

--
B r i a n S t u r k E.E. / Software Eng.
http://www.nh.ultranet.com/~bsturk

2103. Questionaire for possible new product release

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: Edward Williams <zsystems@classicnet.net>
Message-ID: <segalvi1eop73@corp.supernews.com>
Source record: 45664

Hello,
I'm Edward Williams of The Arkansas Museum of Computing, I'd like to ask a
few questions of the 8-Bit Community.

1. Do you use a Real Atari 8-bit or an Emulator?

2. If you do use a Real 8-Bit would you be interested in new hardware?

3. If it we're available at a reasonable price would you buy a Hard Drive
for your 8-Bit?

4. How would you prefer it interface?
I. Joystick Ports
II. Cartridge Port
III. Processor Bus Interface
IV. SIO Port

5. Would you want a Hard Drive installed or User Installed Hard Drive?

6. And last the most important Question How much would you pay?
(a) $50-$99 (b) $100-$149 or (c) $150+

Thanks for your time
Edward Williams
Arkansas Museum of Computing

Please Respond to:
Webmaster@classicomputers.org

2104. Re: New BASIC Compiler for ATARI XL/XE 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8c9omt$a8p$1@kohl.informatik.uni-bremen.de>
Source record: 45665

Jeffrey Glen Jackson <jeff@jeff-jackson.com> wrote:
> debugging version of said environment is. (Oh yeah, if you look at the
> source, keep in mind I have 15 years of experience now, and my coding and
> commenting style is much better now :-)

Real coders don't comment. ;)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

2105. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: alanmcminswa@home.com
Message-ID: <38e86e4c@news.nuthinbutnews.com>
Source record: 45666
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>, Nospam@nospam.com says...
>
>Is there a way to record and read back cassette programs as sound files? I
>thought I saw something posted once about this.
>
>
You want to make copies of data file cassettes? Play on one and record on the other. (which is how I used to make copies of Zaxxon 15 years ago, their ridiculous copy protection only made loading the game harder to do). The cassettes are audio. You might want to clean the heads on the cassette players, it don't take much to screw up the recordings.

2106. Re: New BASIC Compiler for ATARI XL/XE 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: Amiga2000@bigpond.com
Message-ID: <38e89945@naylor.cs.rmit.edu.au>
Source record: 45667

I noticed this from Thomas Meyer, and it made me think:

::::}Real coders don't comment. ;)

Coders who don't comment spend thousands of hours in maintainance just
trying to figure what a routine actually does!

--
[*]--[_][%][X]
|Christopher John Harrison | charriso@cs.rmit.edu.au|_
	cjh@consultant.com	
	Amiga2000@bigpond.com	
_____________________	_____________________	
Duty Programmer & CS108 Lab Assistant.	
|Vintage Computer Collector & Restorer. | |
--- |
|____|

2107. Atari Tech manuals back online

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <OR0G4.5140$s56.11040@typhoon.tampabay.rr.com>
Source record: 45668

Darren's tech manual Archive is back online...

http://www.atariworld.com/tech_info/manuals.html

If you have any to add please email Darren or webmaster@atariworld.com

AtariWorld was setup to be an Atari User Information Store for Atari users
by Atari users.

2108. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: asdf@asdf.asdf
Message-ID: <c33G4.7$di.115@twister>
Source record: 45669

>
> MrGadget <Nospam@nospam.com> a &#65533;crit dans le message :
> XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca...
> > Is there a way to record and read back cassette programs as sound files? I
> > thought I saw something posted once about this.
>
> I don't think any cassette prgs were ever made for the ST. Check your
> crossposts please!
>
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://bales.online.fr/atari online.fr
>
>
>
> .
>

2109. Re: 600XL DIED TODAY PLEASE HELP

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <38E8BED6.B8CDAA39@agnld.uni-potsdam.de>
Source record: 45670

David Matthews wrote:

> Hi,My 600xl died today,i was playing bounty bob strikes back(can not get
> away from it)today,stepped out of the room for a few minutes,came back in
> and all i see is a black screen,switched the computer off,switched it back
> on and still a black screen,So if somebody knows what is wrong please
> help?,I hope it is not gone for ever!,I would hate to lose
> it..........Thanks David......

Did you play the cart version of BBSB? If yes, it's likely your cart died
instead of the XL (have you switched on/off with or without cart?).

Bye,

Andre

2110. SID System... updated.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: David Lloyd <dmlloyd@atari-central.com>
Message-ID: <Pine.LNX.4.10.10004031402480.9279-100000@saruman.ws.inxpress.net>
Source record: 45671

Well, this weekend I finished redesigning the SID PBI expansion. Now it will function (well, pending prototypes) as a proper PBI device. You can select the "ID" number using a selector switch. Also, on the PCB that I will be ordering (hopefuilly this weekend?), there will be one (or maybe two) male XL-style PBI header(s) for further expansion. The decode circuitry I made is capable of handling up to 16K of bank-switched ROM, and up to 4K of bank-switched RAM (not that I'll acutally *use* that much!).

The design now includes no less than *four* PALs: two 16L8s, one 16R4, and one 16R8.

The most recent addition is one 6522 VIA, for bank-switching control, timers (with interrupts), and a shift register which can interface to a serial-type mixer device.

There's now so many devices crammed in there that all but six bytes of the $D1 page are used up! Also, it is going to require an external 12 Volt DC supply, to prevent drain on your poor Atari.

My main worry is that this device is going to be very large... 8 SIDs, 4 PALs, about 5 or so miscellaneous buffers, 2 decoders, a whole bunch of op-amps.... I hope I can squeeze it all together with a minimum of noise!

I'm going to _try_ to offer both a high-level software driver (for playing MIDI files directly) and a low-level driver (for those who like to access the registers directly).

In all likelihood I'll finish the hardware design long before the software; but I will keep a current version posted on my website at all times once I begin work on it. For any who are interested, I will post a message when I have begun development on the software (I may design a MIDI interface first, for testing purposes).

Also, I will post the PAL listings as soon as I compile them (I'm waiting for a new monitor cable to come in for my PC before I can do that).

The URL for this project is here:

http://www.atari-central.com/hardware/projects/sid_system/

There's not much here, but there should be by this weekend: PAL listings, *maybe* part of the schematic, and *maybe* a hardware manual.

- D

2111. Re: 600XL DIED TODAY PLEASE HELP

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <20000403155724.15574.00002129@nso-fi.aol.com>
Source record: 45672

David Matthews wrote:

> Hi,My 600xl died today,i was playing bounty bob strikes back(can not get
> away from it)today,stepped out of the room for a few minutes,came back in
> and all i see is a black screen,switched the computer off,switched it back
> on and still a black screen,So if somebody knows what is wrong please
> help?,I hope it is not gone for ever!,I would hate to lose
> it..........Thanks David......

Turn the TV back on, for crying out loud! :)

2112. help with 850

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000403214108.35239A@jonf.cix.co.uk>
Source record: 45673

quick back ground.

I have returned to atari 8 bit after many years away (I regretted selling my old 800xl +bits to pay for my first pc for university) Now I have been building a new collection. I have an 800xl, 130xe, 1010, 1050 and an 810

And now I have got my hands on something I only heard about before, an 850 interface. However, no manual, no power pack and no software!

so can any one advise me on a power pack (volt/ampage, pin or collar positive etc) Please don't say get one from a supplier as they tend to be US based and their power packs are NFG for the uk.

I found some online stuff re documentation, any idiots guides out there though.

was any software needed for it? I assume not (only for specific tasks/programs etc)

My eventual desire is to use it for pulling files off my PC (the games I used to play and love, utilities etc) which can be found on the internet, and establishing a modem connection to a unix shell account I have and maybe printer connection.

TVM, Jon-Paul

2113. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <sN7G4.137$wl6.1287@newsfeed.slurp.net>
Source record: 45674

On 2 Apr 2000 16:41:21 +, "Vidar \"Hawk\" Olavesen" wrote:
>> That is the game I was referin to. Fort Apocalypse is an anwsome game.
>> Too bad is it on tape. Takes a LONG time to load, but it is worth it.
>
>That can't be right, if you posted the original message. First, Fort
>Apocalypse is viewed from side, and secondly, it scrolls more than up and
>down.

No I am afraid it is right. I did not post the original message. You
are correct in that the game does not just scroll up and down.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2114. Re: 600XL DIED TODAY PLEASE HELP

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <uN7G4.138$wl6.1287@newsfeed.slurp.net>
Source record: 45675

On 3 Apr 2000 00:02:59 +, "David Matthews" wrote:
>Hi,My 600xl died today,i was playing bounty bob strikes back(can not get
>away from it)today,stepped out of the room for a few minutes,came back in
>and all i see is a black screen,switched the computer off,switched it back
>on and still a black screen,So if somebody knows what is wrong please
>help?,I hope it is not gone for ever!,I would hate to lose
>it..........Thanks David......
>

If it is blown, you can get parts or help from the sites below:

http://www.myatari.com/
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2115. Re: help with 850

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000403173232.27811.00000749@ng-ba1.aol.com>
Source record: 45676

>was any software needed for it? I assume not (only for specific
>tasks/programs etc)
>

IIRC the R: handler loaded itsely when booting the 850 interface withOUT a disk drive; required the Autorun.sys when using a drive. Saw the manual on line.. will attempt to track down.

-Ron

I don't have a solution but I admire the problem.

2116. Log On For FREE, Internet

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: HCeHEGGb@CaAICfWE.com
Message-ID: <8cb5t4$t6t$1@capella.ssft.ternopil.ua>
Source record: 45677

Thats right, Totally Free Internet Access, Just log on to

http://reallyfreeinternet.com and sign up. Instant access, No waiting. And best of all, No Ads Or Banners to spoil your surfing.

2117. Re: Questionaire for possible new product release

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8cb68v$2li$1@bob.news.rcn.net>
Source record: 45678

Edward Williams <zsystems@classicnet.net> wrote in message
news:segalvi1eop73@corp.supernews.com...
> Hello,
> I'm Edward Williams of The Arkansas Museum of Computing, I'd like to ask a
> few questions of the 8-Bit Community.
>
> 1. Do you use a Real Atari 8-bit or an Emulator?

After many, many years of using a real Atari, I had to give it up and am now
operating strictly in emulatiojn.

> 2. If you do use a Real 8-Bit would you be interested in new hardware?

I'm not using a real Atari, but I know that there are many who'd be
interested in new hardware.

> 3. If it we're available at a reasonable price would you buy a Hard Drive
> for your 8-Bit?

Hmmm. Good one. With BBSs disappearing, why would somebody get a hard
drive? Perhaps user group librarians or people with large collections of
software might need one. Programmers could benefit from one. But the
average user? Not sure.

> 4. How would you prefer it interface?
> I. Joystick Ports
> II. Cartridge Port
> III. Processor Bus Interface
> IV. SIO Port

I guess PBI would be fastest, probably followed by SIO port. The cart port
wouldn't be practical unless there was a way to pass a cart through, like
the old MIO-XE connector.

> 5. Would you want a Hard Drive installed or User Installed Hard Drive?

Again, this depends on who's using it and what their level of tech
competence would be.

> 6. And last the most important Question How much would you pay?
> (a) $50-$99 (b) $100-$149 or (c) $150+

Probably the stickiest question of all. You're bound to get a lot of (a),
and whether (b) or (c) is your final price might depend somewhat on how many
you sell. I think most people would balk at (c) but it might be the only
realistic figure.

> Thanks for your time
> Edward Williams
> Arkansas Museum of Computing
>
> Please Respond to:
> Webmaster@classicomputers.org
>

2118. Re: New BASIC Compiler for ATARI XL/XE 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-03 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8cbun1ctc1@news.storm.ca>
Source record: 45679

<Amiga2000@bigpond.com> wrote in message
news:38e89945@naylor.cs.rmit.edu.au...
> I noticed this from Thomas Meyer, and it made me think:
>
> ::::}Real coders don't comment. ;)
>
> Coders who don't comment spend thousands of hours in maintainance just
> trying to figure what a routine actually does!

Two words:

Job security.

2119. MULE

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-04 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <cGaG4.47540$Tn4.651951@news1.rdc2.pa.home.com>
Source record: 45680

Is MULE available anywhere on the net? I'm coming up 'no joy' so far. Lots of sites, but no images (.ATRs)

tony

Arudzki@home.net

2120. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-04 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <KocG4.5403$s56.14072@typhoon.tampabay.rr.com>
Source record: 45681

http://www.atariworld.com/8bit/atrfiles.html

M.U.L.E.

"Anthony Rudzki" <Arudzki@home.net> wrote in message
news:cGaG4.47540$Tn4.651951@news1.rdc2.pa.home.com...
> Is MULE available anywhere on the net? I'm coming up 'no joy' so far.
Lots
> of sites, but no images (.ATRs)
>
>
> tony
>
> Arudzki@home.net
>
>
>

2121. Atari software bundle on auction

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-04 00:00:00 UTC
From: Sheane and Bonnie Meikle <action1@telusplanet.net>
Message-ID: <9CfG4.33619$dc2.377515@news0.telusplanet.net>
Source record: 45682

```
Atari software bundle on auction
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=299726520

thanks for looking
Sheane
```

2122. Re: help with 850

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-04 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-tzeE07Jc7cqw@cth-analog-ts01-s2.cth.com.au>
Source record: 45683

On Sun, 3 Apr 3900 21:41:00, jonf@cix.co.uk (Jon-Paul Filkins) wrote:

> quick back ground.
>
> I have returned to atari 8 bit after many years away (I regretted selling
> my old 800xl +bits to pay for my first pc for university) Now I have been
> building a new collection. I have an 800xl, 130xe, 1010, 1050 and an 810
>
> And now I have got my hands on something I only heard about before, an 850
> interface. However, no manual, no power pack and no software!

The 850 uses the same power supply as the 1010, 1050, 810.
it is 9V ac at 1amp max. the 1050 and 810 PS are 9V AC at 3amp approx.
Does your 1050 PS have duel outputs?? the ones here in australia do.

James B

2123. help with 850

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-04 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000404093341.56557A@jonf.cix.co.uk>
Source record: 45684

quick back ground.

I have returned to atari 8 bit after many years away (I regretted selling my old 800xl +bits to pay for my first pc for university) Now I have been building a new collection. I have an 800xl, 130xe, 1010, 1050 and an 810

And now I have got my hands on something I only heard about before, an 850 interface. However, no manual, no power pack and no software!

so can any one advise me on a power pack (volt/ampage, pin or collar positive etc) Please don't say get one from a supplier as they tend to be US based and their power packs are NFG for the uk.

I found some online stuff re documentation, any idiots guides out there though.

was any software needed for it? I assume not (only for specific tasks/programs etc)

My eventual desire is to use it for pulling files off my PC (the games I used to play and love, utilities etc) which can be found on the internet, and establishing a modem connection to a unix shell account I have and maybe printer connection.

TVM, Jon-Paul

2124. Re: New BASIC Compiler for ATARI XL/XE 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-04 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8ccdn2kir1@plutonium.compulink.co.uk>
Source record: 45685

In article <8cbun1ctc1@news.storm.ca>, david_p@storm.ca (David A.
Paterson) wrote:
> Two words:
> Job security.
As in comment well or get fired for not doing you're job properly?

As an aside, statistically, the vast majority of programmers who can touch
type also put in lots of comments as it takes them a second or two to do
but pays off later. Those like myself who do the 2/4 finger stab tend to
use rather leaner amounts of comment unless prompted.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2125. Re: New BASIC Compiler for ATARI XL/XE 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-04 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8ccdn1kiq1@plutonium.compulink.co.uk>
Source record: 45686

In article <8c9omt$a8p$1@kohl.informatik.uni-bremen.de>,
i03a@zfn.uni-bremen.de (Thomas Meyer) wrote:

> Real coders don't comment. ;)
Ah but I don't write code (as in cryptic programs), I write software that
others can work with ;-)

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2126. Re: New BASIC Compiler for ATARI XL/XE 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-04 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <38E9C654.3CB4B34F@erols.comX>
Source record: 45687

Two more words:

Self Documenting :)

"David A. Paterson" wrote:

> <Amiga2000@bigpond.com> wrote in message
> news:38e89945@naylor.cs.rmit.edu.au...
> > I noticed this from Thomas Meyer, and it made me think:
> >
> > ::::}Real coders don't comment. ;)
> >
> > Coders who don't comment spend thousands of hours in maintainance just
> > trying to figure what a routine actually does!
>
> Two words:
>
> Job security.

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

2127. Re: Questionaire for possible new product release

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-04 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <38EA18C2.2A40F7A3@bellsouth.net>
Source record: 45688

Edward Williams wrote:

> Hello,
> I'm Edward Williams of The Arkansas Museum of Computing, I'd like to ask a
> few questions of the 8-Bit Community.
>
> 1. Do you use a Real Atari 8-bit or an Emulator?

Both, but emulator most of the time.

> 2. If you do use a Real 8-Bit would you be interested in new hardware?

I think just about any hardware add-ons one could want have been developed for the Atari. Most are just hard to find now. If you could obtain rights to some of the existing hardware add-ons (like the ICD MIO board) and make them available again, there might be some interest.

> 3. If it we're available at a reasonable price would you buy a Hard Drive
> for your 8-Bit?

Since mine crashed, the answer would be yes.

> 4. How would you prefer it interface?
> I. Joystick Ports
> II. Cartridge Port
> III. Processor Bus Interface
> IV. SIO Port
>

The preferred method would be the PBI; second SIO.

> 5. Would you want a Hard Drive installed or User Installed Hard Drive?

> Something the user could install would be the best approach. Most of the
> remaining Atari 8-bit users, including myself, are software and/or hardware
> hackers, so an installed system might not be as appealing to them/us.

> 6. And last the most important Question How much would you pay?
> (a) $50-$99 (b) $100-$149 or (c) $150+
>

Law of supply and demand applies here. Not much demand so price will have to be low.

> Thanks for your time
> Edward Williams
> Arkansas Museum of Computing
>

> Please Respond to:
> Webmaster@classicomputers.org

2128. Re: Help w/ SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sekc7sa8eop53@corp.supernews.com>
Source record: 45689

<eniac64@hotmail.com> wrote in message news:8cd5cg$7bt$1@nnrp1.deja.com...
> x-no-archive: yes
> I seem to be having some problems with the SIO2PC cable that I'm trying
> to build. I'm working off the schematic Clarence Dyson posted on his
> web page at http://www.redshift.com/~cdyson/howto-sio.html . I've built
> the cable exactly as the schematic indicates. I then went back and
> tested everything with a meter to make sure there were no shorts and all
> the pins connected to the proper components. The voltages he lists at
> the end of the document as normal for a working unit were almost
> identically what I had, with the exception of pin 13. But I think
> that's an error on Clarence's page. He lists +5VDC, and I
> understandably get 0V as its connected to ground. When I turn on my
> Atari 800XL it loads right into BASIC as if no drive is ready. The 800
> goes right into the memo pad. I tried both SIO2PC and APE 1.17 with no
> luck. I even loaded Hyperterminal at 19200bps and watched a bunch of
> repeating characters come across the PCs serial port when I turned on
> the Atari. So something is happening.
Corners it a bit => you probably have the Atari to PC RxD right.

I have to ask because there have been a number of people that have made this mistake in the past: Have you used the load ATR image from either APE or SIO2PC and assigned the image as drive 1? Neither APE or SIO2PC default to loading an image, so it is just like not having a drive if you don't load an image.

It has been a while, but I think both SIO2PC and APE have some diagnostics built in. There is a sub menu/option that gives a verbose indication of what is happening with SIO2PC anyway. You need to look for things like the command line transistioning.

Right now if I were you I would forget about pins 1-3, 7, 11-14, you probably have them right. Pins 4-6, 8-10, sound like the problems. Do things like check diode band direction. If nothing else, you can eliminate the 5.6k pull up resistor and cap to simplify the design a bit.

BTW: There are two types of color schemes used in Atari cables. The ones from Chelco have a different color coding. I have also just repaired an APE cable that had a broken line in it, so check for continuity just to make sure.
> Additional info... I'm using a Motorola MC1489P and connected pin 6 to
> the PC's RI pin.
> Does anybody have any suggestions? Should I try the 14C89 or MAX232
> version or the 2-chip design?
Shouldn't make a dif.
>Have others had success at this

> particular implementation?
Yes
>Do any of these designs require a null
> adapter?
No.

2129. FA: Large 8 Bit collection

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-04 00:00:00 UTC
From: Jonathan Roberts <carsen80@hotmail.com>
Message-ID: <8cd0j3qj2@hbunn2.ha.uk.sbphrd.com>
Source record: 45690

Hi all

I've a large 8 bit collection up for auction on Ebay. I bought it all about six months ago and have had a lot of fun with it. but alas space and money considerations have lead to this.

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=300559085

Thanks

--
The opinions expressed in this communication are my own, and do not necessarily reflect those of my employer.

2130. Re: New BASIC Compiler for ATARI XL/XE 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8cempd$7fs$1@kohl.informatik.uni-bremen.de>
Source record: 45593

ilaskey@cix.compulink.co.uk wrote:
>> Two words:
>> Job security.

> As in comment well or get fired for not doing you're job properly?

No, as in don't comment so you're the only one who can change it later.

Bye,
Thomas

PS: And you guys need learn how to take a joke once in a while.
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

2131. Atari and VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <38EAE7A6.D7CAC8B6@siemens.at>
Source record: 45594

Hi,

recently I bought a VGA-801-A from Matco (a device to translate
composite video to VGA signal, costs new 69$). Yesterday I
connected my 800XL (PAL, no video modifications) to a multisync
monitor with it and I have to say its great. Although I used a
monitor (RGB) before, the picture is much better on the multisync.
Maybe I'll buy a second one as backup as I never again will be
satisfied with less.
BTW, the address of Matco is www.mat-co.com, they accept orders from
europe too, but postage to europe is quite high (I paid >40$).

Gerhard

2132. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38EB1679.63ED2B72@mail.uni-mainz.de>
Source record: 45595
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Alan Mc Mindes schrieb:
>
> In article <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>, Nospam@nospam.com
> says...
> >
> >Is there a way to record and read back cassette programs as sound files? I
> >thought I saw something posted once about this.
> >
> >
> You want to make copies of data file cassettes? Play on one and record on the
> other. (which is how I used to make copies of Zaxxon 15 years ago, their
> ridiculous copy protection only made loading the game harder to do). The
> cassettes are audio. You might want to clean the heads on the cassette
> players, it don't take much to screw up the recordings.

Hello,
ask Bo and Ernest Schreurs about their Cas to WAV converter program...
quite interesting background story !! Besides, copying from (Hifi-)Tape
to Tape is easier and to a digital destination (like DAT, DCC, MD, CDR,
CDRW) is far secure (but wastes to much memory). greets- Andreas
magenheimer

P.S. Why not keep the cassettes as original source and use a disk-file
as backup... (if you own the original program, you are allowed to have
backups on any medium)

2133. advice on copying files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000405113706.37515A@jonf.cix.co.uk>
Source record: 45596

I have a 5 1/4 inch disk drive on my pc, any way of fooling the PC into
treating it a 1050 compatable drive?
I am thinking it should be possible to copy atr files to an atari?
Or has this been tried and found not possible?
jp

2134. Re: New BASIC Compiler for ATARI XL/XE 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8cf57b$886$1@plutonium.compulink.co.uk>
Source record: 45597

In article <8cempd$7fs$1@kohl.informatik.uni-bremen.de>,
i03a@zfn.uni-bremen.de (Thomas Meyer) wrote:

> ilaskey@cix.compulink.co.uk wrote:
> >> Two words:
> >> Job security.
>
> > As in comment well or get fired for not doing you're job properly?
>
> No, as in don't comment so you're the only one who can change it later.
Hmm, where I work they'd dump the code, fire you and start again with
someone who was more professional about their coding standards!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2135. Re: Questionaire for possible new product release

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38EB1979.7C78108A@mail.uni-mainz.de>
Source record: 45598

> Edward Williams <zsystems@classicnet.net> wrote in message
> news:segalvi1eop73@corp.supernews.com...
> > Hello,
> > I'm Edward Williams of The Arkansas Museum of Computing, I'd like to ask a
> > few questions of the 8-Bit Community.
> >
> > 1. Do you use a Real Atari 8-bit or an Emulator?
>
> After many, many years of using a real Atari, I had to give it up and am now
> operating strictly in emulatiojn.
>
> > 2. If you do use a Real 8-Bit would you be interested in new hardware?
>
> I'm not using a real Atari, but I know that there are many who'd be
> interested in new hardware.
>
> > 3. If it we're available at a reasonable price would you buy a Hard Drive
> > for your 8-Bit?
>
> Hmmm. Good one. With BBSs disappearing, why would somebody get a hard
> drive? Perhaps user group librarians or people with large collections of
> software might need one. Programmers could benefit from one. But the
> average user? Not sure.
>
> > 4. How would you prefer it interface?
> > I. Joystick Ports
> > II. Cartridge Port
> > III. Processor Bus Interface
> > IV. SIO Port
>
> I guess PBI would be fastest, probably followed by SIO port. The cart port
> wouldn't be practical unless there was a way to pass a cart through, like
> the old MIO-XE connector.
>
> > 5. Would you want a Hard Drive installed or User Installed Hard Drive?
>
> Again, this depends on who's using it and what their level of tech
> competence would be.
>
> > 6. And last the most important Question How much would you pay?
> > (a) $50-$99 (b) $100-$149 or (c) $150+
>
> Probably the stickiest question of all. You're bound to get a lot of (a),
> and whether (b) or (c) is your final price might depend somewhat on how many

> you sell. I think most people would balk at (c) but it might be the only
> realistic figure.
>
> > Thanks for your time
> > Edward Williams
> > Arkansas Museum of Computing
> >
> > Please Respond to:
> > Webmaster@classicomputers.org
> >

Hello Edward,
1) I own and use original 8Bit Ataris, like XL, XE and XEGS computers
and 1050(with speeder) plus XF551 and XF351 floppy drives...
2) Yes, new hardware sounds good, if there is also some software support
(software that uses it !!) Examples:
- sound enhancements (Pokey/Gumby, Covox, SID, AMY, other sound chips,
sound cards)
- graphic enhancements (more Antic+GTIA chips, other graphic chips,
graphic cards)
- peripheral enhancements (3,5" floppy drives, hard drive interfaces,
Zip drives, CD-Roms, etc.)
3)Yes, I would buy a harddrive interface, may it be SCSI or IDE...
4)I would prefer PBI (Parallel Bus Interface, standard on most XL
computers, with adapter also on XE computers...)
5) I would like to install my own harddrive (thus merely the
interface+software drivers would be needed)
6) without a harddrive, the interface should be avaiable at a price of
50-99 dollars ...
greetings - Andreas magenheimer

2136. Re: XF551 Mechs

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38EB1C65.25A09355@mail.uni-mainz.de>
Source record: 45599

LLpwhite schrieb:
>
> Anyone ever see anything other than a
> Mitsumi mechanism in a (stock)
> XF551? Anyone know if the Atari PC
> 5-1/4" drive (PCF554?) used the same mech?
> Larry White

Hello,
here in Europe (Germany) we have had many different Xf drive mechs, I merely own Mitsumi and Chinon, but friends of mine also have other mechs which came originally with the Atari XF... andreas magenheimer

2137. Re: Ape'98 First Release Version Up

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38EB1DD5.F11E1E5A@mail.uni-mainz.de>
Source record: 45600

"Steven J. Tucker" schrieb:
>
> Hi Everyone,
>
> I've posted the first public release of Ape'98/ProSystem'98 at:
>
> http://www.nacs.net/~classics/ape/download/ape98trial.exe
>
> There are no links to it on the web site yet, so this is the only
> way to download it. The download is approx 2mb, and requires you have
> Windows 95 or 98 installed.
>
> Ape'98 has been under construction seemingly forever :) I hope you
> find it useful.
>
> Steve
>
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

Hello steve,
maybe I am a little antiquated (aren`t we all - using Atari 8Bits) but
could you please pack the program, so it will fit on a 1.44MB diskette
?!? It is so hard to write onto a CD-ROM (no ZIP, Jazz, CD-R, etc.
avaiable here)... greets - Andreas magenheimer

2138. Re: Questionaire for possible new product release

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <38EB262C.7D2A8277@erols.comX>
Source record: 45601

What about hooking a Zip drive to the 8bit? That would probably give the longest lasting solution since as HD's go back they may not be available in the future vs there's ton's of 100MB Zip disks floating around.

I would prefer a SIO hookup since it would work with all Atari's. What are the advantages of having the PBI hookup vs SIO?

Andreas Magenheimer wrote:

> > Edward Williams <zsystems@classicnet.net> wrote in message
> > news:segalvi1eop73@corp.supernews.com...
> > > Hello,
> > > I'm Edward Williams of The Arkansas Museum of Computing, I'd like to ask a
> > > few questions of the 8-Bit Community.
> > >
> > > 1. Do you use a Real Atari 8-bit or an Emulator?
> >
> > After many, many years of using a real Atari, I had to give it up and am now
> > operating strictly in emulatiojn.
> >
> > > 2. If you do use a Real 8-Bit would you be interested in new hardware?
> >
> > I'm not using a real Atari, but I know that there are many who'd be
> > interested in new hardware.
> >
> > > 3. If it we're available at a reasonable price would you buy a Hard Drive
> > > for your 8-Bit?
> >
> > Hmmm. Good one. With BBSs disappearing, why would somebody get a hard
> > drive? Perhaps user group librarians or people with large collections of
> > software might need one. Programmers could benefit from one. But the
> > average user? Not sure.
> >
> > > 4. How would you prefer it interface?
> > > I. Joystick Ports
> > > II. Cartridge Port
> > > III. Processor Bus Interface
> > > IV. SIO Port
> >
> > I guess PBI would be fastest, probably followed by SIO port. The cart port
> > wouldn't be practical unless there was a way to pass a cart through, like
> > the old MIO-XE connector.
> >
> > > 5. Would you want a Hard Drive installed or User Installed Hard Drive?
> >

> > Again, this depends on who's using it and what their level of tech
> > competence would be.
> >
> > > 6. And last the most important Question How much would you pay?
> > > (a) $50-$99 (b) $100-$149 or (c) $150+
> >
> > Probably the stickiest question of all. You're bound to get a lot of (a),
> > and whether (b) or (c) is your final price might depend somewhat on how many
> > you sell. I think most people would balk at (c) but it might be the only
> > realistic figure.
> >
> > > Thanks for your time
> > > Edward Williams
> > > Arkansas Museum of Computing
> > >
> > > Please Respond to:
> > > Webmaster@classicomputers.org
> > >
>
> Hello Edward,
> 1) I own and use original 8Bit Ataris, like XL, XE and XEGS computers
> and 1050(with speeder) plus XF551 and XF351 floppy drives...
> 2) Yes, new hardware sounds good, if there is also some software support
> (software that uses it !!) Examples:
> - sound enhancements (Pokey/Gumby, Covox, SID, AMY, other sound chips,
> sound cards)
> - graphic enhancements (more Antic+GTIA chips, other graphic chips,
> graphic cards)
> - peripheral enhancements (3,5" floppy drives, hard drive interfaces,
> Zip drives, CD-Roms, etc.)
> 3)Yes, I would buy a harddrive interface, may it be SCSI or IDE...
> 4)I would prefer PBI (Parallel Bus Interface, standard on most XL
> computers, with adapter also on XE computers...)
> 5) I would like to install my own harddrive (thus merely the
> interface+software drivers would be needed)
> 6) without a harddrive, the interface should be avaiable at a price of
> 50-99 dollars ...
> greetings - Andreas magenheimer

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

2139. Re: Atari CO numbers (was Re: Atari Chip Numbers?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8cfbk9aqd1@nets3.rz.RWTH-Aachen.DE>
Source record: 45602

Howdy folks

>Does anyone know any reference that will tell me what Atari chip numbers
>correspond to which chips? For instance I'd like to figure out whether
>I've got a GTIA or a CTIA here, but all I've got are C-numbers on the
>chip. Thanks in advance for any help.

Does anybody have a list of ALL the Atari CO numbers?
The Best Electronics Catalog is great, but if I wanna look up a number (without knowing where the number or the part belongs to) it's as easy as looking thrue the phone book to find someones name.

(btw I did that once. I knew her first name and the street she lived in. Toke me 4 hours to find here.)

CU Mathy van Nisselroy

2140. Re: Roy Goldman & Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8cfbt3aqd2@nets3.rz.RWTH-Aachen.DE>
Source record: 45603

Howdy Marshall, folks

>Well all,
>
>I found him.
>
>here's his web page out on the WWW
>
>http://www-db.stanford.edu/~royg/index.html
>
>he's going to Stanford University.
>
>If you go under his Work page, you'll find out about Daisy Dot III.
>
>I'm waiting to hear back from him to see if he has the program anymore.
>
>later.
>
>Marshall

I hope he responds. I've been using DD3 ever since it got out. (I paid for DD2, walked from the Post Office to the bookshop, picked up ANTIC and found out that DD3 was ready). If only that darn Canon would spray round dots instead of square ones.

Cu Mathy van Nisselroy

2141. Re: Need Porfolio Card Drive Software

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <8cfc5ihim1@news.xmission.com>
Source record: 45604

Dark <Nospam@nospam.com> wrote:
> I have a Portfolio Card Drive but no disk for the unit. Can someone send me
> a copy of the driver that is needed to run the interface card on the PC?

Sending you a .ZIP of my disk. I assume you're wanting the driver for the
parallel connected PC Card drive? HPC-301?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2142. Re: atari XE dead :(

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8cfcf4aqd3@nets3.rz.RWTH-Aachen.DE>
Source record: 45605

Howdy

>I have a good XE system that my dad got me when I was in 6th
>grade but my SHIFT keys are stuck. I took the keyboard apart to
>clean out dust since I had it in a box for 10 years but it still
>didn't work.
>
>Anyone know where I can order a keyboard for one or how I can
>fix this.

Try Best Electronics (www.best-electronics-ca.com) or B&C Computervision.

BTW get the Best Electronic Catalog for $10. It's the closest thing we'll ever
have to an Atari 8 bit encyclopidia

CU Mathy van Nisselroy

2143. Re: Commodore 1084S Monitor>800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8cfd13aqd4@nets3.rz.RWTH-Aachen.DE>
Source record: 45606

Howdy Frank

>Ii¿½ve just bought a second-hand Commodore 1084S monitor which Ii¿½d like to
>connect to my 800XL. Ii¿½ve read in the FAQ thereï¿½s a certain signal lacking
>just on the XL computers so an additional hardware solution is required.
>
>My questions are
>
>1) What kind of cable should be used for the mentioned monitor?
>2) What is the extra hardware I need? Should I rather get an XE to avoid
>that?

You don't need the missing signal. Just get yourself:

One "stereo to stereo" cable. (like the one you use to connect your amplifier
to your tuner)
One 5 pin DIN (Male) to 4 connectors "that plug into the stereo-to-stereo
cable"

You could buy a 5 pin DIN to 2 connectors "...." but one of the connectors is
connected to the wrong pin.

That's all.

CU Mathy van Nisselroy

2144. Schematic B of Philips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8cfdtraqd5@nets3.rz.RWTH-Aachen.DE>
Source record: 45607
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Howdy folks

I recently wanted to look at the schematics of my Philips CM8833 and to my horror discovered that "schematic B" is nowhere to be found. Could somebody please tell me where I can find it.

CU Mathy van Nisselroy

PS Schematic B shows part of the RGB circuit.

2145. Re: Schematic B of Philips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: Raymond Carlsen <rrcc@u.washington.edu>
Message-ID: <Pine.A41.4.21.0004050940570.206798-100000@homer01.u.washington.edu>
Source record: 45608
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> I recently wanted to look at the schematics of my Philips CM8833 and to
> my horror discovered that "schematic B" is nowhere to be found. Could
> somebody please tell me where I can find it.
> PS Schematic B shows part of the RGB circuit.

Mathy,
From what I understand, the CM8833 is equivalent to a Commodore 1084.
I don't have an exact 1084 (no suffix) manual, but have scanned schematics
for half a dozen Commodore monitors. From what I know, the 1902A is similar
to the 1084, and I have that one. Let me know if you want me to send you
the .gif files for the 1902A.

PS A friend is working on getting all my schematics up on a website. I'll
let everyone here on comp.sys.cbm know when it's ready.

Ray

2146. Re: advice on copying files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38eb78e0$0$1374@news.erinet.com>
Source record: 45609

(Wants to copy ATRs to disk, using PC).
The solution is to use a sio2pc or ape cable.
It is theoretically possible to copy a dbl density (180k) atr to a
disk using the pc. Most of the atrs you want to copy to disk are probably
single density disk images tho (90k) and that can't be done, essentially.
russg

2147. Re: Commodore 1084S Monitor>800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000405172151.06588.00001178@ng-fa1.aol.com>
Source record: 45610

Correct, you don't NEED the signal unless you want a slightly better display on those great old C=64 monitors. The XL/XE's have only the video & audio at the jack whereas the earlier 800 had a two component video signal consisting of Chroma and Luminance. Check the pinouts here:
http://www.atari8bit.tmfweb.nl/pinouts.htm#monitor
and the video enhancement mods here:
http://www.redshift.com/~cdyson/atari.html

>>1) What kind of cable should be used for the mentioned monitor?
>>2) What is the extra hardware I need? Should I rather get an XE to avoid that?
>
>You don't need the missing signal. Just get yourself:
>
>One "stereo to stereo" cable. (like the one you use to connect your
>amplifier to your tuner)
>One 5 pin DIN (Male) to 4 connectors "that plug into the stereo-to-stereo
>cable"
>
>You could buy a 5 pin DIN to 2 connectors "...." but one of the connectors is
>connected to the wrong pin.

-Ron

I don't have a solution but I admire the problem.

2148. Help with identifying CSS Operating System Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8cgodg$g9h$1@news.storm.ca>
Source record: 45611

I recently acquired an 800xl with a CSS Operating System upgrade installed. The daughterboard is marked (C) 1984, which makes me suspect it predates the Ultra Speed Plus OS.

There's a two position switch: in one position, it boots to the standard XL OS; in the other, it boots to a blank GR.0 screen, where I can type anything, but it has no effect. Booting with OPTION held down in the second OS takes me to the BASIC READY prompt.

I suspect the alternate OS is 400/800 compatible, with the "MEMO PAD" title removed (copyright reasons?). Does anyone have any info on early CSS OS upgrades for the XLs?

I've looked at the CSS website (www.nleaudio.com/css) but I don't believe this upgrade appears there... and I sold off my Antics and ANALOGs long ago.

Any help would be most appreciated.

David P.

2149. Commodore 1084S Monitor>800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: Frank Schroeder-Hoeftmann <fsh@zzalg-repus.de>
Message-ID: <8cdrer$67haf$1@fu-berlin.de>
Source record: 45691

Hello!

I’ve just bought a second-hand Commodore 1084S monitor which I’d like to connect to my 800XL. I’ve read in the FAQ there’s a certain signal lacking just on the XL computers so an additional hardware solution is required.

My questions are

1) What kind of cable should be used for the mentioned monitor?
2) What is the extra hardware I need? Should I rather get an XE to avoid that?

Frank

2150. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-05 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <38eb8463.3232187@news.wxs.nl>
Source record: 45692

On Sat, 1 Apr 2000 10:33:09 -0500, "MrGadget" <Nospam@nospam.com>
wrote:

>Is there a way to record and read back cassette programs as sound files? I
>thought I saw something posted once about this.

I wrote some stuff to process Atari 8-bit cassettes with a sound card.
Check my home page:
http://home.planet.nl/~ernest

It has the executables for the PC and the 'C' sources included.
It also has some utterly useless stuff we call documentation.
E-mail me if you have questions about it.

Keep those XL's/XE's buzzing.

2151. Re: Schematic B of Philips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8cgpg7$a8m$1@nnrp1.deja.com>
Source record: 45612
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <8cfdtraqd5@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
> Howdy folks
>
> I recently wanted to look at the schematics of my Philips CM8833 and
to my
> horror discovered that "schematic B" is nowhere to be found. Could
somebody
> please tell me where I can find it.
>
> CU Mathy van Nisselroy
>
> PS Schematic B shows part of the RGB circuit.
>
>
Have you tried

hwsams.com

for a search on their Photofact schematics?

Sent via Deja.com http://www.deja.com/
Before you buy.

2152. Re: Ape'98 First Release Version Up

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8chb1v$8ns$1@freenet9.carleton.ca>
Source record: 45613

Andreas Magenheimer (magea000@mail.uni-mainz.de) writes:
> "Steven J. Tucker" schrieb:
>
> Hello steve,
> maybe I am a little antiquated (aren`t we all - using Atari 8Bits) but
> could you please pack the program, so it will fit on a 1.44MB diskette
> ?!? It is so hard to write onto a CD-ROM (no ZIP, Jazz, CD-R, etc.
> avaiable here)... greets - Andreas magenheimer

I will put up a version thats in 2 floppy-disk sized files. :)
I believe the installer already supports split-disk sets so it should be
easy.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2153. Atari 400 going spare?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: imarshall@my-deja.com
Message-ID: <8chk5n$715$1@nnrp1.deja.com>
Source record: 45614

Hi all.

I live in the UK and have collected quite a few computers for my web
site www.imarshall.karoo.net
I have struggled to find one. So does anybody have one they would like
to donate to me? Not bothered if it's working or not.

cheers

ian

Sent via Deja.com http://www.deja.com/
Before you buy.

2154. Re: Roy Goldman & Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <38ec5892$0$22398@wodc7nh0.news.uu.net>
Source record: 45615

After speaking with him, this is what I found out.

He currently doesn't have is 8-bit in his possession. It is back home in Colorado packed away.

I asked him if I could buy the rights to the program, but he isn't interested in making any more money off of DD3. I suggested making it Freeware, and he liked the Idea.. I haven't heard from him since.

If anyone interested in this, please e-mail him, you can get his e-mail address from his website, and let him know, that you are interested in getting DD3 in Freeware.. Hopefully he can get is 8-bit stuff back, and get DD3 back out.

Later all.

Marshall Walker

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:8cfbt3aqd2@nets3.rz.RWTH-Aachen.DE...
> Howdy Marshall, folks
>
> >Well all,
> >
> >I found him.
> >
> >here's his web page out on the WWW
> >
> >http://www-db.stanford.edu/~royg/index.html
> >
> >he's going to Stanford University.
> >
> >If you go under his Work page, you'll find out about Daisy Dot III.
> >
> >I'm waiting to hear back from him to see if he has the program anymore.
> >
> >later.
> >
> >Marshall
>
> I hope he responds. I've been using DD3 ever since it got out. (I paid for
> DD2, walked from the Post Office to the bookshop, picked up ANTIC and found out
> that DD3 was ready). If only that darn Canon would spray round dots instead of

> square ones.
>
> Cu Mathy van Nisselroy
>

2155. Re: advice on copying files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38EC7E01.B21C5638@mail.uni-mainz.de>
Source record: 45616
Body handling: Binary attachment payload not displayed: ataridsk.zip

Jon-Paul Filkins schrieb:
>
> I have a 5 1/4 inch disk drive on my pc, any way of fooling the PC into
> treating it a 1050 compatable drive?
> I am thinking it should be possible to copy atr files to an atari?
> Or has this been tried and found not possible?
> jp

Hello,
try the program "Ataridsk" it works like a filecopier, so you can copy
from DD-Atari disks (180k) to the PC and vice versa (using the 5,25" PC
floppy disk!!). The PC program works best with DOS, with Windows you may
need to go into DOS mode. Just look at the attachment here... Andreas
magenheimer

[One or more binary attachments are retained only in the source text.]

2156. Re: Questionaire for possible new product release

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38EC80E2.2F0C532B@mail.uni-mainz.de>
Source record: 45617

Stephen Knox schrieb:
>
> What about hooking a Zip drive to the 8bit? That would probably give the longest
> lasting solution since as HD's go back they may not be available in the future vs
> there's ton's of 100MB Zip disks floating around.
>
> I would prefer a SIO hookup since it would work with all Atari's. What are the
> advantages of having the PBI hookup vs SIO?
>
Hello Steven,
well really all Ataris have SIO but it is rather slow...
PBI is much much faster (about ~5 times). Besides I think, harddisks
will live for some more time... maybe longer than ZIP disks will do...
greetings - Andreas Magenheimer

P.S.: Or was HD standing for High-Density disks ?!?
-It is true, they are dying away now...

2157. Re: help with 850

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000406145331.8917A@jonf.cix.co.uk>
Source record: 45618

In article <olg28mVLDrMR-pn2-tzeE07Jc7cqw@cth-analog-ts01-s2.cth.com.au>,
sup8pdct@mail.cth.com.au () wrote:

> On Sun, 3 Apr 3900 21:41:00, jonf@cix.co.uk (Jon-Paul Filkins) wrote:
>
> > quick back ground.
> >
> > I have returned to atari 8 bit after many years away (I regretted
> > selling my old 800xl +bits to pay for my first pc for university) Now
> > I have been building a new collection. I have an 800xl, 130xe, 1010,
> > 1050 and an 810
> >
> > And now I have got my hands on something I only heard about before,
> > an 850 interface. However, no manual, no power pack and no software!
>
> The 850 uses the same power supply as the 1010, 1050, 810.
> it is 9V ac at 1amp max. the 1050 and 810 PS are 9V AC at 3amp approx.
> Does your 1050 PS have duel outputs?? the ones here in australia do.
>
> James B
>
Thanks for the advise guys.

http://www.atari-history.com/
and
http://www.pcc.net/dzone/atari850/atari850.htm

Proved very useful, also the FAQ files.

so currently its put to one side and earmarked for a 'later project'

so TVM

2158. Re: Questionaire for possible new product release

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sepdmr40rfg32@corp.supernews.com>
Source record: 45619

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:38EC80E2.2F0C532B@mail.uni-mainz.de...
>
>
> Stephen Knox schrieb:
> >
> > What about hooking a Zip drive to the 8bit? That would probably give
the longest
> > lasting solution since as HD's go back they may not be available in the
future vs
> > there's ton's of 100MB Zip disks floating around.
> >
> > I would prefer a SIO hookup since it would work with all Atari's. What
are the
> > advantages of having the PBI hookup vs SIO?
> >
> Hello Steven,
> well really all Ataris have SIO but it is rather slow...
> PBI is much much faster (about ~5 times). Besides I think, harddisks
> will live for some more time... maybe longer than ZIP disks will do...
> greetings - Andreas Magenheimer
Looking at Wooley's IDE interface, building a simple one shouldn't be that
much of a problem. Bob added a ton of neat stuff like hard drive code and
multiple OS to the thing, but really there are only maybe 4 people in the
Atari world that could build the thing.

IMHO, and I think Bob has said as much, the entire implementation of the
interface could be done with a single 74LS138<?>. I am certain that as soon
as you start doing a MPD/PBI/ROM device, that leaves out 90%+ of the people
in the market. It is almost like magic, but as soon as you hit ~20+
connections people start screwing up, not to mention most people don't have
an EPROM burner.

Just guessing, but I would think that the combination of 50 pin edge card
connector, 40 conductor IDE cable, [programed EPROM, 74LS138, 40 pin IDE
header] and the PC board to hold them would run $40-$50 alone and you would
still need to add a power supply and case for the hard drive. PC cases and
power supplies are pretty cheap around here, $30 and $7 respectively, but
that means you are now at $47-$80 for the interface w/o a drive.

Another IMO, but I think the device can be hooked onto the PBI, but only
using a 74LS138 with 40 pin IDE header and loading the software to handle it
from a boot disk. This would lower the number of connections that need to be
made to the point where you could almost wire wrap each device and probably
keep the cost down <$40 if someone sell them and probably at least 1/2 of

the people that would want them could build them themselves.

I am a little more then disappoint that Radio Shack no longer carries their cheap edge card boards, but there are really high quality prototype boards that sell for ~$15 each.

2159. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_955040732@rtfm.mit.edu>
Source record: 45620
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: March 29, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Clubzentrale: c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623 (0 23 66 / 3 96 23)
PD-Bibliothek: Theo Schwacke
Heinestrabe 17
D-45699 Herten
tel: 0 23 66 / 3 46 96
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade.
also available: QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

---

Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu

Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (Oldrich Rezler)
Developer: BW-DOS 1.30 - available via http://atari.boss.com.pl/files

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/
Developers: MSC IDE Harddisk-Controller

Bit Busters Computer Group
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com

Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: used/new hardware/software/books & Accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card, ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304

208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall,
Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA

tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582

mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de
Atari-Site: www.atari-computer.de or www.atari-computer.com
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302

Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
http://members.tripod.com/eightbits/atari84sale.html
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Czech Republic
mailto:semecky@saul-is.cz
Vendor: ?what?

Subject: F

Far North Atari Computers (attn: Frank)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551

mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.6
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Flashback Classic Video Games
See: Games + (Games Plus)

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovaki
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,

Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800, 800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface, Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home)
USA
http://cth.tzo.com/
telnet://cth.tzo.com/ (running Video 61's BBS Express! Professional v.6.0b)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32, Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor, Shell, Snapshot, The Sound Utility, Term80, Z-Code, CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), DCS - Desktop Contruction Set

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Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition (revised) Winter 1997; IEBA Newsletter

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Subject: J

Jay Software (Jan Krupka and Stanislav Opichal)
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
Czech Republic
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, SpartaDOS 3.2d, SpartaDOS 3.3c, 1050 US Doubler (USD), DK-Utilities for the

Black Box and the MIO
Repair Shop. (including the MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@mi.com.pl
http://www.atari.org.pl/~draco/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI),
Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62
(PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI),
SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr
v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.5c (Atari 8-bit emulator for Win9X/NT)
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),

65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone... he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon, Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo), G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699

mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://people.delphi.com/rldetlefsen/
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:mssoft@giga4u.de
http://www.geocities.com/mssoft_2000/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, JIL

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software (NBS)
c/o William Kendrick
919 Drake Drive #147
Davis, CA 95616-0838
USA
tel: 1-530-759-1019
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE (Super-IRG Font Editor), File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

Nelson Nieves
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType, Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls, TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

PD-Magazin / PD-Mag / PD World Versand
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr

set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software

systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,

Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/atarixle.html
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM. Order from
Ernest, see below.
Developer: DTR2ATR 5.05.00, XDIRLIST, ATR2XFD, XFD2ATR, XDIR 10.05

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
mailto:atari@columbus.rr.com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28 m. 64
02134 Warszawa
Poland
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator version 0.9.8,
Atari Falcon030/TT030/Medusa/Hades/Milan port of Atari800 v0.9.8
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street

Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.17, APE ProSystem 1.17,
APE Warp+ OS, Imagic 1.06, APE'98 Server Proxy

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)

mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.tzo.com/pro/pro1.html (BBS Express! Professional)
http://cth.tzo.com/pro/pc-gateway1.html (PC-Gateway)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,

Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze
Also: BBS Express! Professional, PC-Gateway

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

2160. Another PBI question.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: David Lloyd <dmlloyd@atari-central.com>
Message-ID: <Pine.LNX.4.10.10004061539520.12004-100000@saruman.ws.inxpress.net>
Source record: 45621

All right, hopefully someone has the answer to this one. :-)

In the Antic PBI articles, they discuss the contents of the PBI ROM. In the little table that describes the "ROM Vector Table" ($D800-$D81C), there are two bytes that are marked as follows:

$D803 ID Number ($80)

and

$D80B ID Number ($91)

Does anyone know what these numbers designate? Are they arbitrary? I couldn't find any reference to these ID numbers in the documentation anywhere. Also, what kind of checksum is performed on the ROM to arrive at the 16-bit sum stored in $D800 and $D801?

Any help is much appreciated.

- D

2161. Re: Help with identifying CSS Operating System Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8ciud7$1uf$1@news.storm.ca>
Source record: 45622

OK, here's a great reason to continue to support CSS:

I sent them a quick email and got an answer in less than 24 hours. Bob Puff thinks it's "The XL Impossible" and volunteered to look for docs for it - even though I'm not the original purchaser and it's 16+ years old.

That, my friends, is service. Try to get that from any modern vendors.

David P.

David A. Paterson <david_p@storm.ca> wrote in message news:8cgodg$g9h$1@news.storm.ca...
> I recently acquired an 800xl with a CSS Operating System upgrade installed.
> The daughterboard is marked (C) 1984, which makes me suspect it predates the
> Ultra Speed Plus OS.
>
> There's a two position switch: in one position, it boots to the standard XL
> OS; in the other, it boots to a blank GR.0 screen, where I can type
> anything, but it has no effect. Booting with OPTION held down in the second
> OS takes me to the BASIC READY prompt.
>
> I suspect the alternate OS is 400/800 compatible, with the "MEMO PAD" title
> removed (copyright reasons?). Does anyone have any info on early CSS OS
> upgrades for the XLs?
>
> I've looked at the CSS website (www.nleaudio.com/css) but I don't believe
> this upgrade appears there... and I sold off my Antics and ANALOGs long ago.
>
> Any help would be most appreciated.
>
> David P.
>
>
>

2162. Re: Ape'98 First Release Version Up

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <38ED0E8A.695A92A3@netscape.net>
Source record: 45623

Steve,

I just got it running a few minutes ago, so forgive me if I simply haven't looked around enough to find this answer...

Is there a way to use my current APE registration to get rid of the unregistered wait? The machine I run it on isn't 'net connected.

Thanks,
Jeff

"Steven J. Tucker" wrote:

> Hi Everyone,
>
> I've posted the first public release of Ape'98/ProSystem'98 at:
>
> http://www.nacs.net/~classics/ape/download/ape98trial.exe
>
> There are no links to it on the web site yet, so this is the only
> way to download it. The download is approx 2mb, and requires you have
> Windows 95 or 98 installed.
>
> Ape'98 has been under construction seemingly forever :) I hope you
> find it useful.
>
> Steve
>
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2163. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8cjind$eb3$1@user2.teleport.com>
Source record: 45624
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So checkout what's new on my Web
Site. In Fact, check it regularly as my Catalogs are updated regularly.
Customer's are served, first come, first serve! No competing in
auctions. Just Sales, Support & Service! I have 8 different Catalogs, &
my SoftWare Catalogs are my largest. They have the biggest Byte Count.
You should see my inventory! I have TruckLoads of HardWare, Boxes and
Boxes of Software & Libraries of Books & Reference Material for the
Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And
remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2164. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8cjito$er6$1@user2.teleport.com>
Source record: 45625
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2165. Re: Atari 3.5" drive compatibility Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38ed49b2.11612588@news.ds.centuryinter.net>
Source record: 45626

Do not try and format a 1.44 as a 720. Incompatible coercivity and
write voltages required.

On Sun, 5 Mar 2000 18:20:20 +0200, "Nir Dary" <ndary@bigfoot.com>
wrote:

>few years ago I used to have a modified 3.5" (720k) xf551 drive, and saved
>few floppies from that time.
>
>Last Week received the Floppy Board, and connected a 3.5" (1.4meg) high
>density drive on it, I was managed to format 3.5" high density floppies on
>it and it worked very fast!!!
>
>to my surprise I was also able to read the 720k floppies I made few year ago
>without changing any settings and using the High density drive mechanics.
>
>does any one knows what would happen if I take a high density floppy and
>format it as dd (720k) would the 3.5" modified xf551 will be able to read
>it?
>
>NIR
>

2166. Re: Atari 3.5" drive compatibility Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38ee4a03.11693943@news.ds.centuryinter.net>
Source record: 45627

You're memory is faulty. You cannot reliably use a 1.44 disk as a
720. Not now, not then.

On Sun, 05 Mar 2000 18:44:48 +0000, Jon-Paul <pockets@cix.co.uk>
wrote:

>
>
>Nir Dary wrote:
>>SNIP<
>> does any one knows what would happen if I take a high density floppy and
>> format it as dd (720k) would the 3.5" modified xf551 will be able to read
>> it?
>>
>> NIR
>
>depends on the disk.
>
>I am aware of three densities on that size disk.
>single density (360k)
>double density (720k)
>and high density (1440k) (usualy marked with a stylised HD on the case)
>
>untill a couple of years ago you could format a higher density disk to a
>lower density format without problems. However over the last 3 years or
>so it has become difficult to find such disks (change in manufacturing
>process?). you cannot format a dd disk to hd format, it just wont take
>it. but you can format an older hd disk to a dd or sd format, but they
>are getting harder to find.
>I know this as I did have an old 386 laptop that only worked with 720
>disks, but it would not format 1440s as 720s, nor could I get any pc to
>do so with the newer disks.
>
>JP

2167. Re: Atari 800XL Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38ef5517.14530478@news.ds.centuryinter.net>
Source record: 45628

Atari800Win seems to be very good as well.

On Mon, 13 Mar 2000 18:28:56 GMT, Jeff Williams <gendo@nervhq.org>
wrote:

>In article <952793392.992831@news.tibus.net>,
> "Zedd-ï¿½8ï¿½" <zedd@yep-nospam.com> wrote:
>> Any recommends?
>>
>> Zedd-ï¿½8ï¿½
>> http://www.zeddx81.club24.co.uk
>
>I would second XL-it... I believe there's a Windows version, which
>means it'll run well under Windows 2000 (whether or not that's
>important to you... for me, the switch to Win2000 means half my
>emulators are broken because of the lack of sound under DOS emulation).
>
>I never bothered trying any of the other emulators because XL-it seemed
>pretty much perfect to me.

2168. Re: Atari 800XL Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38f05559.14596664@news.ds.centuryinter.net>
Source record: 45629

I second that. Let's make OSS supercart support on Atari800Win easy
and effective. It sure is frustrating having to deal with the real
Atari for compiling and disk file issues after using a more modern
system.

On 22 Mar 2000 18:32:45 GMT, badbob1952@aol.comspamx (BadBob1952)
wrote:

>I really like Atari800Win, except I can't make it work with OSS supercarts like
>Atari800 for DOS. The source code seems to show support, but the Atari800Win
>emulator does its virtual crash when I install an OSS cart rom, even though the
>same rom file works with Atari800 for DOS. If anyone knows how I can make OSS
>carts work with the Win version 2.5C, the one at the web site,
>http://www.concentric.net/~Twist/atari800win/
>it would help me out a lot.
>Thanks.
>
>badbob1952@aol.com

2169. Re: SDX ROMs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38f1567e.14889253@news.ds.centuryinter.net>
Source record: 45630

You seem to speak on Mike's behalf a lot. What is your motivation?
Let Mike speak out for himself. I'm sure the second he does anything
official in court, his current address will be made known to all
concerned immediately.

It's almost like he gets to let people down and hide, but the second
anybody even hints at doing anything that might not be in his best
interest, you are there to be his advocate. Does this keep you in his
good graces so that you are one of the few to be able to deal with him
on stuff?

I understand that Mike maybe bit off more than he could chew once upon
a time. I understand that even well intentioned things can go wrong.
I can understand that just because he short changed some people, that
doesn't mean you (or anyone else) are obligated to shun him. What I
DON'T understand, is why you personally, so dilligently serve as
advocate for him so often.

It doesn't seem right that Mike gets to "hit and run" but is protected
(or at least is attempted to be protected). One should walk the walk
if they talk the talk. One should not throw stones if he lives in a
glass house. God it's frustarting to have such cool software tied up
in la la land because the guy who owns it is in hiding. No! Don't
anyone dare infringe Mike's rights and make use of X and whatever
else. Yet, because Mike ripped people off he is in hiding and cannot
/ will not provide some of the few remaining gems of the Atari8 era in
its (what I believe to be) final days. It really is sooo sad. Think
about it.

Bob, you seem like a generally decent and stand up kind of guy. I
know I have admired your contrubutions here and to the Atari8
community for as long as I have been in this ng. We all know by now
why Mike isn't there when things come up related to him. What I for
one would like to know is though, why you are always there whenever
anything related to him comes up.

On Wed, 15 Mar 2000 12:23:20 -0800, BobKlaas <bobkla19@sisna.com>
wrote:

>What you ask for belongs to Michael Hohman of FTE. I know Mike and he
>does read this group, have not been able to contact him for months but
>know for a fact that the Sparta Dos X items are his most cherished
>items. He will fight you in court for these items. While they no
>longer hold our intrests, do not feel you would want a expensive defense
>of the items??
>

>Post a message to him perhaps he will relent, answer your questions and
>mine at the same time????
>
>bob

2170. For Sale (US)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: darklord@kih.net
Message-ID: <8cjbaa$ig3$1@news3.icx.net>
Source record: 45631

For sale, continental USA only:

I have a box of both working and non-working Atari
8-bit hardware, including an 800XL, 600XL, 400?, a
printer or 2, a couple of SX212 modems, etc,...

Want to sell entire lot, for $25.00 plus S&H.

Misc. multiple cables also...

Must sell - need room - 7 days, and if not sold
its deep-sixed... ;-(

Thanks! ;-)

PS My news server sucks vacuum hard, please reply
by E-mail if interested.

```
_____________________________________________________________________
/ / The Former DarkForce! Sysop / /\
/ --T-- / Phone 1-555-555-5555 Today! / /\ / /
/ -A T A R I- / The Fuji -still- Lives...!! / Dark><Lord / /
/ --G-- / My ICQ # is 2 0 6 2 3 9 0 4 / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2171. PhillyClassic Classic Gamers Event 4.7.2000 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <38EDB83C.4342F422@adelphia.net>
Source record: 45632
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.8bit

Hi everyone:

I know that *some* of you know about this event already, but I just wanted to give everyone an update (or an introduction, as the case may be) to what is shaping up to be a terrific event coming up April 15, 2000. If you have any questions, please feel free to email me. Or if you have some cool classic gaming items you'd like to bring and do a session on (even just an informal show'n'tell kind of thing), we'd love to have your participation. Or bring your goodies for sale or trade. Or just come, play, browse, shop, and meet some fellow gamers and collectors.

** PhillyClassic, Philadelphia's first annual Classic Gamers' Event! **

FEATURED GAME PLATFORMS include: *ATARI 2600* 5200 * 7800 * 400/800/XL/XE COMPUTERS * C64 * AMIGA * COLECOVISION * INTELLIVISION * VECTREX * DREAMCAST * PSX * N64* JAGUAR * SEGA * NES * plus a few surprises!

** UPDATE: 4.07.2000 **
Prepurchase ticket deadline extended to Wednesday April 12. PLUS, we just received a donation of a terrific new prize that all attendees will have the opportunity to take home with them - an ULTRA RARE Atari 2600 Berenstain Bears Kid Vid game set, kindly donated by John Hardie of Atari Gaming Headquarters (and the organizer of Classic Gaming Expo 2000 coming up at the end of July!)

We're going to have every classic system set up and ready for play. Tournaments on the Galaga arcade machine, 2600 Warlords, Atari XE Defender, and more modern multiplayer fun are also on tap (Dreamcast, N64, etc.) Ya like HANDHELDS? Come and see an AdventureVision, SuperVision and some dedicated handheld electronic games from the '70s from Coleco, Mattel, Entex, and others.

Want to buy Vectrex and Atari 2600 multicarts at a *discount*? Want to shop, swap, browse, schmooze? Want a cool Atari 2600 cartridge keychain? If you answered YES to any of these questions, please send in your ticket orders ASAP. We've sold over 20 tablespaces already and time is running out. Please visit the official web page for details, driving directions and interactive maps, schedule of events, continually updated information, and some HOT classic gaming links.

http://members.aol.com/davidn9000/philly.html

People are coming from all up and down the east coast - NY, CT, PA, NJ, DE, MD, even Canada! We also have a number of dealers coming, so there will definitely be a cornucopia of classic gaming goods available for sale and trade. Only 8 days til the classic gaming world comes to Philly - will YOU be there?

Here's a sampling of what you'll have a shot at winning as either door prizes or tournament prizes:

* 3 Missile Commands for PSX (donated by Hasbro)
* 3 Space Invaders for N64, GBC, and PSX (donated by Activision)
* Asteroids for PSX (donated by Activision)
* Intellivision Collection for PSX (donated by Activision)
* 6 NEW revision of Ed. 5 Digital Press Guides (donated by Joe Santulli of Digital Press)
* 3 copies of Leonard Herman's book "PHOENIX: The Fall and Rise of Video Games"
* Verrrry cool AdventureVision logo T-shirts donated by Jeff Folejewski of AdventureVision.com

AND MORE STILL TO COME!

Website has complete details, including
* Information/scheduled events
* Hotel accomodation info/online reservations
* Door to Door driving directions and interactive maps
* Ticket information
* How To Link to Us banners/ads available for YOUR classic game related site!

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** UPDATE: 1.31.2000 **

TNT Amusements, a local coin-op vendor is bringing a Galaga coin-op for a Galaga tournament!

** INITIAL POST: 1.28.2000 **

Hey all! I'm here to announce the first annual PhillyClassic East Coast Classic Gamer's Event. We are organizing an event to bring classic gamers together as a group for a weekend of trading, selling, and storytelling!

The weekend of April 14th, 15th, and 16th will be one to remember as classic gamers unite for a weekend of hardcore gaming! Planned events include casual trading/selling, *tournaments*, *auction*, show-and-tell, and a general good time by all!

We have rented a conference facility at the Villanova University Conference Center for the event, which means enough room for a lot of people to come and setup the pride and joy of their collections, and even a little tradebait!

The conference center is COMPLETELY PRIVATE, has security, and plenty of FREE PARKING.

The tentative times are as follows:

Friday: 7pm - whenever -- Setup Night/ meet 'n' greet/ informal gaming/ early bird trading

Saturday: 10am - 7pm (will probably go longer) -- MAIN DAY

Sunday: 9am - noon -- Packup, Final Goodbyes

If you have any questions or would like to help organize a part of the event PLEASE e-mail David Newman (davidnewman@adelphia.net) or Chuck Whitby (intv-sama@worldnet.att.net). If you plan on attending, please purchase your

tickets early and make those hotel reservations!

Thank you very much!

2172. PhillyClassic Classic Gamers Event 4.7.2000 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <38EDB85B.9337110B@adelphia.net>
Source record: 45633
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.8bit

Hi everyone:

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http://members.aol.com/davidn9000/philly.html

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tickets early and make those hotel reservations!

Thank you very much!

2173. Re: Help with identifying CSS Operating System Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <ses27fcmrfg167@corp.supernews.com>
Source record: 45634

David A. Paterson <david_p@storm.ca> wrote in message
news:8ciud7$1uf$1@news.storm.ca...
> OK, here's a great reason to continue to support CSS:
>
> I sent them a quick email and got an answer in less than 24 hours. Bob
Puff
> thinks it's "The XL Impossible" and volunteered to look for docs for it -
> even though I'm not the original purchaser and it's 16+ years old.
>
> That, my friends, is service. Try to get that from any modern vendors.
>
> David P.
If it is "The Impossible" isn't that the one that requires a cartridge to
make a backup of copy protected disks? I seem to recall it was like "The
Pill"<?> in that it used RAM to store the copy protection.

2174. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_955131345@rtfm.mit.edu>
Source record: 45635
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 1, 2000

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Another Usenet FAQ often of interest to 8-bit Atari users is:
Accessing the Internet by Email FAQ / Gerald E. Boyd
mailto:gboyd@netcom.com
http://www.faqs.org/faqs/internet-services/access-via-email/

2175. Re: Name This Game. TIA

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: Boosta@Boosta.net
Message-ID: <38ee2a49.114083213@news.supernews.com>
Source record: 45636

"Air Support" certainly sounds familiar now.

Thanks to everyone who suggested it.

Boosta.

On Sun, 2 Apr 2000 09:06:15 -0700, "MouseDad" <mousedad@aol.com>
wrote:

>the original description sounded like "Air Support"
>
>
>"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
>news:0_IF4.29780$6b1.549882@news1.online.no...
>> > >> I don't think a fortress was involved. All I remember was that there
>> > >> were a lot of troops on the ground viewed from above and I think the
>> > >> helecopter could bomb them.
>> > >>
>> > >> It scrolled up and down and I think you could control the movement of
>> > >> the troops but maybe i'm deluded.
>> > >>
>> > >There was a game made by synapse like this, not Ft apocalypse
>though.....
>> > >
>> > >
>> > >tony
>> >
>> > That is the game I was referin to. Fort Apocalypse is an anwsome game.
>> > Too bad is it on tape. Takes a LONG time to load, but it is worth it.
>>
>> That can't be right, if you posted the original message. First, Fort
>> Apocalypse is viewed from side, and secondly, it scrolls more than up and
>> down.
>>
>>
>>
>>
>

2176. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: Boosta@Boosta.net
Message-ID: <38f02e66.115136740@news.supernews.com>
Source record: 45637

Hi Ernest,

What would be the process involved in getting executables from
an ATR file into CAS format?

Many thanks.

Boosta.

On Wed, 05 Apr 2000 00:13:22 GMT, ernest@wxs.nl (Ernest R. Schreurs)
wrote:

>On Sat, 1 Apr 2000 10:33:09 -0500, "MrGadget" <Nospam@nospam.com>
>wrote:
>
>>Is there a way to record and read back cassette programs as sound files? I
>>thought I saw something posted once about this.
>
>I wrote some stuff to process Atari 8-bit cassettes with a sound card.
>Check my home page:
>http://home.planet.nl/~ernest
>
>It has the executables for the PC and the 'C' sources included.
>It also has some utterly useless stuff we call documentation.
>E-mail me if you have questions about it.
>
>Keep those XL's/XE's buzzing.

2177. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <38ee43f6.605910@news.wxs.nl>
Source record: 45638

On Fri, 07 Apr 2000 18:53:37 GMT, Boosta@Boosta.net (Boosta) wrote:

>
>Hi Ernest,
>
> What would be the process involved in getting executables from
>an ATR file into CAS format?
>
>Many thanks.
>
>Boosta.

To convert an ATR to a CAS format file you would need some conversion
program. It is not clear to me what you are planning to do though.
There are ATR files which are in fact bootable disks. There are also
ATR files of DOS disks that contain files. In theory you could
convert both to cassette image files. But then you would need to
convert the bootable ATR's to bootable cassettes, adding cassette boot
code. If you have a DOS disk, the easiest would be to extract the
files with a utility like XDIR and then convert the .com or .exe files
to cassette images, and then use the binary load from c: from the
DOS menu, or convert them to bootable tapes. Either way, you
need to have some knowledge of how the boot process works.
The format of the cas files is not that hard. Including the boot
loading code would be the hardest part.
If you want to discuss this further, you can send me an E-mail.
I currently have no time to write tools like that, so anyone who
feels up to it is welcome to do so.

2178. Re: Atari 400 going spare?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <9qjsesktja3acbsn51v19dpoicv9hukrso@4ax.com>
Source record: 45639

You are in an empty room with imarshall@my-deja.com. There's a rock in
the middle with "Y2" written on. A hollow voice says:

>Hi all.
>
>I live in the UK and have collected quite a few computers for my web
>site www.imarshall.karoo.net
>I have struggled to find one. So does anybody have one they would like
>to donate to me? Not bothered if it's working or not.

Stick with it Ian, I haven't found one yet either! Keep at the boot
sales :)
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

2179. Re: Another PBI question.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-07 00:00:00 UTC
From: Tony Talarico <syrtran@csi.com>
Message-ID: <38EECCEC.9C1E7876@csi.com>
Source record: 45640

David Lloyd wrote:
>
> All right, hopefully someone has the answer to this one. :-)
>
> In the Antic PBI articles, they discuss the contents of the PBI ROM. In
> the little table that describes the "ROM Vector Table" ($D800-$D81C),
> there are two bytes that are marked as follows:
>
> $D803 ID Number ($80)
>
> and
>
> $D80B ID Number ($91)
>
> Does anyone know what these numbers designate? Are they arbitrary? I
> couldn't find any reference to these ID numbers in the documentation
> anywhere. Also, what kind of checksum is performed on the ROM to arrive
> at the 16-bit sum stored in $D800 and $D801?
>
> Any help is much appreciated.
>
> - D

My 'Mapping the Atari' Revised Edition in Appendix 12 also lists the
table of PBI addresses with $D803 as $80 and $D80B as $91. It appears
from this table that these values are always there, but there is no
actual text that says this is true.

Could this be the way that the Atari 'finds' the PBI device ROM? IOW, if
these values aren't found, the Atari assumes there's no device?

Also, the book lists the checksum as 'optional'.

I am just guessing. I've never played with the PBI.

--
Tony Talarico

To contact me, take away the SVO
(OVER MY COLD LIFELESS CORPSE!!) ;->

2180. Need SIO cable to build SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-08 00:00:00 UTC
From: Brad <corbulo@mind_ATARI_spring.com>
Message-ID: <B5149F02.A02%corbulo@mind_ATARI_spring.com>
Source record: 45543

I'm looking for a spare SIO cable so I can build an SIO2PC for my 130XE.

I would prefer to trade for it (spouse is putting foot down on old computer spending :( )

I have a trade list at http://www.mindspring.com/~sinbrad/brad

Thanks!
Brad

(Remove the _ATARI_ to email)
--
Check out my For Sale & Trade lists at:
http://www.mindspring.com/~sinbrad/brad

2181. BASIC Information. Any manuals available online?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-08 00:00:00 UTC
From: Boosta@Boosta.net
Message-ID: <38ef50f4.7468699@news.supernews.com>
Source record: 45544

Hello there!

I recently got an Atari 65XE and I'm looking for a BASIC manual.
What I would like to know is, are there any available online or should
I try to order one from one of the suppliers.

Also I would be very interested in getting hold of an Assembler/Editor
Cart if anyone has one for sale.

Many thanks.

Boosta.

2182. Re: Atari 400 going spare?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-08 00:00:00 UTC
From: imarshall@my-deja.com
Message-ID: <8cnssgtns1@nnrp1.deja.com>
Source record: 45545

i am trying but they are hard to find.

somebody please donate one to http://www.imarshall.karoo.net

In article <9qjsesktja3acbsn51v19dpoicv9hukrso@4ax.com>,
Witchfinder <adrian@home.ta> wrote:
> You are in an empty room with imarshall@my-deja.com. There's a rock in
> the middle with "Y2" written on. A hollow voice says:
>
> >Hi all.
> >
> >I live in the UK and have collected quite a few computers for my web
> >site www.imarshall.karoo.net
> >I have struggled to find one. So does anybody have one they would
like
> >to donate to me? Not bothered if it's working or not.
>
> Stick with it Ian, I haven't found one yet either! Keep at the boot
> sales :)
> --
> Adrian/Witchfinder
> www.snakebiteandblack.co.uk - Goth and alternative 80's disco
> www.binarydinosaurs.co.uk - home of the 80's Computer Collection
> adrian@snakebiteMAINSandblack.co.uk - disconnect mains before
replying.
> No user serviceable parts inside.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

2183. Re: Help with identifying CSS Operating System Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-08 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-ku2tsTrkPwXH@draco.home.earthlink.net>
Source record: 45546

Mike Hohman dont give us support like that.

Ken

On Thu, 6 Apr 2000 21:03:06, "David A. Paterson" <david_p@storm.ca>
wrote:

> OK, here's a great reason to continue to support CSS:
>
> I sent them a quick email and got an answer in less than 24 hours. Bob Puff
> thinks it's "The XL Impossible" and volunteered to look for docs for it -
> even though I'm not the original purchaser and it's 16+ years old.
>
> That, my friends, is service. Try to get that from any modern vendors.
>
> David P.
>
> David A. Paterson <david_p@storm.ca> wrote in message
> news:8cgodg$g9h$1@news.storm.ca...
> > I recently acquired an 800xl with a CSS Operating System upgrade
> installed.
> > The daughterboard is marked (C) 1984, which makes me suspect it predates
> the
> > Ultra Speed Plus OS.
> >
> > There's a two position switch: in one position, it boots to the standard
> XL
> > OS; in the other, it boots to a blank GR.0 screen, where I can type
> > anything, but it has no effect. Booting with OPTION held down in the
> second
> > OS takes me to the BASIC READY prompt.
> >
> > I suspect the alternate OS is 400/800 compatible, with the "MEMO PAD"
> title
> > removed (copyright reasons?). Does anyone have any info on early CSS OS
> > upgrades for the XLs?
> >
> > I've looked at the CSS website (www.nleaudio.com/css) but I don't believe
> > this upgrade appears there... and I sold off my Antics and ANALOGs long
> ago.
> >
> > Any help would be most appreciated.
> >
> > David P.
> >

> >
> >
>
>

2184. Re: wanted (needed!) 800 xl and floppy drive (UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-08 00:00:00 UTC
From: pockets@cix.compulink.co.uk
Message-ID: <memo.20000408232823.3073A@pockets.compulink.co.uk>
Source record: 45547

In article <8cmsvq$a36$1@gxsn.com>, stu@ttscomputers.co.uk (Stuart Tomlinson) wrote:

> Hi All
>
> Anyone in the uk got a atari 8bit system the can sell me
> Used to write a lot of software on the 8 bit atari and would like to
> relive
> my youth!!
>
> Rgds
>
> Stu
>
> --
> Stu. Techy Bod. ICQ 55421702 stu@ttscomputers.co.uk
> Jap MCC Broxburn. Suzi gt250-rebuild KawaZ1000G -missing
> "Friends Help you move, Real Friends help you move bodies."
> "I miss my ex-wife, BUT my aim is improving"
>
>
>

Hang out in ebay.co.uk
Its where i got mine ;0)

JP

2185. Re: Atari 400 going spare?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-08 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <16dveskidf0rpib13fmrcji597uchp3che@4ax.com>
Source record: 45548

```
You are in an empty room with imarshall@my-deja.com. There's a rock in
the middle with "Y2" written on. A hollow voice says:

>i am trying but they are hard to find.
>
>somebody please donate one to http://www.imarshall.karoo.net

You *will* find one; it may take time but they're out there for the
taking.......
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.
```

2186. FA: Upgraded 600xl on EBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-08 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8cofv4$a8c$1@news.storm.ca>
Source record: 45549

Atari 600xl, internally upgraded to 64k, with power supply, TV switchbox,
joystick PLUS Star Raiders and Qix cartridges.

Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=304032247

David P.

2187. Re: Another PBI question.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-08 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8coiq1$ff2$1@slb6.atl.mindspring.net>
Source record: 45550

The OS selects the PBI ROM and reads these ID bytes to determine that a true PBI ROM is there. If it does not find these bytes, then it assumes that there is no PBI h/w at that location. If it does find the ID bytes, the OS jumps thru the init vector in the PBI ROM - this all happens during the OS boot and init routines.
You do any kind of checksum you want - nobody in the OS ever looks at it, actually.

Bob

David Lloyd <dmlloyd@atari-central.com> wrote in message news:Pine.LNX.4.10.10004061539520.12004-100000@saruman.ws.inxpress.net...
> All right, hopefully someone has the answer to this one. :-)
>
> In the Antic PBI articles, they discuss the contents of the PBI ROM. In
> the little table that describes the "ROM Vector Table" ($D800-$D81C),
> there are two bytes that are marked as follows:
>
> $D803 ID Number ($80)
>
> and
>
> $D80B ID Number ($91)
>
> Does anyone know what these numbers designate? Are they arbitrary? I
> couldn't find any reference to these ID numbers in the documentation
> anywhere. Also, what kind of checksum is performed on the ROM to arrive
> at the 16-bit sum stored in $D800 and $D801?
>
> Any help is much appreciated.
>
>
> - D
>
>
>

2188. LCD displays

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-08 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sf000qd4cqv119@corp.supernews.com>
Source record: 45551

I don't know if this is relevant to anyone, but my son kind of provoked me into doing a LCD project based on the Hitatchi HD44780 2x16 module.

It is one of those good news/bad news things. The good news is the modules are available in surplus shops for ~$4 each and they are a breeze to interface. For the module I used, it only required something like 12-14 connections and that includes ground, power supply, and contrast. There is a lot of documentation for them scattered all over the net, if you just use the part number in a search engine you will find a lot of schematics.

The bad news is multiple: I checked out the cost of new ones, I would say prohibitive, ones like a 4x40 he bought for $4 cost $60-70 new. I did the project for an IBM printer port. Of the 3 schematics I used, all 3 had errors so I had to go best 2 out of 3 to decide what to do.

I didn't bother checking out the 4 bit parallel load, only used 8 bit, but the things could be readily adapted to an Atari 800 though the JS and I would guess could be done using an XLs 2 joysticks.

He needed the display for a remote MP3 player he is putting together for his car. He wants to mount the IBM clone in the trunk and have the display on the dash. I must say the effects are kind of neat, scrolling display, predefined + 7 redefinable characters, etc. But really I don't have an Atari application I need them for.

Other thing I am kind of looking into. He bought a few of those HP 1 3/4" hard drives for $2 each. He thought they were 121 megs, but turns out they are only 21 megs so the gave me one to experiment with. Damn things are sooooo cute, about 2" sq and 1/3" thick. Bad news is I set it down on my work bench and it is so small I can't find it!<grin>

2189. wanted (needed!) 800 xl and floppy drive (UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-08 00:00:00 UTC
From: Stuart Tomlinson <stu@ttscomputers.co.uk>
Message-ID: <8cmsvq$a36$1@gxsn.com>
Source record: 45641

Hi All

Anyone in the uk got a atari 8bit system the can sell me
Used to write a lot of software on the 8 bit atari and would like to relive
my youth!!

Rgds

Stu

--
Stu. Techy Bod. ICQ 55421702 stu@ttscomputers.co.uk
Jap MCC Broxburn. Suzi gt250-rebuild KawaZ1000G -missing
"Friends Help you move, Real Friends help you move bodies."
"I miss my ex-wife, BUT my aim is improving"

2190. APE Homepage Updated

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8cn69h$5bs$1@freenet9.carleton.ca>
Source record: 45642

I've finally gotten around to making some minor changes to
the APE Homepage, including posting some screenshots and a link
to APE'98, and a link to the Disk Image FAQ.

http://www.nacs.net/~classics/

Thanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2191. The Halley Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: Bob Evans <BobEvanz@optonline.net>
Message-ID: <N_SH4.12790$O5.104910@news02>
Source record: 45552

Does anyone know were I can get a working version of The Halley Project for
WinAtari?
And before anyone gets on their high horse....yes I do own the actual game.
It's just that I would love to play it on WinAtari.

2192. The Halley Project: Mission Briefing Audio Tape

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: Bob Evans <BobEvanz@optonline.net>
Message-ID: <FxTH4.12795$O5.105362@news02>
Source record: 45553

And speaking of The Halley Project the game had come with an audio tape with the mission briefing on it. For thoose of you interested I have uploaded it to alt.binaries.comp.atari8bit. However it is 6mb in size.

2193. Re: The Halley Project: Mission Briefing Audio Tape

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <sv51fs48hcsfip228kb93juvm3u6hlcq54@4ax.com>
Source record: 45554

The other Day "Bob Evans" <BobEvanz@optonline.net> wrote:

>And speaking of The Halley Project the game had come with an audio tape with
>the mission briefing on it. For thoose of you interested I have uploaded it
>to alt.binaries.comp.atari8bit. However it is 6mb in size.
>
zipped?

Go for it :)

I'll have it!
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2194. Re: The Halley Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <nu51fs459hf7boskc3rimec2m2pg3hcqm2@4ax.com>
Source record: 45555

The other Day "Bob Evans" <BobEvanz@optonline.net> wrote:

>Does anyone know were I can get a working version of The Halley Project for
>WinAtari?
>And before anyone gets on their high horse....yes I do own the actual game.
>It's just that I would love to play it on WinAtari.
>
I have it...Where does yours crash or whats the problem?
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2195. Re: The Halley Project: Mission Briefing Audio Tape

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: dnoguero@iname.com
Message-ID: <8cq88eapm1@nnrp1.deja.com>
Source record: 45556

In article <FxTH4.12795$O5.105362@news02>,
"Bob Evans" <BobEvanz@optonline.net> wrote:
> And speaking of The Halley Project the game had come with an
audio tape with
> the mission briefing on it. For thoose of you interested I have
uploaded it
> to alt.binaries.comp.atari8bit. However it is 6mb in size.
>
>

Have you considered getting it into MP3 format? I would be happy
to help in that capacity.

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

2196. Re: The Halley Project: Mission Briefing Audio Tape

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <Vi1I4.193$RE.21146@elnws01>
Source record: 45557

Hmmm... it didn't show on my ISP's newsgroup. Can you put it on the web
somewhere? Or can someone else?

"Bob Evans" <BobEvanz@optonline.net> wrote in message
news:FxTH4.12795$O5.105362@news02...
> And speaking of The Halley Project the game had come with an audio tape
with
> the mission briefing on it. For thoose of you interested I have uploaded
it
> to alt.binaries.comp.atari8bit. However it is 6mb in size.
>
>

2197. Re: The Halley Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <Vi1I4.194$RE.21146@elnws01>
Source record: 45558

Hmmm... my ISP's newsgroups didn't have it. Can you put it on the web
somewhere? Or can someone else?

"Bob Evans" <BobEvanz@optonline.net> wrote in message
news:N_SH4.12790$O5.104910@news02...
> Does anyone know were I can get a working version of The Halley Project
for
> WinAtari?
> And before anyone gets on their high horse....yes I do own the actual
game.
> It's just that I would love to play it on WinAtari.
>
>

2198. Re: wanted (needed!) 800 xl and floppy drive (UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: keith@keefy.co.uk
Message-ID: <38ef322a.4406345@news.freeserve.net>
Source record: 45559

On Sat, 8 Apr 2000 10:06:00 +0100, "Stuart Tomlinson"
<stu@ttscomputers.co.uk> wrote:

>Hi All
>
>Anyone in the uk got a atari 8bit system the can sell me
>Used to write a lot of software on the 8 bit atari and would like to relive
>my youth!!

How about ï¿½50inc del(UK) for this lot ?

Atari 800XL with Atari 1050 5.25inch floppy drive, Alphacom 42
thermal printer, about 10 cartridges including Frogger/Pole Position
and Q-Bert, plus 50 or so 5.25inch floppy disks with case (loads of
stuff on these), 4 Atari basic programming books, Joystick, All leads
and power adapters, even spare rolls of paper for printer. All fully
working and can be seen working. Coventry area if interested in
collecting.

keith@keefy.co.uk www.keefy.co.uk
keefy@littlehovel.freeserve.co.uk www.littlehovel.freeserve.co.uk

2199. Re: The Halley Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: Bob Evans <BobEvanz@optonline.net>
Message-ID: <Xi2I4.13427$O5.110637@news02>
Source record: 45560

I just get a black screen. And I then have to kill Atari800Win.
I've tried just about everymode I could find. Maybe if you can tell me the settings that you are using.

"Paul Irvine" <mclane@btinternet.com> wrote in message news:nu51fs459hf7boskc3rimec2m2pg3hcqm2@4ax.com...
> The other Day "Bob Evans" <BobEvanz@optonline.net> wrote:
>
> >Does anyone know were I can get a working version of The Halley Project for
> >WinAtari?
> >And before anyone gets on their high horse....yes I do own the actual game.
> >It's just that I would love to play it on WinAtari.
> >
> I have it...Where does yours crash or whats the problem?
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

2200. Re: The Halley Project: Mission Briefing Audio Tape

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: Bob Evans <BobEvanz@optonline.net>
Message-ID: <Xi2I4.13428$O5.110637@news02>
Source record: 45561

The post failed that's why it did not show up.
Give me an Website that I can send it to and I will upload it.

"Chad Hendrickson" <chadh@REMOVEmediaone.net> wrote in message
news:Vi1I4.193$RE.21146@elnws01...
> Hmmm... it didn't show on my ISP's newsgroup. Can you put it on the web
> somewhere? Or can someone else?
>
>
> "Bob Evans" <BobEvanz@optonline.net> wrote in message
> news:FxTH4.12795$O5.105362@news02...
> > And speaking of The Halley Project the game had come with an audio tape
> with
> > the mission briefing on it. For thoose of you interested I have
uploaded
> it
> > to alt.binaries.comp.atari8bit. However it is 6mb in size.
> >
> >
>
>

2201. Hardware Documentation

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: Redman1 <redodd@home.com>
Message-ID: <oj2l4.47405$S4.340086@news1.rdc1.nj.home.com>
Source record: 45562

Hello all,
I recently acquired a 1025 printer without a manual.
I haven't been able to find any documentation online.
Is there an archive of hardware manuals? I have a lot
of 8-bit stuff that I don't have manuals for. Thanks.

Ralph

2202. Re: The Halley Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <jmd1fs4ufaqn88hinht9cdc9nqa1to6b54@4ax.com>
Source record: 45563

The other Day "Bob Evans" <BobEvanz@optonline.net> wrote:

>I just get a black screen. And I then have to kill Atari800Win.
>I've tried just about everymode I could find. Maybe if you can tell me the
>settings that you are using.
>
Works fine under Atari800win, toggle the fast SIO off tho (F11).

Used 800B as the hardware without Basic.

Sent it to you anyway..Have fun :)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2203. Re: The Halley Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <83e1fscdn0rp5j6av7u2mjksjdc888qpvt@4ax.com>
Source record: 45564

The other Day "Bob Evans" <BobEvanz@optonline.net> wrote:

>I just get a black screen. And I then have to kill Atari800Win.
>I've tried just about everymode I could find. Maybe if you can tell me the
>settings that you are using.

Tried to send you my version Bob but the email bounced?
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2204. Re: The Halley Project: Mission Briefing Audio Tape

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <sf1p6bhjcqv153@news.supernews.com>
Source record: 45565

"Bob Evans" <BobEvanz@optonline.net> wrote

> The post failed that's why it did not show up.
> Give me an Website that I can send it to and I will upload it.

If you want to upload it to ftp.thom.org/incoming I'll post it split to the
newsgroup or encode it as MP3 or something

2205. Re: Capturing Cassettte progs as sound file

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: neoSpock <Life@hell.com>
Message-ID: <3u8I4.23313$Xk2.92903@tor-nn1.netcom.ca>
Source record: 45566
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Thanks to everyone who has replied. I did find the source I was looking for (Ernest Schreur's homepage). I have Atari programs on tape I want to make a permanent copy of. This technology actually also works for a number of programs I have on handheld devices of the past that used cassette players to save/play programs in Basic. Cassette tape is not a reliable medium. And believe it or not, some of those handhelds are still superior in raw programming capability and number crunching to the current wince lot.

James F. Haslam <jfhaslam@zetnet.co.uk> wrote in message news:38eb1f26$0$564@news.zetnet.co.uk...
> On 1 Apr 2000 10:33:09 -, "MrGadget" wrote:
> >Is there a way to record and read back cassette programs as sound files? I
> >thought I saw something posted once about this.
>
> Hi Gadget! :)
>
> Unlike the other repliers who seem to think this is a bit of a joke, you
> certainly have an application if you are using a Spectrum emulator etc.
>
> To capture a program from tape, you could use a sound sampler and hook up
> your tape player either into a sound sampling cartridge on an ST or into
> the microphone socket on a Falcon.
>
> There is a way to then play them into the emulator, but I've never really
> looked into this.
>
>
> Cheers!
>
>
>
> James
>
>
> _____________________________________
> / /\
> / James Haslam / \
> / / || \
> / Email address: / || \
> / jfhaslam@zetnet.co.uk / /||\ \
> / / file://||\\ \
> / Website: / \

> / www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
> /_____/_____\
>
> List owner of the Cheshunt Computer Club mailing list
> ---
>
>
>
>

2206. Re: Resident disk handler

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-09 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000409230119.3275D-100000@vtn1>
Source record: 45567

If you can read the boot sectors and not the rest, it means the sector size is set to $80 in DBYTLO/HI. Change them to $0100 and things should work.

FWIW I always preferred to ignore DSKINV and just use SIO. There are some things that just can't be done via DSKINV, such as format in 1050 density, so I figured I'd just eliminate the middleman.

jkp

2207. Atari XL setup, and rare Amdisk III all on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <38F26323.ECDC05F0@atari-history.com>
Source record: 45493

Hi everyone,

Doing some cleaning and sorting of duplicates of things I have and I put together a complete set of boxed Atari XL items including an 800XL, 1050 with 3 brand new DOS 2.5 diskettes, 1020 plotter, 1025 Dot Matrix printer, 1027 Letter Quality Printer, 1010 Tape recorder and AtariWriter software, everything is in original boxes. A nice starter set for someone looking to get into Atari computers or a nice collection of equipment for a vintage Atari computer collector.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=304047885

Another auction I am running is for a 1200XL setup including monitor and a very rare Amdek Amdisk III which includes 10 3" disks including an original OSS DOS XL boot disk, for those into collecting, this is the system for you!!!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=304525070

I have a lot of other Atari computer, non-Atari related and Atari video game items up for auction, so take a look at my other auctions and see what else is available.

Curt

2208. Re: Questron

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e8w3d0.15y8sfq31nnrcN%rlcolli@ibm.net>
Source record: 45494

Mindfield <diespamdie!!!mindfield@home.com> wrote:
> Check alt.binaries.comp.atari8bit... Questron and Questron 2 (file
> versions, ARCed) are posted there.

Ok, any other distribution method besides alt.binaries.comp.atari8bit
(my news server, newsguy.com, doesn't carry it).

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

2209. Resident disk handler

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000409205458.17633.00000775@ng-fo1.aol.com>
Source record: 45568

The 8-bit resident disk handler ($E453) will read any sector (1-1040) on single or enhanced density floppies; it will also read (1-3) on a double density diskette. Am having considerable difficulty trying to read or write 256 byte sectors; is this beyond its capabilities? Is SIO ($E459) the only means to access them?

thanks

-Ron

I don't have a solution but I admire the problem.

2210. Replacement mechanism for XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <Fss25y.oE@gem.win.co.nz>
Source record: 45569

A member of our local Atari club has the following question about his 8-bit system. As there are not many 8-bit users in the club I hope someone else may be able to offer some advice.

He has an XF551 5.25" disc drive which he uses on his 8-bit machine. The disc drive mechanism is wearing out. I have heard that standard 5.25" mechanisms such as were used in IBM PC compatibles can be used in the XF551.

We would appreciate any advice as to which mechanisms are suitable, whether any modifications are required or any other relevant information.

Thank you.

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments |
| http://gem.win.co.nz/ * >>> NEW MIDI-3 <<< |

2211. Re: The Halley Project: Mission Briefing Audio Tape

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Bob Evans <BobEvanz@optonline.net>
Message-ID: <cebl4.13707$O5.118808@news02>
Source record: 45570

I tried to upload it to this ftp but I am getting permission denied

"Craig S. Thom" <craig@thom.org> wrote in message
news:sf1p6bhjcqv153@news.supernews.com...
> "Bob Evans" <BobEvanz@optonline.net> wrote
>
> > The post failed that's why it did not show up.
> > Give me an Website that I can send it to and I will upload it.
>
> If you want to upload it to ftp.thom.org/incoming I'll post it split to
the
> newsgroup or encode it as MP3 or something
>
>

2212. Re: The Halley Project: Mission Briefing Audio Tape

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Bob Evans <BobEvanz@optonline.net>
Message-ID: <0pcI4.13729$O5.119835@news02>
Source record: 45571

Neverrrrrmind....
OK the mission briefing is now uploaded to ftp.thom.org/incoming

"Bob Evans" <BobEvanz@optonline.net> wrote in message
news:cebI4.13707$O5.118808@news02...
> I tried to upload it to this ftp but I am getting permission denied
>
> "Craig S. Thom" <craig@thom.org> wrote in message
> news:sf1p6bhjcqv153@news.supernews.com...
> > "Bob Evans" <BobEvanz@optonline.net> wrote
> >
> > > The post failed that's why it did not show up.
> > > Give me an Website that I can send it to and I will upload it.
> >
> > If you want to upload it to ftp.thom.org/incoming I'll post it split to
> the
> > newsgroup or encode it as MP3 or something
> >
> >
>
>

2213. Re: Resident disk handler

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38f15444$0$25403@news.en.com>
Source record: 45572

Ron.
No, SIO can read/write 256 byte sectors just fine.
I've just been messing with reading raw sectors for a SpartaDOS thing
I want.
You just set up the device using page three.
You have Mapping the Atari. $300 (dec 768)
ddevic- don't mess
$301- DUNIT 1 to 4
$302- DCOMND dec 82 read, 87 write
$303- DSTATS 64 read, 128 write, also read status after call seems error
is in 195, if other than 1 after call to $E459
$304-305- DBUFLO/HI put where you want the sector data to go.
I just DIM a BUF$(400) and then get the hi and lo of
BUF$ from ADR(BUF$) in BASIC.
$306- Time out, not too important, maybe
$308-309- bytes to transfer, LO, HI as always.
$30A-30B- Sector number, again LO, HI

once that's all set up, just do a USR to $E459. with BASIC, you must
have a PLA or two, I forget. Then a RTS. Oh, shoot. it's just a 3 or
4 byte string. Like X=USR(ADR("Lvdxx")).
Luck.
Russ
(I'm making a count the bytes on the disk/directory, seems we always
get free sectors, but I want how many bytes the files are.)

2214. Re: Resident disk handler

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8crouo$u4b$1@nnrp1.deja.com>
Source record: 45573

In article <20000409205458.17633.00000775@ng-fo1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> The 8-bit resident disk handler ($E453) will read any sector (1-1040)
on single
> or enhanced density floppies; it will also read (1-3) on a double
density
> diskette. Am having considerable difficulty trying to read or write
256 byte
> sectors; is this beyond its capabilities? Is SIO ($E459) the only
means to
> access them?
>
> thanks
>
> -Ron

You will have sucess if you first load $02D5 and $02D6 with your sector
size info, then call $E453. This is for XL/XE only? But is referred
to on page 208 of Mapping the Atari, XL/XE version.

Sent via Deja.com http://www.deja.com/
Before you buy.

2215. Re: LCD displays

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <em8ewmyg.fsf@erols.com>
Source record: 45574

> The bad news is multiple: I checked out the cost of new ones, I would say
> prohibitive, ones like a 4x40 he bought for $4 cost $60-70 new. I did the
> project for an IBM printer port. Of the 3 schematics I used, all 3 had
> errors so I had to go best 2 out of 3 to decide what to do.

They can be pretty expensive, though if you track down the models without backlights, they're somewhat cheaper. Still, a new 4x40 is pricey. There are lots of manufacturers of these boards, and thankfully, the connections are nearly identical for all. I've done a couple projects with them, nothing really fancy, but I found you don't really need to bother with read strobe- as there is rarely a need to read from the device.

For low light conditions, the to use are the LED backlighting- which is the most expensive of course, but its easy to manage (plain +5 vdc instead of the high voltage AC EL or CCFT backlights).

The really nice thing about these displays is you don't need a negative voltage supply. In addition to the +5 logic supply, many lcd panels want a -5 to -20 vdc LCD bias, which can be a drag to come up with.

Apparently you can do all sorts of fun things with them like download new character sets to do pseudo-graphics. I did some basic cursor positioning on one driven by an 8051, it works pretty well and the interfacing is very easy.

The chipset has been around some time, the venerable Radio Shack Model 100 used the Hitachi lcd controllers for its display.

Gregm

2216. Re: Re: Atari 800XL Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <ce23fssfkd7ho1ju5nv5u1uhtmivq7gdhl@4ax.com>
Source record: 45575

On Mon, 13 Mar 2000 18:28:56 GMT, Jeff Williams <gendo@nervhq.org>
drooled an embarassing wet spot in his lap as he typed:

>In article <952793392.992831@news.tibus.net>,
> "Zedd-ï¿½8ï¿½" <zedd@yep-nospam.com> wrote:
>> Any recommends?
>>
>> Zedd-ï¿½8ï¿½
>> http://www.zeddx81.club24.co.uk
>
>I would second XL-it... I believe there's a Windows version, which
>means it'll run well under Windows 2000 (whether or not that's
>important to you... for me, the switch to Win2000 means half my
>emulators are broken because of the lack of sound under DOS emulation).
>
>I never bothered trying any of the other emulators because XL-it seemed
>pretty much perfect to me.

Try running either of the Alternate Reality games. No go. Atari800
(DOS or Win) however runs both almost flawlessly. (Slight glitching in
the distant mountain graphics, but I can live with that)

2217. Re: Rare Atari games

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <7j23fs87pasng0v6j9ibhn9tv64d001pmf@4ax.com>
Source record: 45576

On Thu, 16 Mar 2000 14:07:40 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> drooled an embarassing wet spot in his
lap as he typed:

>Hello,
>a friend of mine is searching the following games or images:
>1) Abraxas/Abraxus/Abraxis Adventure
>2) Time Quest (adventure game)
>3) Mad Marbles (original from Atari - no clone !!)
>Anyone there who a) has the original games for sale or b) knows the URL
>to download the images ??? greetings - Andreas Magenheimer

A quick check of my collection reveals:

ABRAXAS_.zip - Abraxas Assault (ATR image)

No sign of the others however, either in ATR, executable or on a
multiboot disk. :-(

2218. Re: Re: Atari Chip Numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <k433fs42s6pfpqhh4fnu7g5snj2ea1qr5i@4ax.com>
Source record: 45577

On Fri, 25 Mar 2000 13:05:04 , "Greg Goodwin"
<Greg.Goodwin@p0.f2.n8.z8.fidonet.org> drooled an embarassing wet spot
in his lap as he typed:

>FamilyNet HQ: Telnet:\\209.217.2.202
>
>Hey there.. got on Atari XEGS... would that have a GITA or a CITA? .
>(Grin)
>Doctor Clu
>Dallas Texas (972)-496-0650

GTIA. CTIA was used only in the 400/800 series machines. From the XL
on up, it was all GTIA.

2219. Re: SDX ROM's removed from the newsgroup.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <v143fs01jj43q49760b3f1d3efldnlqkap@4ax.com>
Source record: 45578

On Wed, 29 Mar 2000 15:59:37 GMT, "Jim Smith" <jsmith@j-com.net>
drooled an embarassing wet spot in his lap as he typed:

>Seems someone deleted the SDX ROM's in the alt.binaries.comp.atari8bit so
>I'm making them available
>elsewhere.
>
>http://www.atariworld.com/icd/sdx/manual/sdxmanual.html
>
>If anyone has versions 4.19 and 4.22 please email them to wiz@atariworld.com
>
>
>
>
>

Better make that http://www.atariworld.com/icd/sdx/manual/main.html

2220. Re: Abuse - Anybody know where to get the ATR ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <j443fs06fhpjd9nol4870vns3ju4vkj30h@4ax.com>
Source record: 45579

On Fri, 31 Mar 2000 14:26:20 -0500, "Richard Smith"
<rsmith@planeteer.com> drooled an embarassing wet spot in his lap as
he typed:

>Does anybody remember a program called "abuse" ? It would generate random
>putdowns etc. some of which were quite funny. If anybody knows where I could
>get an ATR please let me know.
>
>I also remember that there was an X-Rated version with stronger language.
>
>Thanks,
>
> Richard.
>

Check alt.binaries.comp.atari8bit ... I've posted it there.

2221. Re: Questron

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <6o43fsogqblkuic6ptqimrj5oeitl3t8vd@4ax.com>
Source record: 45580

On Mon, 3 Apr 2000 00:55:00 -0400, "Brian Sturk"
<bsturk@nh.ultranet.com> drooled an embarassing wet spot in his lap as
he typed:

>I've been looking for an image of this game for a *very* long
>time. Has anyone seen it anywhere? If not is there a reason? Copy
>protection, etc...

Check alt.binaries.comp.atari8bit... Questron and Questron 2 (file
versions, ARCed) are posted there.

2222. Atari 400 question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <8cs5lffml1@nnrp02.primenet.com>
Source record: 45581

I found an Atari 400, working, with power supply. I have never seen one like this though, it has real keys and not the flat membrane keyboard. Is this rare? I thought the 400 always had the membrane style keyboard, I guess I just never saw this variation back in the day. -Satcom2

2223. Re: LCD displays

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000410065341.26367.00000674@ng-fj1.news.cs.com>
Source record: 45582

>Apparently you can do all sorts of fun things with them like download
>new character sets to do pseudo-graphics. I did some basic cursor
>positioning on one driven by an 8051, it works pretty well and the
>interfacing is very easy.

Anyone aware of some type of a "how to" on these or a kit? I'd like to try,
but have never tried anything like this.
Larry White

2224. Re: Atari 400 question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <fsd3fsgh80hbkkb6bc3hv5bf0lefqi6kfc@4ax.com>
Source record: 45583

On Mon, 10 Apr 2000 02:08:26 -0700, "Satcom2" <svenhard@primenet.com>
drooled an embarassing wet spot in his lap as he typed:

>I found an Atari 400, working, with power supply. I have never seen one like
>this though, it has real keys and not the flat membrane keyboard. Is this
>rare? I thought the 400 always had the membrane style keyboard, I guess I
>just never saw this variation back in the day. -Satcom2
>

The 800 had "real" keys, so maybe that's either A) an 800 in a 400
case, B) a re-released 400 with the 800 keys, or C) freaky.

2225. Re: LCD displays

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8csmoj$p1k$1@bob.news.rcn.net>
Source record: 45584

The datasheets for the units often give hints of varying quality. Essentially you create Atari-style character bitmaps (each characters is an array of 8 bytes- bits forming columns, bytes forming rows, giving a 8x8 bit matrix (or is it 5x7...); set the bits you want "on" clear the ones you want "off"). Then load them into the controller with one of the commands, enabling a ram character set and replacing the default character representations with yours. If you replace characters not "normally" used, then you print normal text and these special characters as required. If you're clever you can do all sorts of animation or effects. These lcd panels aren't suited for "real" graphics as the character cells & rows are normally separated from each other by a pixel width or so- which leaves gaps in whatever neato graphic you produce.

As Richard did, do an internet search. Interfacing one of these units to a PC printer port is a classic demo project. As you search around, you'll probably end up finding links to the chipset manufacturer, it will be helpful to download the datasheets- which are the best reference for operating the devices.

Gregm

>
> Anyone aware of some type of a "how to" on these or a kit? I'd like to try,
> but have never tried anything like this.
> Larry White

2226. Re: Atari 400 question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000410100203.15428.00000687@ng-cl1.aol.com>
Source record: 45585

It's most likely a regular 400 with one of the several after market real keyboards that were sold in the late 70's/early 80's.

Allan

2227. Re: LCD displays

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sf41dv35cqv77@corp.supernews.com>
Source record: 45586

Here's two sites. I didn't bookmark the commercial/new LCD panel <$67> site,
but if you find it, they have all the data sheets in Adobe Acrobat .PDF
format and Acrobat viewer is a free download.
http://pluto.spaceports.com/~mpdj/
http://home.iae.nl/users/pouweha/lcd0.htm

As Greg said, they are all the ~the same interface. Either 14 or 16 pins,
with the first 14 pins always the ~same. Errors I saw were mostly simple,
things like tying the contract control pin to +5 volts instead of ground,
having the data pins shifted one pin over from where they should be, that
kind of stuff.

All the addressing and features are accessed through software. They have
register selection in a manner similar to Atari chips like the pokey sound
registers and timers, but with functions like placing a character Z onto the
screen at X,Y.

My son says he has seen people with trunk mounted PCs using 8' printer cable
to mount the LCD panel on the dash, so they much be pretty good with regards
to noise immunity.
LLpwhite <llpwhite@cs.com> wrote in message
news:20000410065341.26367.00000674@ng-fj1.news.cs.com...
>
> >Apparently you can do all sorts of fun things with them like download
> >new character sets to do pseudo-graphics. I did some basic cursor
> >positioning on one driven by an 8051, it works pretty well and the
> >interfacing is very easy.
>
> Anyone aware of some type of a "how to" on these or a kit? I'd like to
try,
> but have never tried anything like this.
> Larry White

2228. Re: LCD displays

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8ct323$k3s$1@bob.news.rcn.net>
Source record: 45587

>
> All the addressing and features are accessed through software. They have
> register selection in a manner similar to Atari chips like the pokey sound
> registers and timers, but with functions like placing a character Z onto
the
> screen at X,Y.
>
> My son says he has seen people with trunk mounted PCs using 8' printer
cable
> to mount the LCD panel on the dash, so they much be pretty good with
regards
> to noise immunity.

Some time ago I ran a 6' cable driving 2 displays in my car and didn't have trouble, I sort of suspect the key is keeping the i/o rate low. The CMOS drivers will tend to soak up some measure of interference because of their low output impedance- but it is pretty impressive given how much electrical noise cars make.

It might be easier to run 2 lengths of cat3/cat5- certainly cheaper than 8' of ribbon.... but I've no real idea... ;)

Gregm

2229. Re: XE Memory Manager for JLS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <38f20fea@news.iglou.com>
Source record: 45588

On 2000-04-08 jeff@jeff-jackson.com said:
>There have been 32 downloads of JLS BASIC. I thought
>there would have been more. I guess the community of
>8-bit nostalgia buffs might be a little smaller than I thought.
>Has anyone actually played with it any? I sure would like
>to hear from you if you have.
I've been reading this newsgroup almost every day for years and I don't
recall hearing of JLS BASIC.
>100 REM THIS PROGRAM SWAPS XL AND XE110 REM MEMORY SO THAT TWO =
>VIRTUAL120 REM MACHINES ARE MAINTAINED.130 REM ALL MODULES LOADED
By any chance, did your program have Atari EOL characters? If you
convert them to CRLFs and paste the program into your message it should
look better, unless it uses ATASCII graphic characters. If it does, you
may have to attach it.

2230. Newbie Vanguard Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Brian <brianp90@home.com>
Message-ID: <38F22144.569788C6@home.com>
Source record: 45589

First off I'm not a game collector. I'm just looking for a game that a buddy of mine and myself used to play way way way back in the early eighties called Vanguard. Does anyone know if this is an Atari game? Does this game still exist? If it does, is it available for the PC and would I need an emulator to play it.

Thanks
Brian

2231. Re: Newbie Vanguard Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8ct86jbrm1@bob.news.rcn.net>
Source record: 45590

Yes. Yes. No that I know of. Yes.

;) Actually its a pretty good port of the arcade game to the Atari, even down to the background music. I imagine you can find an atr image in all the normal places

(http://shell.ihug.co.nz/~aaronat/atari.html for a start)

I've not tried it under PCXformer or Atari800Win, but I think it should work OK.

Gregm

Brian <brianp90@home.com> wrote in message news:38F22144.569788C6@home.com...
> First off I'm not a game collector. I'm just looking for a game that a buddy
> of mine and myself used to play way way way back in the early eighties called
> Vanguard. Does anyone know if this is an Atari game? Does this game still
> exist? If it does, is it available for the PC and would I need an emulator to
> play it.
>
> Thanks
> Brian
>

2232. Re: Atari 400 question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <vJrl4.228$3E5.1222@newsfeed.slurp.net>
Source record: 45591

On 10 Apr 2000 02:08:26 , "Satcom2" wrote:
>I found an Atari 400, working, with power supply. I have never seen one like
>this though, it has real keys and not the flat membrane keyboard. Is this
>rare? I thought the 400 always had the membrane style keyboard, I guess I
>just never saw this variation back in the day. -Satcom2

Well yes and no. When I bought my 400 it had the membrane keyboard.
There was a company that sold a keyboard that could be install in place
of the membrane one. That is what I did and to this day it still works
great.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2233. Re: Abuse - Anybody know where to get the A

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-10 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <8cth0v11j1u@enews4.newsguy.com>
Source record: 45592

On 31 Mar 2000 14:26:20 , "Richard Smith" wrote:
>Does anybody remember a program called "abuse" ? It would generate random
>putdowns etc. some of which were quite funny. If anybody knows where I could
>get an ATR please let me know.

I have a copy of the original disk (with copy protection intact) made with
Happy Backup many years ago. Great program. "He" starts to get really
angry when you insult his "mother" in certain ways. Her name, if I recall
correctly, is "Sylvia Atari". And of course telling him to "go away" is
good for a laugh, or to "kill himself" ;^)

>I also remember that there was an X-Rated version with stronger language.

I've never seen that one. If anyone has it I'd love a copy (in genuine 8-
bit useable format, or ATR).

-Paul

--

Paul Nurminen | El Segundo, California USA
Falcon030/14/Nemesis | ICQ # 50313052

:::::: N U R M I X W E B C E N T R A L ::::::
http://www.tsotech.com/nurmix/home.htm
Electronic Music | Atari Computing | Humor

** SPAM ALERT! (Change "SPAM" to "com") **

2234. Re: Resident disk handler

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38f2a8a9$0$35183@news.voyager.net>
Source record: 45495

I guess I missed the point of the question, actually.
I never heard of any use for $E453, except to do a status check,
often for copy protection to see if a bad sector is there.
I never heard of read/write with DSKINV.
I'm wondering why you want to do read/writes with it.
But someone already gave a good answer, whatever you do with
SIO, you need to put the bytes to read/write in DBYTLO/HI.
Russg

2235. Re: Help with identifying CSS Operating System Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000411031728.27868.00000930@ng-fa1.news.cs.com>
Source record: 45496

>...Does anyone have any info on early CSS OS upgrades for the XLs? <

Were you ever able to pin this down conclusively?
Larry

2236. Re: Resident disk handler

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000411033700.27868.00000931@ng-fa1.news.cs.com>
Source record: 45497

>I never heard of read/write with DSKINV.<

In the early days, DSKINV (and not SIOV)
got most of the media articles. So if you gave a quiz, I suspect that more
people would recognize $E453 than $E459 Remember David Small's 1982 Creative
Computing article on direct disk access? I remember having problems early on
with DSKINV trying to do write-without-verify. And I had a dickens of a time
finding any info about SIOV.
Larry

2237. Re: Re: Questron

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <u626fsk9shvn2cl6o2tkjeqb6gb3u2pkv8@4ax.com>
Source record: 45498

On Mon, 10 Apr 2000 20:52:55 -0400, rlcolli@ibm.net (Ryan Collins)
drooled an embarassing wet spot in his lap as he typed:

>Mindfield <diespamdie!!!mindfield@home.com> wrote:
>> Check alt.binaries.comp.atari8bit... Questron and Questron 2 (file
>> versions, ARCed) are posted there.
>
>Ok, any other distribution method besides alt.binaries.comp.atari8bit
>(my news server, newsguy.com, doesn't carry it).

Actually a couple of E-Mails tipped me off to the fact that they
weren't the games. (Until about 20 minutes ago, I didn't have an ARC
extraction utility except under the 8-bit emulator, so I hadn't
checked them out. Turns out their DOCS, possibly walkthroughs or
manuals for the games) :-P Looks like I'm now hunting for the real
deals, too. :-/

2238. Re: The Halley Project: Mission Briefing Audio Tape

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <sf6hcmnscqv65@news.supernews.com>
Source record: 45499

You'll get Permission Denied for a directory listing, but the file will go
up fine. It did go up fine, as a matter of fact. I've got it.

> I tried to upload it to this ftp but I am getting permission denied
>

2239. Last Chance to bid on Large Atari collection

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: Jonathan Roberts <carsen80@hotmail.com>
Message-ID: <8cv5mcegh2@hbunn2.ha.uk.sbphrd.com>
Source record: 45500

Only two hours left so if your after a few 8 bit machines chek out the link
below

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=300559085

Thanks

--
The opinions expressed in this communication are my own, and do not
necessarily reflect those of my employer.

2240. Re: Re: Questron

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sf6l2iokcqv118@corp.supernews.com>
Source record: 45501

Mindfield <diespamdie!!!mindfield@home.com> wrote in message
news:u626fsk9shvn2cl6o2tkjeqb6gb3u2pkv8@4ax.com...
> On Mon, 10 Apr 2000 20:52:55 -0400, rlcolli@ibm.net (Ryan Collins)
> drooled an embarassing wet spot in his lap as he typed:
>
> >Mindfield <diespamdie!!!mindfield@home.com> wrote:
> >> Check alt.binaries.comp.atari8bit... Questron and Questron 2 (file
> >> versions, ARCed) are posted there.
> >
> >Ok, any other distribution method besides alt.binaries.comp.atari8bit
> >(my news server, newsguy.com, doesn't carry it).
>
> Actually a couple of E-Mails tipped me off to the fact that they
> weren't the games. (Until about 20 minutes ago, I didn't have an ARC
> extraction utility except under the 8-bit emulator, so I hadn't
> checked them out. Turns out their DOCS, possibly walkthroughs or
> manuals for the games) :-P Looks like I'm now hunting for the real
> deals, too. :-/
I was under the impression that Questron was bugged for the Atari 8 bits
anyway. I may have the name wrong, but I thought it was Questron that let
you get ~90% of the game completed and then bombed. I bought the game on
sale at San Jose Computers, had the first copy bomb so bought a 2nd copy
thinking it was a bad disk. Second copy bombed in the same place so I
finally bought the ST version.

2241. FA: 400 800xl 130xe XE System (one lot)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: Black Ice <black_ice_2000@NOSPAMhotmail.com>
Message-ID: <38F35F6E.820D83F1@NOSPAMhotmail.com>
Source record: 45502

Hello,

I have a Atari 400, 800xl, 130xe, and a XE System up for auction on ebay
(as one lot). If you'd like to check it out go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=304509818

I also have a Atari Keyboard and Mouse for auction. They are located
here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=305476546

Thanks for looking

--
-=remove "NOSPAM" from black_Ice_2000@NOSPAMhotmail.com to email me=-

Anyone live in BC (Canada) and have the following to sell?

-1955 Mercury Meteor / 1955 Ford Customline Parts..
-1963 Mercury Comet Parts..
-Arcade Machine(s) or Arcade Parts..
-Atari 2600 Games or Original Nintendo Games..

-=remove "NOSPAM" from black_Ice_2000@NOSPAMhotmail.com to email me=-

2242. Re: Newbie Vanguard Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <u5r6fscm0g1bgln88jas48esuipftbrmup@4ax.com>
Source record: 45503

The other Day "Greg Menke" <nospam@erols.com> wrote:

>
>Yes. Yes. No that I know of. Yes.
>
>
>;) Actually its a pretty good port of the arcade game to the Atari, even
>down to the background music. I imagine you can find an atr image in all
>the normal places

Was indeed, not the hardest of games to convert I would have thought.

Basic in look but a fun blaster.
>
>(http://shell.ihug.co.nz/~aaronat/atari.html for a start)

Or ftp://ftp.spudster.org/pub/Atari/CTH/Games/FILES/V/vanguard.exe

And use the LOAD EXE/COM on Atari800win...
>
>I've not tried it under PCXformer or Atari800Win, but I think it should work
>OK.

Will work nicely on Atari800win (or DOS eqivs)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2243. Re: FA: 400 800xl 130xe XE System (one lot)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000411171440.27888.00001051@ng-fa1.aol.com>
Source record: 45504

>I have a Atari 400, 800xl, 130xe, and a XE System up for auction on ebay
>(as one lot). If you'd like to check it out go to:
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=304509818
>

Currently around $50; almost worth that for an OLD A.N.A.L.O.G. looks like #3?

-Ron

I don't have a solution but I admire the problem.

2244. Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000411235231.13266A-100000@halifax.chebucto.ns.ca>
Source record: 45505

Can you buy Diamond OS on disk? If it's not available for sale, is it avaialble for download on an FTP site?

How large was the program? Did it require 128k to run? Can you use an ST mouse with it? Does anyone have it for sale even on cartridge? Sorry for so many questions.

Thanks...

2245. Happy question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000411235548.13266B-100000@halifax.chebucto.ns.ca>
Source record: 45506

A friend has a disk called Happy 7. Someone told him he needed a drive revision to use it. Can anyone give him a short explanation of what this is?

Thanks...

2246. Modes of Operation question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000411235724.13266C-100000@halifax.chebucto.ns.ca>
Source record: 45507

On a friend's disks (he bought them at a flea market), some have little notes beside the filenames like: basic, skew, happy, translator needed and a few other things.

Any ideas?

Thanks...

2247. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-11 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <38F3ED26.C231776D@atari-history.com>
Source record: 45508

Hi Tony,

Alan Reeve, the programmer and owner of Diamond OS made the software freeware for everyone to use. I worked a small bit with Alan on Diamond OS and did the revised icons for Diamond OS version 2.0 (made the filing cabinets into little XF551 disk drives and redid the garbage can) and did a lot of beta testing. I have all of the disks with every revision and also Diamond Write, Diamond Paint, Diamond develop. Alan made several attempts to get Atari to package it with the XE computer systems since the OS looked just like the low-res mode of Atari TOS for the ST's. Atari gave him the run around for a long time and in the end he sold the software through a publishing company. Diamond OS was a great OS and never really had its chance to have any 3rd parties develop software for it (I think it was Antic magazine that did a review of Diamond OS and had it on the front cover along with a type in program to add a background color changing accessoriy) and for it to take off like it should have. As long as Alan has no objections, I'd be happy to make a section on the Atari History website with some history of Diamond OS, screen shots and downloadable images of the diskettes as well as the Developers documentation. I know Lance at Video 61 would love to be able to make Diamond OS carts, however they use the ICD bank switching boards so that may never happen unfortunately, but then again I never count Lance down, he's manage to produce in cartridge format a lot of software that he has received rights to that noone thought would be able to be made into cartridge format. The older Diamond OS (version 1.0 and 1.1) will work on an Atari 800 and up, however 2.0 and 2.1 require an 800XL/130XE to run.

If anyone wants copies of the diskettes I could run off a few copies, you just have to pay a few dollars for postage and send me some 5.25" diskettes. I can make the documentation available on the website, you just have to give me a week or so to take the time out to scan everything in and make a new webpage.

Curt

Tony Cianfaglione wrote:

> Can you buy Diamond OS on disk? If it's not available for sale, is it
> avaialble for download on an FTP site?
>
> How large was the program? Did it require 128k to run? Can you use an
> ST mouse with it? Does anyone have it for sale even on cartridge? Sorry
> for so many questions.
>
> Thanks...

2248. FA: 97 5200 carts, 30+ atari 800 carts, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: kickass@shell2.fdn.com
Message-ID: <rJPI4.197$xZ2.72314@news1.atlantic.net>
Source record: 45509

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?
ViewListedItems&userid=kickass@leading.net&
include=0&since=-1&sort=2&rows=25

The above needs to be all one line.

check it out!

Thanks for looking!

Zilla

Mega Insanso Atari Nut Since 1979.
Long live The Fuji
Member of what was once the oldest Atari Users group
(util it died. (SNIFF!))

2249. Atari 800 FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8d0jeu$n44$1@mohawk.hwcn.org>
Source record: 45510

I have an 48k Atari 800 I am willing to sell for $50 US funds plus shipping from Canada.....it is an NTSC machine.

I also have a genuine Atari 810 that I could sell as well if you are interested in having a matching disk drive.....$40.....or I could throw in an Atari 1050 for $20....

Willy

2250. Chalkboard question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000412000027.13266D-100000@halifax.chebucto.ns.ca>
Source record: 45511

A friend has a large tablet-style computer drawing interface called 'Chalkboard'. You are supposed to insert overlays on the face of it for the different programs that were available for it.

No programs or overlays came with it and other than the pictures on the box, not much is known about it. Is anyone here familiar with it? Are there programs available for it for the Atari?

Thanks...

2251. FTP sites?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000412000404.13266F-100000@halifax.chebucto.ns.ca>
Source record: 45512

Is there a list of FTP sites containing Atari 8 bit software whether it's shareware, freeware or public domain?

Thanks...

2252. Re: Re: Re: Questron

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <9dl8fs8822qsuivqgnaquo0qn1red86n7k@4ax.com>
Source record: 45513

On Tue, 11 Apr 2000 09:47:04 -0000, "Richard Cortese"
<ricortes@netmagic.net> drooled an embarassing wet spot in his lap as
he typed:

>I was under the impression that Questron was bugged for the Atari 8 bits
>anyway. I may have the name wrong, but I thought it was Questron that let
>you get ~90% of the game completed and then bombed. I bought the game on
>sale at San Jose Computers, had the first copy bomb so bought a 2nd copy
>thinking it was a bad disk. Second copy bombed in the same place so I
>finally bought the ST version.
>

Couldn't tell you. I actually never played it for some reason -- it's
one of the ones I just never got into, though I don't know why.
(Looking back, it was quite a good game)

2253. Re: FTP sites?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <ajl8fsc2rtmi8s823jmj15gnreeinbo36o@4ax.com>
Source record: 45514

On Wed, 12 Apr 2000 00:05:23 -0300, Tony Cianfaglione
<ab616@chebucto.ns.ca> drooled an embarassing wet spot in his lap as
he typed:

>
>Is there a list of FTP sites containing Atari 8 bit software whether it's
>shareware, freeware or public domain?
>
>Thanks...

I don't recall many offhand -- in fact, I remember the one site that I
used to frequent: atari.archive.umich.edu (or ftp.archive.umich.edu if
that doesn't work anymore) 8-bit and ST stuff.

2254. What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <okl8fs81htl6r8ckqrr7nhm54jaig5gsvr@4ax.com>
Source record: 45515

Okay, I remember I used to play it to death years ago. It was a sci-fi SSI RPG with incredibly simplistic graphics (used ATASCII a lot as I recall), not much in the way of sound, but had very solid, addictive gameplay. You were able to travel between planets, fight battles in turn-based battle mode, buy weapons and armour, and your party could consist of 4 (6?) players that could be of a variety of alien species. I don't remember much about it beyond that; it was long before Wizard's Crown, Eternal Dagger -- more like around the Phantasie I era or earlier -- early 80s, anyway. I think the game was either 1 or 2 sides -- not the larger 4 sides that later SSI games took up. Not much to go on, I know, but I havn't seen or played the game in well over a decade. I've gone through my entire Atari image collection (which is pretty extensive) and I'm pretty sure I don't have it -- I'd recognize the name if I saw it.

Anyone know what the hell I'm talking about? Even better, anyone know where disk images of it might be found if you do? Thanks!

2255. PC Keyboard on my XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <8d1nanmsl1@news.xmission.com>
Source record: 45516

Many years ago, there was a PC keyboard that was configured to be
connected directly to the Atari 8bit. It used the F keys as macros, etc.

Anybody still have one of these and is interested in selling/trading?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2256. Re: Resident disk handler

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.955542514@math.tu-berlin.de>
Source record: 45517

rhamiiton5@aol.comedy.com (RHamiIton5) writes:

>The 8-bit resident disk handler ($E453) will read any sector (1-1040) on single
>or enhanced density floppies; it will also read (1-3) on a double density
>diskette. Am having considerable difficulty trying to read or write 256 byte
>sectors; is this beyond its capabilities? Is SIO ($E459) the only means to
>access them?

Depends on the Os release. The XL release DISKINTERF is able to read larger
sectors, there are two variables in page 3 to change the sector size.
Unfortunately, I forgot the addresses. The Os A can only handle 128
bytes/sector as far as DISKINTERF is concerned, but SIO will work fine in
either case.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2257. Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8d1u5v$i3$1@bob.news.rcn.net>
Source record: 45518

Sounds a little like Ultima 3 or greater.

OK, so I never actually solved Ultima 4, having gotten to the final step of the game 3 or 4 times before getting sick of it. Does anyone remember the final puzzle, or what happens when you finally get it right? An Apple friend of mine had similar trouble, so he sector dumped the game disk to get the solution- but couldn't remember either.

Gregm

Mindfield <diespamdie!!!mindfield@home.com> wrote in message news:okl8fs81htl6r8ckqrr7nhm54jaig5gsvr@4ax.com...
> Okay, I remember I used to play it to death years ago. It was a
> sci-fi SSI RPG with incredibly simplistic graphics (used ATASCII a lot
> as I recall), not much in the way of sound, but had very solid,
> addictive gameplay. You were able to travel between planets, fight
> battles in turn-based battle mode, buy weapons and armour, and your
> party could consist of 4 (6?) players that could be of a variety of
> alien species. I don't remember much about it beyond that; it was
> long before Wizard's Crown, Eternal Dagger -- more like around the
> Phantasie I era or earlier -- early 80s, anyway. I think the game was
> either 1 or 2 sides -- not the larger 4 sides that later SSI games
> took up. Not much to go on, I know, but I havn't seen or played the
> game in well over a decade. I've gone through my entire Atari image
> collection (which is pretty extensive) and I'm pretty sure I don't
> have it -- I'd recognize the name if I saw it.
>
> Anyone know what the hell I'm talking about? Even better, anyone know
> where disk images of it might be found if you do? Thanks!
>

2258. Re: FTP sites?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ysnwr9ybp.fsf@co.umist.ac.uk>
Source record: 45519

> >Is there a list of FTP sites containing Atari 8 bit software whether it's
> >shareware, freeware or public domain?

If you want to find software, try XLSearch:
http://www.newbreedsoftware.com/xlsearch/

Also I have a list of ftp sites on my home page (address below),
although it is probably out of date by now.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2259. Re: Chalkboard question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <38F48551.693E9545@agnld.uni-potsdam.de>
Source record: 45520

Tony Cianfaglione wrote:

> A friend has a large tablet-style computer drawing interface called
> 'Chalkboard'. You are supposed to insert overlays on the face of it for
> the different programs that were available for it.
>
> No programs or overlays came with it and other than the pictures on the
> box, not much is known about it. Is anyone here familiar with it?

Yes, I have it also - with software.

> Are
> there programs available for it for the Atari?

Yes, on cartridge - maybe on disc too, which I have never seen. The carts
are usually hard to get, especially with overlays and manual/box. As far as
I know there exist 7 different programs for the chalkboard.

Hope this helps,

Andre

2260. Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <38F4844C.65A703E1@agnld.uni-potsdam.de>
Source record: 45521

Mindfield wrote:

> Okay, I remember I used to play it to death years ago. It was a
> sci-fi SSI RPG

Well I think you mean 'Cosmic Balance' or 'Imperium Galactum'.

I hope this helps

Andre

2261. Re: Modes of Operation question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sf98mmjt4nk39@corp.supernews.com>
Source record: 45522

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000411235724.13266C-100000@halifax.chebucto.ns.ca.
..
>
> On a friend's disks (he bought them at a flea market), some have little
> notes beside the filenames like: basic, skew, happy, translator needed and
> a few other things.
>
> Any ideas?
BASIC is either on a cart or can be enabled/disabled on later models. The
BASIC probably just means it is a BASIC program so run it with the cart
enabled.
Skew and Happy are probably both refering to a Happy modified drive. Drives
like this were modified by replacing the drive's processor and RAM so it
could defeat copy protection schemes. If you don't have a working Happy
drive, the software is pretty useless.
Translator puts the 800/400 OS into a later model 8 bit, like an 800XL for
example. About the same story, there were only 1 or at most 2 programs I can
think of that were used to pirate carts. The most popular one was ~CARTCOPY
and it used illegal calls to the OS so in order to run the pirated software
you needed to run a translator. There were really less then a dozen titles I
can think of that weren't compatible with the different OS. All the claims
about the XL series not being able to run 90% of the software really just
meant the clown making the claim had pirated 90% of his software.
>
> Thanks...
>

2262. Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sf9929ms4nk119@corp.supernews.com>
Source record: 45523

Greg Menke <nospam@erols.com> wrote in message
news:8d1u5v$i3$1@bob.news.rcn.net...
> Sounds a little like Ultima 3 or greater.
>
> OK, so I never actually solved Ultima 4, having gotten to the final step
of
> the game 3 or 4 times before getting sick of it. Does anyone remember the
> final puzzle, or what happens when you finally get it right? An Apple
> friend of mine had similar trouble, so he sector dumped the game disk to
get
> the solution- but couldn't remember either.
>
> Gregm
You get the answer from "The Time Lord" at the bottom of one of the
dungeons. I can't remember it offhand either, but I think it is something
like [love, death, sun, moon]. You just insert the cards you have picked up
in the right order into the computer<Exodus> in the right order and it blows
up. You only need 1 live character to complete the game, so you get 4 shots
at getting the order right.
>
>
> Mindfield <diespamdie!!!mindfield@home.com> wrote in message
> news:okl8fs81htl6r8ckqrr7nhm54jaig5gsvr@4ax.com...
> > Okay, I remember I used to play it to death years ago. It was a
> > sci-fi SSI RPG with incredibly simplistic graphics (used ATASCII a lot
> > as I recall), not much in the way of sound, but had very solid,
> > addictive gameplay. You were able to travel between planets, fight
> > battles in turn-based battle mode, buy weapons and armour, and your
> > party could consist of 4 (6?) players that could be of a variety of
> > alien species. I don't remember much about it beyond that; it was
> > long before Wizard's Crown, Eternal Dagger -- more like around the
> > Phantasie I era or earlier -- early 80s, anyway. I think the game was
> > either 1 or 2 sides -- not the larger 4 sides that later SSI games
> > took up. Not much to go on, I know, but I havn't seen or played the
> > game in well over a decade. I've gone through my entire Atari image
> > collection (which is pretty extensive) and I'm pretty sure I don't
> > have it -- I'd recognize the name if I saw it.
> >
> > Anyone know what the hell I'm talking about? Even better, anyone know
> > where disk images of it might be found if you do? Thanks!
> >
>
>
>

2263. Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8d2b9p$or5$1@bob.news.rcn.net>
Source record: 45524

> > Sounds a little like Ultima 3 or greater.
> >
> > OK, so I never actually solved Ultima 4, having gotten to the final step
> of
> > the game 3 or 4 times before getting sick of it. Does anyone remember
the
> > final puzzle, or what happens when you finally get it right? An Apple
> > friend of mine had similar trouble, so he sector dumped the game disk to
> get
> > the solution- but couldn't remember either.
> >
> > Gregm
> You get the answer from "The Time Lord" at the bottom of one of the
> dungeons. I can't remember it offhand either, but I think it is something
> like [love, death, sun, moon]. You just insert the cards you have picked
up
> in the right order into the computer<Exodus> in the right order and it
blows
> up. You only need 1 live character to complete the game, so you get 4
shots
> at getting the order right.

I think Exodus computer was Ultima 3, Ultima 4's final scene (at least the last scene I got to) is at the bottom of a very deep mine. The characters had to be pretty robust to make it down there, but at the final step you have to give the right answer to some question or other to proceed else get transported all the way back up to the surface. The problem is of course, that you can't save the game while in a mine. This had all the Avatar stuff- each character had to develop morality, spirituality, etc.. and be anointed in various ways before becoming an "Avatar" of some virtue. I don't think U4 had space travel (which I only remember from Ultima 1 or 2), but you could fly around in a hot air balloon. My college roomate and I spent uncounted hours hacking away at developing those characters.

Gregm

2264. Re: FTP sites?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8d2orl$f95$1@nnrp1.deja.com>
Source record: 45525

I maintain a list of FTP and HTTP servers with Atari 8-bit files for downloading. It's at- http://cth.tzo.com/ftp.html . The list isn't categorized in the way you described, but there's really quite a few servers offering Atari 8-bit files. 57 altogether.

In article <Pine.GSO.3.95.iB1.0.1000412000404.13266F-100000@halifax.chebucto.ns.ca>,
Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:
>
> Is there a list of FTP sites containing Atari 8 bit software whether it's
> shareware, freeware or public domain?
>
> Thanks...
>
>

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

2265. Sparta DOS-X

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <8D5J4.1407$t31.13029@typhoon.tampabay.rr.com>
Source record: 45526

Does anyone have the bank switching techniques used by the SPARTA DOS-X cart? Any information even on the memory address used would be appreciated.

2266. ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-12 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000412193727.22863H-100000@halifax.chebucto.ns.ca>
Source record: 45527

Can you use an ST mouse unmodified on an 8 bit safely? Will it work?

Thanks...

2267. Re: Chalkboard question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: larryw@SPAM-KILLA.panix.com
Message-ID: <8d4ecl$qn6$1@news.panix.com>
Source record: 45443

7 programs soubds about right. I gave mine to the salvation army store when
I was moving a couple of years ag0. It was big and frankly was not that
accurate nor well supported. The much smaller Koalapad was better supported
and did pretty much the same thing if you were just interested in drawing.
I still have the Koalapad. ith a couple . The overlays, were a nice idea,
but they were fragile, probably expensive to manufacture (and certainly
expensive to package for sale) all of which relegated Chalkboard to the 'large
drawing tablet' market where it failed to match up to the Koalapad.

--
Cool Tools: Ink Spot & the Air-Newton. Ditch SPAM-KILLA for email.

2268. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38F5C465.6C6EF3B3@mail.uni-mainz.de>
Source record: 45444

```
Itay Chamiel schrieb:
>
> Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:
> >
> > Can you use an ST mouse unmodified on an 8 bit safely? Will it work?
> >
> > Thanks...
>
Hello Tony,
```

2269. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38F5C753.9F8D3299@mail.uni-mainz.de>
Source record: 45445

Itay Chamiel schrieb:
>
> Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:
> >
> > Can you use an ST mouse unmodified on an 8 bit safely? Will it work?
> >
> > Thanks...
>
>
Hello tony,
besides some little problems which might occur when programming
something for a mouse there are quite a few programs avaiable for it. I
collected about 2-3 PD disks with software supporting the mouse and
there are also some commercial programs avaiable for it.
A few examples: 1) Tools:
- Diamond GOS, GOE/GOS, SAM and other XL desktops,
- some graphic converters from poland
- some PD calculator programs
- some game/level construction kits
etc.
2) Games:
- The Brundles (Lemmings clone)
- Bombdown (minesweeper clone)
- Minesweeper
- Operation Blood I+II (Operation Wolf clone)
- Geisterschloss (action game)
- Shanghai (from Activision)
- Missile Command (from Atari, use trackball mode !)
etc.

As you can see there are quite some programs avaiable, some commercial
stuff and even some PD software. Unfortunately there has not been a
standard for which port to install the ST-mouse, some programs use port
A, others use port B... greetings - Andreas

2270. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38F5CC32.C265625E@mail.uni-mainz.de>
Source record: 45446

Tony Cianfaglione schrieb:
>
> Can you buy Diamond OS on disk? If it's not available for sale, is it
> avaialble for download on an FTP site?
>
> How large was the program? Did it require 128k to run? Can you use an
> ST mouse with it? Does anyone have it for sale even on cartridge? Sorry
> for so many questions.
>
> Thanks...
Hello,
I have Diamond GOS 2.0 on original cartridge plus Diamond write and
Diamond paint and Diamond Setup on disk. All programs have printed
(english) manuals. I will sell the whole set
(cart+disks+manuals+package) for 30 US-Dollars including porto and
package. If germany is not to far away for you... greetings,
Andreas magenheimer

2271. Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8d4jl6$5df$1@bob.news.rcn.net>
Source record: 45447

Whuzzzup!

Hey Steve,

OK, so, WHAT HAPPENS??? As I recall, we thought we had all the right keys too- and we went down to the dungeon at least 3 times. I'll search for the site- I'm sure my roommate from then will be interested in how the game comes out in the end...

Gregm

Stephen Knox <gooch@erols.comX> wrote in message news:38F5B15B.C439EFD4@erols.comX...
> Hey Greg!
>
> Ultima 2 had Space travel.
>
> Ultima 3 had the computer and 4 cards
>
> Ultima 4 required the Avatar to travel into the Abyss and provide the 'key' to
> win. I spent 3 hours getting to the bottom of the Abyss only to not have the 3
> parts key in the right order. I didnt retry until 10 years later when someone
> posted a solution on the Web :). They actually have deatilaed maps on exactly
> where to go (You still need to fight though!). It took me 45 minutes with the
> map.
> --
> Thanks,
>
> Stephen Knox
>
> http://www.goochman.com
>
> Remove the 'X' for email replies
>
> Greg Menke wrote:
>
> > > > Sounds a little like Ultima 3 or greater.
> > > >
> > > > OK, so I never actually solved Ultima 4, having gotten to the final step

> > > of
> > > > the game 3 or 4 times before getting sick of it. Does anyone
remember
> > the
> > > > final puzzle, or what happens when you finally get it right? An
Apple
> > > > friend of mine had similar trouble, so he sector dumped the game
disk to
> > > get
> > > > the solution- but couldn't remember either.
> > > >
> > > > Gregm
> > > You get the answer from "The Time Lord" at the bottom of one of the
> > > dungeons. I can't remember it offhand either, but I think it is
something
> > > like [love, death, sun, moon]. You just insert the cards you have
picked
> > up
> > > in the right order into the computer<Exodus> in the right order and it
> > blows
> > > up. You only need 1 live character to complete the game, so you get 4
> > shots
> > > at getting the order right.
> >
> > I think Exodus computer was Ultima 3, Ultima 4's final scene (at least
the
> > last scene I got to) is at the bottom of a very deep mine. The
characters
> > had to be pretty robust to make it down there, but at the final step you
> > have to give the right answer to some question or other to proceed else
get
> > transported all the way back up to the surface. The problem is of
course,
> > that you can't save the game while in a mine. This had all the Avatar
> > stuff- each character had to develop morality, spirituality, etc.. and
be
> > anointed in various ways before becoming an "Avatar" of some virtue. I
> > don't think U4 had space travel (which I only remember from Ultima 1 or
2),
> > but you could fly around in a hot air balloon. My college roomate and I
> > spent uncounted hours hacking away at developing those characters.
> >
> > Gregm
>
>
>
>
>

2272. Re: Sparta DOS-X

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-dlEtOMGdqX5X@draco.home.earthlink.net>
Source record: 45448

John, I dont have anything in my email :) , do you think You may send
the info to me also?

Ken

On Thu, 13 Apr 2000 09:08:09, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
> Check your email.
>
> jkp
>
>

2273. Re: Sparta DOS-X

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000413120006.2584A-100000@vtn1>
Source record: 45449

That was a reply to a guy asking for help on SDX cartridge access but the server bounced my email to him. I've sent you a separate email with the info. It's in MS-DOS text format and uses the line graphics characters, so if you don't use MS-DOS you'd probably best copy it to a printer set to use the IBM Character Set I (or II).

jkp

On Thu, 13 Apr 2000 kenames@earthlink.net wrote:

> John, I dont have anything in my email :) , do you think You may send
> the info to me also?
>
> Ken
>
> On Thu, 13 Apr 2000 09:08:09, "John K. Picken" <yg473@victoria.tc.ca>
> wrote:
>
> >
> > Check your email.
> >
> > jkp
> >
> >
>
>
>
>

2274. FREE Atari Monitors! FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8d6fgt$6pa$1@user2.teleport.com>
Source record: 45450
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

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E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
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files so you can download them into your text editor & view them, edit
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my Catalogs, load them into your text editor, delete what you don't
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Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2275. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <8d2vbk$ee4$1@news.huji.ac.il>
Source record: 45528

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:
>
> Can you use an ST mouse unmodified on an 8 bit safely? Will it work?
>
> Thanks...

It will work, with a few problems:

1. You will not be able to detect the right mouse button without a hardware modification to the mouse (the left button will register as the joystick trigger).
2. It is very difficult to read the mouse movements properly; You have to poll the joystick port hundreds of times a second, which means you will need to write the handler in assembly language, with about 20 display list interrupts all the way down the screen.
3. Very few applications support it (Diamond OS comes to mind)..

I wrote a little utility to move an arrow around the screen with a mouse. I couldn't test it but Bill Kendrick had a mouse and told me it worked at his end :)

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

2276. Re: Happy question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000412205802.25767.00001176@ng-fk1.aol.com>
Source record: 45529

From: Tony Cianfaglione ab616@chebucto.ns.ca
>A friend has a disk called Happy 7. Someone told him he needed a drive
>revision to use it. Can anyone give him a short explanation of what this
>is?

Happy is a modification for the 810 and later the 1050 drives which could duplicate many of the protected diskette programs of the time. It involved replacing the controller chip and also added some RAM for track buffering in the drive. That Happy 7 disk is the software which utilizes the hardware. BTW it can read/write PC SSDD 180k floppies.

-Ron

I don't have a solution but I admire the problem.

2277. Re: PC Keyboard on my XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-rRVUdccpyKcw@draco.home.earthlink.net>
Source record: 45530

that was the transkey. there is an updated project done by a guy in
europe that replaces transkey, I forget the name of it right off but
will search it out for you.

Ken

On Wed, 12 Apr 2000 11:40:07, jeking@NOSPAM.com wrote:

> Many years ago, there was a PC keyboard that was configured to be
> connected directly to the Atari 8bit. It used the F keys as macros, etc.
>
> Anybody still have one of these and is interested in selling/trading?
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

2278. Re: Modes of Operation question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000412211942.25767.00001180@ng-fk1.aol.com>
Source record: 45531

> little notes beside the filenames like: basic, skew, happy, translator needed
and
>a few other things.

BASIC meant put the cart in the 400/800 or enable the built-in ROM for XL/XE.
Skew referred to a custom track layout for Happy & USDoubler drives which
increased read/write speeds on their drive; most stock drives could utilize
these disks but were slower than normal.
Happy might mean it is clone of the protected disk and would require a custom
drive to duplicate; or possibly that only a custom drive could boot and run it.
Translator means you need an 800 or 800 compatible OS in the XL/XE. Atari
provided one on disk and several firms sold software or hardware for this
backward compatibility. One or both of the 8-bit magazines printed
instructions for making a software translator by copying an actual 800 OS to
disk and loading it into the RAM under the XL/XE OS ROM. Many XL's of that day
had switches to enable the proper hardware ROM at boot time.

-Ron

I don't have a solution but I admire the problem.

2279. Re: Sparta DOS-X

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000412214719.25767.00001192@ng-fk1.aol.com>
Source record: 45532

>"Jim Smith" jsmith@j-com.net asks:

>Does anyone have the bank switching techniques used by the SPARTA DOS-X
>cart? Any information even on the memory address used would be appreciated.
>
Try here; at the bottom is a link to JKP article with 45k info on many banked
carts.

http://www.asw.cz/~kubecj/acarts.htm

-Ron

I don't have a solution but I admire the problem.

2280. Re: Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <0ucafskq1j3lsh3q0kf7b615lfqj2sla85@4ax.com>
Source record: 45533

On Wed, 12 Apr 2000 16:12:28 +0200, Andre <stein@agnld.uni-potsdam.de>
drooled an embarassing wet spot in his lap as he typed:

>Mindfield wrote:
>
>> Okay, I remember I used to play it to death years ago. It was a
>> sci-fi SSI RPG
>
>Well I think you mean 'Cosmic Balance' or 'Imperium Galactum'.
>
>I hope this helps
>
>Andre
>

Nope. Actually, I think I just remembered it this morning on my way
to work. I think the game I'm thinking of is Galactic Adventures. I
could be wrong, but I'm going to have to see if I have the image and
try it to see if it's the one I'm thinking of.

2281. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <30dafsk4ee768af704f9r8jhsni14cvpsi@4ax.com>
Source record: 45534

On Wed, 12 Apr 2000 19:38:08 -0300, Tony Cianfaglione
<ab616@chebucto.ns.ca> drooled an embarassing wet spot in his lap as
he typed:

>
>Can you use an ST mouse unmodified on an 8 bit safely? Will it work?
>
>Thanks...

Yes. It plugs into the Joystck port. I think you can address it
through the Paddle(0) and Paddle(1) commands (in Basic) where (0) is
the X axis and (1) is the Y. It's been a very long time, but I think
that's correct. Not much uses it tho... DiamondOS I think is one of
the only things that does.

2282. Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <c7dafs8om3o8h0grhp3j60k3ruhqumfgrh@4ax.com>
Source record: 45535

Okay, I think I know what the game is -- I believe it was Galactic Adventures by SSI. Unfortunately, upon a check of my collection, it seems I don't have the game. So, now the question becomes: Does anyone have ATR/XFD/DCM images of these old classic?

2283. Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <PobJ4.4553$Uz6.7972@newsfeed.slurp.net>
Source record: 45536

On 12 Apr 2000 11:12:10 , Mindfield wrote:
>Okay, I remember I used to play it to death years ago. It was a
>sci-fi SSI RPG with incredibly simplistic graphics (used ATASCII a lot
>as I recall), not much in the way of sound, but had very solid,
>addictive gameplay. You were able to travel between planets, fight
>battles in turn-based battle mode, buy weapons and armour, and your
>party could consist of 4 (6?) players that could be of a variety of

>Anyone know what the hell I'm talking about? Even better, anyone know
>where disk images of it might be found if you do? Thanks!
>

In Ultima II you could go from planet to planet after you had gotten
far into the game.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2284. Re: Sparta DOS-X

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <38F55BD9.C74C5671@asw.cz>
Source record: 45537

Jim Smith wrote:
>
> Does anyone have the bank switching techniques used by the SPARTA DOS-X
> cart? Any information even on the memory address used would be appreciated.

See my homepage.
--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

2285. Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <%dfJ4.1724$By1.33728@news1.online.no>
Source record: 45538

That's what I think it is too. I have a disk, but it won't play properly.
I'd love a copy too.

Mindfield <diespamdie!!!mindfield@home.com> wrote in message
news:c7dafs8om3o8h0grhp3j60k3ruhqumfgrh@4ax.com...
> Okay, I think I know what the game is -- I believe it was Galactic
> Adventures by SSI. Unfortunately, upon a check of my collection, it
> seems I don't have the game. So, now the question becomes: Does
> anyone have ATR/XFD/DCM images of these old classic?

2286. Re: Sparta DOS-X

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000413020757.636G-100000@vtn1>
Source record: 45539

Check your email.

jkp

2287. Re: Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <rf9bfsk8a3coejva6hvqj29vt13923iq3l@4ax.com>
Source record: 45540

On Thu, 13 Apr 2000 10:06:55 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> drooled an embarassing wet spot in his lap as he
typed:

>That's what I think it is too. I have a disk, but it won't play properly.
>I'd love a copy too.
>

Shame, that is. Well, at least now I know what to look for, so I'm
going to see if I can hunt it down. I don't know how easy that will
be; I've mirrored the entire Closer to Home archive, in addition to
maintaining my own archive, and have been sent another person's
collection from the UK on CD, and none of these sources have the game
on it.

2288. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000413072930.10360.00001343@ng-bj1.news.cs.com>
Source record: 45541

Check out "MOUSER" from ANALOG magazine. It was one of the first demo's of using the mouse, but basically, it was just a demo. Also there was a quite complete mouse system that appeared in PAGE 6 /New Atari User. The same thing also ended up in Atari Classics. (Looked it up) It was Multi-Mouse, with much documentation on disk. In fact, the program and doc takes up pretty much a whole SD disk side. Wouldn't surprise me if it is not somewhere on the Pool Disk(s).
Larry

2289. Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-13 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <38F5B15B.C439EFD4@erols.comX>
Source record: 45542

Hey Greg!

Ultima 2 had Space travel.

Ultima 3 had the computer and 4 cards

Ultima 4 required the Avatar to travel into the Abyss and provide the 'key' to win. I spent 3 hours getting to the bottom of the Abyss only to not have the 3 parts key in the right order. I didnt retry until 10 years later when someone posted a solution on the Web :). They actually have deatilaed maps on exactly where to go (You still need to fight though!). It took me 45 minutes with the map.
--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

Greg Menke wrote:

> > > Sounds a little like Ultima 3 or greater.
> > >
> > > OK, so I never actually solved Ultima 4, having gotten to the final step
> > of
> > > the game 3 or 4 times before getting sick of it. Does anyone remember
> the
> > > final puzzle, or what happens when you finally get it right? An Apple
> > > friend of mine had similar trouble, so he sector dumped the game disk to
> > get
> > > the solution- but couldn't remember either.
> > >
> > > Gregm
> > You get the answer from "The Time Lord" at the bottom of one of the
> > dungeons. I can't remember it offhand either, but I think it is something
> > like [love, death, sun, moon]. You just insert the cards you have picked
> up
> > in the right order into the computer<Exodus> in the right order and it
> blows
> > up. You only need 1 live character to complete the game, so you get 4
> shots
> > at getting the order right.
>
> I think Exodus computer was Ultima 3, Ultima 4's final scene (at least the
> last scene I got to) is at the bottom of a very deep mine. The characters

> had to be pretty robust to make it down there, but at the final step you
> have to give the right answer to some question or other to proceed else get
> transported all the way back up to the surface. The problem is of course,
> that you can't save the game while in a mine. This had all the Avatar
> stuff- each character had to develop morality, spirituality, etc.. and be
> anointed in various ways before becoming an "Avatar" of some virtue. I
> don't think U4 had space travel (which I only remember from Ultima 1 or 2),
> but you could fly around in a hot air balloon. My college roomate and I
> spent uncounted hours hacking away at developing those characters.
>
> Gregm

2290. Re: Sparta DOS-X

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-14 00:00:00 UTC
From: Jim Smith <jsmith1@j-com.net>
Message-ID: <NdvJ4.52018$9F6.7471@typhoon.tampabay.rr.com>
Source record: 45451

Yea, I own the mail server and some porn email list junk started coming into my mail box so I had to turn it off. I forgot to reset in the News Settings. It works now. thanks. Funny thing was the list admin denied pulling my email address out of this news group, here is the only place I use it. So I mailbombed her account with 10,000 emails an hour for 8 hours, that'll fix them.

"John K. Picken" <yg473@victoria.tc.ca> wrote in message news:Pine.GSO.3.95.iB1.0.1000413120006.2584A-100000@vtn1...
>
> That was a reply to a guy asking for help on SDX cartridge access but the
> server bounced my email to him. I've sent you a separate email with the
> info. It's in MS-DOS text format and uses the line graphics characters, so
> if you don't use MS-DOS you'd probably best copy it to a printer set to
> use the IBM Character Set I (or II).
>
> jkp
>
>
> On Thu, 13 Apr 2000 kenames@earthlink.net wrote:
>
> > John, I dont have anything in my email :) , do you think You may send
> > the info to me also?
> >
> > Ken
> >
> > On Thu, 13 Apr 2000 09:08:09, "John K. Picken" <yg473@victoria.tc.ca>
> > wrote:
> >
> > >
> > > Check your email.
> > >
> > > jkp
> > >
> > >
> >
> >
>

2291. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8d6fni$7rh$1@user2.teleport.com>
Source record: 45452
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2292. Re: Re: Chalkboard question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-14 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <3vudfsc6h6vhhveh7l6nlrqertrbavk7jl@4ax.com>
Source record: 45453

On 13 Apr 2000 12:26:07 GMT, larryw@SPAM-KILLA.panix.com (Winston
Lawrence) drooled an embarassing wet spot in his lap as he typed:

>7 programs soubds about right. I gave mine to the salvation army store when
>I was moving a couple of years ag0. It was big and frankly was not that
>accurate nor well supported. The much smaller Koalapad was better supported
>and did pretty much the same thing if you were just interested in drawing.
>I still have the Koalapad. ith a couple . The overlays, were a nice idea,
>but they were fragile, probably expensive to manufacture (and certainly
>expensive to package for sale) all of which relegated Chalkboard to the 'large
>drawing tablet' market where it failed to match up to the Koalapad.

I had an Animation Station tablet way back. I liked it, except for
the fact that the plastic grid overlay that covered the actual sensor
surface eventually developed a bubble off to the left side of the
tablet, making it exceedingly difficult to draw anything on that end
of the tablet. :-P Still, it was nice while it lasted, and I think
RAMbrantd even supported it.

2293. Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-14 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <38F708CF.37382722@erols.comX>
Source record: 45454

Whuzzzzzzzup :P

I think I kept printed copies of the final solution maps???? If you cant find it and are around B-ville I could shoot you a copy(or email me your home address)

You get to see some pretty pictures and a message as I recall??

If you do a search for Ultima on Yahoo you'll find one of the Dragon sites that should direct you to a walkthrough.

The walkthrough I used had pictures of the war rooms and overheads of the dungeon levels (made walking very easy).

Good luck!

Greg Menke wrote:

> Whuzzzup!
>
> Hey Steve,
>
> OK, so, WHAT HAPPENS??? As I recall, we thought we had all the right keys
> too- and we went down to the dungeon at least 3 times. I'll search for the
> site- I'm sure my roommate from then will be interested in how the game
> comes out in the end...
>
> Gregm
>
> Stephen Knox <gooch@erols.comX> wrote in message
> news:38F5B15B.C439EFD4@erols.comX...
> > Hey Greg!
> >
> > Ultima 2 had Space travel.
> >
> > Ultima 3 had the computer and 4 cards
> >
> > Ultima 4 required the Avatar to travel into the Abyss and provide the
> 'key' to
> > win. I spent 3 hours getting to the bottom of the Abyss only to not have
> the 3
> > parts key in the right order. I didnt retry until 10 years later when
> someone
> > posted a solution on the Web :). They actually have deatilaed maps on
> exactly
> > where to go (You still need to fight though!). It took me 45 minutes with

> the
> > map.
> > --
> > Thanks,
> >
> > Stephen Knox
> >
> > http://www.goochman.com
> >
> > Remove the 'X' for email replies
> >
> > Greg Menke wrote:
> >
> > > > > Sounds a little like Ultima 3 or greater.
> > > > >
> > > > > OK, so I never actually solved Ultima 4, having gotten to the final
> step
> > > > of
> > > > > the game 3 or 4 times before getting sick of it. Does anyone
> remember
> > > the
> > > > > final puzzle, or what happens when you finally get it right? An
> Apple
> > > > > friend of mine had similar trouble, so he sector dumped the game
> disk to
> > > > get
> > > > > the solution- but couldn't remember either.
> > > > >
> > > > > Gregm
> > > > You get the answer from "The Time Lord" at the bottom of one of the
> > > > dungeons. I can't remember it offhand either, but I think it is
> something
> > > like [love, death, sun, moon]. You just insert the cards you have
> picked
> > > up
> > > > in the right order into the computer<Exodus> in the right order and it
> > > blows
> > > > up. You only need 1 live character to complete the game, so you get 4
> > > shots
> > > > at getting the order right.
> > >
> > > I think Exodus computer was Ultima 3, Ultima 4's final scene (at least
> the
> > > last scene I got to) is at the bottom of a very deep mine. The
> characters
> > > had to be pretty robust to make it down there, but at the final step you
> > > have to give the right answer to some question or other to proceed else
> get
> > > transported all the way back up to the surface. The problem is of
> course,

> > > that you can't save the game while in a mine. This had all the Avatar
> > > stuff- each character had to develop morality, spirituality, etc.. and
> be
> > > anointed in various ways before becoming an "Avatar" of some virtue. I
> > > don't think U4 had space travel (which I only remember from Ultima 1 or
> 2),
> > > but you could fly around in a hot air balloon. My college roomate and I
> > > spent uncounted hours hacking away at developing those characters.
> > >
> > > Gregm
> >
> >
> >
> >
> >

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

2294. Original disk/tape images !!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-14 00:00:00 UTC
From: Tomer Sarig <tsarig@zikim.org.il>
Message-ID: <8d78ir$kb7$1@news.netvision.net.il>
Source record: 45455

Hi everybody!
I'm about to open a new cool site that will be dedicated to
the original disks/tapes that used to be found in the computer packages
of the 80's (Like Amstrad CPC demonstration tape, etc..)

If anyone has a disk/tape image of one of the following machines, then I
will be gratefully pleased.
Please Send them to me by the following e-mail at the end of the post, or
send me a link to them.

Computers:
Amiga,Amstrad,Apples,Atmos,Oric,Machintosh,Spectrums,C64,C128,Atari ST,Atari
XL,XE,Dragons,BBC's, and others 80's machines.

My e-mail : tsarig@zikim.org.il

Thanks a lot and regards.
Kuki.

2295. Atari 400-800 2600-7800 Sega Master System Coleco Adam & More On Yahoo Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-14 00:00:00 UTC
From: "Mr. Lee" <sega_master_system@yahoo.com>
Message-ID: <MyLJ4.2337$%L6.134975@monger.newsread.com>
Source record: 45456
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

http://auctions.yahoo.com/user/sega_master_system

2296. Atari 400-800 2600-7800 Sega Master System Coleco Adam & More On Yahoo Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-14 00:00:00 UTC
From: "Mr. Lee" <sega_master_system@yahoo.com>
Message-ID: <wELJ4.2338$%L6.134976@monger.newsread.com>
Source record: 45457
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

http://auctions.yahoo.com/user/sega_master_system

2297. Re: FREE Atari Monitors! FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-14 00:00:00 UTC
From: "E.F." <gorogoro@teleport.com>
Message-ID: <bxPJ4.136$i91.4288@nntp3.onemain.com>
Source record: 45458
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

Wow! What a deal! I encourage all interested to take Ben up on this offer!

Imagine: Free brand-new Atari monitors, never used...

Atari went out of business several years ago, but Ben still has some unused
ones.

Jump now!

Or was the headline just a tease??

;)
Benjamin Smith wrote in message <8d6fgt$6pa$1@user2.teleport.com>...
>For faster service, Please direct all replies through E-Mail to Ben at:
>atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
>find it hard to keep up with NewsGroups.
>
>
e-mail: atari@benjamin.net

>
>FREE Monitor with Atari Purchase! Buy an Atari ST Computer and receive,
>your choice of either a Color or MonoChrome Atari Monitor. FREE Monitor
>when purchasing an Atari 8 Bit Computer (1200xl excluded) and an Atari
>8 Bit Disk Drive and receive your choice of any Monitor in the Atari
>8 Bit Hardware Catalog. And FREE when purchasing $50 of Atari Jaguar
>Games, receive absolutely FREE, a +NEW in BAG Jaguar Composite Video/
>Stereo Audio Cable. Offer Available for Limited Time only. First Come,
>First Serve! Subject due to availability! Customer pays all Shipping!
>
>
Click for WebSite!

>
>***FREE*** Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
>64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
>View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
>to my FTP site linked to my WebSite so you can Download Free Catalogs
>or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
>you can't get Catalogs that way, Feel free to Request catalogs through
>E-Mail. Really, it's not an inconvenience. I do ask that you specify
>Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
>by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can

>attach text files to your E-Mail. Catalogs are just regular ASCII text
>files so you can download them into your text editor & view them, edit
>them or print them out! It would make things easier for me if you take
>my Catalogs, load them into your text editor, delete what you don't
>want and E-Mail me the rest! To expedite things, include your complete
>Mailing address so I can figure your Shipping/Postage & Handling. I'll
>be back after the weekend.
>
>Please Direct all Replies Through E-Mail to: atari@benjamin.net or
>bensmith@teleport.com. If you can't reach me at benjamin.net see my
>E-Mail/Web info in my Signature at the Bottom!
>--
>Atari 8 Bit, ST & Jaguar Hardware, Software, Books &
Accessories(503)256-9974
>DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite
at
>http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain
at
>http://www.atari.benjamin.net Catalogs Requested by & Received Through
E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or
Jaguar!

2298. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_955758768@rtfm.mit.edu>
Source record: 45459
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 1, 2000

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Another Usenet FAQ often of interest to 8-bit Atari users is:
Accessing the Internet by Email FAQ / Gerald E. Boyd
mailto:gboyd@netcom.com
http://www.faqs.org/faqs/internet-services/access-via-email/

2299. 2600 to 5200 Adapter

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000415001752.17942.00001638@ng-fs1.news.cs.com>
Source record: 45460

I just saw a 2600 to 5200 adapter from Atari. Never knew that this existed. Since the 5200 is so close to an A8 computer, that means it should be feasible to create an A8 adapter. (WHY is another matter :-) Anyone know what the pin-outs of the 5200 and 2600 cartridges are (or a link where the info might be found)?
Larry

2300. Re: Sparta DOS-X

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-UdW6OfHOJyJ9@draco.home.earthlink.net>
Source record: 45461

thanks for sening that info over! most pc users say piss on each other
but us Atari ppl always seem to come thru and help out. :)

Ken

On Thu, 13 Apr 2000 19:03:19, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
> That was a reply to a guy asking for help on SDX cartridge access but the
> server bounced my email to him. I've sent you a separate email with the
> info. It's in MS-DOS text format and uses the line graphics characters, so
> if you don't use MS-DOS you'd probably best copy it to a printer set to
> use the IBM Character Set I (or II).
>
> jkp
>
>
> On Thu, 13 Apr 2000 kenames@earthlink.net wrote:
>
> > John, I dont have anything in my email :) , do you think You may send
> > the info to me also?
> >
> > Ken
> >
> > On Thu, 13 Apr 2000 09:08:09, "John K. Picken" <yg473@victoria.tc.ca>
> > wrote:
> >
> > >
> > > Check your email.
> > >
> > > jkp
> > >
> > >
> >
> >
>

2301. 1050/xf551 settings...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000415014232.20017B-100000@halifax.chebucto.ns.ca>
Source record: 45462

How do you set up a 1050 or xf551 to act as drive 1, 2, 3 or 4. The 1050
has black and white slider and the xf551 has 2 little dip switches.
What positions do they have to be in?

Thanks...

2302. FS: Brand New Atari Jaguar Units, Games and Accessories

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <eySJ4.41753$dc2.734196@news0.telusplanet.net>
Source record: 45463
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed link rather than your reply button.

Updated as of 04/14/00

I have a limited amount of brand new Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (all contain one controller, RF Box and AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
- Atari Jaguar with CyberMorph cartridge $40
- Atari Jaguar (No Cart) $30

** Atari Jaguar Accessories - New**
==========
- Jaguar unit alone (No power supply, controller or accessories) $20
- Team Tap (4 Player adapter) $30
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $15
- RF Switch Box $10

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========
All are in Mint Condition

- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working Phillips or JVC 4000 series Dish Network receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

2303. Re: 2600 to 5200 Adapter

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8d8u3qagk1@freenet9.carleton.ca>
Source record: 45464

LLpwhite (llpwhite@cs.com) writes:
> I just saw a 2600 to 5200 adapter from Atari. Never knew that this existed.
> Since the 5200 is so close to an A8 computer, that means it should be feasible
> to create an A8 adapter. (WHY is another matter :-) Anyone know what the
> pin-outs of the 5200 and 2600 cartridges are (or a link where the info might be
> found)?

The 2600 adapter is a whole Atari 2600 in a small case
with audio and video outputs running into the 5200. The 5200 itself
is just disabled when this adapter is in use.

The 5200 is pretty much an Atari 400 with a different memory
map in the hardware area. Of course the hardware is set up different
as well, joystick ports, sio port, etc. The 5200 also has no real OS,
the bootup screen that gives off to the cartridge.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2304. Re: What was this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: nospam@erols.com
Message-ID: <m3pursdj0j.fsf@erols.com>
Source record: 45465

> Whuzzzzzzup :P
>
> I think I kept printed copies of the final solution maps???? If you cant find
> it and are around B-ville I could shoot you a copy(or email me your home
> address)

I think we ended up hand-drawing most of the maps, certainly the
tougher ones. We had the damnable game pretty well down to a science
by the time we finished playing it.

>
> You get to see some pretty pictures and a message as I recall??

Sounds about like what the game would have. I did a search for
solutions, and found a couple. It looks like we had the right words,
but entered them in the wrong order. Bummer. I still have our
character disks & the original disks for the game. Maybe I'll get
lucky and catch a springtime flu and stay home. Just think, either
watch the Jenny Jones show or finish U4 after 12 or so years...

Did you play any of the later games in the Ultima series? (As I
recall, you turned me on to Ultima 1 and 2, and I think gave me a
...ahem... copy of Ultima 3)

See you,

Greg

2305. Alternate R. Screenshots

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <38F83A83.6BBB3601@t-online.de>
Source record: 45466

Hi!

I'm looking for screenshots from AR 'The City' especially from the intro
(town and spinning wheel room).

Thanks,

Andre

2306. Atari to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: "Jose Lopez Jr." <josepj@earthlink.net>
Message-ID: <38F8928D.C75E14C@earthlink.net>
Source record: 45467

Hi all,

I have an Atari 800 that I used back in the 80's as a word processor (as
well as games and graphics) now what I want to do is transfer all those
files to a PC word processor. Is there a way to get the PC to read the
Atari disks? Or a way to connect the two to transfer the data?

Thanks for any help.

Jose

Jose Lopez Jr., The Scale Card
Send E-mailto:josepj@earthlink.net

2307. Large Sparta Format Disk Images For SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000415092500.7605A-100000@vtn1>
Source record: 45468

I just made up a pile of disk images (1-16mb) in Sparta format, zipped each one, converted them to self-extractors and added a "how-to" doc. The whole package is about 470k. Any (non-obscene) suggestions as to where to send it if anyone wants it?

I don't have ftp access here, so it would have to be attached to an email. Also, I don't really want to keep it too long on the victoria.tc hard drive as I only have 6mb of space.

jkp

2308. Re: 1050/xf551 settings...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000415154148.527B-100000@halifax.chebucto.ns.ca>
Source record: 45469

Thanks.

I'm using a 1050 as d1 and 2 - xf551's as 2 and 3 but didn't have the
switches set coprectly so they wouldn't poll properly. I need the 1050 to
format flipsides of disks. Should I use the xf551 as d1 instead?

On Sat, 15 Apr 2000, John K. Picken wrote:

> AT1050:
>
> Both switches on the left side (you see black only) = D1:
> Front (black) switch on the right, rear (white) on the left = D2:
> Both switches on the right = D3:
> Front switch left, rear switch right = D4:
>
> XF551: Left Sw Right Sw
> D1: down down
> D2: down up
> D3: up down
> D4: up up
>
> Suggestion: Use indelible marker and leave yourself a note on the rear or
> bottom of the case (exactly where the above information came from :).
>
> Cheers
> jkp

2309. Re: 1050/xf551 settings...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <38F8D0C5.3B92F401@atari-history.com>
Source record: 45470

Hi Tony,

Ok, on the 1050 the setting are as follows:

Black & white to the left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & what right: Drive 4

On the XF551:

Both dips down: Drive 1
Left up, right down: Drive 2
Left down, Right up: Drive 3
Left and Right up: Drive 4

Curt

Tony Cianfaglione wrote:

> How do you set up a 1050 or xf551 to act as drive 1, 2, 3 or 4. The 1050
> has black and white slider and the xf551 has 2 little dip switches.
> What positions do they have to be in?
>
> Thanks...

2310. Re: 1050/xf551 settings...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000415085615.25823A-100000@vtn1>
Source record: 45471

AT1050:

Both switches on the left side (you see black only) = D1:
Front (black) switch on the right, rear (white) on the left = D2:
Both switches on the right = D3:
Front switch left, rear switch right = D4:

XF551: Left Sw Right Sw
D1: down down
D2: down up
D3: up down
D4: up up

Suggestion: Use indelible marker and leave yourself a note on the rear or
bottom of the case (exactly where the above information came from :).

Cheers
jkp

On Sat, 15 Apr 2000, Tony Cianfaglione wrote:

>
> How do you set up a 1050 or xf551 to act as drive 1, 2, 3 or 4. The 1050
> has black and white slider and the xf551 has 2 little dip switches.
> What positions do they have to be in?
>
> Thanks...
>
>
>

2311. Re: 1050/xf551 settings...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000415235240.11628A-100000@halifax.chebucto.ns.ca>
Source record: 45472

Hi Curt and Jim,

Here's an intersting problem. Each drive (by itself - set as d1) will
boot fine. None of the drives, however, will work as any other drive
which was what my problem really is. Setting the switches as below,
drives 2 and 3 refuse to poll or work even though d1 works fine.
Switching the drives makes no difference as whatever drive acts as d1
works and the other two don't. Is this a problem within the 130xe
instead?

Tony

On Sat, 15 Apr 2000, Atari History Webmaster wrote:

> Hi Tony,
>
> Ok, on the 1050 the setting are as follows:
>
> Black & white to the left: Drive 1
> Black right, white left: Drive 2
> Black left, white right: Drive 3
> Black & what right: Drive 4
>
> On the XF551:
>
> Both dips down: Drive 1
> Left up, right down: Drive 2
> Left down, Right up: Drive 3
> Left and Right up: Drive 4
>
>
>
> Curt
>
>
>
> Tony Cianfaglione wrote:
>
> > How do you set up a 1050 or xf551 to act as drive 1, 2, 3 or 4. The 1050
> > has black and white slider and the xf551 has 2 little dip switches.
> > What positions do they have to be in?
> >
> > Thanks...
>

>
>
>
>

2312. Re: Atari to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38f937bf$0$25412@news.voyager.net>
Source record: 45473

Jose.
If your A8 word processor files have a lot of special printing, it may be a bit tougher (underline, bold, italics). You may want to edit the files to remove special printing stuff. After that, most Atari 8(A8) word processors pretty much were just ATASCII files. You can convert ATASCII end of lines to ASCII 13,10 EOLs fairly easily. Or you can print the document to a file to get 13,10s sometimes.
A null modem and term software on PC and A8 can do it. You can even use the phone line, if you have two phone lines, with term software. Then there's sio2pc/APE cable. Cheap and easy to build. That's probably the best way to do it yourself. Info and APE software can be found at www.nacs.net/~classics . Finally, you may just want to let someone who is equipped do it for you. I think Bob Klass will do that.
Russg@en.com

2313. Re: 1050/xf551 settings...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-15 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000415233552.2855B-100000@vtn1>
Source record: 45474

On Sat, 15 Apr 2000, Tony Cianfaglione wrote:

>
> Hi Curt and Jim,
>
> Here's an intersting problem. Each drive (by itself - set as d1) will
> boot fine. None of the drives, however, will work as any other drive
> which was what my problem really is. Setting the switches as below,
> drives 2 and 3 refuse to poll or work even though d1 works fine.
> Switching the drives makes no difference as whatever drive acts as d1
> works and the other two don't. Is this a problem within the 130xe
> instead?
>
The power out the SIO port is weak. Try hooking up two drives at a time
instead of three. You might, in that way, find that one of the three is
the cause of your problems. Generally, two drives should be more than
sufficient.

jkp

2314. Re: 2600 to 5200 Adapter

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <38f99220_2@news.iglou.com>
Source record: 45475

On 2000-04-15 llpwhite@cs.com(LLpwhite) said:
>I just saw a 2600 to 5200 adapter from Atari. Never knew that this
>existed. Since the 5200 is so close to an A8 computer, that means
>it should be feasible to create an A8 adapter. (WHY is another
>matter :-) Anyone know what the pin-outs of the 5200 and 2600
>cartridges are (or a link where the info might be found)?
>Larry
As I understand it, inside the adapter was a complete 2600 system minus
the power supply and RF modulator.

Net-Tamer V 1.08X - Test Drive

2315. Re: PC Keyboard on my XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8dc784$3a7$1@news.netvision.net.il>
Source record: 45476

there is a better interface called AKI (Atari keyboard interface)
it's still available for sale.

http://members.aol.com/MacFalkner/atari/aki/index_e.htm

nir

<jeking@NOSPAM.com> wrote in message news:8d1nanmsl1@news.xmission.com...
> Many years ago, there was a PC keyboard that was configured to be
> connected directly to the Atari 8bit. It used the F keys as macros, etc.
>
> Anybody still have one of these and is interested in selling/trading?
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

2316. Re: 1050/xf551 settings...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000416141355.13149B-100000@halifax.chebucto.ns.ca>
Source record: 45477

I'll give it a try and let you know. I was originally just going to use
the 2 - xf551's but then learned they won't format the flipside due to the
timing hole so I scouted around until I found a 1050 and was going to use
that to format the disks on the flipside.

On Sat, 15 Apr 2000, John K. Picken wrote:

> The power out the SIO port is weak. Try hooking up two drives at a time
> instead of three. You might, in that way, find that one of the three is
> the cause of your problems. Generally, two drives should be more than
> sufficient.

2317. Atari8 disk to PC question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: randoge@my-deja.com
Message-ID: <8dd0lqcua1@nnrp1.deja.com>
Source record: 45478

Hi all, I've just found an old PC at my friend's home with two floppy drives 5" and typical 3.5". So I've decided it's a good moment to copy my great Atart 800 XL 5" floppies to present 3,5" format which can be used for Xformer 2000 on my own comp. Do you know folk how can it be done in the simplest way-I'm not too good in this game :-(Maybe any DOS software because computer of my friend is few years old-386. Any help will be appreciated. thx Randoge

Sent via Deja.com http://www.deja.com/
Before you buy.

2318. Re: Atari8 disk to PC question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000416115730.8631J-100000@vtn1>
Source record: 45479

On Sun, 16 Apr 2000 randoge@my-deja.com wrote:

> Hi all, I've just found an old PC at my friend's home with two floppy drives
> 5" and typical 3.5". So I've decided it's a good moment to copy my great
> Atart 800 XL 5" floppies to present 3,5" format which can be used for Xformer
> 2000 on my own comp. Do you know folk how can it be done in the simplest
> way-I'm not too good in this game :-(Maybe any DOS software because computer
> of my friend is few years old-386. Any help will be appreciated. thx Randoge
>
SIO2PC. But it won't do you much good if the PC is sitting at your
friend's house (really looooooooong cable required). Buy an old PC for
yourself. Even a $5 8088 will do; the first one I used had 256k RAM and
two 5.25 floppies.

2319. Re: Atari to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e96ocm.96kd0shgxzpoN%rlcolli@ibm.net>
Source record: 45480

Russg <russg@en.com> wrote:
\> If your A8 word processor files have a lot of special printing, it
may
> be a bit tougher (underline, bold, italics). You may want to edit the
> files to remove special printing stuff. After that, most Atari 8(A8) word
> processors pretty much were just ATASCII files. You can convert
> ATASCII end of lines to ASCII 13,10 EOLs fairly easily. Or you can
> print the document to a file to get 13,10s sometimes.
> A null modem and term software on PC and A8 can do it. You can
> even use the phone line, if you have two phone lines, with term software.
> Then there's sio2pc/APE cable. Cheap and easy to build. That's probably
> the best way to do it yourself. Info and APE software can be found
> at www.nacs.net/~classics . Finally, you may just want to let someone
> who is equipped do it for you. I think Bob Klass will do that.
> Russg@en.com

I've done it with APE/sio2pc. I got the files over to Windows 98, then
loaded each file into Word, and did a search and replace (deleted all of
the ATASCII end of lines). Worked slick.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

2320. 1050 Write protection

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000416163033.15590.00000563@ng-fo1.aol.com>
Source record: 45481

My 1050 has one of those 3-way switches for: Write to any disk, Use notch status for writing, and Protect every disk. Recently it will only write with the switch in the "Write to any" setting even when a notch is present and open. Does this mean that either the emitter or the receptor diode in the mechanism has failed? Has anyone replaced one lately? Is it reasonably possible for the novice solderer?

I saw not long ago an inquiry but not any answers on drive mechanisms; what are the controlling properties for a mechanism to replace the 8-bit drive in an 810, 1050, Percom? Will most standard 360k mechanisms function single sided in any of those applications?

-Ron

-Ron

I don't have a solution but I admire the problem.

2321. Re: Atari to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000416164129.15590.00000567@ng-fo1.aol.com>
Source record: 45482

>now what I want to do is transfer all those files to a PC

Two modems will do with two phone lines; null modem instructions are in the FAQ for this group.

Ataridsk or Anadisk are reported to work for Double density 8-bit disks.
MyUtil is similar and has CR/LF translation.

Happy 7.1 has capability to read/write PC 51/4's and do the CR/LF thing.

I would be happy to make the conversions if no one closer volunteers; can do individual files or ATR/XFD images.

-Ron

I don't have a solution but I admire the problem.

2322. Re: 1050/xf551 settings...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000416165722.15590.00000576@ng-fo1.aol.com>
Source record: 45483

>drives 2 and 3 refuse to poll or work even though d1 works fine.
>Switching the drives makes no difference as whatever drive acts as d1

You do not specify exactly what error occurs; if it is DOS 2 or 2.5 make sure 1802 ($70A) is properly configured for D2 & D3.

You can check strength of SIO signal by connectiong D2 to the XE and chaining from it to D1. You may have to pre-format all the disk back sides on D1 1050 and then reboot and do the writing with the D1 551 (if it is not a european mechanism) and XE ramdisk to avoid some floppy swapping.

-Ron

I don't have a solution but I admire the problem.

2323. Atari 400-800 2600-5200-7800 Neo Geo SMS Vic-20 & More

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: "Mr. Lee" <garystv@brightok.net>
Message-ID: <8ddoat$98j$1@sooner.brightok.net>
Source record: 45484
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.sega

http://auctions.yahoo.com/user/sega_master_system

2324. Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10004162308480.4625-100000@moose.erie.net>
Source record: 45485

I am trying to use a joystick with Atari800Win without success.
I have set-up the joystick and calibrated it using the "Joytick"
properties in the Win control panel. But when I run Atari800Win it says:
"DIERR_NOTFOUND" and closes. If I remove the joystick Atari800Win runs
okay with the "keypad joystick". This is version 2.5c of Atari800Win.
I'd appreciate any suggestions on how to solve this problem.

2325. FA:Atari Technical Reference notes & More

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-16 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38FA8C70.CBB7217C@qnet.com>
Source record: 45486

I have the following up for auction.

Currently $1.00
Atari 810 DOS Utilities Source Listings(DOS II) Still shrinkwrapped.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=307901970

Currently $2.00
Atari 400/800 Technical Reference Notes includes: Operating System Users Manual, Operating System Source Listing, and Hardware Manual. This book is used but is in great condition.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=307898607

Don

2326. FA Boxed Computer Version Montezuma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: tommage@aol.comNOSPAM
Message-ID: <20000417113117.25145.00001925@ng-cb1.aol.com>
Source record: 45394

For C64 and Atari, disk based in box.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=310804839

Also have Mean Sts and Speed Racer (IBM) up for grabs, just click seller's other auctions to check them out.

Thanks,
Tom

2327. Re: copying protected disks 1050 to 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000417125032.23381.00000801@ng-fk1.aol.com>
Source record: 45395

>jonf@cix.co.uk (Jon-Paul Filkins) thinks...

>interested in cracking the security on some old atari games i have.

>Any cracking software out there to do this ?

Possibly; try XLSearch here for ChipMunk & BlackPatch:
http://www.newbreedsoftware.com/xlsearch/
Each of these programs is able to disable the protection for a sizeable list of
mostly game software. Usually they make a sector copy of all readable sectors
and then alter the code to jump around the part which does the protection
stuff. If yours are not listed, then you will need to find someone with a
Happy modified drive or other similar custom hardware.

-Ron

I don't have a solution but I admire the problem.

2328. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <lolmfsce95ij0k6u7ef7cakre2r7cv6qom@4ax.com>
Source record: 45396

The other Day Sage <sagedm@erie.net> wrote:

>
>
> I am trying to use a joystick with Atari800Win without success.
>I have set-up the joystick and calibrated it using the "Joytick"
>properties in the Win control panel. But when I run Atari800Win it says:
>"DIERR_NOTFOUND" and closes. If I remove the joystick Atari800Win runs
>okay with the "keypad joystick". This is version 2.5c of Atari800Win.
>I'd appreciate any suggestions on how to solve this problem.

Is it a standard joystick / pad or some fancy driver related one?

If the stick can be found as standard in the game controllers panel with at
least Direct X 6.0 installed then it should be fine?
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2329. Re: copying protected disks 1050 to 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000417195753.63577A@jonf.cix.co.uk>
Source record: 45397

In article <20000417125032.23381.00000801@ng-fk1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:

> >jonf@cix.co.uk (Jon-Paul Filkins) thinks...
>
> >interested in cracking the security on some old atari games i have.
>
> >Any cracking software out there to do this ?
>
> Possibly; try XLSearch here for ChipMunk & BlackPatch:
> http://www.newbreedsoftware.com/xlsearch/
> Each of these programs is able to disable the protection for a sizeable
> list of
> mostly game software. Usually they make a sector copy of all readable
> sectors
> and then alter the code to jump around the part which does the
> protection
> stuff. If yours are not listed, then you will need to find someone
> with a
> Happy modified drive or other similar custom hardware.
>
> -Ron
>
> I don't have a solution but I admire the problem.
>
HMMM, I have chipmunk on one of those disks i got hold off a while ago, No
instructions though, never thought it was a cracker , I'll give it a try.

jp

2330. FS/T 1050 disk drive w/cables

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: Eric Chomko <chomko@IDT.NET>
Message-ID: <8dfn3u$fqp@nnrp2.farm.idt.net>
Source record: 45398
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.tandy

I have an Atari 1050 floppy drive system with cable and PS that I'd like to either sell or trade. I'm looking for a floppy disk drive for a CoCo II system. Also looking Osborne-I parts (floppy drive). Or best offer for the Atari drive.

Eric

2331. Re: help with 850

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: Jock <johnj@jjboyle.freeserve.co.uk>
Message-ID: <8dfogm$631$1@newsg1.svr.pol.co.uk>
Source record: 45399

I have a manual for the 850, I shall copy it for you.
I am in the Doncaster area.

let me know postal address.
John J Boyle
johnj@jjboyle.freeserve.co.uk

2332. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: Jock <johnj@jjboyle.freeserve.co.uk>
Message-ID: <8dfomb$667$1@newsg1.svr.pol.co.uk>
Source record: 45400

Hi Andreas
I would be very interested in the Diamond Stuff.

johnj@jjboyle.freeserve.co.uk

2333. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10004171932030.27500-100000@moose.erie.net>
Source record: 45401

On Mon, 17 Apr 2000, Paul Irvine wrote:

> The other Day Sage <sagedm@erie.net> wrote:
>
> > I am trying to use a joystick with Atari800Win without success.
> >I have set-up the joystick and calibrated it using the "Joytick"
> >properties in the Win control panel. But when I run Atari800Win it says:
> >"DIERR_NOTFOUND" and closes. If I remove the joystick Atari800Win runs
> >okay with the "keypad joystick". This is version 2.5c of Atari800Win.
> >I'd appreciate any suggestions on how to solve this problem.
>
> Is it a standard joystick / pad or some fancy driver related one?
>
> If the stick can be found as standard in the game controllers panel with at
> least Direct X 6.0 installed then it should be fine?

Well, that's what I though too! :) It's a standard 2-axis,
2-button joystick. It shows up fine in the joystick control panel. Hmmm,
I wonder if I don't have the latest version of Direct X.

2334. Digital Antic Project Updated

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: Natasha1983@webtv.net
Message-ID: <2729-38FBA6DB-54@storefull-126.bryant.webtv.net>
Source record: 45402

http://www.atarimagazines.com/new.html

2335. Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000417134427.28285C-100000@vtn1>
Source record: 45403

There was talk of a project to get MTA on the web in HTML. Does anyone know what became of it?

jkp

2336. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8de5t1$6v9$1@news.netvision.net.il>
Source record: 45404

No...

there is a special software driver that's need's to run with ST/AMIGA mouse
on the Atari 8 bit..

NIR

Mindfield <diespamdie!!!mindfield@home.com> wrote in message
news:30dafsk4ee768af704f9r8jhsni14cvpsi@4ax.com...
> On Wed, 12 Apr 2000 19:38:08 -0300, Tony Cianfaglione
> <ab616@chebucto.ns.ca> drooled an embarassing wet spot in his lap as
> he typed:
>
> >
> >Can you use an ST mouse unmodified on an 8 bit safely? Will it work?
> >
> >Thanks...
>
> Yes. It plugs into the Joystck port. I think you can address it
> through the Paddle(0) and Paddle(1) commands (in Basic) where (0) is
> the X axis and (1) is the Y. It's been a very long time, but I think
> that's correct. Not much uses it tho... DiamondOS I think is one of
> the only things that does.
>

2337. Re: 600xl/800xl keyboards

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: kheller@efacilities.net
Message-ID: <kheller-1604002220390001@user-2inikme.dialup.mindspring.com>
Source record: 45487

In article <olg28mVLDrMR-pn2-6q4cjpW2pvIf@cth-analog-ts01-s13.cth.com.au>,
sup8pdct@mail.cth.com.au wrote:

> On Sun, 26 Mar 3900 22:10:15, "David Matthews" <mathu@indigo.ie>
> wrote:
>
> > Hi,Can someone tell me if the keyboard in the 600xl is the same as the
> > keyboard on the 800xl.
> > Can i swop them..............Because i have a faulty 800xl keyboard and i
> > want to put a 600xl one in
> > it.....................................Regards Atari fan.
>
> I have them to be the same but different. The 800xl one usally has a
> mylar layer and the 600xl ones has switches.
>
> James B

There are 4 types. The 600xl and 800xl keyboards are interchangable.

Karl

2338. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: kheller@efacilities.net
Message-ID: <kheller-1604002227220001@user-2inikme.dialup.mindspring.com>
Source record: 45488

Its been a very long time but I though the XF551 in the US didn't
require a timing hole. The drive spins at 300 RPMs and the onboard
cpu does some funky stuff to get it working at 180(?). I've been
able to use flippies in mine for some time.

Karl

n article <8c0kf9$a72$1@bob.news.rcn.net>, "Alan Sharkis"
<asharkis@erols.com> wrote:

> Andreas,
>
> Could it be that the drive mechanisms that needed the timing hole for all
> functions were only distributed outside of the US? Nobody I know has one.
>
>
> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
> news:38E348FF.3B5F6050@mail.uni-mainz.de...
> >
> >
> > Alan Sharkis schrieb:
> > >
> > > Funny,
> > >
> > > I guess I was the only one here who used to own 1050s along with my
> XF551 :)
> > > I'd format the disks, front and back, in a 1050 and then make all the
> > > flippies I wanted to in the XF551.
> > >
> > > Sounds a lot simpler than punching holes!
> > >
> > Hello Alan,
> > thats right if you refer to the Mitsumi and other XF drives, which only
> > need a timing hole, when formatting disks. Just format the Disk on
> > another drive and the Mitsumi will be able to read and write to it...
> >
> > But, its wrong if you refer to the Chinon and other XF drives (Atari
> > used many different mechanics for the XF551) which always(!) need a
> > timing hole, may it be to format, read or write to the disk. In other
> > words: these drives need that damn timing hole, even when reading or
> > writing to a disk. So your trick will not work with these drives. You
> > can format side B on another drive, but when you put this disk in such
> > an XF drive, it does not/never stop spinning, because it cannot detect
> > any timing hole. Thus, you have to punch a hole into the disk or buy
> > disks with 2 timing holes or just leave side B empty... (Pretty shitty

> > work, Atari !!) -Greetings,
> > Andreas Magenheimer
> >
> > P.S.: I own both the Mitsumi and Chinon XF551 from Atari...
> > The Chinon has the big timing hole disadvantage (it always
> > needs it, also for reading or writing) therefore it has
> > some advantages, the Mitsumi does not have: Its a real
> > floppy (i.e. disks flop out of the drive, when opening it),
> > it also has a sort of automatic disk change detection, you
> > can only close the drive, when you inserted a disk, as soon
> > as you close it, the drive motor starts and makes one or two
> > rounds (useful for automatic density detection, like in
> > the 1050 drives, unfortunately the XF-OS does not support
> > that)...

2339. Re: Atari8 disk to PC question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: randoge@my-deja.com
Message-ID: <8dec4e$q17$1@nnrp1.deja.com>
Source record: 45489

thx John
Randoge

Sent via Deja.com http://www.deja.com/
Before you buy.

2340. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <STDK4.129940$Tn4.848227@news1.rdc2.pa.home.com>
Source record: 45490
Cross-posted to: alt.games.atari,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari

Lots of Atari bargains for sale on my web site listed below: Just click on
the link and go to the various Atari for sale pages.

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
generic3@home.com
gene@ehrich.com

2341. Re: Large Sparta Format Disk Images For SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <38FB0FA8.242E7999@bellsouth.net>
Source record: 45491

You can download it to;

alt.binaries.comp.atari8bit

Send it attached to an e-mail. That will give everone interested access to
your software collection.

John K. Picken wrote:

> I just made up a pile of disk images (1-16mb) in Sparta format, zipped
> each one, converted them to self-extractors and added a "how-to" doc.
> The whole package is about 470k. Any (non-obscene) suggestions as to where
> to send it if anyone wants it?
>
> I don't have ftp access here, so it would have to be attached to an email.
> Also, I don't really want to keep it too long on the victoria.tc hard
> drive as I only have 6mb of space.
>
> jkp
>

2342. copying protected disks 1050 to 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-17 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000417155836.40441A@jonf.cix.co.uk>
Source record: 45492

OK, please tell me if i have overstepped the bounds of decency and taste here, but i am interested in cracking the security on some old atari games i have.

I have just got back off a friend Gauntlet and The Deeper dungeons, And i would like to make working back ups (and of course copies, these are original disks and they don't look in the best shape, but still some how work). any ideas as to how to go about this? I've tried a sector copy but it just don't want to know.
Any cracking software out there to do this ?

JP

2343. Atari 800 FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-18 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8dgef3$7bo$1@mohawk.hwcn.org>
Source record: 45405

I had a buyer for the Atari 800 I was selling for $50 but he backed out.

So it is up for grabs again......

The price is $50 US plus shipping from Canada. It is 100 percent
functional and comes with 48k and is an NTSC machine.

Willy

2344. Re: Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-18 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8dgq8q$h4k$1@nnrp1.deja.com>
Source record: 45406

In article <Pine.GSO.3.95.iB1.0.1000417134427.28285C-100000@vtn1>,
"John K. Picken" <yg473@victoria.tc.ca> wrote:
>
> There was talk of a project to get MTA on the web in HTML. Does anyone
> know what became of it?
>
> jkp
>
>
I don't know about the web, but it IS on the new pool disk two CD-
ROM set. By permission of Ian Chadwick, author - not to be copied from
disk. Its the XL/XE version too.

Sent via Deja.com http://www.deja.com/
Before you buy.

2345. Re: copying protected disks 1050 to 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-18 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000418111641.63193A@jonf.cix.co.uk>
Source record: 45407

In article <memo.20000417195753.63577A@jonf.cix.co.uk>, jonf@cix.co.uk
(Jon-Paul Filkins) wrote:

> In article <20000417125032.23381.00000801@ng-fk1.aol.com>,
> rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
>
> > >jonf@cix.co.uk (Jon-Paul Filkins) thinks...
> >
> > >interested in cracking the security on some old atari games i have.
> >
> > >Any cracking software out there to do this ?
> >
> > Possibly; try XLSearch here for ChipMunk & BlackPatch:
> > http://www.newbreedsoftware.com/xlsearch/

> HMMM, I have chipmunk on one of those disks i got hold off a while ago,
> No instructions though, never thought it was a cracker , I'll give it a
> try.
>
> jp
>
NO, didn't work. I'll have to hunt down this 'blackpatch'

JP

2346. Re: Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000418034744.2292E-100000@vtn1>
Source record: 45408

On Tue, 18 Apr 2000 melee5@my-deja.com wrote:

> In article <Pine.GSO.3.95.iB1.0.1000417134427.28285C-100000@vtn1>,
> "John K. Picken" <yg473@victoria.tc.ca> wrote:
> >
> > There was talk of a project to get MTA on the web in HTML. Does anyone
> > know what became of it?
> >
> > jkp
> >
> >
> I don't know about the web, but it IS on the new pool disk two CD-
> ROM set. By permission of Ian Chadwick, author - not to be copied from
> disk. Its the XL/XE version too.
>

Thanks. My user group has the pool disk set (sitting on my book shelf
right now :).

All I need now is a working CDROM.

2347. Re: Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-18 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <38fcabbd.4796353@news.wxs.nl>
Source record: 45409

On Tue, 18 Apr 2000 03:49:29 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On Tue, 18 Apr 2000 melee5@my-deja.com wrote:
>
>> In article <Pine.GSO.3.95.iB1.0.1000417134427.28285C-100000@vtn1>,
>> "John K. Picken" <yg473@victoria.tc.ca> wrote:
>> >
>> > There was talk of a project to get MTA on the web in HTML. Does anyone
>> > know what became of it?
>> >
>> > jkp
>> >
>> >
>> I don't know about the web, but it IS on the new pool disk two CD-
>> ROM set. By permission of Ian Chadwick, author - not to be copied from
>> disk. Its the XL/XE version too.
>>
>
>Thanks. My user group has the pool disk set (sitting on my book shelf
>right now :).
>
>All I need now is a working CDROM.

The Pooldisk Too contains a text only version. No HTML. Ian might be
planning on making a HTML version himself. We sent him the text files
so he could do that if he wants, and if he has the time.
Ian did reserve the exclusive right to put it online, so indeed, it is
not allowed to copy the stuff from the CD or make it available
otherwise, as clearly stated in the text file written by Ian,
which can be found on the CD in the same directory.

Now what is a Pooldisk doing sitting on a shelf huh?

Keep those Pooldisks spinning.
Ernest.

2348. LOBO Disk Drive Unit 8" & 5 1/4

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-18 00:00:00 UTC
From: "Robert J. Stevens" <snevets@execpc.com>
Message-ID: <38fcfe12$0$19894@news.execpc.com>
Source record: 45410

I have a LOBO Disk Drive Unit 8" & 5 1/4 but no Manuals. If my memory
serves me correctly this was for the ATARI ????
Bob in Menomonee Falls near Milwaukee Wisconsin

2349. 130XE Power Supply 1 amp or 1.5 amp?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-18 00:00:00 UTC
From: omar27 <omar27@ix.netcom.com>
Message-ID: <8dj12jvrt1@slb3.atl.mindspring.net>
Source record: 45411

Hi all,
After owning an Atari 400 many years ago as a child, I recently picked up an Atari 130XE in pretty good physical shape at my local thrift shop. It came with no cables or power supply whatsoever. (Also picked up a Commodore 1084S RGB monitor)

I have found the power supply for it at several places, with a great variation in price, and I noticed there are two possible types....
7 pin DIN 5 Watt +5VDC @ 1.0 Amp .....$9.95.....(at www.jameco.com)....OR
7 pin DIN .....+5VDC @ 1.5 Amp.....$27.00..!!!!!(at http://www.best-electronics-ca.com/130xe.htm)

Both are for Atari, but will the 1 amp work as well (or at all) with the 130XE?

Since I picked up the computer for $15 (untested yet) and the monitor for $15 (works but don't know what cable to use), I don't want to spend more than I have to until I know this is a working system. (Don't have any game cartridges yet either).

Any advice or knowledge will be greatly appreciated.

Regards,
Omar Alvarez
Miami, Florida USA
omar27@ix.netcom.com

--
Please visit my Pentacon Six TL Medium Format rollfilm webpages at:
http://www.geocities.com/SoHo/Suite/1755/pentacon001.html

Pentacon Six Photo Gallery:
http://www.geocities.com/SoHo/Suite/1755/gallery.html

2350. Re: Digital Antic Project Updated

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-18 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-6A2722.16415118042000@news.northcoast.com>
Source record: 45412

You beat me to the punch announcing the latest additions.

We've added eight new issues in the past 3 days -- the full text
of 62 Antic issues are now online.

November 1985 - Vol. 4 No. 7 - New Communications
March 1987 - Vol. 5 No. 11 - Inside Today's Atari Corp.
November 1987 - Vol. 6 No. 7 - The Winners
June 1988 - Vol. 7 No. 2 - Power Up!
July 1989 - Vol. 8 No. 3 - Atari Glyphics
October 1988 - Vol. 7 No. 6 - Atari Grand Slam
August 1989 - Vol. 8 No. 4 - Mapping the Atari Returns
September 1989 - Vol. 8 No. 5 - Joystick Test Lab

In addition, there's a new section, "Where Are They Now?" Find
out what happened to your favorite Antic writers/editors/programmers.

http://www.atarimagazines.com
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2351. Re: 130XE Power Supply 1 amp or 1.5 amp?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000418190428.26279A-100000@vtn1>
Source record: 45413

The 1 amp might work; the 1.5 will.

A cheaper, more powerful alternative is an old PC power supply. I'm currently powering my 1mb XE off one I ripped out of an Tandy 1000 (8088, no HDD). By running one of the +12v lines through five diodes in series I also get +9vdc for the MIO and XEP80. Another bonus is the on/off switch.

PC supplies will not run without some kind of load. In my case, the load on the 12v line is sufficient to keep the thing from shutting down even when I switch off the Atari. If you have nothing else, an old PC floppy will provide enough load.

If and when the Tandy PS dies, I've got one out of an IBM PS/1 that's even better as it has a nice quiet little fan. These should be available for free nearly everywhere as they're useless (only 70-80 watts) to PC owners.

The only thing I've used in ages from an Atari PS is the cord.

jkp

2352. Re: 130XE Power Supply 1 amp or 1.5 amp?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sfq8n1l7eoc76@corp.supernews.com>
Source record: 45414

John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000418190428.26279A-100000@vtn1...
>
> The 1 amp might work; the 1.5 will.
>
> A cheaper, more powerful alternative is an old PC power supply. I'm
> currently powering my 1mb XE off one I ripped out of an Tandy 1000
> (8088, no HDD). By running one of the +12v lines through five diodes
> in series I also get +9vdc for the MIO and XEP80. Another bonus is the
> on/off switch.
I'll second this. I think I have 3 PC power supplies just laying around for
this type of thing. I am pretty sure I have not paid more then $8 for any of
them, some were probably less.

In comparison, I just spent $12.95 for a LM340 5V 3 amp regulator + $2.40
for a case and a few other odds and ends to make a PC power supply to run a
MP3 player for a car. The 12V regulators for it were ~$1.50 each and even
the cigarette adapter cost ~$5. The thing runs hot as a pistol. Had I chosen
the cheapest route for an Atari power supply, it would have been ~$7 for a
transformer and <?>maybe<?> I could have gotten away with something like a
7805T 1.5 amp @ 5 volt regulator.
>
> PC supplies will not run without some kind of load. In my case, the load
> on the 12v line is sufficient to keep the thing from shutting down even
> when I switch off the Atari. If you have nothing else, an old PC floppy
> will provide enough load.
Not all of them require a load. Most of the newer ones I have fooled with
don't, but as you noticed the older 8088 stuff may need a load.
>
> If and when the Tandy PS dies, I've got one out of an IBM PS/1 that's even
> better as it has a nice quiet little fan. These should be available for
> free nearly everywhere as they're useless (only 70-80 watts) to PC owners.
>
> The only thing I've used in ages from an Atari PS is the cord.
>
>
>
> jkp
>
>

2353. old issues of Antic/Analog magazines available

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-18 00:00:00 UTC
From: Jeanne & Alan Rognlie <notsaying@NOexecpcSPAM.com>
Message-ID: <38fd276f$0$62522@news.execpc.com>
Source record: 45415

Cleaning out attic and wife is making me get rid of old magazines.
Several years worth of Analog and Antic magazines available.
I'll be getting a list together to post.
Please let me know if anyone's interested.

(No way I'm getting rid of my 288K 800, though!) ;^)

--
Alan Rognlie com [dot] e x e c p c [at] a r r o g n l i
remove blanks, reverse and make obvious substitutions for valid address

2354. Re: LOBO Disk Drive Unit 8" & 5 1/4

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000418204458.16038.00002065@ng-ck1.aol.com>
Source record: 45416

> "Robert J. Stevens" snevets@execpc.com thinks

>I have a LOBO Disk Drive Unit 8" & 5 1/4 but no Manuals. If my memory
>serves me correctly this was for the ATARI ????

Have no direct knowledge of the LOBO, but the only 8" drives I ever saw on the 8-bit connected thru the ATR8000. Other than that and possibly the BlackBox, I have strong doubts.

-Ron

I don't have a solution but I admire the problem.

2355. Re: Newbie Vanguard Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: javen367@aol.com
Message-ID: <20000418212020.21591.00001047@ng-cb1.aol.com>
Source record: 45417

>First off I'm not a game collector. I'm just looking for a game that a buddy
>of mine and myself used to play way way way back in the early eighties called
>Vanguard. Does anyone know if this is an Atari game? Does this game still
>exist? If it does, is it available for the PC and would I need an emulator to
>play it.
>

Ahhhh...I remember my friend and I used to play Vanguard at the local 7-11 as kids like it was going out of style. I bet todays arcade manufactures would love to have a few arcade games in every 7-11/Circle K in america like they used to back in the 80's.....ohh well. Anyways, I love Vanguard. It was manufactured by Centuri in the arcades and was brought to the 2600 and 5200 by Atari. Was there ever a prototype for the Atari 8-bits????? I have both the 2600 and 5200 carts and they are both excellent games. Taking the 2600 limitations into account, the graphics are great and the control is dead on, but the graphics are nowhere near arcade perfect. The 5200 has near arcade perfect graphics, but like most 5200 games(with the exception of Star Raiders and a few others), the control sucks because of the 5200 joystick. The contol might be OK on an emulator...hmmm..I might have to check it out myself. My favorite Atari 8-bit emulator is Atari800win, it emulates the 400/800/XL/XE and the 5200. Try to find the box art on-line also, it is really cool and gets you pumped up to play the game and blast away the evil alien horde. :-) Anyway, get yourself an Atari 5200 emulator and find a Vanguard ROM and enjoy.

Todd

2356. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8dj6nt$jil@cs.vu.nl>
Source record: 45418

"Itay Chamiel" <itayc@spam.cs.huji.ac.il> writes:

>2. It is very difficult to read the mouse movements properly; You have to
>poll the joystick port hundreds of times a second, which means you will need
>to write the handler in assembly language, with about 20 display list
>interrupts all the way down the screen.

This is not true. Years ago we had a mouse handler that only used the
VBI. It was published in MegaMagazine. Issue #7 if I recall correctly.

--Ivo

2357. Arcadia 2001 Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: Tivadar <reicher6@pilot.msu.edu>
Message-ID: <8djka7$206i$1@msunews.cl.msu.edu>
Source record: 45419
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I am looking for an Arcadia 2001 system and any games. I have lots of stuff to trade (2600, 5200, 7800, 400/800, Colecovision, Intellivsion, Odyssey2, etc.) or I can pay cash.

Tivadar

2358. Arcadia 2001 Stuff Wanted (again)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: Tivadar <reicher6@pilot.msu.edu>
Message-ID: <8djkiq$20ok$1@msunews.cl.msu.edu>
Source record: 45420
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I am looking for an Arcadia 2001 system and any games. I have lots of stuff
to trade
(2600, 5200, 7800, 400/800, Colecovision, Intellivsion, Odyssey2, etc.) or
I can pay cash.

Tivadar

reicher6@pilot.msu.edu

2359. Re: 130XE Power Supply 1 amp or 1.5 amp?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-YOlU1ZpTddgO@cth-analog-ts01-s2.cth.com.au>
Source record: 45421

On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
> The 1 amp might work; the 1.5 will.
>
> A cheaper, more powerful alternative is an old PC power supply. I'm
> currently powering my 1mb XE off one I ripped out of an Tandy 1000
> (8088, no HDD). By running one of the +12v lines through five diodes
> in series I also get +9vdc for the MIO and XEP80. Another bonus is the
> on/off switch.

I run my MIO on 9vac.
I too have a pc power supply in a large box that also has a couple of
9vac transformers in it. I fitted several plugs on the front to run
all my equipment.
I even modifyed my 1050 a little to plug directly into the dc outs.

James B

2360. Re: 130XE Power Supply 1 amp or 1.5 amp?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000419022106.28068A-100000@vtn1>
Source record: 45422

On Wed, 19 Apr 2000 sup8pdct@mail.cth.com.au wrote:

> On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
> wrote:
>
> >
> > The 1 amp might work; the 1.5 will.
> >
> > A cheaper, more powerful alternative is an old PC power supply. I'm
> > currently powering my 1mb XE off one I ripped out of an Tandy 1000
> > (8088, no HDD). By running one of the +12v lines through five diodes
> > in series I also get +9vdc for the MIO and XEP80. Another bonus is the
> > on/off switch.
>
> I run my MIO on 9vac.
> I too have a pc power supply in a large box that also has a couple of
> 9vac transformers in it. I fitted several plugs on the front to run
> all my equipment.
> I even modifyed my 1050 a little to plug directly into the dc outs.
>
> James B
>

I've heard of MIO's that eat AC but mine wants DC according to the manual that came with it. I do have to admit that my diode trick is pretty crude but it works without taxing my rather limited electronic abilities.

I've thought of running the disk drives off a unified power supply but just haven't bothered as I have more power supplies than drives which seem to die faster.

jkp

2361. Re: 130XE Power Supply 1 amp or 1.5 amp?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000419165355.15567.00001077@ng-fo1.aol.com>
Source record: 45423

>> > The 1 amp might work; the 1.5 will.

The 1 amp will run for a while (mine did a year or two); the 1.5 will work from then on. Many other 5v dc sources are also excellent. The pin outs for power & monitor are on this site:
http://www.atari8bit.tmfweb.nl/pinouts.htm#monitor

-Ron

I don't have a solution but I admire the problem.

2362. Just an update on Hasbro

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sfs8o36rin2166@corp.supernews.com>
Source record: 45424

No comments from me for a change. From Gamers Gazzette:
> Hasbro Interactive: Suit Settlement
> The theft of intellectual property rights is a serious charge in any
> industry. Last February, Hasbro Interactive file suit against GT
> Interactive, Varcon, eGames, MVP Software, Webfoot technologies, and
> Xtreme Games. Now, GT Interactive and Varcon have decided to settle this
> issue -- out of court. GTI is going to halt their sales of their 3D
> series, Bricklayer, Chomper, Intergalactic Exterminator, Mac-Man, Missile
> Launch, their Munch Man series, Patriot Command, Tetri- series, and Tunnel
> Blaster. On Varcon's side of the products, they'll halt their sales of
> titles that were named in the suit. Plus, GTI is going to have pay up some
> bucks to Hasbro Interactive, although the amount remains undisclosed. The
> other defendants remain a party to the action and have not settled the
> suit.
>

2363. Re: Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@chilesat.net>
Message-ID: <38FE692C.6FE29A9B@chilesat.net>
Source record: 45425

What's a Pool Disk? Where can I get one of those?

Greetings

Dr. Von Byte

melee5@my-deja.com escribiï¿½:

> In article <Pine.GSO.3.95.iB1.0.1000417134427.28285C-100000@vtn1>,
> "John K. Picken" <yg473@victoria.tc.ca> wrote:
> >
> > There was talk of a project to get MTA on the web in HTML. Does anyone
> > know what became of it?
> >
> > jkp
> >
> >
> I don't know about the web, but it IS on the new pool disk two CD-
> ROM set. By permission of Ian Chadwick, author - not to be copied from
> disk. Its the XL/XE version too.
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2364. XF551 upgrade to XF35

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38FE7A45.53039A8D@qnet.com>
Source record: 45426

I remember reading about this upgrade many years ago in Antic and last night final found the review of the upgrade.

My question now is who owns it? Bob Woolley?

Was there every any major problems with the kit? How many of the kits were sold? Is there a way to get a kit or to produce the ROM needed and the instructions?

If anyone has the answers please let me know Im very interested in this project.

Don

2365. Re: old issues of Antic/Analog magazines available

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-19 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <38FE845B.EA21E8B7@earthlink.net>
Source record: 45427

Jeanne & Alan Rognlie wrote:
>
> Cleaning out attic and wife is making me get rid of old magazines.
> Several years worth of Analog and Antic magazines available.
> I'll be getting a list together to post.
> Please let me know if anyone's interested.
>
> (No way I'm getting rid of my 288K 800, though!) ;^)
>
> --
> Alan Rognlie com [dot] e x e c p c [at] a r r o g n l i
> remove blanks, reverse and make obvious substitutions for valid address

I'm not sure if I got your e-mail right, so I'll double up here. I'm
very interested; please contact me via e-mail. Thanks,

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½

2366. Re: 130XE Power Supply 1 amp or 1.5 amp?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-20 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-fCpddc7lXgXq@cth-analog-ts01-s1.cth.com.au>
Source record: 45428

On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
wrote:
> > I run my MIO on 9vac.
> > I too have a pc power supply in a large box that also has a couple of
> > 9vac transformers in it. I fitted several plugs on the front to run
> > all my equipment.
> > I even modifyed my 1050 a little to plug directly into the dc outs.
> >
> > James B
> >
> I've heard of MIO's that eat AC but mine wants DC according to the manual
> that came with it. I do have to admit that my diode trick is pretty crude
> but it works without taxing my rather limited electronic abilities.

The manual says dc but if you look in one, you will see a full diode
bridge and smoothing capacitor. It is then feeds a 5v regulator which
powers the whole mio.
I did try the diode trick on a flash many years ago. had about 8 6amp
diodes in line from a 12 v car battery. trouble is the flash drew so
much current, the diodes got so hot so quick that the solder melted.
6amp ac maybe.
>
> I've thought of running the disk drives off a unified power supply but
> just haven't bothered as I have more power supplies than drives which seem
> to die faster.

works well but a bit of a pain to switch on and off.

James B

2367. Re: LOBO Disk Drive Unit 8" & 5 1/4

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-20 00:00:00 UTC
From: "Robert J. Stevens" <snevets@execpc.com>
Message-ID: <38fee162$0$19906@news.execpc.com>
Source record: 45429

I think I identified it - See below
LOBO Drives has made a large change in the pricing of their powerful LX-80 interface. LOBO is now offering this interface for just $449.00 with a full 32K of ram. This is the interface that runs 8", 5", Single density, Double density and double sided drives. With the LX-80 you can even boot a MOD I Double density system disk. This is an excellent bargain on a proven product. Now I have to find the TRS80 Newsgroup for more info. I have some of the pieces. I have a TRS80 Model 100 coming and I have two Model I's in the basement. Who knows I might get them running. Now all I need to do is find a LOBO 8" drive or a pair.
Bob in wisconsin

bmarcum@iglou.com wrote:

> On 2000-04-18 snevets@execpc.com said:
> >8bit:65581 I have a LOBO Disk Drive Unit 8" & 5 1/4 but no Manuals.
> >If my memory serves me correctly this was for the ATARI ????
>
> Lobo might have made accesssories for more than one type of computer. Does
> it have an Atari-style 13-pin connector?
>
> Net-Tamer V 1.08X - Test Drive

2368. Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-20 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38FF0861.1AAE89E3@mail.uni-mainz.de>
Source record: 45430

Hello folks,#
many users e-mailed me, that they are interested in Diamond GOS.
Unfortunately I have only one cart plus accessory tool disks left. For
now, Tony xxx (forgot his family-name, sorry !!) was the first one who
showed his interest. If I get a positive response (the money order !!)
from him Diamond is definitively sold. Otherwise I will let you know,
for now I put you on the hold - ok ?!?
greetings - Andreas Magenheimer

2369. Re: XF551 upgrade to XF35

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8dn1af$f5n$1@freenet9.carleton.ca>
Source record: 45431

Schoengarth (dons@qnet.com) writes:
> I remember reading about this upgrade many years ago in Antic and last
> night final found the review of the upgrade.
>
> My question now is who owns it? Bob Woolley?

I believe you can buy a complete 3.5" upgrade kit from
Bob, and it works good.

The ROM modification required to run n 80 track DS drive
was posted to this group some time ago. I sucessfully implanted
a dual 3.5"/5.25" TEAC drive mech in an XF551 using it. These
2-in-1 drives are hard to find but definatly worth the effort.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2370. Re: Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-20 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <3900430a.2120739@news.wxs.nl>
Source record: 45432

On Wed, 19 Apr 2000 22:19:24 -0400, "Luis P. Baeza Q."
<lbaeza@chilesat.net> wrote:

>What's a Pool Disk? Where can I get one of those?
>
>Greetings
>
>Dr. Von Byte

The Pooldisk Too is a double CD full of stuff for use with the
Classic Atari. Take a look at
http://members.home.nl/stack/atarixle.html
for more information.

Keep those XL's/XE's humming.

2371. Astrocade Stuff Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-20 00:00:00 UTC
From: Tivadar <reicher6@pilot.msu.edu>
Message-ID: <8do3sr$3t7$1@msunews.cl.msu.edu>
Source record: 45433
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I am looking for Bally Astrocade and Arcadia 2001 games (boxed preferred, but not required). I have lots of stuff for trade (2600, 5200, 7800, 400/800, Colecovision, Intellivision, Odyssey2,etc.) at:

http://www.msu.edu/user/reicher6/

I don't have a trade list, but I am usually willing to trade things out of my collection for something I want. I prefer to trade, but I will entertain paying cash for something really rare.

Tivadar
reicher6@pilot.msu.edu

2372. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-20 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10004202308550.7348-100000@moose.erie.net>
Source record: 45434

Well, I updated to DirectX 6.0 to make sure that was not the
problem and still no joy.....stick! I'm still getting the same error.

On Sun, 16 Apr 2000, Sage wrote:

>
>
> I am trying to use a joystick with Atari800Win without success.
> I have set-up the joystick and calibrated it using the "Joytick"
> properties in the Win control panel. But when I run Atari800Win it says:
> "DIERR_NOTFOUND" and closes. If I remove the joystick Atari800Win runs
> okay with the "keypad joystick". This is version 2.5c of Atari800Win.
> I'd appreciate any suggestions on how to solve this problem.
>
>
>
>
>

2373. Re: XF551 upgrade to XF35

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-20 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8dojmgavr1@slb6.atl.mindspring.net>
Source record: 45435

I may have developed it, but I certainly don't own it. That is, I never made any effort to retain any rights to it. It is PD all the way.
Bob Puff may have some of his version of the upgrade left. Innovative Concepts is no longer around as far as I know.. Lots of folks could burn you a ROM.

The only issues I ever had with it are the spin-up delay and the density switching option. A standard XF551 starts formatting without waiting for the drive to reach full rotational speed. Sometimes this is OK, sometimes not. By forcing spin-up, the drive has to be at speed every time you format a track. This sounds like a good idea but it also slows down writing data a little bit. So, it becomes a toss-up. The other catch is the density switch. If you are in DD and you try to read a SD disk, the drive will get a read error and the drive will retry the read in SD. Not so if you are in SD and you try to read a DD disk - it will try SD f-o-r-e-v-e-r. You can add code to make it alternate density on a read retry until it gets it right. This will at least give you a chance at reading a DD disk after a SD has been read. It does lead to a ping-pong match sometimes (don't even think about using some protected disks...)

Bob Woolley

Schoengarth <dons@qnet.com> wrote in message
news:38FE7A45.53039A8D@qnet.com...
> I remember reading about this upgrade many years ago in Antic and last
> night final found the review of the upgrade.
>
> My question now is who owns it? Bob Woolley?
>
> Was there every any major problems with the kit? How many of the kits
> were sold? Is there a way to get a kit or to produce the ROM needed and
> the instructions?
>
> If anyone has the answers please let me know Im very interested in this
> project.
>
>
> Don
>

2374. Re: Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-20 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-8487AA.21425920042000@news.northcoast.com>
Source record: 45436

You asked for it, you got it! Mapping the Atari is now on the Web.
http://www.atariarchives.org/mapping/

The site just went live today, so there may be minor problems.
Send your comments and feedback.

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2375. Re: XF551 upgrade to XF35

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-20 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38FFE48C.95AE6288@qnet.com>
Source record: 45437

Atari Bob wrote:

> I may have developed it, but I certainly don't own it. That is, I never made
> any effort to retain any rights to it. It is PD all the way.
> Bob Puff may have some of his version of the upgrade left. Innovative
> Concepts is no longer around as far as I know.. Lots of folks could burn you
> a ROM.
>

Last night I finally found Bob Puffs upgrade available for 59.95 I also found
Innovative Concepts the address I had matched the address I found the only thing
difference was the phone number. Same guy same address but, no email and I hate
calling and bugging people about something so old.
Thanks for the reply Bob..

Don

>
> The only issues I ever had with it are the spin-up delay and the density
> switching option. A standard XF551 starts formatting without waiting for the
> drive to reach full rotational speed. Sometimes this is OK, sometimes not.
> By forcing spin-up, the drive has to be at speed every time you format a
> track. This sounds like a good idea but it also slows down writing data a
> little bit. So, it becomes a toss-up. The other catch is the density switch.
> If you are in DD and you try to read a SD disk, the drive will get a read
> error and the drive will retry the read in SD. Not so if you are in SD and
> you try to read a DD disk - it will try SD f-o-r-e-v-e-r. You can add code
> to make it alternate density on a read retry until it gets it right. This
> will at least give you a chance at reading a DD disk after a SD has been
> read. It does lead to a ping-pong match sometimes (don't even think about
> using some protected disks...)
>
> Bob Woolley
>
> Schoengarth <dons@qnet.com> wrote in message
> news:38FE7A45.53039A8D@qnet.com...
> > I remember reading about this upgrade many years ago in Antic and last
> > night final found the review of the upgrade.
> >
> > My question now is who owns it? Bob Woolley?
> >
> > Was there every any major problems with the kit? How many of the kits
> > were sold? Is there a way to get a kit or to produce the ROM needed and
> > the instructions?
> >

> > If anyone has the answers please let me know Im very interested in this
> > project.
> >
> >
> > Don
> >

2376. Re: 130XE Power Supply 1 amp or 1.5 amp?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-20 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38FFE7B5.21990D7@qnet.com>
Source record: 45438

Either of the power supplies will do fine. Most people recommend the 1.5A. I have used the 1A on a 65xe,130xe and a XEGS. I buy these brand new from a electronics surplus. I have bought 5 of them and never had a problem. I guess your wondering who in the world would still sell such a thing. I really hate to give out my secret surplus because some day I may need a few more and they wont have any left.

http://www.allelectronics.com

They have two stores one in Los Angeles and one in Burbank,CA.

Check them out they will do mail order. The Burbank store if you call them and ask for the Atari power supply will know exactly what you are looking for. They also have some other Atari items that even the store employees dont know what they are.

Don

2377. Atari 400 Audio Digitizer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: Will Irace <will@irace.net>
Message-ID: <8dqfcc$4fg$1@nnrp1.deja.com>
Source record: 45346

Back in the eighties, I ran across an article *somewhere* that described how to digitize a few seconds of audio into an Atari 400/800 via a simple homemade circuit plugged into a joystick port; audio could be played back over the television speaker (and of course it sounded awful). I actually built the circuit at the time and played with the software, and now I'm feeling nostalgic. I'm trying to find that article again.

I've scoured the Hardware Mod FAQ and the "Compute!" index (http://sniper.npsnet.com/danf/cbm/compute.idx) and actually reviewed physical copies of Compute! magazine for all entries having anything to do with Atari Sound, to no avail. Does anyone have any bright ideas or remember this article? It was definitely a 400 I did this on.

Thanks in advance,

--W

Will Irace <will@nospam.irace.net>

Sent via Deja.com http://www.deja.com/
Before you buy.

2378. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8dp45orco1@user2.teleport.com>
Source record: 45347
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2379. FREE Atari Monitors! Atari Discount! FREE Atari Computer Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8dp3tj$r4o$1@user2.teleport.com>
Source record: 45348
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

To take advantage of Discounts or FREE Monitors or FREE Jaguar Video Cable, you must E-Mail me to Claim it & state what you want in E-Mail.

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount with a $200 Purchase. Shipping is not figured into Discount. Customer pays Shipping. Discounts Apply to Classic Atari 8 Bit, Atari ST and/or Atari Jaguar. Hardware, Software, Books & Accessories! Limited Time offer!

FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega 2 ST or a 1040STe and receive a FREE Monitor. Your Choice of a Color or MonoChrome Monitor. FREE Monitor when purchasing an Atari 8 Bit Computer. Buy an Atari 800XL or an Atari 130XE and an Atari 8 Bit Disk Drive such as an Atari 1050 Drive & receive your choice of any Monitor in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 of Atari Jaguar Games, receive absolutely FREE, a +NEW in BAG Jaguar Composite Video/Stereo Audio Cable. Offer Available for Limited Time only. First Come, First Serve! Subject due to availability! Customer pays all Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump

to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2380. Re: XF551 upgrade to XF35

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000421075107.02540.00000718@ng-cp1.news.cs.com>
Source record: 45349

> I sucessfully implanted a dual 3.5"/5.25" TEAC drive mech in an XF551 using it. These 2-in-1 drives are hard to find but definatly worth the effort. <

Hi Steve-
I've thought about this before, but never done it. Most of these units have two connectors, but some supposedly have only one and are switched internally A/B. This would be really easy to hook up with a CSS dual drive upgrade, but how would you do this with Bob Woolley's XF35 upgrade? Also, how does the 5-1/4" read/write -- 80 track, low density? But presume you wouldn't write over a regular 360K disk due to the difference in the track width? Interesting hack Can you furnish some details?
Regards,
Larry

2381. Re: XF551 upgrade to XF35

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000421075804.02540.00000719@ng-cp1.news.cs.com>
Source record: 45350

Hi Bob-
IIRC, you posted some add-on code several years later that addressed the density-switch problem. (?) Did it also address the spin-up issue? I have the codes, but I have never added the second part.
Larry

2382. Re: Norway vs. Brazil : Bad trader battle.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: DoNotSpam@mac.com
Message-ID: <1e9fk7u.xbbu601i0dtxwN@mimi1pool0-a70.mill.tds.net>
Source record: 45351
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc

Vidar "Hawk" Olavesen <olavese@online.no> wrote:

> Any suggestions as to my next step would be ? Thanks in advance

All the way across Atlantic Ocean? If the person sent your stuff via
ground, that will be 6-8 weeks. If he sent it air mail, it shouldn't
have been more than a couple weeks at the most.

I do worry if the emails aren't being answered anymore. And criminal
prosecution across the borders are next to impossible. The most you
could do is post a bad trader warning and hope his future "victims" do
take the time to search deja.com first.
--
Email address *is* valid.

2383. Re: XF551 upgrade to XF35

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8dq0b4$4p5$1@freenet9.carleton.ca>
Source record: 45352

LLpwhite (llpwhite@cs.com) writes:
>> I sucessfully implanted a dual 3.5"/5.25" TEAC drive mech in an XF551 using
> it. These 2-in-1 drives are hard to find but definatly worth the effort. <
>
> Hi Steve-
> I've thought about this before, but never done it. Most of these units have
> two connectors, but some supposedly have only one and are switched internally
> A/B.

The drives I have have 2 thin drives in one HH package, both are connected
via a card edge connector, which is nice since it matches up with the XF551
perfectly.

> This would be really easy to hook up with a CSS dual drive upgrade, but
> how would you do this with Bob Woolley's XF35 upgrade?

The drive uses jumpers to set which mech is drive 0, so i just used
a SPDT switch. Attach the common pole to ground, and the switch poles to
the ungrounded side of each drive 0 jumper. Flipping the switch then
swaps the drives 0/1 / 1/0.

> Also, how does the
> 5-1/4" read/write -- 80 track, low density?

The drive wont double-step by itself, so unless you add a circuit to
double the steps, it wont read/write regular Atari 5.25" disks, except for
track 0. I believe Bob's upgrade uses a module to do something like this, but
I have not seen the upgrade myself.

Of course having 2 80 track DS/DD drives is worth stacking it on top of
a regular 1050 for old disks. :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2384. 30+ atari 8 bits Carts FA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: kickass@shell2.fdn.com
Message-ID: <880M4.252$Ca1.74816@news1.atlantic.net>
Source record: 45353

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=kickass@leading.net&include=0&since=-1&sort=2&rows=25

(You may have to paste the above line back together if it shows up as 23)
or, just do a seller search for kickass@leading.net

Only 6 hours left on this one, so it'll be gone quick.

Atari 400/800/XEGS carts

Buck Rogers, Congo Bongo, Centipede (2), Asteroids

Pac Man (6), Basic (4), Missile Command (2), Pitfall

Ms. Pac Man (2), Final Legacy, Q-Bert, Atari Writer

Qix, Star Raiders, Computer Chess, Star Raiders (2)

C=64 Carts

Beamrider, Gyruss, & (I think,) Jungle Hunt

Little note for you usenetters, that isn't on the auction text.
If you look at the picture, you'll notice 2 demon attacks. Well,
they are included (making it 32 atari 8bit carts,) I just missed
typing them in while I was making the html page.

Take advantage.

Zilla
Dedicated atarian since 1978. |||
long live the Fuji / | \

2385. Re: Atari to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: "Jose Lopez Jr." <josepj@earthlink.net>
Message-ID: <390090DB.DC643AEE@earthlink.net>
Source record: 45354

To all,

Thanks for all the information. Looks like I'll have some fun(?) tinkering to make it work. When I finally go into spasms because I can't get it to work then I may have to get one of you who is all set up to transfer the stuff over. Thanks again to all for the inputs.

Jose

Jose Lopez Jr., "A Shot In the Dark" Fine Art Photography or The Scale Card
Send E-mailto:josepj@earthlink.net

2386. Re: Atari to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: "Jose Lopez Jr." <josepj@earthlink.net>
Message-ID: <390090E8.B1E13782@earthlink.net>
Source record: 45355

To all,

Thanks for all the information. Looks like I'll have some fun(?) tinkering to make it work. When I finally go into spasms because I can't get it to work then I may have to get one of you who is all set up to transfer the stuff over. Thanks again to all for the inputs.

Jose

Jose Lopez Jr., The Scale Card
Send E-mailto:josepj@earthlink.net

2387. FS: UK : Atari 800XL and other stuff

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: keith@keefy.co.uk
Message-ID: <3901afcc.6396282@news.freeserve.net>
Source record: 45356

Hi...

I have the following stuff for sale... I can split, but would rather
let the whole lot go together. All is in full working order with the
relevant cables, someone make me an offer.

Atari 800XL with manual and power supply.
Atari 1050 5.25 floppy disk drive with power supply.
Alphacom 42 Thermal printer with power supply, manual + spare paper
rolls.
Approx 50 * 5.25 floppy disks with stacks of programs including games,
utilities and other stuff.
Game cartridges: Galaxian, Pole Position, Frogger, Pit Stop, Q-Bert,
Miner 2049er, Centipede, Super-Breakout (All boxed)
Books: Inside Atari Basic by Bill Carris
Atari 600XL Program book by Peter Goode
Atari Basic by Bob Albrecht/Leroy Finkel/Jerald R Brown
Games for the Atari by S Roberts

I also have about 500 Atari ST 3.5in disks.

--
keith@keefy.co.uk www.keefy.co.uk
keefy@littlehovel.freeserve.co.uk www.littlehovel.freeserve.co.uk

2388. Re: BASIC Information. Any manuals available online?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000421162431.16033.00002743@ng-ck1.aol.com>
Source record: 45357

> I would be very interested in getting hold of an Assembler/Editor
>Cart if anyone has one for sale.
>

Have it if still interested, what I normally prefer is a DOS loadable image for
ASMED & BASIC. You can call DOS and load the other without doing a cold start;
it keeps the RAMDisk and any ML code in RAM ($600 or $4000) but you do lose
some program space.

Dids you ever find the BASIC manual?

-Ron

I don't have a solution but I admire the problem.

2389. Re: Norway vs. Brazil : Bad trader battle.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3900C0C5.6F00@volcano.net>
Source record: 45358
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc

Cadimus wrote:
>
> All the way across Atlantic Ocean? If the person sent your stuff via
> ground, that will be 6-8 weeks.

Hell, if it was sent "ground" from Brazil to Norway, it aint gonna make
it! Hopefully it was sent "surface" or air. ;-)

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

2390. Re: Flip & Flop and Crsytal Castles

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <2fm1gsced1040q1vf1ehhmo3hhnc09srj0@4ax.com>
Source record: 45359

On Fri, 21 Apr 2000 01:53:23 -0400, "Tivadar" <reicher6@pilot.msu.edu>
drooled an embarassing wet spot in his lap as he typed:

>Any one know where I can get these two rare games?
>
>Tivadar
>reicher6@pilot.msu.edu
>
>
>

If yer looking for these for an emulator, I can help... otherwise,
sorry.

2391. More RAM For Free

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000421205018.16351C-100000@vtn1>
Source record: 45360

For those using SIO2PC (and probably APE): did you know you can gain 64k of RAM for disk image storage very simply?

Ensure the following lines are in your MS-DOS config.sys file:

```
DOS=HIGH,UMB
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS I=C800-EFFF I=A000-AFFF
```

The second area included with Emm386 is the VGA RAM area which is only used for graphics programs which SIO2PC is not. This gives you an extra 64k of RAM for "DOS" programs.

2392. Accessing A Full 64k

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000421205914.21694A-100000@vtn1>
Source record: 45361

Can any of the hardware geniuses out there come up with a fairly simple way to access the 2k of RAM hidden by the hardware addresses. If the area could be remapped and swapped in as needed, I can think of all sorts of neat uses for it.

jkp

2393. RE: Shadow World

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8dpjoi$6n0$1@nnrp1.deja.com>
Source record: 45439

This isn't what you asked for (boot sector), but there is a copy of
Shadow World at-

ftp://ftp.spudster.org/pub/atari/cth/games/files/s/shadowwo.exe

It loads and runs fine under Sparta Dos. Probably under other DOS',
too.

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

2394. ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: Korris <korris@ho>
Message-ID: <kfPL4.15292$PV.1051163@bgtnsc06-news.ops.worldnet.att.net>
Source record: 45440

I'm looking to purchase a functional/nonfunction Multi IO(MIO) device that was produce by a company called ICD. If anyone has one available or knows of a source, I would greatly appreciate it.

2395. Flip & Flop and Crsytal Castles

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: Tivadar <reicher6@pilot.msu.edu>
Message-ID: <8doqd8$276v$1@msunews.cl.msu.edu>
Source record: 45441

Any one know where I can get these two rare games?

Tivadar
reicher6@pilot.msu.edu

2396. Norway vs. Brazil : Bad trader battle.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <XITL4.7381$By1.142562@news1.online.no>
Source record: 45442
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc

Hmmm. I am considering putting a guy on my BAD TRADER list. He's in Brazil and I am in Norway. I've sent all the stuff to him, I must confess I did screw up. I sent him all the Lynx stuff, forgot to put in the Jaguar game. Two of the boxes for the Lynx games were empty. I did not know this. But, I do understand him wondering about this. Anyway, I took the two Lynx games missing, form my collection, and sent them to him. I ordered the two games myself and got one of them, the others on the way. I put those two carts and the Jag game and sent them. He confirmed getting it and said my package was on the way. Still haven't got it, this was March, 20, 2000. I emailed him several times after this, but he just won't reply. Can I report him anywhere ?

He used the name :
Jaci Silva

The games were sent to :
Ivone L. Durigan
R. DR Teodoro Langaard 825
CEP: 13070-060
Campinas SP Brazil

email address : atarian@zipmail.com.br

Any suggestions as to my next step would be ? Thanks in advance

2397. Re: Norway vs. Brazil : Bad trader battle.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Om4M4.8187$By1.150549@news1.online.no>
Source record: 45362
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc

He/she stated it was sent airmail and he/she got the package 4 or 5 days
after I sent it.

The Maverick <themaverick@volcano.net> wrote in message
news:3900C0C5.6F00@volcano.net...
> Cadimus wrote:
> >
> > All the way across Atlantic Ocean? If the person sent your stuff via
> > ground, that will be 6-8 weeks.
>
> Hell, if it was sent "ground" from Brazil to Norway, it aint gonna make
> it! Hopefully it was sent "surface" or air. ;-)
>
> the Mav
>
>
>
> --
> Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
> http://www.volcano.net/~themaverick/index.html
> The Classic Microgames Museum
> http://maverick.brainiac.com/cmm/index.html
> The Space and Fantasy Gamer's Guide
> http://www.brainiac.com/micro/sfgg/index.html
>
>

2398. Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-22 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <8dra3i$6fk$1@news.xmission.com>
Source record: 45363

Just acquired one of these gems, and wish to upgrade from the Syquest EZ135 that`s currently attached to my BB/130XE.

Unfortuately, I'm unable to locate Heads/Cylinders information on this thing.

Can somebody please provide me with specs for usage on my BlackBox? thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2399. Bad trader page update.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <V8cM4.8299$By1.153410@news1.online.no>
Source record: 45364
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.3do,rec.games.video.atari,rec.games.video.classic

From the responses I got from the newsgroups, I decided to put
atarian@zipmail.com.br on my bad trader page. Located at :
http://home.sol.no/~olavese/
Answered emails under the name jaci silva and trade stuff was sent to :

Durigan, Ivone L.
R. DR Teodoro Langaard 825
CEP: 13070-060
Campinas SP
Brazil

Be aware of this person. Not to be trusted at all. Emails stopped coming
after the bastard/bitch got the stuff I sent him/her.

As I stated in my previous post about this person, I did something wrong
too, but made it good by sending it from my own collection.

All non-scammers, take care and scammers DIE DIE DIE

2400. Re: Accessing A Full 64k

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-22 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-TPhgoR1fxYx9@cth-analog-ts01.cth.com.au>
Source record: 45365

On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

> Can any of the hardware geniuses out there come up with a fairly simple
> way to access the 2k of RAM hidden by the hardware addresses. If the area
> could be remapped and swapped in as needed, I can think of all sorts of
> neat uses for it.

hmmm. that would require another mmu, and another bit on Port B.
however 256 bytes that Antic uses cannot be touched. Antic selects it
self. the other chips are selected by the mmu and a LS138.

James B

2401. Re: Atari 400 Audio Digitizer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-22 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sg3gt9rll6e127@corp.supernews.com>
Source record: 45366

There was an article in Antic written by Steven Lashower<sp>.

He reads this group from time to time, but if you may be able to find the project on one of the various sites that store old Antic.

As I recall, he just used the Atari joystick 5V supply with the audio being applied to the base of the transistor through a capcitor to block DC and a pot/resistor adjusting the sesistivity. The output of the transistor/buffer circuit was then feed to the POT input of the JS.
Will Irace <will@irace.net> wrote in message
news:8dqfcc$4fg$1@nnrp1.deja.com...
> Back in the eighties, I ran across an article *somewhere* that
> described how to digitize a few seconds of audio into an Atari
> 400/800 via a simple homemade circuit plugged into a joystick
> port; audio could be played back over the television speaker
> (and of course it sounded awful). I actually built the
> circuit at the time and played with the software, and now I'm
> feeling nostalgic. I'm trying to find that article again.
>
> I've scoured the Hardware Mod FAQ and the "Compute!" index
> (http://sniper.npsnet.com/danf/cbm/compute.idx) and actually
> reviewed physical copies of Compute! magazine for all entries
> having anything to do with Atari Sound, to no avail. Does
> anyone have any bright ideas or remember this article? It was
> definitely a 400 I did this on.
>
> Thanks in advance,
>
> --W
>
> Will Irace <will@nospam.irace.net>
>
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2402. Re: Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-22 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sg3ik7gvl6e164@corp.supernews.com>
Source record: 45367

Just double checked because I knew they were in bankruptcy, but they are back online at www.syquest.com with most of their drives technical info in Adobe Acrobat format.

They list a EZ230, but I didn't see a 200 meg drive. I do have a Hard Drive Bible around here somewhere, if they don't have the info you need or no one else comes up with it, let me know and I will see if I can find it in my HDB.

Kind of glad they are still around, I own both an EZ135 internal IDE and EZ135 external scsi. I thought they were a better hardware then Zip Drives, 2x the data rate + 20% more storage + same price, but I guess the market place decided I was wrong.
<jeking@NOSPAM.com> wrote in message news:8dra3i$6fk$1@news.xmission.com...
> Just acquired one of these gems, and wish to upgrade from the Syquest
> EZ135 that`s currently attached to my BB/130XE.
>
> Unfortuately, I'm unable to locate Heads/Cylinders information on this
> thing.
>
> Can somebody please provide me with specs for usage on my BlackBox?
> thanks.
>
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

2403. Re: Accessing A Full 64k

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-22 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sg3qr3h4l6e27@corp.supernews.com>
Source record: 45368

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-TPhgoR1fxYx9@cth-analog-ts01.cth.com.au...
> On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
> wrote:
>
> >
> > Can any of the hardware geniuses out there come up with a fairly simple
> > way to access the 2k of RAM hidden by the hardware addresses. If the
area
> > could be remapped and swapped in as needed, I can think of all sorts of
> > neat uses for it.
> >
>
> hmmm. that would require another mmu, and another bit on Port B.
> however 256 bytes that Antic uses cannot be touched. Antic selects it
> self. the other chips are selected by the mmu and a LS138.
>
> James B
Alway could just add a CMOS 8 bit by ~1k though for fooling around the empty
hardware areas.

I think you could just about use $D600-$D7FF without bumping into 90% of the
hardware mods.

For people w/o BB, MIOs, or bank switched carts, you could add $D100-$D1FF
and $D500-$D5FF. The taps for these decoded addresses are all on the
74LS138.

You could also remap the 74LS138 such that it only uses the 1st 16<?> bytes
on the hardware pages. Trying to remember what the most registers any of the
hardware has. Anyway, at one time I modified an 8 bit by removing the
74LS138 and piggybacking a second one to it. Something like 2 of the chip
select pins are hardwired to ground or 5V, so all it took was running
jumpers from the address lines to the CS logic to decode the existing
hardware to the bottom half of the page. The 2nd 74LS138 would have allowed
for 8 additional chips i.e. pokey, PIA, or memory to be added to the top
half of the hardware area. Almost enough to have a ram dos if the
$D600-$D7FF is used too.

I tried the set up with several types of software, and it all seemed to work
normally.

2404. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_956431709@rtfm.mit.edu>
Source record: 45369
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 1, 2000

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Another Usenet FAQ often of interest to 8-bit Atari users is:
Accessing the Internet by Email FAQ / Gerald E. Boyd
mailto:gboyd@netcom.com
http://www.faqs.org/faqs/internet-services/access-via-email/

2405. FS: Atari 8-bit monitor cable (USA)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-22 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <QtnM4.28146$fV.1648814@bgtnsc05-news.ops.worldnet.att.net>
Source record: 45370

For Sale: Monitor cable for Atari 8-bit computers (USA only). $8 with Priority Mail shipping included. Reply in Email to s.winick@worldnet.att.net if interested.

Sheldon

2406. 14C89 Cable Transistor Add-on Circuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-22 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000422174412.15421.00003062@ng-cl1.news.cs.com>
Source record: 45371

I just built and installed the 2N 3904 transistor
add-on circuit for the command line, and I can't
get it to respond at all. I wondered if anyone else has
built the circuit?

The cable worked before I added the circuit, and it worked
after I cut the new circuit back out, but I could get absolutely
nothing with it in place. *Double checked everything*, but I do
have a question about the diagram. I downloaded a data sheet
on the 2N 3904 transistor, and I followed that pinout. It says
that (from top to bottom in the schematic) the pins are

Collector
Base
Emitter

There are lots of differences in transistor pinouts, so I was wondering
if the schematic shows the opposite order (which I think is generally
a more common pinout):

Emitter
Base
Collector

It's possible I have a bad transistor, but I thought I would check
and see if anyone else had any experience with this before I rebuilt the
circuit.

Thanks,
Larry White

2407. Re: Accessing A Full 64k

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-22 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000422155124.23457B-100000@vtn1>
Source record: 45372

Paging RAM in at $D600 should not interfere with the MIO or BB as that area can be selectively enabled/disabled with those beasts. What would be more useful would be some kind of scheme to enable the whole 2k at some other address, much like the self-test ROM.

If someone can come up with a simple and cheap way to accomplish either method, right off the bat I can picture using it to decrease Memlo with MYDOS. If it has to be paged, the simplest hack would be to use it for DOS buffers. If it can be banked as a whole 2k, either a good portion of DOS or a small resident DUP or even a command line interpreter could be stashed in it.

jkp

2408. Do you want an Atari 800, 810 drive, &SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-23 00:00:00 UTC
From: smberzerk@aol.com
Message-ID: <20000423020936.10149.00001630@ng-cl1.aol.com>
Source record: 45373

Find it here; now.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=315710848

2409. Good trader page fix

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <DyzM4.8864$By1.161993@news1.online.no>
Source record: 45374
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.3do,rec.games.video.atari,rec.games.video.classic

A few people thought it was not too nice to have full name and addresses in my good trader page. I didn't think that was a big deal, but I removed the street addresses. I wouldn't have minded it myself, as it a positive page.

The good and bad trader pages are located at : http://home.sol.no/~olavese/

Is it still too much information on the good trader page ? Please let me know.

2410. Re: 14C89 Cable Transistor Add-on Circuit

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-23 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <fRCM4.6062$i84.30670@typhoon.tampabay.rr.com>
Source record: 45375

Look real close at the flat side, there _should_ be, if it's a TO92 case,
little letters, E B C. If you are holding the flat face at you with the
legs down, E should be on the left, B in the middle, and C on the right.

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20000422174412.15421.00003062@ng-cl1.news.cs.com...
> I just built and installed the 2N 3904 transistor
> add-on circuit for the command line, and I can't
> get it to respond at all. I wondered if anyone else has
> built the circuit?
>
> The cable worked before I added the circuit, and it worked
> after I cut the new circuit back out, but I could get absolutely
> nothing with it in place. *Double checked everything*, but I do
> have a question about the diagram. I downloaded a data sheet
> on the 2N 3904 transistor, and I followed that pinout. It says
> that (from top to bottom in the schematic) the pins are
>
> Collector
> Base
> Emitter
>
> There are lots of differences in transistor pinouts, so I was wondering
> if the schematic shows the opposite order (which I think is generally
> a more common pinout):
>
> Emitter
> Base
> Collector
>
> It's possible I have a bad transistor, but I thought I would check
> and see if anyone else had any experience with this before I rebuilt the
> circuit.
>
> Thanks,
> Larry White
>
>
>

2411. Re: Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-23 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <8dv31c$a71$1@news.xmission.com>
Source record: 45376

Richard Cortese <ricortes@netmagic.net> wrote:
> Just double checked because I knew they were in bankruptcy, but they are
> back online at www.syquest.com with most of their drives technical info in
> Adobe Acrobat format.

Yeah, I looked at their site first, and they didnt have the specs for this
drive either. Its older than the EZ130 and 230 series.. Is the SQ5200
(Syquest 200mb).

I looked in my old HD bibles and couldnt find it there either..

Any help appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2412. Re: Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-23 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sg6b29kdl6e101@corp.supernews.com>
Source record: 45377

<jeking@NOSPAM.com> wrote in message news:8dv31c$a71$1@news.xmission.com...
> Richard Cortese <ricortes@netmagic.net> wrote:
> > Just double checked because I knew they were in bankruptcy, but they are
> > back online at www.syquest.com with most of their drives technical info
in
> > Adobe Acrobat format.
>
> Yeah, I looked at their site first, and they didnt have the specs for this
> drive either. Its older than the EZ130 and 230 series.. Is the SQ5200
> (Syquest 200mb).
>
> I looked in my old HD bibles and couldnt find it there either..
Just found mine, sorry but the latest one I have a listing for is 89 megs.
This is edition 8 that runs to 1996 and includes other drives out to 5 gigs
so I guess they just never listed that drive. Last model I have listed is
5110.

2413. Re: Accessing A Full 64k

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-23 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8dvdra$vv7$1@nntp9.atl.mindspring.net>
Source record: 45378

You would pretty much have to re-program the PAL to do what you want easily.... With a new PAL you could use the BASIC line, for example, to select memory in the Basic socket instead of $5000-$57FF. Heck, why be stingy? Take a whole 16K down there! Or, Bank in 512K!

Anyway, it is not so easy to enable the system DRAM in another location, which may be what you are looking for. A ROM or SRAM is easy, but not another piece of your regular 64K space. I wrote an article a long time ago called (I don't even remember - told you it was a long time ago) that enabled $D600-$D7FF as RAM. I added two more DOS buffers using the space - would be handy for these DD DOS2.0 setups I have now.

If you are really hot for this and don't want to re-program the PAL, you will have to break into -CI and -I/O and all that stuff. Not a fun project.

Bob

wow - are you in Victoria, B.C. ? We went up there last year on vacation. What a great place! Had tea at the Palace or what ever. Wife and I loved it.

John K. Picken <yg473@victoria.tc.ca> wrote in message news:Pine.GSO.3.95.iB1.0.1000422155124.23457B-100000@vtn1...
>
> Paging RAM in at $D600 should not interfere with the MIO or BB as that
> area can be selectively enabled/disabled with those beasts. What would be
> more useful would be some kind of scheme to enable the whole 2k at some
> other address, much like the self-test ROM.
>
> If someone can come up with a simple and cheap way to accomplish either
> method, right off the bat I can picture using it to decrease Memlo with
> MYDOS. If it has to be paged, the simplest hack would be to use it for
> DOS buffers. If it can be banked as a whole 2k, either a good portion of
> DOS or a small resident DUP or even a command line interpreter could be
> stashed in it.
>
> jkp
>
>
>

2414. Re: Atari 400 Audio Digitizer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-23 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8dvso9$42n$1@news.storm.ca>
Source record: 45379

It was called the Antic Sampling Processor (published in Antic, of course).
Very simple, but worked pretty well. There was also the parrot, a
professional product that was similar.

David P.

Richard Cortese <ricortes@netmagic.net> wrote in message
news:sg3gt9rll6e127@corp.supernews.com...
> There was an article in Antic written by Steven Lashower<sp>.
>
> He reads this group from time to time, but if you may be able to find the
> project on one of the various sites that store old Antic.
>
> As I recall, he just used the Atari joystick 5V supply with the audio
being
> applied to the base of the transistor through a capcitor to block DC and a
> pot/resistor adjusting the sesistivity. The output of the
transistor/buffer
> circuit was then feed to the POT input of the JS.
> Will Irace <will@irace.net> wrote in message
> news:8dqfcc$4fg$1@nnrp1.deja.com...
> > Back in the eighties, I ran across an article *somewhere* that
> > described how to digitize a few seconds of audio into an Atari
> > 400/800 via a simple homemade circuit plugged into a joystick
> > port; audio could be played back over the television speaker
> > (and of course it sounded awful). I actually built the
> > circuit at the time and played with the software, and now I'm
> > feeling nostalgic. I'm trying to find that article again.
> >
> > I've scoured the Hardware Mod FAQ and the "Compute!" index
> > (http://sniper.npsnet.com/danf/cbm/compute.idx) and actually
> > reviewed physical copies of Compute! magazine for all entries
> > having anything to do with Atari Sound, to no avail. Does
> > anyone have any bright ideas or remember this article? It was
> > definitely a 400 I did this on.
> >
> > Thanks in advance,
> >
> > --W
> >
> > Will Irace <will@nospam.irace.net>
> >
> >
> >
> > Sent via Deja.com http://www.deja.com/

> > Before you buy.
>
>

2415. 5V supplies

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-23 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sg78arrhsg5171@corp.supernews.com>
Source record: 45380

Does anyone have a good ref for a schematic that uses readily available parts? I am currently using a LM 340 5V 3 amp device and it gets really hot even when only delivering ~1 amp. I am sure the puppy would deliver the 3 amps, but it really gets so hot it scares me. I also paid too much for it, $12.95 as an NTE product.

Perfect for my app would be no more then 3-4 parts but most importantly RUN COOL!

Suggestions for how to get the device to run cooler such as droping the 14V DC going into to ~7V could be done too if that would work. I am not really familiar with the device as I have not worked with one since the 70s.

I've seen several National Semi references, but they all reference using their own LM195 transistor to get drive current up vs something simple like a 3055 or TIP.

I'm also aware of the 78xxT devices that deliver 1.5 amp and am very pleased with their performance, just want a full 3 amps.

2416. Re: 5V supplies

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-23 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8e0atr$3lg$1@slb6.atl.mindspring.net>
Source record: 45381

Geezzzz... $13?

The LM350 is adjustable from 1.2 to 30+ volts and delivers 3 amps. Costs $3
in the current Jameco catalog. All you need is two resistors and a couple of
bypass capacitors. The schematic is in the spec sheet at national.com.
As far as the heat goes... anything you use that does not switch the levels
from zero to Vcc will produce a bunch of heat. You have to get the heat out
to the ambient or it will cook the parts. No magic there. Use a fan or lots
of holes in the case. A huge heat sink in a sealed case will melt down just
as sure as a small one.

Bob

Richard Cortese <ricortes@netmagic.net> wrote in message
news:sg78arrhsg5171@corp.supernews.com...
> Does anyone have a good ref for a schematic that uses readily available
> parts? I am currently using a LM 340 5V 3 amp device and it gets really
hot
> even when only delivering ~1 amp. I am sure the puppy would deliver the 3
> amps, but it really gets so hot it scares me. I also paid too much for it,
> $12.95 as an NTE product.
>
> Perfect for my app would be no more then 3-4 parts but most importantly
RUN
> COOL!
>
> Suggestions for how to get the device to run cooler such as droping the
14V
> DC going into to ~7V could be done too if that would work. I am not really
> familiar with the device as I have not worked with one since the 70s.
>
> I've seen several National Semi references, but they all reference using
> their own LM195 transistor to get drive current up vs something simple
like
> a 3055 or TIP.
>
> I'm also aware of the 78xxT devices that deliver 1.5 amp and am very
pleased
> with their performance, just want a full 3 amps.
>
>

2417. XF35 Code

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-23 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8e0b8u$o0g$1@slb7.atl.mindspring.net>
Source record: 45382

I saw some references to the XF35 kit so I thought I'd post the code changes in the ROM. These are the latest versions as far as I know - like I'm not too organized...

Here are the changes made to a standard XF551 ROM (NOT an XF35 ROM):

ADDR TO

1. $0528 $00 spin-up on FORMAT only.
2. $0680 $50 make 80 tracks.
3. $080F $60 2's compl of max sector.
4. $0811 $FA hi byte of #3.
5. $053D $03 seek to 3ms+spin-up.
6. $057B $1B seek to 3ms.
7. $09D1 $0B seek to 3ms.
8. $0B15 $1B seek to 3ms.
9. $061D $F4 write with precomp.
10. $0621 $F4 write with precomp.
11. $0D0D $A0 write with precomp.

To alter the retry restore (where the drive is trying to re-read a track that gave him an error), add a JMP $E0 (24,E0) at $09AF. AT $9E0 and $9F0, add the patch:

a. $9E0 $09 INPUT A P1
$53,08 AND #08
$C6,F0 JZ $F0 jump if zero
$9A,CF AND P2 #CF
$8A,10 OR P2 #10
$99,E7 AND P1 #E7
$24,B1 JMP $B1
b. $9F0 $8A,30 OR P2 #30
$89,08 OR P1 #08
$99,EF AND P1 #EF
$24,B1 JMP $B1

This will force the alternate density every time you do a retry restore and thus switch you to DD when you need it. It works on 5 1/4 and 3 1/2 and is independent of the other changes.

Enjoy!

Bob

2418. Wanted: Simax Video Signmaker & Arcade Game Design disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-23 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-4748D5.20135823042000@news.northcoast.com>
Source record: 45383

I'm looking for these Atari 8-bit programs:

- Simax Video Signmaker (in fact, any Simax programs if there were others)
- and the disk of source code/games that came with the book Atari Graphics and Arcade Game Design by Jeffrey Stanton.

If you have access to either (originals or copies) please e-mail me.

thanks
Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2419. Re: 5V supplies

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8e1kicgum1@bob.news.rcn.net>
Source record: 45296

> Does anyone have a good ref for a schematic that uses readily available
> parts? I am currently using a LM 340 5V 3 amp device and it gets really
hot
> even when only delivering ~1 amp. I am sure the puppy would deliver the 3
> amps, but it really gets so hot it scares me. I also paid too much for it,
> $12.95 as an NTE product.

They do get hot- the best thing for it is a nice chunky heatsink. I've used the 7805 and 7812, they get pretty hot as well. The transistor follower approach apparently works (I've never tried it), though by doing that you're only moving the dissipation from the regulator to the transistor. You can't get a cool power supply unless you move to a switcher. A linear regulator is acting as a variable resistor in series with your load, the resistance is dynamically adjusted to deliver enough current to maintain the particular voltage across your load. You could view it as a voltage divider.

Say you want +5dc out at 3 amps and your supply is 10volts. Since the output is 5 volts and the load is consuming 3 amps, Ohms law says its series resistance is 1.6 ohms- thus it dissipates 15 watts, and keeps your room nice and warm...

The regulator is getting 10 volts in, it wants to deliver 5 volts out, so it adjusts its resistance so the total current thru the regulator and load is 3 amps. The normal voltage divider equations apply, and the regulator's resistance is then 1.6 ohms- so it has to dissipate 15 watts as well- which is just a bit below what a Pentium 1 dissipates. The regulator has a smaller radiating surface than a Pentium; so a heatsink is essential, the bigger the better. A nice chunk of 1/4" aluminum is what you need, or smash flat a length of 3/4" copper pipe. With this much power getting dumped as heat, thermal grease would be helpful too.

At a 1 amp load, the regulator is only dissipating 5 watts, but without a heatsink thats way too much considering its radiating area- look at how big the wirewound 5 and 10 watt resistors are. It doesn't really matter how you arrange the regulator in a box, just as long as you get the heat out. You could build the power supply into a metal box with the regulator attached to it inside (given adequate attention to electrical insulation...).

As your load diminishes, its resistance is going up, so the regulator also increases its resistance because the required current is decreasing- and it dissipates less also. This is why the little to92 5 volt regulators don't blow up like firecrackers- they're only rated for 100ma or so.

Power supply stuff is black magic once you get beyond the basics. I've always just tracked down DC supplies at hamfests. Once I lucked out at a fleamarket and snagged 3 linear supplies that give +5 @ 15 amps, -5 @ 1 amp,

+ and - 12 at about 1amp and +24 at 250ma for $5 each.

Regards,

Gregm

>
> Perfect for my app would be no more then 3-4 parts but most importantly
RUN
> COOL!
>
> Suggestions for how to get the device to run cooler such as droping the
14V
> DC going into to ~7V could be done too if that would work. I am not really
> familiar with the device as I have not worked with one since the 70s.
>
> I've seen several National Semi references, but they all reference using
> their own LM195 transistor to get drive current up vs something simple
like
> a 3055 or TIP.
>
> I'm also aware of the 78xxT devices that deliver 1.5 amp and am very
pleased
> with their performance, just want a full 3 amps.

2420. Re: Connect 8bit to SVGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8e1ldr$h8o$1@news.storm.ca>
Source record: 45297

One option: get a video card that accepts composite in. Then patch the
Atari through the PC. You can do the same with sound.

Result? One monitor, one speaker set. Screen captures off the Atari become
easier, plus you can run Ape98 in one window and the actual Atari in
another.

Just my .02

David P.

<jeking@NOSPAM.com> wrote in message news:8e1cm7$5ff$2@news.xmission.com...
> Has anybody ever connected their 8bit to an SVGA monitor?
>
> A while back, I bought a device from TigerDirect (dont recall this TV
> Tuner device's name), but it never really worked.
>
> I got a greenish grainy picture, and after two weeks, decided to part with
> it on Ebay.
>
> Have a really nice dual source (has a switch built into it), SVGA high
> resolution, flat screen - on my desk, and would like to clear up all these
> monitors I'm using.
>
> Thanks
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

2421. Re: 5V supplies

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sg8q7frpcdo101@corp.supernews.com>
Source record: 45298

Greg Menke <nospam@erols.com> wrote in message
news:8e1kicgum1@bob.news.rcn.net...
>
> > Does anyone have a good ref for a schematic that uses readily available
> > parts? I am currently using a LM 340 5V 3 amp device and it gets really
> hot
> > even when only delivering ~1 amp. I am sure the puppy would deliver the
3
> > amps, but it really gets so hot it scares me. I also paid too much for
it,
> > $12.95 as an NTE product.
>
> They do get hot- the best thing for it is a nice chunky heatsink. I've
used
> the 7805 and 7812, they get pretty hot as well. The transistor follower
> approach apparently works (I've never tried it), though by doing that
you're
> only moving the dissipation from the regulator to the transistor. You
can't
> get a cool power supply unless you move to a switcher. A linear regulator
> is acting as a variable resistor in series with your load, the resistance
is
> dynamically adjusted to deliver enough current to maintain the particular
> voltage across your load. You could view it as a voltage divider.
>
> Say you want +5dc out at 3 amps and your supply is 10volts. Since the
> output is 5 volts and the load is consuming 3 amps, Ohms law says its
series
> resistance is 1.6 ohms- thus it dissipates 15 watts, and keeps your room
> nice and warm...
>
> The regulator is getting 10 volts in, it wants to deliver 5 volts out, so
it
> adjusts its resistance so the total current thru the regulator and load is
3
> amps. The normal voltage divider equations apply, and the regulator's
> resistance is then 1.6 ohms- so it has to dissipate 15 watts as well-
which
> is just a bit below what a Pentium 1 dissipates. The regulator has a
> smaller radiating surface than a Pentium; so a heatsink is essential, the
> bigger the better. A nice chunk of 1/4" aluminum is what you need, or
smash
> flat a length of 3/4" copper pipe. With this much power getting dumped as
> heat, thermal grease would be helpful too.

OK, so I'll switch to the LM350 Bob suggested and try to drop the voltage of the supply. It will be running off a car battery, so I can expect 11-14 V. Since there is a 1.2 V drop for the regulator, I could probably try to find something like a 5V @ 3 amp zener to drop the voltage to the 6-9 range to cut the heat a bit.

Apparently the MP3 car player hack is doing really well. My son is the one pushing for it, one of the guys I graduated from highschool with is now a programmer for IBM and from what I understand just finished writting a fairly complete program for driving the 2x20 LCD screen as and output device. Supposed to be able to pretty much control the IBM with directory output to the LCD screen and ability to select songs etcetera.

I am not sure what the final 'hot' hardware configuration will be. IMO: Since there is a approximately a 10 to 1 compression from normal audio CDs to MP3, it may be the best system will be a really small HD and a CD ROM. Originally we were just talking about a just HD since you could could put the equivalent of 100 CDs on a 6 gig drive, but I think a CD ROM makes a lot of sense too. Tough call, I don't even own 20 CDs, I don't have a CD ROM burner, but we would like to get a formula that a lot of people can use.

2422. Re: 5V supplies

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8e1qju$e0a$1@bob.news.rcn.net>
Source record: 45299

> OK, so I'll switch to the LM350 Bob suggested and try to drop the voltage
of
> the supply. It will be running off a car battery, so I can expect 11-14 V.
> Since there is a 1.2 V drop for the regulator, I could probably try to
find
> something like a 5V @ 3 amp zener to drop the voltage to the 6-9 range to
> cut the heat a bit.

I think thats the right approach, getting the voltage drop down across the regulator will let it run lots more efficiently. How are you handling the > 30 volt spikes coming off the car's mains when the alternator fields do their thing? I did a little car computer some time ago, I just used a 20 volt zener to ground on after the project's fuse. I imagine putting a 1 or 2 ohm resistor in series with the supply would also be a good idea to put an upper limit of how much current your regulators have to soak up.

> Apparently the MP3 car player hack is doing really well. My son is the one
> pushing for it, one of the guys I graduated from highschool with is now a
> programmer for IBM and from what I understand just finished writting a
> fairly complete program for driving the 2x20 LCD screen as and output
> device. Supposed to be able to pretty much control the IBM with directory
> output to the LCD screen and ability to select songs etcetera.

Thats a cool idea. Those lcd screens have fairly capable text cursors, so a nice api layer would be extremely useful. I've always wondered if you could create a Unix tty definition for one of those displays... but I'm not a termcap wizard.

> I am not sure what the final 'hot' hardware configuration will be. IMO:
> Since there is a approximately a 10 to 1 compression from normal audio CDs
> to MP3, it may be the best system will be a really small HD and a CD ROM.
> Originally we were just talking about a just HD since you could could put
> the equivalent of 100 CDs on a 6 gig drive, but I think a CD ROM makes a
lot
> of sense too. Tough call, I don't even own 20 CDs, I don't have a CD ROM
> burner, but we would like to get a formula that a lot of people can use.

I've been toying with ideas on and off here too. I bought a little point of sale terminal some time ago, which would fit in a shoebox- 486/33, ram, 1 slot for soundboard,etc.. but its too slow to decode mp3's. I was going to throw an ls120 into it for removable storage, but it wouldn't fit inside the case. What a drag... but at least it runs Linux pretty well.

I think I'll take the laptop w/ inverter approach with the sound output playing into the radio's cd inputs. Not quite as elegant as a built-in mp3, but at least I can fiddle with programming while wife drives...

Greg

2423. Atari 8-bit Stuff For Trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Feddeck@hotmail.com
Message-ID: <8e1rp9paf1@nnrp1.deja.com>
Source record: 45300

Hi, I have to following Atari 8-bit stuff that I am looking to trade for some other 8-bit (400/800) games or a 400/800 Series modem- acoustic modem especially.

Computers: 400 & 800 Computer

Cartridges: Pac-Man, Submarine Commander, ET Phone Home, Soccer, Computer Chess, Pool 400, Galaxian, Defender, Basic, & Microsoft Basic II

-Fred

www.geocities.com/fritzfranzfeddeck

Sent via Deja.com http://www.deja.com/
Before you buy.

2424. Re: Help! 800XL Video Pinout map.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000424094649.6283A-100000@vtn1>
Source record: 45301

On Mon, 24 Apr 2000, Salvo wrote:

> Hi,
> did you tell me the pinout of monitor for Atari 800XL ?
>

Looking into the monitor port:

Clock Position
The notch 12:00
Pin 1 (Composite Luminance) 2:00
Pin 4 (Composite Video) 4:00
Pin 2 (Ground) 6:00
Pin 5 (Composite Chroma) 8:00
Pin 3 (Audio Output) 10:00

If I recall correctly, the 800XL did not have one of the connections internally (Chroma I think) but I have run 800XL Composite Video and Audio directly to both a monitor and a VCR without problems. If connecting to a monochrome monitor, you get better results running Luminance to the monitor's video in.

Radio Shack sells (used to sell?) a 5-pin DIN to 4 RCA plug connector that works perfectly. The RCA plugs are color-coded with 1=Red, 3=Black, 4=White, and 5=Yellow. I'm currently using a Commodore monitor cable and the color-coding is the same.

jkp

2425. Atari 800 webserver

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39048f25@fmlynet.org>
Source record: 45302

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "David A. Paterson" <david_p@storm.ca>
> First saw this on Slashdot: an Atari 800 running as a webserver. The
> webserver is a simple BASIC program. Take a look:
> http://kl.net/atari/

Hey, now that is cool.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2426. Re: 2600 to 5200 Adapter

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39048f25@fmlynet.org>
Source record: 45303

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: bmarcum@iglou.com
> On 2000-04-15 llpwhite@cs.com(LLpwhite) said:
>> I just saw a 2600 to 5200 adapter from Atari. Never knew that this
>> existed. Since the 5200 is so close to an A8 computer, that means
>> it should be feasible to create an A8 adapter. (WHY is another
>> matter :-) Anyone know what the pin-outs of the 5200 and 2600
>> cartridges are (or a link where the info might be found)?
>> Larry
> As I understand it, inside the adapter was a complete 2600 system minus
> the power supply and RF modulator.
> Net-Tamer V 1.08X - Test Drive

I was thinking there would be a problem with the controllers, but I guess
the next question to ask is, where the controllers plugged into the adaptor or
the the game unit?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2427. Re: Atari Portfolio Card Drive software?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39048f25@fmlynet.org>
Source record: 45304

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Danny Webster" <dpwebster@snowcrest.net>
> The files are CFX.COM(5kb) and CD.SYS(2kb). Unfortunately the disk is
> in 360kb format and although I would think a 1.44Mb drive would be backword
> compatible, for some reason I can only get a directory. I think I will try
> a reboot with a BIOS setting of 360k. Since you own the hardware and have a
> right to the software, I will email it to you if it works. A second option
> would be for me to hunt down a 5 1/4 drive for the second format included.
> Danny
> Redding, CA

Do you have the connection software for the ST?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2428. Re: 5V supplies

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sg91tr68cdo34@corp.supernews.com>
Source record: 45305

Greg Menke <nospam@erols.com> wrote in message
news:8e1qju$e0a$1@bob.news.rcn.net...
>
> > OK, so I'll switch to the LM350 Bob suggested and try to drop the
voltage
> of
> > the supply. It will be running off a car battery, so I can expect 11-14
V.
> > Since there is a 1.2 V drop for the regulator, I could probably try to
> find
> > something like a 5V @ 3 amp zener to drop the voltage to the 6-9 range
to
> > cut the heat a bit.
>
> I think thats the right approach, getting the voltage drop down across the
> regulator will let it run lots more efficiently. How are you handling the
>
> 30 volt spikes coming off the car's mains when the alternator fields do
> their thing? I did a little car computer some time ago, I just used a 20
> volt zener to ground on after the project's fuse. I imagine putting a 1
or
> 2 ohm resistor in series with the supply would also be a good idea to put
an
> upper limit of how much current your regulators have to soak up.
OK, I will add this too in the 2nd one I build. For now I think I will just
tell my son to only run it with the car not running to eliminate this
possibility.

He actually went to a local car show we have in the area to check things
out. There is a group of custom/vintage car buffs that get together in at a
parking lot in Campbell Calif at least once a month I think. He wants to
demo the thing there first to see if there is any general interest or if
everyone just wants to stick with their standard $2,000 Blaupunk, Sony,
etcetera set ups.
>
>
> > Apparently the MP3 car player hack is doing really well. My son is the
one
> > pushing for it, one of the guys I graduated from highschool with is now
a
> > programmer for IBM and from what I understand just finished writting a
> > fairly complete program for driving the 2x20 LCD screen as and output
> > device. Supposed to be able to pretty much control the IBM with
directory

> > output to the LCD screen and ability to select songs etcetera.
>
> Thats a cool idea. Those lcd screens have fairly capable text cursors, so
a
> nice api layer would be extremely useful. I've always wondered if you
could
> create a Unix tty definition for one of those displays... but I'm not a
> termcap wizard.
I asked him to do a small interpreter for it so it can be general purpose.

To wind this all the way around to Atari, if it had a small interpreter that
you could have comands like:
EXECUTE "C:ATR.TXT"
and have a text file something like
****
PRINT "Hit JS Button 1 to load BIG.ATR"
PRINT "Hit JS Button 2 to load GAMES.ATR"
A=INPUT JS()
IF A=1 THEN RUN "SIO2PC BIG.ATR"
IF A=2 THEN RUN "SIO2PC GAMES.ATR"
****
Maybe it is only me, but I kind of like the idea of clones doing things w/o
150 watts of monitor attached. SIO2PC type server with small LCD panel would
be a classic.

I think my son bought about 7 of the 2x20 panels, I have to put a few more
together this week.
>
>
> > I am not sure what the final 'hot' hardware configuration will be. IMO:
> > Since there is a approximately a 10 to 1 compression from normal audio
CDs
> > to MP3, it may be the best system will be a really small HD and a CD
ROM.
> > Originally we were just talking about a just HD since you could could
put
> > the equivalent of 100 CDs on a 6 gig drive, but I think a CD ROM makes a
> lot
> > of sense too. Tough call, I don't even own 20 CDs, I don't have a CD ROM
> > burner, but we would like to get a formula that a lot of people can use.
>
> I've been toying with ideas on and off here too. I bought a little point
> of sale terminal some time ago, which would fit in a shoebox- 486/33, ram,
1
> slot for soundboard,etc.. but its too slow to decode mp3's. I was going
to
> throw an ls120 into it for removable storage, but it wouldn't fit inside
the
> case. What a drag... but at least it runs Linux pretty well.
Too slow for even the DOS version DAMP? I know they recommend pentium, but I
think they actually had someone with a 486/120 that got it to work. Would be

interesting to see just how low you could go.

At any rate, my son says he wants to use my web space for putting up some MP3 blurbs. I think he wants to try selling kits but don't know exactly what he means by kits.
>
> I think I'll take the laptop w/ inverter approach with the sound output
> playing into the radio's cd inputs. Not quite as elegant as a built-in mp3,
> but at least I can fiddle with programming while wife drives...
Hey, if your going to be practical its no fun!<grin>
>
> Greg
>
>
>

2429. Atari M Ste- error 092

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: jpr <jean_phi7@hotmail.com>
Message-ID: <mo0N4.18$fj2.187487@nnrp1.proxad.net>
Source record: 45306

Hello evrebody,

Whjen i start up my atari Mega St E an unexpeted error appear.
the number is 092.
I have a lot of Bug . Exemple : Many times I lost Ghost copy of my files.

Thank you for answers.

2430. Re: 5V supplies

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8e24jrnja1@bob.news.rcn.net>
Source record: 45307

> > 2 ohm resistor in series with the supply would also be a good idea to
put
> an
> > upper limit of how much current your regulators have to soak up.
> OK, I will add this too in the 2nd one I build. For now I think I will
just
> tell my son to only run it with the car not running to eliminate this
> possibility.
>
> He actually went to a local car show we have in the area to check things
> out. There is a group of custom/vintage car buffs that get together in at
a
> parking lot in Campbell Calif at least once a month I think. He wants to
> demo the thing there first to see if there is any general interest or if
> everyone just wants to stick with their standard $2,000 Blaupunk, Sony,
> etcetera set ups.

If you do the series resistor thing, be sure to give it hefty wattage- a 1/4
or 1/2 watt gives a nice, incandescent glow and lots of magic smoke.

Good luck to him! Its a great idea.

> I asked him to do a small interpreter for it so it can be general purpose.
> To wind this all the way around to Atari, if it had a small interpreter
that
> you could have comands like:
> EXECUTE "C:ATR.TXT"
> and have a text file something like
> **********
> PRINT "Hit JS Button 1 to load BIG.ATR"
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> A=INPUT JS()
> IF A=1 THEN RUN "SIO2PC BIG.ATR"
> IF A=2 THEN RUN "SIO2PC GAMES.ATR"
> **********
> Maybe it is only me, but I kind of like the idea of clones doing things
w/o
> 150 watts of monitor attached. SIO2PC type server with small LCD panel
would
> be a classic.

Sure would. It sort of reminds me of a tube site I ran into some time back
had the coolest motto; "Yesterday's technology solving tomorrow's problems
today".

> I think my son bought about 7 of the 2x20 panels, I have to put a few more
> together this week.

Are they backlit?

> > throw an ls120 into it for removable storage, but it wouldn't fit inside
> the
> > case. What a drag... but at least it runs Linux pretty well.

> Too slow for even the DOS version DAMP? I know they recommend pentium, but
I
> think they actually had someone with a 486/120 that got it to work. Would
be
> interesting to see just how low you could go.

I never tried it in DOS, just Linux. It is a 486/33 SX, and isn't easily overclockable. The real drag of it is its loaded with several digital IO ports, originally intended to drive the cash register, receipt printer, etc- and would be PERFECT for twiddling a little LCD display.

I've a AMD 586/120 that plays mp3's OK under Linux, if you're not doing much else that is...

> At any rate, my son says he wants to use my web space for putting up some
> MP3 blurbs. I think he wants to try selling kits but don't know exactly
what
> he means by kits.

> > I think I'll take the laptop w/ inverter approach with the sound output
> > playing into the radio's cd inputs. Not quite as elegant as a built-in
> mp3,
> > but at least I can fiddle with programming while wife drives...
>
> Hey, if your going to be practical its no fun!<grin>

Well, I figure, if I can get her to want to play MP3'ed books on tape in the car, I could advocate getting a laptop because its "ever so much more useful, dear."

Gregm

2431. Re: Atari 400 Audio Digitizer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-99A782.13090424042000@news.northcoast.com>
Source record: 45308

Found it: http://www.atarimagazines.com/v2n4/talkischeap.html

--Kevin

> Back in the eighties, I ran across an article *somewhere* that
> described how to digitize a few seconds of audio into an Atari
> 400/800 via a simple homemade circuit plugged into a joystick
> port
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2432. Re: Connect 8bit to SVGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <3904BFE3.AE839DD4@netscape.net>
Source record: 45309

I'm pleased with the output of my JAM! box.

Jeff

jeking@NOSPAM.com wrote:

> Has anybody ever connected their 8bit to an SVGA monitor?
>
> A while back, I bought a device from TigerDirect (dont recall this TV
> Tuner device's name), but it never really worked.
>
> I got a greenish grainy picture, and after two weeks, decided to part with
> it on Ebay.
>
> Have a really nice dual source (has a switch built into it), SVGA high
> resolution, flat screen - on my desk, and would like to clear up all these
> monitors I'm using.
>
> Thanks
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2433. Re: 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <3904C084.8DA9E55@netscape.net>
Source record: 45310

There's actually an Atari 1064 memory upgrade that simply plugs into the
600XL's PBI slot (and offers a pass-through), if you can find someone willing
to part with theirs.

Jeff

jwc3f@virignia.edu wrote:

> Long ago I had a 1200xl that I parted with too soon. Now I have gotten
> a 600xl in a vain attempt to rekindle my mispent youth (yah!). I was
> wonder how expandable it is. Is 64k all I can get (I'd be happy with 64,
> but I keep seeing post about 130s with 1meg...
>
> Also I noted that the 64k upgrade is a solder in type. I have no problem
> with soldering, but any helpful hints would be greatly appreciated.
>
> --
> Jeff

2434. Re: 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8e2hb3$n90$1@news.storm.ca>
Source record: 45311

Besides the 64k upgrades, there are a very small number of "Yorkie" upgrades around. They are PBI plug in for 600xl or 800xl, and give you 256k RAM. I beleive they do ANTIC banking and are 130xe compatible.

I've never seen one, just read about them i nAtari Classics.

Good luck looking for one!

David P.

<jwc3f@virignia.edu> wrote in message
news:8e1j3r$j2i$1@murdoch.acc.Virginia.EDU...
> Long ago I had a 1200xl that I parted with too soon. Now I have gotten
> a 600xl in a vain attempt to rekindle my mispent youth (yah!). I was
> wonder how expandable it is. Is 64k all I can get (I'd be happy with 64,
> but I keep seeing post about 130s with 1meg...
>
> Also I noted that the 64k upgrade is a solder in type. I have no problem
> with soldering, but any helpful hints would be greatly appreciated.
>
> --
> Jeff

2435. Adventure Master (CBS Software 1984) wanted!!! Help!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Paul and Cindy Browning <pbrowning@clarksville.com>
Message-ID: <3sj9gsg4q132cj2jt28nb2n1rn240sdcbu@4ax.com>
Source record: 45312

Anyone out there have this adventure game creator? I used to use it back in its heydey. I've got some old manuals, but can't find my disks!!!

Help!!!

2436. Re: ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: bwallace <bwallace24@yahoo.com>
Message-ID: <EG4N4.754$r21.37168@news.uswest.net>
Source record: 45313

i have a working 1 meg MIO. make an offer.

bwallace24@yahoo.com

Korris wrote in message ...
>I'm looking to purchase a functional/nonfunction Multi IO(MIO) device that
>was produce by a company called ICD. If anyone has one available or
>knows of a source, I would greatly appreciate it.
>
>
>
>

2437. Re: 5V supplies

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sg9g2e9ccdo108@corp.supernews.com>
Source record: 45314

Greg Menke <nospam@erols.com> wrote in message
news:8e24jrnja1@bob.news.rcn.net...
>
> > I think my son bought about 7 of the 2x20 panels, I have to put a few
more
> > together this week.
>
> Are they backlit?
No two alike<sigh>, but all of them are 2x20 and some of them do have
backlights. It isn't that hard wiring each one individually, they all either
have the 14 pins in a line or double row, or 16 pin double row. About 1/2
seem to have backlights.

I am trusting that all 14 pins will has the same function on a pin no matter
what line up, and the 16 pin ones will do the same. He has someone to take
over assembly if he actually finds 7 people that want these. Hopefully he
will settle on one supplier as I am not to sure about how qualified the
person he is going to have do the soldering is at winging it.

Even have one 4X40 he picked up sitting here, but I don't have a driver for
more then 2 lines right now.

2438. Still lookin' ...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <tdn9gs8slahlth679enbf932pugl4qobge@4ax.com>
Source record: 45315

Seems there's precious little information on the 'net about this classic SSI game, "Galactic Adventures." All that I've been able to come up with is that the author was Tom Reamy with Strategic Simulation, Inc. (SSI), it was released in 1983 and was an expansion on its predecessor, "Galactic Gladiators." This is pretty much the sum and total of what a simultaneous search of 19 search engines produced. I havn't been able to find any screenshots however, even in scans of SSI's 1985 catalog, but I'm still pretty sure this is the game I've been looking for. Anyone ever come across an image of this suitable in an emulator? I'd love to still have my real 8-bit to play it on, but unfortunately this Windoze box is the only means I have to relive my Atari glory days. :-)

2439. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <8e2orl$r94$1@news.huji.ac.il>
Source record: 45316

Ivo van Poorten <ipoorten@cs.vu.nl> wrote in message
news:8dj6nt$jil@cs.vu.nl...

> >2. It is very difficult to read the mouse movements properly; You have to
> >poll the joystick port hundreds of times a second, which means you will
need
> >to write the handler in assembly language, with about 20 display list
> >interrupts all the way down the screen.
>
> This is not true. Years ago we had a mouse handler that only used the
> VBI. It was published in MegaMagazine. Issue #7 if I recall correctly.

Ivo,

This is impossible. The ST mouse is a dumb device, and therefore has to be
polled - at the very LEAST - once for every pixel of movement. If the
handler
runs only in VBI, it will only work if you move your mouse very, very slowly
(up to 50 or 60 pixels a second). If you'd move the mouse any faster, the
movements would not be read properly.

The article you are referring to, by The Missing Link, clearly mentions that
it uses a Pokey timer interrupt and not a VBI.

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

2440. Atari M Ste- error 092

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.390537e5@fmlynet.org>
Source record: 45317

FamilyNet HQ: Telnet:\\www.family-bbs.net

Jean,
Hi there, I too am an Atari STE user, or I should say an STE powers my Atari 800 hard drive. :) (thanks to 800XLDJ). .
Error 092? What were you doing at the time? Copying files? Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2441. Re: Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: taj16@dreamscape.com
Message-ID: <sg77eahcl6e83@corp.supernews.com>
Source record: 45384

On 22 Apr 2000 04:33:54 , jeking@NOSPAM.com wrote:
>Just acquired one of these gems, and wish to upgrade from the Syquest
>EZ135 that`s currently attached to my BB/130XE.
>
>Unfortuately, I'm unable to locate Heads/Cylinders information on this
>thing.
>
>Can somebody please provide me with specs for usage on my BlackBox?
>thanks.
>

I just added one of these to my ST system and for what it's worth, here is the information my ICD hd software reports back to me:

SQ5200C
SCSI Embedded
Heads 2
Cylinders 2260

BTW, this drive is also capable of reading and writing to Syquest 44 and 88 Meg cartridges, but can't format them. I use it on my Mega ST4 as my boot drive, and it works great! Boots just fine from either 200 Meg or 44 Meg carts.

It's good to read you describe it as a "gem," too. It gives me confidence that it will last a while!

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

Keep your shoulder to the wheel, your ear to the ground, your eye on the ball, your nose to the grindstone, your feet on the floor, and your hands to yourself. Now, try to do some work in that position!

2442. WTB: Atari 800XL dust cover

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <IDOM4.4242$4C3.33933@typhoon.tampabay.rr.com>
Source record: 45385

If anyobody has a dust cover that would work for an Atari 800XL and would like to sell or trade, please write me at: hughfalk@mindspring.com

Thanks,
Hugh

2443. Will Generic RF modulator work with 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: omar27 <omar27@ix.netcom.com>
Message-ID: <8e0i08$n8d$1@slb7.atl.mindspring.net>
Source record: 45386

Hi Folks,
Let me first of all thank everyone for the info provided above concerning my rookie question regarding what kind of power supply (1amp or 1.5 amp) to use with my Atari 130XE.

I ended up ordering the more affordable ($10) 1 amp version and it seems to power up just fine (I think).

Now, I need to obtain an RF modulator from somewhere... I am also going to order a monitor cable from someone who posted a message on this group, but in the meantime, I would like to test this baby out on my Sony Trinitron TV set. I have Audio/Vido RCA jacks, as well as the F-Connector on the rear of the TV set.

I also have an old beaten up Commodore 1084S monitor with a whole host of connections on the back (looks complicated). No cables provided with this one.

Will the $4 "Generic" RF modulator sold at Radio Shack work with the 130XE??
If not, please let me know what other modulators might be compatible.

Regards,
Omar Alvarez

omar27@ix.netcom.com

--
Please visit my Pentacon Six TL Medium Format rollfilm webpages at:
http://www.geocities.com/SoHo/Suite/1755/pentacon001.html

Pentacon Six Photo Gallery:
http://www.geocities.com/SoHo/Suite/1755/gallery.html

2444. Re: Will Generic RF modulator work with 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000424003549.28545D-100000@vtn1>
Source record: 45387

On Mon, 24 Apr 2000, omar27 wrote:

>
> Now, I need to obtain an RF modulator from somewhere... I am also going to
> order a monitor cable from someone who posted a message on this group, but
> in the meantime, I would like to test this baby out on my Sony Trinitron TV
> set. I have Audio/Vido RCA jacks, as well as the F-Connector on the rear of
> the TV set.

You shouldn't need to get an RF modulator from anywhere as there's already
one in the XE. Output is a single RCA jack between the two DIN's with a
channel select switch right beside it. Just make a cable that goes RCA-F
Connector. You can also run direct into your TV's audio and video: pin 4
of the monitor DIN jack is composite video and pin 3 is audio out.

jkp

2445. Help! 800XL Video Pinout map.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Salvo <pluchino@tiscalinet.it>
Message-ID: <8e17v6otu1@pegasus.tiscalinet.it>
Source record: 45388

Hi,
did you tell me the pinout of monitor for Atari 800XL ?

Thanks

Salvo

2446. Re: Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <8e1ban$5ff$1@news.xmission.com>
Source record: 45389

Thomas J. Andrews <taj16@dreamscape.com> wrote:

> It's good to read you describe it as a "gem," too. It gives me confidence
> that it will last a while!

Thanks for the info. I'll try that on my 130xe.

Regarding the GEM comment - it's true. I've been using Syquest drives since the old 8mb days. These things are rock solid, bullet proof and take a lot of abuse.

I've not had a single Syquest crap out on my in almost 20 years in computing.

The only failures have been in the carts.. hence I've stocked up like World War III! [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2447. Connect 8bit to SVGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <8e1cm7$5ff$2@news.xmission.com>
Source record: 45390

Has anybody ever connected their 8bit to an SVGA monitor?

A while back, I bought a device from TigerDirect (dont recall this TV Tuner device's name), but it never really worked.

I got a greenish grainy picture, and after two weeks, decided to part with it on Ebay.

Have a really nice dual source (has a switch built into it), SVGA high resolution, flat screen - on my desk, and would like to clear up all these monitors I'm using.

Thanks

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2448. Re: Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sg8dnta3cdo141@corp.supernews.com>
Source record: 45391

<jeking@NOSPAM.com> wrote in message news:8e1ban$5ff$1@news.xmission.com...
> Thomas J. Andrews <taj16@dreamscape.com> wrote:
>
> > It's good to read you describe it as a "gem," too. It gives me
confidence
> > that it will last a while!
>
> Thanks for the info. I'll try that on my 130xe.
>
> Regarding the GEM comment - it's true. I've been using Syquest drives
> since the old 8mb days. These things are rock solid, bullet proof and
> take a lot of abuse.
>
> I've not had a single Syquest crap out on my in almost 20 years in
> computing.
I've only had one break, I was putting together a system on a work bench and had the drive on the counter top. I tripped over the extension cord and the drive fell ~3' to the ground, head hit the platter and it broke off.

But when I asked at where I bought it about waranty they looked up my record of purchases to see I had bought the drive there and replaced it w/o me even being ready with a reciept. I still have the replacement drive and it works perfectly.
>
> The only failures have been in the carts.. hence I've stocked up like
> World War III! [grin]
Their web site FAQ says they that even though they were bought out, something like 12 mil lock, stock, and barrel, the plan is to continue supplying carts.

I still wonder how they could lose. I think they were the drive of choice for DTP and Macs. They must of waited to long to lower their prices to Zip drive levels or something.

2449. FA: Various Atari Games (new in box)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <68YM4.30657$Xk2.115514@tor-nn1.netcom.ca>
Source record: 45392
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Hello there,

I have the following Atari games (all new in the box) up for auction.

Thanks for looking,

Richard.

Crossfire
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=309814567

Millipede
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=309846881

Galaxians
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=309851449

Food Fight
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=309856257

Necromancer
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=309860298

Final Legacy
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=309864161

Fraction Fever
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=309867437

Delta Drawing
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=309871456

Eastern Front 1941
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=309876114

AtariLab Light Module
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=309883304

Atlantis
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=315684248

Necromancer
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=315689821

Food Fight
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=315694023

Defender
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=315696816

Facemaker
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=315700684

Delta Drawing
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=315704234

Final Legacy
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=315707009

Millipede
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=315709931

2450. 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-24 00:00:00 UTC
From: jwc3f@virignia.edu
Message-ID: <8e1j3r$j2i$1@murdoch.acc.Virginia.EDU>
Source record: 45393

Long ago I had a 1200xl that I parted with too soon. Now I have gotten a 600xl in a vain attempt to rekindle my mispent youth (yah!). I was wonder how expandable it is. Is 64k all I can get (I'd be happy with 64, but I keep seeing post about 130s with 1meg...

Also I noted that the 64k upgrade is a solder in type. I have no problem with soldering, but any helpful hints would be greatly appreciated.

--
Jeff

2451. Re: Help! 800XL Video Pinout map.

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: Salvo <pluchino@tiscalinet.it>
Message-ID: <8e2f5t$85m$1@pegasus.tiscalinet.it>
Source record: 45318

Hi John,
Thanks for your help

> Pin 1 (Composite Luminance) 2:00
> Pin 4 (Composite Video) 4:00
> Pin 2 (Ground) 6:00
> Pin 5 (Composite Chroma) 8:00
> Pin 3 (Audio Output) 10:00
What is the different before Pin1(Composite Luminance) and Pin4(Composite Video)?
In HardwareBook, I found the pinout map of "scart" jack, and in this scheme there is only "Composite Video In / Luminance" in a only pin. How I can make a cable 800XL / VCR if I can't know this difference?

Please, excuse me for my bad english.

Regards

Salvo

2452. Re: XF35 Code

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-iBxnkdWYWDMR@cth-analog-ts01-s0.cth.com.au>
Source record: 45319

On Thu, 1 Jan 1970 01:59:59, "Atari Bob" <ataribob@mindspring.com>
wrote:

> I saw some references to the XF35 kit so I thought I'd post the code changes
> in the ROM. These are the latest versions as far as I know - like I'm not
> too organized...
>
> Here are the changes made to a standard XF551 ROM (NOT an XF35 ROM):
>
> ADDR TO
>
> 1. $0528 $00 spin-up on FORMAT only.
> 2. $0680 $50 make 80 tracks.
> 3. $080F $60 2's compl of max sector.
> 4. $0811 $FA hi byte of #3.
> 5. $053D $03 seek to 3ms+spin-up.
> 6. $057B $1B seek to 3ms.
> 7. $09D1 $0B seek to 3ms.
> 8. $0B15 $1B seek to 3ms.
> 9. $061D $F4 write with precomp.
> 10.$0621 $F4 write with precomp.
> 11.$0D0D $A0 write with precomp.
>
> To alter the retry restore (where the drive is trying to re-read a
> track that gave him an error), add a JMP $E0 (24,E0) at $09AF. AT $9E0 and
> $9F0, add the patch:
>
> a. $9E0 $09 INPUT A P1
> $53,08 AND #08
> $C6,F0 JZ $F0 jump if zero
> $9A,CF AND P2 #CF
> $8A,10 OR P2 #10
> $99,E7 AND P1 #E7
> $24,B1 JMP $B1
> b. $9F0 $8A,30 OR P2 #30
> $89,08 OR P1 #08
> $99,EF AND P1 #EF
> $24,B1 JMP $B1
>
> This will force the alternate density every time you do a retry restore
> and thus switch you to DD when you need it. It works on 5 1/4 and 3 1/2 and
> is independent of the other changes.
>

Ther are also some changes required to the SIO send code to make it work on PAL 8bits. I had the changes around here somewhere. must find and post them.
This new rom should still work on NTSC machines.

James B

2453. 1050/XF551 Settings

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <3905264F.1F6229E1@usa.net>
Source record: 45320

Tony:

Part of your problem may be that the settings in the message below are incorrect for the XF551. Drives 1 and 4 are OK, but 2 and 3 have been swapped. The correct settings were sent to you by John Picken.

The XF551 manual states:
D D = 1
D U = 2
U D = 3
U U = 4

Carolyn

> On Sat, 15 Apr 2000, Atari History Webmaster wrote:
>
> > Hi Tony,
> >
> > On the XF551:
> >
> > Both dips down: Drive 1
> > Left up, right down: Drive 2
> > Left down, Right up: Drive 3
> > Left and Right up: Drive 4
> >
> > Curt

2454. Re: Do you want an Atari 800, 810 drive, &SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000425020306.21335.00002233@ng-cb1.aol.com>
Source record: 45321

Hey, What happened to it? I had my eye on it!

2455. 1030 Modem???

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000425020757.21335.00002234@ng-cb1.aol.com>
Source record: 45322

Hi,

I was wondering, I recently purchased a 1030 modem...can I actually use it for something, BBS or gopher or what?

2456. Re: Connect 8bit to SVGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000425054331.17946.00003208@ng-fs1.news.cs.com>
Source record: 45323

The Instant TV was made by AIM Labs -- the same people who made the JAM!!
These devices work better with S-Video. But you might try this link:
http://www.mat-co.com
You will probably have to email them -- they still list the VGA 801 video
processor, but it is not pictured on their pages. This unit has been reported
to work well (but I do not have one).
Larry

2457. Re: Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <8e40eq$fi1$1@news.xmission.com>
Source record: 45324

Richard Cortese <ricortes@netmagic.net> wrote:

> I still wonder how they could lose. I think they were the drive of choice
> for DTP and Macs. They must of waited to long to lower their prices to Zip
> drive levels or something.

I too was puzzled about their leaving the business. I have Iomega and
Syquest drives, and the Syquests were faster and more robust. The carts
were interchanghable too (EZ235 could read EZ135, Syquest 200 could read
44, 88, 100, etc..

At any rate, you mention they were bought.. By whom? I thought they went
bankrupt and liquidated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2458. Re: Connect 8bit to SVGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <8e4191$fo5$1@news.xmission.com>
Source record: 45325

David A. Paterson <david_p@storm.ca> wrote:
> One option: get a video card that accepts composite in. Then patch the
> Atari through the PC. You can do the same with sound.

Already looking into that. Ordered an ATI-All-In-Wonder video card (AGP)
for my PC. It has coax, RCA inputs..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2459. Re: 5V supplies

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <8e47p9$a0m$1@bob.news.rcn.net>
Source record: 45326

> >
> > Are they backlit?
> No two alike<sigh>, but all of them are 2x20 and some of them do have
> backlights. It isn't that hard wiring each one individually, they all
either
> have the 14 pins in a line or double row, or 16 pin double row. About 1/2
> seem to have backlights.

If he's going to use them, hope for LED backlights, the EL jobs are
something of a pain, requiring 200 vac at very low power or some such.

> I am trusting that all 14 pins will has the same function on a pin no
matter
> what line up, and the 16 pin ones will do the same. He has someone to take
> over assembly if he actually finds 7 people that want these. Hopefully he
> will settle on one supplier as I am not to sure about how qualified the
> person he is going to have do the soldering is at winging it.

I've only hooked up a couple, but the pin assignments were pretty consistent
(as long as you started from pin 1, wherever that was).

> Even have one 4X40 he picked up sitting here, but I don't have a driver
for
> more then 2 lines right now.

I scrounged one, non backlit, some time ago. I've been really lax with my
home projects recently- my current one uses a 240x128 graphic display- at
the moment my drawing routines are having trouble with shifting pixels
around.

Gregm

2460. 1030 Modem???

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3905c484@fmlynet.org>
Source record: 45327

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: atarigirl1983@aol.com (AtariGirl1983)
> Hi,
>I was wondering, I recently purchased a 1030 modem...can I actually use it for
> something, BBS or gopher or what?

Hey, if you don't have a interface it is better than nothing, and some
BBS's still do accept 300 baud connections. Also, if you had an Atari user
nearby you could trade over the phone (remember those days). ;)

I used a 1030 modem extensively from 1984-1986 or so when I got an 1200
baud modem.

You know what is strange, I remember trying 2400 baud modems with Express
(BTW, I have a program for the 1030 called Express1030 which is pretty good),
and the data was choppy and didn't run very smooth. (That was 1987 or so)

These days I'm running an Atari 800 at 9600 with Bobterm and Ice-T and it
prints the text just fine. (1999-2000)

In both cases I used an 850 interface.

Have we just gotton better at writing more efficient programs? I know I'm
amazed by how well it is doing.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2461. Re: Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3905ae39$0$35184@news.erinet.com>
Source record: 45328

(asks who bought Syquest).
Right. Iomega bought almost all of Syquest. Syquest is now SYQT.
There's some info about it at http://www.syquest.com
Russg

2462. Re: Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3905af29$0$35176@news.erinet.com>
Source record: 45329

(more about syquest).
Funny. I bought a Syquest Sparq 1, they went out of business.
I bought a Hayes accura 56k. They went out of business.
I bought lots of Atari stuff, they went out of business.
I can understand Atari. But Syquest and Hayes were really
substantial companies. Now you get an Orb drive and US Robotics
modems. I think the Orb was/is designed by the same guy who
designed the Sparq. If anyone is interested, don't get the Sparq,
it isn't a good drive.
Russg

2463. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgbf7ba0cdo15@corp.supernews.com>
Source record: 45330

Itay Chamiel <itayc@spam.cs.huji.ac.il> wrote in message
news:8e2orl$r94$1@news.huji.ac.il...
> Ivo van Poorten <ipoorten@cs.vu.nl> wrote in message
> news:8dj6nt$jil@cs.vu.nl...
>
> > >2. It is very difficult to read the mouse movements properly; You have
to
> > >poll the joystick port hundreds of times a second, which means you will
> need
> > >to write the handler in assembly language, with about 20 display list
> > >interrupts all the way down the screen.
> >
> > This is not true. Years ago we had a mouse handler that only used the
> > VBI. It was published in MegaMagazine. Issue #7 if I recall correctly.
>
> Ivo,
>
> This is impossible. The ST mouse is a dumb device, and therefore has to be
> polled - at the very LEAST - once for every pixel of movement. If the
> handler
> runs only in VBI, it will only work if you move your mouse very, very
slowly
> (up to 50 or 60 pixels a second). If you'd move the mouse any faster, the
> movements would not be read properly.
>
> The article you are referring to, by The Missing Link, clearly mentions
that
> it uses a Pokey timer interrupt and not a VBI.
I've never really liked the way any mouse works. It would make more sense to
me if they just had counter circuits like a couple of 74LS191 or whatever is
the best fit and use those to either translate position directly or transmit
serially like a MS Mouse or Nintindo JS.

2464. Re: Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8e4eu2$87h$1@bob.news.rcn.net>
Source record: 45331

I guess US Robotics (now 3Com) cornered the Modem market about the time that Hayes went under. Hayes had bought up a few companies, including Practical Peripherals, which, in turn, had picked up Maxxom, etc. Sort of reminds me of the thing about little fish and big ones ...

In any event, I, too, became interested in the Sparq drive for a while, but I noticed that an alt. newsgroup soon formed and the complaints about the drive were mounting. At the time, I had a 2-gig hard drive in my PC that was rapidly getting filled up. Iomega, which soon bought most of Syquest anyway, was getting good reviews on the 1-gig Jaz and I bought one, together with an Adaptec SCSI card (the Syquest card was temporarily unavailable.) I'm sorry I didn't spring for a 2-gig model. The one-gig has always been reliable, but in terms of the multitude of .ATRs, .mid and .kar files I've been collecting, it's not really adequate.

Now that we're completely off-topic (for which I apologize) I must tell you that I'm seriously thinking of a new PC at this point. It will probably materialize around July or August, by which point there will be no new 2-gig Jaz drives available the way things are going.

Sad, isn't it?
Russg <russg@en.com> wrote in message
news:3905af29$0$35176@news.erinet.com...
> (more about syquest).
> Funny. I bought a Syquest Sparq 1, they went out of business.
> I bought a Hayes accura 56k. They went out of business.
> I bought lots of Atari stuff, they went out of business.
> I can understand Atari. But Syquest and Hayes were really
> substantial companies. Now you get an Orb drive and US Robotics
> modems. I think the Orb was/is designed by the same guy who
> designed the Sparq. If anyone is interested, don't get the Sparq,
> it isn't a good drive.
> Russg
>
>

2465. Re: Still lookin' ...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <ipkbgsks6lel37nuk9p8qquq8artpklnm6@4ax.com>
Source record: 45332

The other Day Mindfield <diespamdie!!!mindfield@home.com> wrote:

>Seems there's precious little information on the 'net about this
>classic SSI game, "Galactic Adventures." All that I've been able to
>come up with is that the author was Tom Reamy with Strategic
>Simulation, Inc. (SSI), it was released in 1983 and was an expansion
>on its predecessor, "Galactic Gladiators." This is pretty much the
>sum and total of what a simultaneous search of 19 search engines
>produced. I havn't been able to find any screenshots however, even in
>scans of SSI's 1985 catalog, but I'm still pretty sure this is the
>game I've been looking for. Anyone ever come across an image of this
>suitable in an emulator? I'd love to still have my real 8-bit to play
>it on, but unfortunately this Windoze box is the only means I have to
>relive my Atari glory days. :-)

I have an image but it bombs whatever way I try it..

???
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2466. Re: Still lookin' ...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <oXmN4.11104$By1.199340@news1.online.no>
Source record: 45333

Could you email it to me ? Maybe mine would work fine, if I copy your data
files onto my disk (a copy of it of course). I think my disk has bad files
on it, but it don't crash

Paul Irvine <mclane@btinternet.com> wrote in message
news:ipkbgsks6lel37nuk9p8qquq8artpklnm6@4ax.com...
> The other Day Mindfield <diespamdie!!!mindfield@home.com> wrote:
>
> >Seems there's precious little information on the 'net about this
> >classic SSI game, "Galactic Adventures." All that I've been able to
> >come up with is that the author was Tom Reamy with Strategic
> >Simulation, Inc. (SSI), it was released in 1983 and was an expansion
> >on its predecessor, "Galactic Gladiators." This is pretty much the
> >sum and total of what a simultaneous search of 19 search engines
> >produced. I havn't been able to find any screenshots however, even in
> >scans of SSI's 1985 catalog, but I'm still pretty sure this is the
> >game I've been looking for. Anyone ever come across an image of this
> >suitable in an emulator? I'd love to still have my real 8-bit to play
> >it on, but unfortunately this Windoze box is the only means I have to
> >relive my Atari glory days. :-)
>
> I have an image but it bombs whatever way I try it..
>
> ???
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

2467. Looking for: Omnitrend - Universe

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: "Don Fanning - Zimco, Inc." <zimcoinc@alaska.net>
Message-ID: <sgbupgmmcdo28@corp.supernews.com>
Source record: 45334

Does anyone still have this game either for the Atari or the IBM?
I would love to play this old classic if anyone still has it available for purchase..

2468. Re: Looking for: Omnitrend - Universe

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <TKnN4.11151$By1.202274@news1.online.no>
Source record: 45335

Try : http://shell.ihug.co.nz/~aaronat/atarindx.html

Go to U and you find Universe there

Don Fanning - Zimco, Inc. <zimcoinc@alaska.net> wrote in message
news:sgbupgmmcdo28@corp.supernews.com...
> Does anyone still have this game either for the Atari or the IBM?
> I would love to play this old classic if anyone still has it available for
> purchase..
>
>
>

2469. FS: Misc. Owner's Manuals (USA)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <LdoN4.34602$WF.1636655@bgtnsc04-news.ops.worldnet.att.net>
Source record: 45336

For Sale (USA): Various Owner's Manuals for misc. Atari 8-bit equipment.
Your choice, $3 each plus shipping. Please respond in Email to
s.winick@worldnet.att.net if interested.

- Atari 130XE Personal Computer Owner's Manual
- Atari 1050 Disk Drive Owner's Guide
- Atari 1020 Color Printer Owner's Guide
- Atari DOS XE: XF551 Disk Drive Owner's Manual
- Atari DOS 3 Reference Manual -and- Introduction to DOS 3 (both manuals
for $3)
- Atari SX212 Modem Owner's Manual
- Atari Joystick Sketchpad Instruction Guide
- Inside Atari Basic (book)

Sheldon

2470. Ink cartridge - Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: rgood46257@aol.com
Message-ID: <20000425193951.08654.00002126@nso-bj.aol.com>
Source record: 45337

Does anyone know where I can find replacement ink cartridges for the above printer?

Rob

2471. Re: Looking for: Omnitrend - Universe

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: Sergey Zakharov <szakharov-nospam4me@worldnet.att.net>
Message-ID: <39062E01.35239A51@worldnet.att.net>
Source record: 45338

I have the original game disks, box and three ring notebook manual...in
very good (if not mint) condition. Has anybody ever seen this being sold
on Ebay and if so, how much would it be worth???

Sergey

"Don Fanning - Zimco, Inc." wrote:
>
> Does anyone still have this game either for the Atari or the IBM?
> I would love to play this old classic if anyone still has it available for
> purchase..

2472. Re: Ink cartridge - Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000425194940.25524.00003407@ng-ff1.aol.com>
Source record: 45339

I was wondering that myself. Looks like it uses typewriter ribbon or a dot matrix cart.

2473. Re: Re: Still lookin' ...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-25 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8e5m15$t9l$1@nntp9.atl.mindspring.net>
Source record: 45340

hell, yeah,,,, I got one of those!! what do you want to know about it??

Bob

it was hard enough to find the disk - you're not going to ask me to find the book, are ya?? or the box....

Mindfield <diespamdie!!!mindfield@home.com> wrote in message news:geicgs84fh9qq83gj2a9o0q2h42j5500er@4ax.com...
> On Tue, 25 Apr 2000 18:18:14 +0100, Paul Irvine
> <mclane@btinternet.com> drooled an embarassing wet spot in his lap as
> he typed:
>
> >The other Day Mindfield <diespamdie!!!mindfield@home.com> wrote:
> >
> >>Seems there's precious little information on the 'net about this
> >>classic SSI game, "Galactic Adventures." All that I've been able to
> >>come up with is that the author was Tom Reamy with Strategic
> >>Simulation, Inc. (SSI), it was released in 1983 and was an expansion
> >>on its predecessor, "Galactic Gladiators." This is pretty much the
> >>sum and total of what a simultaneous search of 19 search engines
> >>produced. I havn't been able to find any screenshots however, even in
> >>scans of SSI's 1985 catalog, but I'm still pretty sure this is the
> >>game I've been looking for. Anyone ever come across an image of this
> >>suitable in an emulator? I'd love to still have my real 8-bit to play
> >>it on, but unfortunately this Windoze box is the only means I have to
> >>relive my Atari glory days. :-)
> >
> >I have an image but it bombs whatever way I try it..
> >
> >???
>
> What emulator(s) are you trying it in? And could you maybe send it
> over yonder? I'm dying to give it a try and see if it works.
>

2474. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-26 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8e6pne$d77$2@nets3.rz.RWTH-Aachen.DE>
Source record: 45196

Howdy Ivo, folks

>>2. It is very difficult to read the mouse movements properly; You have to
>>poll the joystick port hundreds of times a second, which means you will need
>>to write the handler in assembly language, with about 20 display list
>>interrupts all the way down the screen.
>
>This is not true. Years ago we had a mouse handler that only used the
>VBI. It was published in MegaMagazine. Issue #7 if I recall correctly.

IIRC MegaMegazine is available on the Internet somewhere. All of the issues.
I have placed the text and the files here a couple of time. Unfortunately, the
disk where these files are on is damaged. So I can not send them to anybody at
the moment.

BTW the mod is a simple one. You just stick a resistor (not sure what value)
into the connector that connects the mouse cable to PCB inside the mouse an off
you go.

CU Mathy van Nisselroy

2475. Re: Ink cartridge - Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-26 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000426163620.29124.00003709@ng-cc1.aol.com>
Source record: 45197

Ok, I just bought one without an ink roller.

2476. Re: Looking for: Omnitrend - Universe

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-26 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <XWJN4.1168$Oa7.6005@newsfeed.slurp.net>
Source record: 45198

On 25 Apr 2000 12:06:10 , "Don Fanning - Zimco, Inc." wrote:
>Does anyone still have this game either for the Atari or the IBM?
>I would love to play this old classic if anyone still has it available for
>purchase..
>

I have a friend who has it, but it has never worked. We kept getting a
disk error of some kind and could never get the bad disk replaced.
Looked like a super game though.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2477. Re: Holmes ATR Games Archive has huge update....

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-26 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@chilesat.net>
Message-ID: <39079B9E.77C0D28A@chilesat.net>
Source record: 45199

Congratulations, Aaron!

The new look of your page is really *COOL*

I hope your 100 Great Games list gets on line soon... :-)

I *REALLY* recommend this page to everybody interested in playing those ol' games
that we all enjoyed playing a long time ago!

Greetings

Dr. von Byte

Aaron Wheeler escribiï¿½:

> Hi Atari 8bitters,
>
> My site has been updated to include my whole collection of ATR files (over
> 2100), and now has Atari 2600, 5200, 7800 games as well. If your still
> looking for a game, I may have it, so come take a look.
>
> http://homepages.ihug.co.nz/~aaronat/atari.html
>
> As always, there are no banners or pop up windows, so enjoy.
> Be sure to lookout for the draw for Atari 8bit collection cdroms coming
> soon.
>
> I also need your help, There are MANY titles out there which are not on my
> site, please, if you have any that are not there, take the time to email
> them to me, and they will go online to benefit the 8bit community.
>
> thanks
>
> Holmes

2478. Need to buy joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-26 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@chilesat.net>
Message-ID: <39079C8B.854744CA@chilesat.net>
Source record: 45200

Hi!

Where can I buy some NEW IN THE BOX Atari joysticks (CX-40) and such
controllers like paddles, etc?

Any idea?

Dr. von Byte

2479. Re: Ink cartridge - Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-26 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8e5dj6$8ve$1@mohawk.hwcn.org>
Source record: 45341

AtariGirl1983 (atarigirl1983@aol.com) wrote:
: I was wondering that myself. Looks like it uses typewriter ribbon or a dot
: matrix cart.

The 1027 printer uses an "Ink roller"....the best way to re-ink them is to use an ink pad.....roll the roller into it, and print....as long as the roller doesn't disintigrate, this should work.....replacement rollers are hard to find, and probably dry of ink anyhow....

Or, take my advice and toss the whole thing into the garbage and get a dot matrix printer for your 8 bit....someone will give you one, if you ask....

WWilly

2480. Re: Re: Still lookin' ...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-26 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <geicgs84fh9qq83gj2a9o0q2h42j5500er@4ax.com>
Source record: 45342

On Tue, 25 Apr 2000 18:18:14 +0100, Paul Irvine
<mclane@btinternet.com> drooled an embarassing wet spot in his lap as
he typed:

>The other Day Mindfield <diespamdie!!!mindfield@home.com> wrote:
>
>>Seems there's precious little information on the 'net about this
>>classic SSI game, "Galactic Adventures." All that I've been able to
>>come up with is that the author was Tom Reamy with Strategic
>>Simulation, Inc. (SSI), it was released in 1983 and was an expansion
>>on its predecessor, "Galactic Gladiators." This is pretty much the
>>sum and total of what a simultaneous search of 19 search engines
>>produced. I havn't been able to find any screenshots however, even in
>>scans of SSI's 1985 catalog, but I'm still pretty sure this is the
>>game I've been looking for. Anyone ever come across an image of this
>>suitable in an emulator? I'd love to still have my real 8-bit to play
>>it on, but unfortunately this Windoze box is the only means I have to
>>relive my Atari glory days. :-)
>
>I have an image but it bombs whatever way I try it..
>
>???

What emulator(s) are you trying it in? And could you maybe send it
over yonder? I'm dying to give it a try and see if it works.

2481. Re: Ink cartridge - Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-26 00:00:00 UTC
From: Atari History Site Webmaster <webmaster@atari-history.com>
Message-ID: <39067958.52C81A74@atari-history.com>
Source record: 45343

Hi Rob,

You can get them from B&C Atari Sales: www.myatari.com or from Best Electronics: www.best-electronics-ca.com or you may want to consider moving up to something a little bit faster. If you like the real letter quality, consider an Atari XDM121 daisy wheel printer, its a little chattery but faster then the 1027, if letter quality isn't a necesity, but you still want to stick with an Atari consider the XMM801 dot matrix or if you have an interface for parallel printers like an Atari 850 interface or ICD PR: connection and so forth, maybe you should consider a low cost used laser printer.

Curt

RGood46257 wrote:

> Does anyone know where I can find replacement ink cartridges for the above
> printer?
>
> Rob

2482. FA: sio2pc cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-26 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8e6op7cmv1@korweta.task.gda.pl>
Source record: 45344

```
check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=318332134
j131
```

2483. Re: Help with identifying CSS Operating System Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-26 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8e6p4n$d77$1@nets3.rz.RWTH-Aachen.DE>
Source record: 45345

Howdy folks

>If it is "The Impossible" isn't that the one that requires a cartridge to
>make a backup of copy protected disks? I seem to recall it was like "The
>Pill"<?> in that it used RAM to store the copy protection.

Nope, the Impossible was a hardware upgrade that will unprotect floppy software
. The Impossible keeps track of what the software is doing (checking for some
protection scheme) and then put two things on a new disk. One is a copy of the
software you wanna copy, the other is a file that will fool the software into
thinking it is ready the original disk. BTW I don't own an Impossible. I just
kept ready the CSS ads.

CU Mathy van Nisselroy

2484. The Quest

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-27 00:00:00 UTC
From: Jean-Francois Magnier <jean-francois.magnier1@libertysurf.fr>
Message-ID: <39076FF4.7114EBE0@netcourrier.com>
Source record: 45201

Hi,
I'm looking for this game from Penguin Software (sorry, Polarware).
Do you know where I can get this game?
I would like to finish it.....

Thanks a lot.

2485. Re: The Quest

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-27 00:00:00 UTC
From: Jean-Francois Magnier <jean-francois.magnier1@libertysurf.fr>
Message-ID: <39077247.EF646F96@libertysurf.fr>
Source record: 45202

> Hi,
> I'm looking for this game from Penguin Software (sorry, Polarware).
> Do you know where I can get this game?
> I would like to finish it.....
>
> Thanks a lot.

Sorry, could you send the response to :
magnierjf@netcourrier.com
Thanks

2486. Holmes ATR Games Archive has huge update....

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-27 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8e7uib$7h0$1@news.ihug.co.nz>
Source record: 45203

Hi Atari 8bitters,

My site has been updated to include my whole collection of ATR files (over 2100), and now has Atari 2600, 5200, 7800 games as well. If your still looking for a game, I may have it, so come take a look.

http://homepages.ihug.co.nz/~aaronat/atari.html

As always, there are no banners or pop up windows, so enjoy.
Be sure to lookout for the draw for Atari 8bit collection cdroms coming soon.

I also need your help, There are MANY titles out there which are not on my site, please, if you have any that are not there, take the time to email them to me, and they will go online to benefit the 8bit community.

thanks

Holmes

2487. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-27 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000426232946.17467.00000575@ng-bg1.news.cs.com>
Source record: 45204

Someone mentioned that there was an article or mod in a Mega Magazine, but
didn't have the URL. Try:

http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/dl.html

This should take you to the Mega Magazine download area.
Larry

2488. Re: Ink cartridge - Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-27 00:00:00 UTC
From: rgood46257@aol.com
Message-ID: <20000427100341.09048.00002306@nso-cm.aol.com>
Source record: 45205

Thanks to all who replied to my inquiry. I'll try the ink pad solution while I wait for the interface to arrive.

Rob

2489. Re: Holmes ATR Games Archive has huge update....

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-27 00:00:00 UTC
From: Boosta@Boosta.net
Message-ID: <39096ea1.161124380@news.supernews.com>
Source record: 45206

Great page Holmes.

How are you going to compile the 100 great games?
Do you need any recommendations?

Cheers.

Boosta.

On Thu, 27 Apr 2000 11:39:07 +1200, "Aaron Wheeler"
<aaronat@ihug.co.nz> wrote:

>Hi Atari 8bitters,
>
>My site has been updated to include my whole collection of ATR files (over
>2100), and now has Atari 2600, 5200, 7800 games as well. If your still
>looking for a game, I may have it, so come take a look.
>
>http://homepages.ihug.co.nz/~aaronat/atari.html
>
>As always, there are no banners or pop up windows, so enjoy.
>Be sure to lookout for the draw for Atari 8bit collection cdroms coming
>soon.
>
>I also need your help, There are MANY titles out there which are not on my
>site, please, if you have any that are not there, take the time to email
>them to me, and they will go online to benefit the 8bit community.
>
>thanks
>
>Holmes
>

2490. Re: Syquest 200mb Scsi removable

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-27 00:00:00 UTC
From: lsl <gr@ugbk.com>
Message-ID: <yA3O4.527$3j.5955@news.uswest.net>
Source record: 45207

OK here's an idea.....Next time BEFORE you buy something post
here so we know what will be going out of business this time LOL
Hell maybe we could work this along with the S&P 500 hehehe

Russg wrote in message <3905af29$0$35176@news.erinet.com>...
>(more about syquest).
>Funny. I bought a Syquest Sparq 1, they went out of business.

2491. Re: 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-27 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8eb1jgnun1@news.storm.ca>
Source record: 45208

Rick:

The Yorkie upgrade did run on the 600xl. It had 256k onboard; once installed, it deselected the RAM inside the 600xl (that's my understanding, at least).

It would be nice to track down the design of this upgrade, and see if plans could be freely distributed. I'm sure there are many people interested in such a beast - since it also works just fine on the 800xl.

David P.

Rick D <74766.1561@CompuServe.COM> wrote in message news:8eb101bos1@ssauraaa-i-1.production.compuserve.com...
> Max ram on 600XL-
>
> unfortunately it uses a rather different memory method than the
> other computers. It uses two 16K by 4 bit drams. The upgrades
> wire in 2 64K by 4 bit drams. To get more requires severe
> butchering of the motherboard, and building a daughter board. So
> much trouble, no one has designed one yet. The 800XL and 130XE
> are much easier to expand.
>
>
> Rick D.
>
> --
>

2492. Re: Looking for Atari Equipment in Alaska

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-27 00:00:00 UTC
From: Don Fanning <saint@gci.net>
Message-ID: <sgkl8psa7qo53@corp.supernews.com>
Source record: 45209

please send all replies to
saint@gci.net

thank you

Don

2493. Re: Adventure Master (CBS Software 1984) wanted!!! Help!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8easehfgg1@nnrp1.deja.com>
Source record: 45210

Have a cart, "Adventure Creator" by Spinnaker (not CBS). Not sure that
it is what you want.
Gene

In article <3sj9gsg4q132cj2jt28nb2n1rn240sdcbu@4ax.com>,
Paul and Cindy Browning <pbrowning@clarksville.com> wrote:
> Anyone out there have this adventure game creator? I used to use it
> back in its heydey. I've got some old manuals, but can't find my
> disks!!!
>
> Help!!!
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

2494. Re: 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8eb101bos1@ssauraaa-i-1.production.compuserve.com>
Source record: 45211

Max ram on 600XL-

unfortunately it uses a rather different memory method than the other computers. It uses two 16K by 4 bit drams. The upgrades wire in 2 64K by 4 bit drams. To get more requires severe butchering of the motherboard, and building a daughter board. So much trouble, no one has designed one yet. The 800XL and 130XE are much easier to expand.

Rick D.

--

2495. Re: Atari 400 Audio Digitizer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8eb1f4bos2@ssauraaa-i-1.production.compuserve.com>
Source record: 45212

digi sound on 400:

There was also an article in the San Leandro Computer CLub
magazine that described how to build one, with software. Worked
o.k., but had background hum(never played with to get rid of
that). Its was called 'Ramtalk". Dec 87.

Rick D.

--

2496. Re: Ink cartridge - Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8eb1mvbos3@ssauraaa-i-1.production.compuserve.com>
Source record: 45213

1027 ink roller...

I have found that some types of rollers for calculators will work o.k. in it. But they need to be cut to length-use plastic gloves.

If looking for alternatives-there are plenty of ink jet printers that work with an interface. Even notebook printers such as the Kodak diconix.

Rick D.

--

2497. Re: Looking for: Omnitrend - Universe

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8eb2hlbos5@ssauraaa-i-1.production.compuserve.com>
Source record: 45214

Bad disk on Omnitrend...

I can probably replace the bad disk if you are interested.

Rick D.

--

2498. XLit.18

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: KENN MILLER <MRKENN@prodigy.net>
Message-ID: <8eb483$2dnq$1@newssvr03-int.news.prodigy.com>
Source record: 45215

Hello Atari group,

Does anyone have a copy of XLit.18 or know where I can download it? That seems to be the only emulator I have been able to work on my IBM to play AR the Dungeon. version .20 corrupts my character disk.

Thanks,

Kenn
http://www.angelfire.com/oh/mrkenn/

mrkenn@prodigy.net

2499. upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <pbaO4.264509$Hq3.6685257@news2.rdc1.on.home.com>
Source record: 45216

Is there anywhere I can find some good info on u pgrading an atari...

upgrading the:
Memory (320 or 512k should do)
CPU (to a 65c186 @ 14 Mhz)
Display chip (80 columns)
CMOS like OS (OS memory is RAM with battery back up)
...and alternate operating systems to use this setup...

I've heard of all these upgrades, yet I can find little detailed info on the
net..mostly just stuff like:
This upgrade kit was produced by <insert company here>

2500. Atari Discounts! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ebfvh$ng5$1@user2.teleport.com>
Source record: 45217
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

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I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And remember, if you can't come see me today, come see me tomorrow!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2501. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ebgajntu1@user2.teleport.com>
Source record: 45218
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
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bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2502. Re: Holmes ATR Games Archive has huge update....

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8ebk7dfsj1@news.ihug.co.nz>
Source record: 45219

> Great page Holmes.
> How are you going to compile the 100 great games?
> Do you need any recommendations?

Thanks, I've taken lists of top games visitors have sent me, and am
compiling the list. So if you wish to take part, let me know your top 100!!

thanks

Aaron (aka.holmes)

2503. Re: Replacement mechanism for XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ebkru$67m$1@nets3.rz.RWTH-Aachen.DE>
Source record: 45220

Howdy Mario, folks

>A member of our local Atari club has the following question about his
>8-bit system. As there are not many 8-bit users in the club I hope someone
>else may be able to offer some advice.
>
>He has an XF551 5.25" disc drive which he uses on his 8-bit machine. The
>disc drive mechanism is wearing out. I have heard that standard 5.25"
>mechanisms such as were used in IBM PC compatibles can be used in the
>XF551.
>
>We would appreciate any advice as to which mechanisms are suitable,
>whether any modifications are required or any other relevant information.

Atari used Chinon and Mitsumi IIRC.
If you can't find these, make sure you have drives that only need low power
(low Amps). But I guess most modern drives are.

You might have to extend the flatcable that is inside the XF551 though.
(either by replacing it, or by crimping on a piece of flatcable. I you use
these crimp on connectors you can still use a "standard Atari" mech.)

CU Mathy van Nisselroy

2504. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8eblgh$67m$2@nets3.rz.RWTH-Aachen.DE>
Source record: 45221

HowdyCurt

>Atari gave him the
>run around for a long time and in the end he sold the software through a
>publishing company.

Not USA Media run by Shelton (Shelly) Merrill, I guess?
You have his address?
I have a rubber check he send me for IIRC about $100.

(.....................)

Sorry, usually I don't get this angry.

>(I think it was Antic
>magazine that did a review of Diamond OS and had it on the front cover along
>with a type in program to add a background color changing accessoriy)

It was Antic. Matthew Ratcliff wrote is.

>I know Lance at Video 61 would love to be
>able to make Diamond OS carts, however they use the ICD bank switching boards
>so that may never happen unfortunately....

Why? Legal or Technical reasons? If the latter is the case, don't worry. It
aint that hard to find out how that works.

>The older Diamond OS (version 1.0 and 1.1) will work on
>an Atari 800 and up, however 2.0 and 2.1 require an 800XL/130XE to run.

And 3.0?

CU Mathy van Nisselroy

2505. Re: XF551 upgrade to XF35

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ebmi2$67m$3@nets3.rz.RWTH-Aachen.DE>
Source record: 45222

Howdy Steve, folks

> These
> 2-in-1 drives are hard to find but definatly worth the effort.

IIRC I saw those in a Jameco catalog. Check out there site at www.jameco.com
and ask for their free catalog. Heck,they even send me one, and I live in the
Netherlands, Europe.

CU Mathy van Nisselroy

2506. Re: XF551 upgrade to XF35

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ebn4e$67m$4@nets3.rz.RWTH-Aachen.DE>
Source record: 45223

Howdy Don, folks

> Last night I finally found Bob Puffs upgrade available for 59.95 I also
> found Innovative Concepts the address I had matched the address I found
> the only thing difference was the phone number. Same guy same address but,
> no email and I hate calling and bugging people about something so old.

I've heard that Innovative Concept started to be a bit unreliable (the company,
not the stuff they sold) when the 8 bit market started to collaps.

I have one of those Dual Drive 3.5" conversion kits by CSS (with my version,
you could even use two 3.5" mechs instead of one each). It works great. And
Bob Puff is still available. He even updated BBXFER (a utility for the
BlackBox that will let you copy files between Atari 8 bit and PC and ST disks)
last januari. Unfortunately there is a bug in the Atari to PC copy code.
Which is also new. I went back to BBXFER 1.7

CU Mathy van Nisselroy

2507. Re: Need to buy joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ebo17$67m$5@nets3.rz.RWTH-Aachen.DE>
Source record: 45224

Howdy Doc

> Where can I buy some NEW IN THE BOX Atari joysticks (CX-40) and such
>controllers like paddles, etc?

Try Best Electronics, B&C Computervision or Video61.
Their adresses (Snailmail, Email, Sites), if available, are in the FAQ. (look
of a message written by Michael Current)

CU Mathy van Nisselroy

2508. Re: XLit.18

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <eorigsgj0vjhkliah25kiu1503lcev6dj3@4ax.com>
Source record: 45225

On Fri, 28 Apr 2000 00:34:11 -0400, "KENN MILLER"
<MRKENN@prodigy.net> drooled an embarassing wet spot in his lap as he
typed:

>
>Hello Atari group,
>
>
>Does anyone have a copy of XLit.18 or know where I can download it? That
>seems to be the only emulator I have been able to work on my IBM to play AR
>the Dungeon. version .20 corrupts my character disk.
>
>Thanks,
>
>Kenn
>http://www.angelfire.com/oh/mrkenn/
>
>mrkenn@prodigy.net
>

Get Atari800 (or Atari800Win). This one runs both AR: The City and
Dungeon almost flawlessly.

2509. Re: XF551 upgrade to XF35

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000428071958.07414.00000178@ng-cl1.news.cs.com>
Source record: 45226

>Unfortunately there is a bug in the Atari to PC copy code. Which is also new.
I went back to BBXFER 1.7 <

Hi Mathy-
I've used the new utility and didn't notice a problem. What does it do/not do,
and did you report the bug to Bob? I thought the only thing they did was to
revise the formatting
part of the program. (?)
Regards,
Larry

2510. very strange 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: atarircx@my-deja.com
Message-ID: <8ecdqu$5g7$1@nnrp1.deja.com>
Source record: 45227

I have 3 working 5200s, and picked up another spare from the junk store last night. Its a 4-port version, and I have both 2 and 4-port versions already. What is really bizzare about this 5200 is that there is *NO POWER JACK*. There is not even a hole in the case for one. On all my other 5200s there's a power jack within a hole in the 5200 case on the back, lower-right side next to the channel select switch. This newly added 5200 has just the channel select switch. I've studied the case for quite a while and see no possibility of getting power to darn thing. I guess I could take it apart... but does anyone know what's going on here?

Sent via Deja.com http://www.deja.com/
Before you buy.

2511. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgjetubf7qo178@corp.supernews.com>
Source record: 45228

Jeremy <1iquid@home.com> wrote in message
news:pbaO4.264509$Hq3.6685257@news2.rdc1.on.home.com...
> Is there anywhere I can find some good info on u pgrading an atari...
>
> upgrading the:
> Memory (320 or 512k should do)
> CPU (to a 65c186 @ 14 Mhz)
No 65xxx derivation has ever run faster then the standard 1.79 mHz Atari
clock speed. None are currently available except used.

But for some good hardware hacks one of the best starting places is:
http://www.redshift.com/~cdyson/atari.html
> Display chip (80 columns)
> CMOS like OS (OS memory is RAM with battery back up)
> ...and alternate operating systems to use this setup...
>
> I've heard of all these upgrades, yet I can find little detailed info on
the
> net..mostly just stuff like:
> This upgrade kit was produced by <insert company here>
>
>
>
>

2512. Re: XLit.18

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: KENN MILLER <MRKENN@prodigy.net>
Message-ID: <8ecevq$1b6e$1@newssvr03-int.news.prodigy.com>
Source record: 45229

I do not know how to set up the Atari 800 emulator. I have had problems
placing the roms and the connectivity to it.

Kenn
>
>Get Atari800 (or Atari800Win). This one runs both AR: The City and
>Dungeon almost flawlessly.

2513. Re: very strange 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgjlu3ct7qo7@corp.supernews.com>
Source record: 45230

Hopefully you well get a better answer since this is mostly a guess from
seeing a 5200 board w/o a case, but it could be brought in on the RF out
jack. The power supply caps and voltage regulators are mounted right next to
the jack which is kind of a tip off.
<atarircx@my-deja.com> wrote in message news:8ecdqu$5g7$1@nnrp1.deja.com...
> I have 3 working 5200s, and picked up another spare from the junk store
> last night. Its a 4-port version, and I have both 2 and 4-port
> versions already. What is really bizzare about this 5200 is that there
> is *NO POWER JACK*. There is not even a hole in the case for one. On
> all my other 5200s there's a power jack within a hole in the 5200 case
> on the back, lower-right side next to the channel select switch. This
> newly added 5200 has just the channel select switch. I've studied the
> case for quite a while and see no possibility of getting power to darn
> thing. I guess I could take it apart... but does anyone know what's
> going on here?
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2514. Re: Looking for: Omnitrend - Universe

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: "Don Fanning - Zimco, Inc." <zimcoinc@alaska.net>
Message-ID: <sgjpvfoo7qo118@corp.supernews.com>
Source record: 45231

Does anyone still have this for the ibm? I figured that the Atari version is fine but I don't have my atari anymore :(Need to find one locally that I can bring back to my original state.. I used to have an original of it (it being Universe) with it's nice soft black leather binder.. And I even know they made 2 extra parts to it.. Anyone know about these? A long time ago I used a sector editor to view where the "Hyperspace Booster" was and wanna finish my mission :)

Thanks!

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message news:XWJN4.1168$Oa7.6005@newsfeed.slurp.net...
> On 25 Apr 2000 12:06:10 , "Don Fanning - Zimco, Inc." wrote:
> >Does anyone still have this game either for the Atari or the IBM?
> >I would love to play this old classic if anyone still has it available for
> >purchase..
> >
>
> I have a friend who has it, but it has never worked. We kept getting a
> disk error of some kind and could never get the bad disk replaced.
> Looked like a super game though.
>
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

2515. Looking for Atari Equipment in Alaska

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: "Don Fanning - Zimco, Inc." <zimcoinc@alaska.net>
Message-ID: <sgjqid1q7qo16@corp.supernews.com>
Source record: 45232

I am looking for people who are selling their Atari Equipment that are located in Alaska (to reduce shipping costs) I am located in Southcentral Alaska.

Thanks

2516. Looking for Atari Equipment in Alaska

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: "Don Fanning - Zimco, Inc." <zimcoinc@alaska.net>
Message-ID: <sgjs6j8c7qo44@corp.supernews.com>
Source record: 45233

Hi there,

I am looking for people who have Atari equipment that are located in Alaska
they are willing to sell.

Thanks in advanced

2517. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e9t3m6.yssy3swhu86sN%rlcolli@ibm.net>
Source record: 45234

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>
> It was Antic. Matthew Ratcliff wrote is.
>

Whatever happened to Matt*Rat anyway? I've never seen any posts from
him... I loved reading his articles in Antic!

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

2518. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgke34847qo75@corp.supernews.com>
Source record: 45235

Ryan Collins <rlcolli@ibm.net> wrote in message
news:1e9t3m6.yssy3swhu86sN%rlcolli@ibm.net...
> Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
> >
> > It was Antic. Matthew Ratcliff wrote is.
> >
>
> Whatever happened to Matt*Rat anyway? I've never seen any posts from
> him... I loved reading his articles in Antic!
I think he always had a real job in the aero space industry, making F-14s or
something.

His brother John is still around, the one who did the ST port of AR City and
688 Attack Sub. I can't remember the name of the company he heads now, but
when Lord British and and ~20 other people at Origin got fired he posted
that his company was hiring.

2519. Re: Holmes ATR Games Archive has huge update....

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <390A40E6.1020601@classic-games.com>
Source record: 45236

"Aaron Wheeler" wrote:

> As always, there are no banners or pop up windows, so enjoy.
> Be sure to lookout for the draw for Atari 8bit collection cdroms coming
> soon.
Too bad it has frames and a "click here to enter" page :)

2520. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8edh37too1@slb6.atl.mindspring.net>
Source record: 45237

I have hacks like that in various states of usefulness.... the 80 col and RAMOS have been published, the CPU(under construction) and 512K have not. If you are serious, I can dig up some info.... eventually. I have never tried ALL of these hacks in one box - just one at a time. You had better like to solder...

Bob

Jeremy <1iquid@home.com> wrote in message news:pbaO4.264509$Hq3.6685257@news2.rdc1.on.home.com...
> Is there anywhere I can find some good info on u pgrading an atari...
>
> upgrading the:
> Memory (320 or 512k should do)
> CPU (to a 65c186 @ 14 Mhz)
> Display chip (80 columns)
> CMOS like OS (OS memory is RAM with battery back up)
> ...and alternate operating systems to use this setup...
>
> I've heard of all these upgrades, yet I can find little detailed info on the
> net..mostly just stuff like:
> This upgrade kit was produced by <insert company here>
>
>
>
>

2521. Assembler/Editor Cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Mark Steele <steelem@uswest.net>
Message-ID: <steelem-94E7C8.22232628042000@news.uswest.net>
Source record: 45238

I've got an Atari 800 and the Assembler/Editor cartridge. I've
attempted several times to create a cartridge image to use with
an emulator, but I've had no success. Recently, I dug out my
old Analog magazines and came across Tom Hudson's Boot Camp
articles which re-sparked an interest in attempting to under-
stand assembly again (the reason I picked up the Assembler
cartridge in the first place about a dozen years ago).
I am now back to my original problem of getting the cartridge
as an image file so I can run it with an emulator.
Does anybody know where I can download an image such as this?

Thanks in advance,
-Mark

--

Eagles may soar, but weasels don't get sucked into jet engines!

2522. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgkp8m137qo155@corp.supernews.com>
Source record: 45239

You misunderstood, no Atari upgrade, which is what you wanted and I even
mentioned Atari in the reply, has ever run faster then 1.79 mHz.
Jeremy <1iquid@home.com> wrote in message
news:vjsO4.269153$Hq3.6788233@news2.rdc1.on.home.com...
> > No 65xxx derivation has ever run faster then the standard 1.79 mHz Atari
> > clock speed. None are currently available except used.
>
> http://www.wdesignc.com/ch816S.html
>
>
>
>

2523. Perplexing emulator problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <390A6857.E712E080@earthlink.net>
Source record: 45240

This one has me completely stumped (and I'd say I'm something of an emu expert). My PC has two hard drives, c: and d:, and a CD-ROM drive, e:. I am using Atari800Win, which is installed on the d: drive. All Atari disk images are in .atr format.

If I try to load a disk image from either of my hard drives, I get an "Access denied" Windows error. Yet, if I try to load an image from a CD-ROM, it works fine. This is true even of identical images (i.e. images copied from the CD to my hard drive). It is also true whether Atari800Win is installed on the c: or the d: drive.

Get this: there are exactly five images that will load from the hard drive, and they are all dos images (dos_20s, _25, _30, _40, _XE). But only those 5, which I have located in the same directory as Atari800Win. If I try one of my other images, from any directory including the same directory, no dice. But those 5 dos images work. That drives me nuts - why those and nothing else?

Atari800Win used to work for me just fine, but I haven't used it in a while, and I don't know what I changed on my system to break it (I change my system often). It used to work back when I had only one hard drive, but for obvious reasons, I'm reluctant to do this kind of troubleshooting.

Any ideas from anyone? Is there some emulator setting I'm missing? Does the dos conundrum provide any clues? I'll bet if I could figure out why those work but nothing else, I'd have the answer.

Thanks in advance,

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½

2524. Re: Assembler/Editor Cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgkrts5g7qo131@corp.supernews.com>
Source record: 45241

Mark Steele <steelem@uswest.net> wrote in message
news:steelem-94E7C8.22232628042000@news.uswest.net...
> I've got an Atari 800 and the Assembler/Editor cartridge. I've
> attempted several times to create a cartridge image to use with
> an emulator, but I've had no success. Recently, I dug out my
> old Analog magazines and came across Tom Hudson's Boot Camp
> articles which re-sparked an interest in attempting to under-
> stand assembly again (the reason I picked up the Assembler
> cartridge in the first place about a dozen years ago).
> I am now back to my original problem of getting the cartridge
> as an image file so I can run it with an emulator.
> Does anybody know where I can download an image such as this?
Several solutions available in addition to the image I am sure you can find
somewhere.

There are several other assemblers available, most run faster then the Atari
ED/ASM. MAE is one, and there is the disk based version of MAC 65. These are
available from archive.umich.edu and a bunch of other places.

I also have used TASM from Speech Technologies, not the Borland TASM for the
IBM. TASM is a table driven assembler for MS DOS that has the definitions of
for a 6502, quite nice really. You get to edit in 80 columns and I would
guess even on an old 286 it compiles 10x the speed of an Atari.

If worse comes to worse, do you have a disk drive and DOS for the Atari?

All you have to do is go to DOS and do a binary save, something like
D:EDASM.COM, $A000, $BFFF, $A000

and that will save the cart as a DOS loadable file.

2525. Re: 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-28 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <957010532-42654AEicMi@sweet3.freeserve.co.uk>
Source record: 45242

Hi David & Rick

>The Yorkie upgrade did run on the 600xl. It had 256k onboard; once installed, it
>deselected the RAM inside the 600xl (that's my understanding, at least).

>It would be nice to track down the design of this upgrade, and see if plans
>could be freely distributed. I'm sure there are many people interested in
>such a beast - since it also works just fine on the 800xl.

Reading this prompted me to dig out a magazine called Atari Monitor, i believe it was the Atari magazine of maplin Electronics, anyway, this one has details for a 256K upgrade for the 800XL.

I also put an additional 256K in my 130XE at one time, giving 320K, using some PD designs.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2526. Re: very strange 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8edafo$63c$1@nnrp1.deja.com>
Source record: 45243

I seem to remember that the early 5200s had a special switchbox that
the RF. PS and TV all plugged into. Just from memory - I could be way
off.

Gene

> <atarircx@my-deja.com> wrote in message news:8ecdqu$5g7
$1@nnrp1.deja.com...
> > I have 3 working 5200s, and picked up another spare from the junk
store
> > last night. Its a 4-port version, and I have both 2 and 4-port
> > versions already. What is really bizzare about this 5200 is that
there
> > is *NO POWER JACK*. There is not even a hole in the case for one.
On
> > all my other 5200s there's a power jack within a hole in the 5200
case
> > on the back, lower-right side next to the channel select switch.
This
> > newly added 5200 has just the channel select switch. I've studied
the
> > case for quite a while and see no possibility of getting power to
darn
> > thing. I guess I could take it apart... but does anyone know what's
> > going on here?
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

2527. [FA eBay]Australian HES games for the NES

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: sergiob@my-deja.com
Message-ID: <8edci2$88t$1@nnrp1.deja.com>
Source record: 45244

NES Cart OTHELLO With Dongle by HES Cased
eBay item #319879542

NES Cart F15 City War by HES Cased
eBay item #319882223

NES Cart DUCK MAZE by HES Cased
eBay item #319885042

NES Cart TWIN EAGLE by HES + BONUS
eBay item #319886266

Thanks for looking.

Sent via Deja.com http://www.deja.com/
Before you buy.

2528. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <QisO4.269149$Hq3.6782401@news2.rdc1.on.home.com>
Source record: 45245

> I have hacks like that in various states of usefulness.... the 80 col and
> RAMOS have been published, the CPU(under construction) and 512K have not.
> If you are serious, I can dig up some info.... eventually. I have never
tried
> ALL of these hacks in one box - just one at a time. You had better like to
> solder...

Soldering aint a problem..please send me any info you may have, I'd
appreciate any help.

thanks

2529. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <vjsO4.269153$Hq3.6788233@news2.rdc1.on.home.com>
Source record: 45246

> No 65xxx derivation has ever run faster then the standard 1.79 mHz Atari
> clock speed. None are currently available except used.

http://www.wdesignc.com/ch816S.html

2530. Re: Assembler/Editor Cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <QmvO4.269637$Hq3.6807884@news2.rdc1.on.home.com>
Source record: 45247

If you have an APE or SIO2PC cable it's not too hard to use the Atari to get
an image and copy it to the PC
There are a couple of pins on the cartridge that (if I remember correctly)
activated the cart. and give it control on boot.
If you (the way I did it - quick and dirty) tape over these connectors and
extend a wire form each conector and booted the atari, it wouldn't 'know'
that there was a cart. Then connecting the wires would cause the cart memory
to be activated. Then use a copy util on dos....done. A COM file of a cart!
Sorry for the lack of detail....there is a dos program out there that does
this..

2531. Re: very strange 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <obwO4.13951$By1.258609@news1.online.no>
Source record: 45248

All 4-port 5200's have the power from the RF-unit. At least as far as I
know. You will need to get this special RF-unit to get it to work

<atarircx@my-deja.com> wrote in message news:8ecdqu$5g7$1@nnrp1.deja.com...
> I have 3 working 5200s, and picked up another spare from the junk store
> last night. Its a 4-port version, and I have both 2 and 4-port
> versions already. What is really bizzare about this 5200 is that there
> is *NO POWER JACK*. There is not even a hole in the case for one. On
> all my other 5200s there's a power jack within a hole in the 5200 case
> on the back, lower-right side next to the channel select switch. This
> newly added 5200 has just the channel select switch. I've studied the
> case for quite a while and see no possibility of getting power to darn
> thing. I guess I could take it apart... but does anyone know what's
> going on here?
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2532. Supercart roms and 8-bit emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Charles Hoffmann <chuckhoffmann@mindspring.com>
Message-ID: <ovalgsg8u3a0092to8dlroeqcm23ghcfda@4ax.com>
Source record: 45249

I own Basic XL and Action! for the old Atari 8-bit computers. I've recently read about two Atari 8-bit emulators that would allow me to use OSS supercart roms with them, but I don't know how I would dump the contents of the supercart roms to use them with these emulators.

Could anyone point me in the right direction as far as information on how to dump the roms from my carts or where I could download copy of these roms someone else has dumped?

"A trigger is just another kind of delete key."
http://www.mindspring.com/~chuckhoffmann

2533. Use of Joystick in Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: cskaryd@my-deja.com
Message-ID: <8eera7non1@nnrp1.deja.com>
Source record: 45250

I'm a bit of a newbie to the Atari emulator world. I scanned through a few of the FAQs that I've seen listed, but I did not find anything that mentioned a Atari Emulator for the Windows platform which allows you to use a PC joystick in the Atari emulator. Is this possible? Which emulator(s) can do this?

I'm so happy to find this Atari world. I still have my old 800 and about 9 zillion old (probably gone bad) floppies. However, I've been unable to get one of my favorite games, Floyd of the Jungle, to work on the emulator, Atari800Win. It will get to the Enter # of Players screen and will not allow me to enter anything. Has anyone gotten this to work?

Please reply via email is possible.

Thanks...
...Chris...
(Atari800@PerfectGentleman.com)

Sent via Deja.com http://www.deja.com/
Before you buy.

2534. FS: Old stuff (Not all Atari, sorry)

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Hatch <hatch_1@hotmail.com>
Message-ID: <8eer9j$3j0$1@nntp9.atl.mindspring.net>
Source record: 45251

OLD PUTERS: (Experienced computer users and programmers only please. I don't enjoy giving tech support so If you have any trouble using todays computers these might be a little too much to handle :) These are relics. They behave and should be treated as such.

1.TI994a (Texas instruments) color ($25)
Comes with all adapters required as well as "Beginners Basic" and "Users reference guide" books. Also comes with one cart, "Parsec".

2.TRS80 (Tandy) Color computer 2 ($40)
Sorry there are no reference manuals for this one but the setup is pretty basic. I do however have the manuals for the software and games and i'll throw in a copy of "family Computing" <circa 82>. The best thing about this computer is that i actually *have* the 4 cart multi-pak interface for it! (I'm such a nerd :)
Comes with these carts:
Dungeons of Daggorath (Too cool, first video RPG Ever!)
Handyman
EDTASM+ (Color computer editor assembler with ZBUG)
Clowns and Baloons
Downland
Personal Finance II (Requires 16k RAM <Bwahahahah>)
Also included is the speech sound cartridge
I've also got a bunch of 5 1/2 floppy games for it but you'll have to get the drive seperate (I'm using it for something else).

3. Atari 830 Acoustic modem ($10)
-comes with (what's left of) the box.

Hatch

2535. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <01bfb1ee$c13d0e00$0404a8c0@irata2>
Source record: 45252

Hallo,

you are wrong ...

Mario Trams had a working 816 upgrade, which was running with 14 MHz.
I have seen it working on ABBUC JHV some years ago.
Have a look at the Marek Tomczyk web-pages in Stuttgart (sorry, no url),
there should be a basic description.

Matt

Richard Cortese <ricortes@netmagic.net> schrieb im Beitrag
<sgkp8m137qo155@corp.supernews.com>...
> You misunderstood, no Atari upgrade, which is what you wanted and I even
> mentioned Atari in the reply, has ever run faster then 1.79 mHz.
> Jeremy <1iquid@home.com> wrote in message
> news:vjsO4.269153$Hq3.6788233@news2.rdc1.on.home.com...
> > > No 65xxx derivation has ever run faster then the standard 1.79 mHz
Atari
> > > clock speed. None are currently available except used.
> >
> > http://www.wdesignc.com/ch816S.html
> >
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> >
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>

2536. Re: very strange 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Atari History Site Webmaster <webmaster@atari-history.com>
Message-ID: <390B073B.65632501@atari-history.com>
Source record: 45253

Hi,

The 4 Port Atari 5200's introduced a unique and innovative connection system. To cut down on all the clutter from various cables running to and from the TV, the Atari 5200 utilized a special automatic switch box/power system. This brought power to the Atari 5200 through its COAX cable and also allowed you to not have to reach behind your TV to slide the switch on the switch box to set the TV to use your videogame. Despite the Atari 5200's drawbacks with its controllers, the unit introduced some very innovative features in 1982.
You'll need the special switchbox, it came in two versions, one with both COAX and prong wire antenna connections and the other with just coax RF connections. You can find them on Ebay from time to time, or you can buy them new from any of the Atari dealers listed:

B&C Atari Sales: www.myatari.com
Video 61 Atari Sales: www.atarisales.com
Best Electronics: www.best-electronics-ca.com

Curt

Curt

atarircx@my-deja.com wrote:

> I have 3 working 5200s, and picked up another spare from the junk store
> last night. Its a 4-port version, and I have both 2 and 4-port
> versions already. What is really bizzare about this 5200 is that there
> is *NO POWER JACK*. There is not even a hole in the case for one. On
> all my other 5200s there's a power jack within a hole in the 5200 case
> on the back, lower-right side next to the channel select switch. This
> newly added 5200 has just the channel select switch. I've studied the
> case for quite a while and see no possibility of getting power to darn
> thing. I guess I could take it apart... but does anyone know what's
> going on here?
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2537. Re: Looking for Atari Equipment in Alaska

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Atari History Site Webmaster <webmaster@atari-history.com>
Message-ID: <390B07AB.6392FC3A@atari-history.com>
Source record: 45254

Hi Don,

You have a dealer right up in your neck of the woods called Far North Computers, run by Frank Stallings, I don't have any contact info, but do a local Yellow Pages search or search the internet, I'm sure he'll turn up. He used to be an Atari dealer. I've bought a lot from him and he has a good stock of products and fair prices.

Curt

"Don Fanning - Zimco, Inc." wrote:

> I am looking for people who are selling their Atari Equipment that are
> located in Alaska (to reduce shipping costs) I am located in Southcentral
> Alaska.
>
> Thanks

2538. Re: very strange 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgm3aca4i5061@corp.supernews.com>
Source record: 45255

If he wants to risk it, he could hack into the system. IIRC: Only two 7805's
in there to adjust the voltage. He would have to solder/patch a into the
input pins and ground, supply at least 6.5V DC to them, and probably add a
DC blocking cap to the RF out to be on the safe side. 30 minute job max if
he has the parts.
Vidar "Hawk" Olavesen <olavese@online.no> wrote in message
news:obwO4.13951$By1.258609@news1.online.no...
> All 4-port 5200's have the power from the RF-unit. At least as far as I
> know. You will need to get this special RF-unit to get it to work
>
>
>
> <atarircx@my-deja.com> wrote in message
news:8ecdqu$5g7$1@nnrp1.deja.com...
> > I have 3 working 5200s, and picked up another spare from the junk store
> > last night. Its a 4-port version, and I have both 2 and 4-port
> > versions already. What is really bizzare about this 5200 is that there
> > is *NO POWER JACK*. There is not even a hole in the case for one. On
> > all my other 5200s there's a power jack within a hole in the 5200 case
> > on the back, lower-right side next to the channel select switch. This
> > newly added 5200 has just the channel select switch. I've studied the
> > case for quite a while and see no possibility of getting power to darn
> > thing. I guess I could take it apart... but does anyone know what's
> > going on here?
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>

2539. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgm3mqfri5087@corp.supernews.com>
Source record: 45256

OK, but I have never seen it forsale or even heard of one that actually got
sold or seen one on the used market.

Until I actually see one forsale or someone says they bought one, I consider
it vaporware.

Sheesh! I made a ~2.1 mHz Atari myself, but I never offered it forsale ergo
I say there has never been a faster then 1.79 mHz Atari.

This whole thread is about things you can buy or build, not prototypes and
hacks that you can't get plans or parts for.
Matthias Belitz <Matthias.Belitz@gmx.net> wrote in message
news:01bfb1ee$c13d0e00$0404a8c0@irata2...
> Hallo,
>
> you are wrong ...
>
> Mario Trams had a working 816 upgrade, which was running with 14 MHz.
> I have seen it working on ABBUC JHV some years ago.
> Have a look at the Marek Tomczyk web-pages in Stuttgart (sorry, no url),
> there should be a basic description.
>
> Matt
>
> Richard Cortese <ricortes@netmagic.net> schrieb im Beitrag
> <sgkp8m137qo155@corp.supernews.com>...
> > You misunderstood, no Atari upgrade, which is what you wanted and I even
> > mentioned Atari in the reply, has ever run faster then 1.79 mHz.
> > Jeremy <1iquid@home.com> wrote in message
> > news:vjsO4.269153$Hq3.6788233@news2.rdc1.on.home.com...
> > > > No 65xxx derivation has ever run faster then the standard 1.79 mHz
> Atari
> > > > clock speed. None are currently available except used.
> > >
> > > http://www.wdesignc.com/ch816S.html
> > >
> > >
> > >
> > >
> >
> >
> >

2540. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8ef49a$128$1@nnrp1.deja.com>
Source record: 45257

Sadly, the Digital Antic site has a note that Matt Ratcliff died last
year. Is there any fuether information on his premature passing ?

In article <1e9t3m6.yssy3swhu86sN%rlcolli@ibm.net>,
rlcolli@ibm.net (Ryan Collins) wrote:
> Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
> >
> > It was Antic. Matthew Ratcliff wrote is.
> >
>
> Whatever happened to Matt*Rat anyway? I've never seen any posts from
> him... I loved reading his articles in Antic!
>
> --
> Ryan 'Gozar' Collins
> Check out http://www.collinsoft.com/?usenet for Web News and
Information
> rlcolli@ibm.net
>

Sent via Deja.com http://www.deja.com/
Before you buy.

2541. Re: Assembler/Editor Cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <390b10b3$0$25404@news.voyager.net>
Source record: 45258

(Rick Cortese says do a binary save from DOS to dump the ASMED cart.)
Right, that'll dump it. But the problem remains that when he tries to load it, the screen memory and display list will crash the load, as the dump tries to load over them.
You have to have a small routine to move the display list and screen memory down under A000 before you load the cart dump.
It would be easier to just get a already fixed ASMED from a site.
I checked spudster and couldn't find it.
Russg

2542. Re: Supercart roms and 8-bit emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgm4fti2i5085@corp.supernews.com>
Source record: 45259
Body handling: HTML body converted to readable text

Know someone with an EPROM burner? That would be the easiest solution. Just
break the cart appart and read the ROM.

It gets a lot harder if you can't do that.
Charles Hoffmann wrote in message
news:ovalgsg8u3a0092to8dlroeqcm23ghcfda@4ax.com...
> I own Basic XL and Action! for the old Atari 8-bit computers. I've
> recently read about two Atari 8-bit emulators that would allow me to
> use OSS supercart roms with them, but I don't know how I would dump
> the contents of the supercart roms to use them with these emulators.
>
> Could anyone point me in the right direction as far as information on
> how to dump the roms from my carts or where I could download copy of
> these roms someone else has dumped?
> ---------------------------------------
> "A trigger is just another kind of delete key."
> http://www.mindspring.com/~chuckhoffmann

2543. Re: Supercart roms and 8-bit emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <390b34db.267460476@news.pipeline.com>
Source record: 45260

Try:

http://www.pipeline.com/~jhardie

On Sat, 29 Apr 2000 05:42:04 -0400, Charles Hoffmann
<chuckhoffmann@mindspring.com> wrote:

>I own Basic XL and Action! for the old Atari 8-bit computers. I've
>recently read about two Atari 8-bit emulators that would allow me to
>use OSS supercart roms with them, but I don't know how I would dump
>the contents of the supercart roms to use them with these emulators.
>
>Could anyone point me in the right direction as far as information on
>how to dump the roms from my carts or where I could download copy of
>these roms someone else has dumped?
>---------------------------------------
>"A trigger is just another kind of delete key."
>http://www.mindspring.com/~chuckhoffmann

2544. Re: Holmes ATR Games Archive has huge update....

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8efcn6$7tq$1@mohawk.hwcn.org>
Source record: 45261

Greg Miller (gmiller@classic-games.com) wrote:
: "Aaron Wheeler" wrote:

: > As always, there are no banners or pop up windows, so enjoy.
: > Be sure to lookout for the draw for Atari 8bit collection cdroms coming
: > soon.
: Too bad it has frames and a "click here to enter" page :)

I noticed this site had a copy of Avalon Hills "Empire of the
Overmind".....does anyone have a disk/file image of "Lords of Karma"?

Barring that, could someone please direct me to the "Cassette Boot
Manager" program? I don't want to type it in......

Willy

2545. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <SbJO4.273441$Hq3.6863759@news2.rdc1.on.home.com>
Source record: 45262

>>This whole thread is about things you can buy or build, not prototypes and
>>hacks that you can't get plans or parts for.

But you can buy and or build a 14 + mhz atari....
hehe...how about a P III @ 600 mhz with some opcode decoding curcuits for
running 6502 code..

2546. Re: Assembler/Editor Cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <390baaa8$0$25410@news.voyager.net>
Source record: 45263

Mark.
Right. An image to use in an emulator.
I couldn't find ASMED anywhere on the internet, so I decided to
do it myself on my site.
Here's the really dumb thing. Both IE 5 and Netscape 4.7 mess up
in downloading my arc files. IE 5 adds a ..AR to the end of the filename,
but gets the files right. NS 4.7 adds bytes to the files! Screws them up.
I put up a binary load of the asmed. I always use ARC or ZIP because
unarchiving will do a crc check to make sure the file wasn't corrupted.
I suppose I'll change the files to zip files, but in the meantime if you
or anyone want to see the stuff, it is
www.en.com/users/russg/proglang.htm

Russg
(I guess you want a ROM image, just the image of the ROM,
your binary dump from DOS won't give you that, it will add a
FF,FF,00,A0,FF,BF six bytes to the beginning of the dump.)

2547. Re: ,,~~HP LaserJet 3150 Users... Can You Print Landscape???~~...

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000429221805.17481B-100000@vtn1>
Source record: 45264

On 29 Apr 2000 Unhappy-HP-User-COMP@hbbn.edu wrote:

>
> HP LaserJet 3150 Users... Can You Print Landscape???
[snip]

Oh come on now! You don't really believe that 8-bit computer users are
worried about printers designed for Win9x/Mac machines do you?

jkp

2548. Advice on Post Script schematic needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgnkaeufi50161@corp.supernews.com>
Source record: 45265

I downloaded the PS 800xl schematics, but my printer will not print it to one sheet. I was wondering if anyone knows how to scale it down or break it into two separate pages that can be glued.

Just as a by the by comment, I was checking out how the hardware area is switched in. It looks like it would be trivial to add a logic chip between the MMU and the 74LS138 to decode the hardware into the lowest 32 bytes of each page. I couldn't get the schematics printed for what happens with the existing RAM to deselect it in the hardware memory area.

2549. FA [Melb, Au]: Atari XE system with games, gun

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <390b8307@pan.izone.net.au>
Source record: 45266

On eBay:

Atari XE system with light-gun, games, keyboard (c.1987):

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=317233737

Ian's Oldtime Computers.

2550. Re: Re: XLit.18

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <im9ngscepkc2te1m5vvi60ckfikdfo4g9r@4ax.com>
Source record: 45267

On Fri, 28 Apr 2000 12:43:40 -0400, "KENN MILLER"
<MRKENN@prodigy.net> drooled an embarassing wet spot in his lap as he
typed:

>
>
>I do not know how to set up the Atari 800 emulator. I have had problems
>placing the roms and the connectivity to it.
>
>Kenn
>>
>>Get Atari800 (or Atari800Win). This one runs both AR: The City and
>>Dungeon almost flawlessly.
>

Here's how I set up Atari800Win 2.5c:

First, click on Atari->Cartrige and tell it where to find the basic
ROM file (usually called ATARIBAS.ROM) You can also select whether or
not to hold down OPTION to boot without basic here.
Next, go to Atari->Hardware and select the machine you want to
emulate. Make sure you point each one to where to find its ROM files.
Mine's set up like so:

800 OS-A - atariosa.rom
800 OS-B - atariosb.rom
800XL - atarixl.rom
130XE - atarixl.rom
320XE - atarixl.rom (both Compy and Rambo)
5200 - atari5200.rom

Next, set up any mounted virtual hard drives -- these are directories
in which there are straight binary executables for the 8-bit Atari.
These are accessed under DOS 2.5 (or your favourite DOS) with the Hx:
device, where x is the virtual drive number (eg. H1: for first, H2:
for second, etc.) This isn't absolutely necessary, as you can also
load EXE/COM files from the Atari->Load EXE/COM menu item.

Finally, select the XFD/ATR file the Atari will boot up with through
the Atari->Disk Drives menu.

You can also tweak the emulation settings under the Options menu.
Mine's set up like so:

Options->Display - 336x240 In a Window
(I often change this to 512x384 fullscreen; both options
allow for full overscan)

Options->Sound - 44.100KHz playback rate, pokey advisor update 2
Options->Joystick - Use anything with this; both my Sidewinder and
V3 racing wheel (with the joypad)
work here.

All other options are default in my setup.

You can get Atari800Win at most good emu sites. My personal faves are
www.vingategaming.com and www.classicgaming.com.

2551. CCAG 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <390bb58b_2@athena.netset.com>
Source record: 45268

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

CCAG 2000
(Classic Computer and Gaming 2000)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 17th, 2000
9AM till 6PM

National Guard Armory
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT&#65533;S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

Setup: 16th June, 2000
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
Please visit this site: www.videogameconnection.com

2552. Re: Re: XLit.18

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: KENN MILLER <MRKENN@prodigy.net>
Message-ID: <8egcla$1ju2$1@newssvr03-int.news.prodigy.com>
Source record: 45269

Thanks alot! I will give it a shot tomorrow.

Kenn

2553. Re: Replacement mechanism for XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8egqjdplo1@nnrp1.deja.com>
Source record: 45270

In article <Fss25y.oE@gem.win.co.nz>,
mb@gem.win.co.nz (Mario Becroft) wrote:
> A member of our local Atari club has the following question about his
> 8-bit system. As there are not many 8-bit users in the club I hope
someone
> else may be able to offer some advice.
>
> He has an XF551 5.25" disc drive which he uses on his 8-bit machine.
The
> disc drive mechanism is wearing out. I have heard that standard 5.25"
> mechanisms such as were used in IBM PC compatibles can be used in the
> XF551.
>
> We would appreciate any advice as to which mechanisms are suitable,
> whether any modifications are required or any other relevant
information.
>
> Thank you.
>
> --

Yes!! I've done this 'upgrade' and it works great. All you have to
keep in mind is that you are looking for a 360K drive and not the 1.4
meg drive. Just pop it in and plug it in and go. Mine worked better
than ever.

Sent via Deja.com http://www.deja.com/
Before you buy.

2554. Re: Use of Joystick in Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: dr_ovid@my-deja.com
Message-ID: <8eh1uahc1@nnrp1.deja.com>
Source record: 45271

In article <8eera7non1@nnrp1.deja.com>,
cskaryd@my-deja.com wrote:
> I'm a bit of a newbie to the Atari emulator
> world. I scanned through a few of the FAQs that
> I've seen listed, but I did not find anything
> that mentioned a Atari Emulator for the Windows
> platform which allows you to use a PC joystick in
> the Atari emulator. Is this possible? Which
> emulator(s) can do this?

I have used a few different PC controllers with Atari800Win, with Interact's 3D Program Pad being my favorite since I can assign Start, Option, Select, etc. to various buttons. There are several other gamepads and joysticks that can do this.

> However, I've been unable
> to get one of my favorite games, Floyd of the
> Jungle, to work on the emulator, Atari800Win. It
> will get to the Enter # of Players screen and
> will not allow me to enter anything. Has anyone
> gotten this to work?

I played this game waaaay back in the day and loved it. Playing it with four people leaping around the screen is hilarious. Anyways, get the rom from Holmes's site (great site, Dude!!) and set up Atari800Win's h/w config to be OS-B and make sure basic is loaded; it works like a champ. Oh, and check out the author's name - Sid Meir, of all people! He is something of a legend in computer games, and is still making a lot of popular PC games today.

I posted this in the forum instead of your e-mail in case anyone else had these same questions. This is the first message I have posted in Usenet, even though I have had the capability for over 2.5 years. I just HAD to make the first one be in the Atari forum I have read for all this time. I hope to get to know all the regulars, and some newbies as well.

Dr. O

Sent via Deja.com http://www.deja.com/
Before you buy.

2555. Re: Assembler/Editor Cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000430031023.21787B-100000@vtn1>
Source record: 45272

On Sat, 29 Apr 2000, Russg wrote:

> (Rick Cortese says do a binary save from DOS to dump the ASMED cart.)
> Right, that'll dump it. But the problem remains that when he tries to
> load it, the screen memory and display list will crash the load, as the
> dump tries to load over them.
> You have to have a small routine to move the display list and screen
> memory down under A000 before you load the cart dump.
> It would be easier to just get a already fixed ASMED from a site.
> I checked spudster and couldn't find it.
> Russg
>

Trivial really as the OS will do 90% of the work for you. Stuff $A0
into RAMTOP and then close and open channel 0. All the display list
and screen stuff is handled by the OS.

jkp

2556. Re: Replacement mechanism for XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000430072009.05259.00000509@ng-cq1.news.cs.com>
Source record: 45273

>Yes!! I've done this 'upgrade' and it works great. All you have to keep in
mind is that you are looking for a 360K drive and not the 1.4
meg drive. Just pop it in and plug it in and go. Mine worked better than
ever. <

What type of mechanism (brand/model) did you install?
Larry

2557. advise on a monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: pockets@cix.compulink.co.uk
Message-ID: <memo.20000430142030.10389A@pockets.compulink.co.uk>
Source record: 45274

I have just got my hands on a commodore 1084s monitor.I know the pinouts on the atari (and can find them with ease) but dose any body know the pin-outs on the monitor end? Is this a suitable monitor for the Atari 8 bit or am i just confused (some would say as usual ;0))

JP

2558. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: "alain touati"
Message-ID: <OOWO4.4318$G62.7249019@nnrp6.proxad.net>
Source record: 45275

Avez vous d&#65533;clarer le joy sur windows???
A+
Alain

Sage <sagedm@erie.net> a &#65533;crit dans le message :
Pine.BSI.4.05L.10004202308550.7348-100000@moose.erie.net...
>
> Well, I updated to DirectX 6.0 to make sure that was not the
> problem and still no joy.....stick! I'm still getting the same error.
>
>
> On Sun, 16 Apr 2000, Sage wrote:
>
> >
> >
> > I am trying to use a joystick with Atari800Win without success.
> > I have set-up the joystick and calibrated it using the "Joytick"
> > properties in the Win control panel. But when I run Atari800Win it
says:
> > "DIERR_NOTFOUND" and closes. If I remove the joystick Atari800Win runs
> > okay with the "keypad joystick". This is version 2.5c of Atari800Win.
> > I'd appreciate any suggestions on how to solve this problem.
> >
> >
> >
> >
> >
>

2559. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_957104767@rtfm.mit.edu>
Source record: 45276
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 1, 2000

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Another Usenet FAQ often of interest to 8-bit Atari users is:
Accessing the Internet by Email FAQ / Gerald E. Boyd
mailto:gboyd@netcom.com
http://www.faqs.org/faqs/internet-services/access-via-email/

2560. Re: Replacement mechanism for XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8ehmsmlgc1@nnrp1.deja.com>
Source record: 45277

In article <20000430072009.05259.00000509@ng-cq1.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:
> >Yes!! I've done this 'upgrade' and it works great. All you have to
keep in
> mind is that you are looking for a 360K drive and not the 1.4
> meg drive. Just pop it in and plug it in and go. Mine worked better
than
> ever. <
>
> What type of mechanism (brand/model) did you install?
> Larry
>
>
It looked exactly like the one I replaced, and it has Mitsumi
stamped into it, but it says - Newtronics CO.,LTD on a sticker. I
assume D503V is the model number.

Sent via Deja.com http://www.deja.com/
Before you buy.

2561. Re: Assembler/Editor Cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <390c730a$0$74622@news.erinet.com>
Source record: 45278

(John says it is fairly trivial to move screen memory and display list.)
Right, but for a novice assembly programmer, such as myself, it
is still a bit of a challenge. The following is my ASM code, commented.
I always close, open, close, even in BASIC. Failure to close before
and after using a channel can do nasty things to open disk files.
Here's my code:

```
10 CIOV=$E456 ;OS vector for iocb function
20 IOCB=$350 ;channel 1
30 RAMTOP=$6A ;where is top of user RAM
32 *=$600 ;this program will start at $600
40 LDA #$0C; close command
50 STA IOCB+2
52 LDX #$10
60 JSR CIOV ;close channel 1
70 LDA #$80 ;moving the dl and screen memory below $8000, could be #$A0.
80 STA RAMTOP
0110 LDA #03 ;open command
0120 STA IOCB+2
0130 L1
0140 LDA EDITOR ;put addr of E: here
0150 LDA L1+1
0160 STA IOCB+4 ;adr of device to open LO byte
0170 LDA L1+2
0180 STA IOCB+5 ;adr of device to open HI byte
0190 LDA #$08 ;aux byte for open to write
0200 STA IOCB+$0A
0210 LDX #$10 ;channel 1
0220 JSR CIOV ;open E: for write, this moves the dl and screen memory
0230 LDA #$0C ;now close 1
0240 STA IOCB+2
0250 LDX #$10
0260 JSR CIOV ;close it
0262 LDA #$80 ;I don't know why I did this twice, must have worked
0264 STA $6A ;better
0270 RTS ;go back to loading an appended file, or just quit
0280 EDITOR
0290 .BYTE "E:",9B$
0310 *=$2E0 ;run it at $600
0320 .BYTE 0,6
0330 .END
```

2562. Re: Supercart roms and 8-bit emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000430170422.08579.00000520@ng-fp1.aol.com>
Source record: 45279

>Charles Hoffmann chuckhoffmann@mindspring.com asks:

>Could anyone point me in the right direction as far as information on
>how to dump the roms from my cart

Those carts are bank selected and a lot of tech stuff on them is here:
http://www.asw.cz/~kubecj/atari.htm

Apparently reading or writing $D50x (x=0 to F) selects the currently available
bank. I was able to read out the BASIC XE cart as follows:
1. Assemble a .COM file to set the bank, copy ROM to RAM, and dump the RAM to
disk file with CIO. Was fairly short ML code and easily fit in page 6.
Attempting to copy the ROM directly with many DOS versions corrupts the file
number and forward pointer bytes in the file.
2. Boot to the cart
3. Go to DOS
4. Load and execute the .COM file

-Ron

I don't have a solution but I admire the problem.

2563. Re: advise on a monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000430171736.08579.00000521@ng-fp1.aol.com>
Source record: 45280

>pockets@cix.compulink.co.uk (Jon-Paul Filkins) asks:

>commodore 1084s monitor; Is this a suitable monitor for the Atari 8?

Reportedly, yes; the "S" means Stereo. Don't have the pin-outs info; thought they were all marked (audio, video...)?

-Ron

I don't have a solution but I admire the problem.

2564. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000430174259.08581.00000405@ng-fp1.aol.com>
Source record: 45281

>"Jeremy" 1iquid@home.com opines:

>Is there anywhere I can find some good info on u pgrading an atari

Clarence has a lot of articles on such...
http://www.redshift.com/~cdyson/atari.html

-Ron

I don't have a solution but I admire the problem.

2565. Re: advise on a monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: Tony Talarico <syrtran@csi.com>
Message-ID: <390CC5DB.E0E5A0DB@csi.com>
Source record: 45282

Jon-Paul Filkins wrote:
>
> I have just got my hands on a commodore 1084s monitor.I know the pinouts
> on the atari (and can find them with ease) but dose any body know the
> pin-outs on the monitor end? Is this a suitable monitor for the Atari 8
> bit or am i just confused (some would say as usual ;0))
>
> JP

Go to http://www.nationalamiga.com

They have pinouts for almost everything Amiga (which the 1084s was).
There is a button on the main page that says "Technical Data" or
something like that. It will lead you to a page that lists all the
different Amiga things like monitor pinouts.

Some of the 1084 variations also have RCA video/audio inputs that could
also be used.

--
Tony Talarico

To contact me, take away the SVO
(OVER MY COLD LIFELESS CORPSE!!) ;->

2566. Re: Assembler/Editor Cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgpjbmk9oog42@corp.supernews.com>
Source record: 45283

Whew! That is a lot of code. It can really be simplier then that. BTW:
Thanks for correcting my post.

You can *always* assume channel 0 is open for E:/S: since the OS does this
as part of the boot process. If you are loading the file from DOS, damn good
chance you have channel 0 open if you can see your screen.
Then it just becomes something like
Close Channel #0; E:/S: is already there
Move ramtop at least 800 bytes below cart to be safe. Bug in early versions
of OS scrn clear routines IIRC. If it works w/o the extra 800 bytes, you
don't need to do it.
Open channel #0;E:/S; is still there
Russg <russg@en.com> wrote in message
news:390c730a$0$74622@news.erinet.com...
> (John says it is fairly trivial to move screen memory and display list.)
> Right, but for a novice assembly programmer, such as myself, it
> is still a bit of a challenge. The following is my ASM code, commented.
> I always close, open, close, even in BASIC. Failure to close before
> and after using a channel can do nasty things to open disk files.
> Here's my code:
>
> 10 CIOV=$E456 ;OS vector for iocb function
> 20 IOCB=$350 ;channel 1
> 30 RAMTOP=$6A ;where is top of user RAM
> 32 *=$600 ;this program will start at $600
> 40 LDA #$0C; close command
> 50 STA IOCB+2
> 52 LDX #$10
> 60 JSR CIOV ;close channel 1
> 70 LDA #$80 ;moving the dl and screen memory below $8000, could be #$A0.
> 80 STA RAMTOP
> 0110 LDA #03 ;open command
> 0120 STA IOCB+2
> 0130 L1
> 0140 LDA EDITOR ;put addr of E: here
> 0150 LDA L1+1
> 0160 STA IOCB+4 ;adr of device to open LO byte
> 0170 LDA L1+2
> 0180 STA IOCB+5 ;adr of device to open HI byte
> 0190 LDA #$08 ;aux byte for open to write
> 0200 STA IOCB+$0A
> 0210 LDX #$10 ;channel 1
> 0220 JSR CIOV ;open E: for write, this moves the dl and screen memory
> 0230 LDA #$0C ;now close 1

```
> 0240 STA IOCB+2
> 0250 LDX #$10
> 0260 JSR CIOV ;close it
> 0262 LDA #$80 ;I don't know why I did this twice, must have worked
> 0264 STA $6A ;better
> 0270 RTS ;go back to loading an appended file, or just quit
> 0280 EDITOR
> 0290 .BYTE "E:",9B$
> 0310 *=$2E0 ;run it at $600
> 0320 .BYTE 0,6
> 0330 .END
>
>
>
```

2567. Re: Advice on Post Script schematic needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgpk9pr0oog172@corp.supernews.com>
Source record: 45284

Ignore this. I d/l Ghost Script and it turns out the original PS file was
for larger then standard paper, but I did get to look at the schematic a bit
after resizing the screen to something like 25" X 50".

The schematic combined traces such that I had trouble following paths, but
it does look like if someone wanted to pick lines off between the MMU and
hardware region, plus add a few address lines, the unused hardware region
could be remaped with existing DRAM.

I'm not sure that is the way to do it, seems like a better idea to add a 2k
CMOS RAM, just saying that it looks posible to do with at worst a single PLD
and a bunch of wire wrap.
Richard Cortese <ricortes@netmagic.net> wrote in message
news:sgnkaeufi50161@corp.supernews.com...
> I downloaded the PS 800xl schematics, but my printer will not print it to
> one sheet. I was wondering if anyone knows how to scale it down or break
it
> into two separate pages that can be glued.

2568. Atari Video Music

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <8eiss7$f6q$1@slb3.atl.mindspring.net>
Source record: 45285

Has anyone seen this unit (a C240 as I recall) recently? I would like to pick one up for my Atari collection. Any Hints/Clues?

TIA Rich Jackson

2569. Re: Assembler/Editor Cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2000-04-30 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <390D0B41.6080702@classic-games.com>
Source record: 45286

"Russg" wrote:

> Mark.
> Right. An image to use in an emulator.
> I couldn't find ASMED anywhere on the internet, so I decided to
> do it myself on my site.
> Here's the really dumb thing. Both IE 5 and Netscape 4.7 mess up
> in downloading my arc files. IE 5 adds a ..AR to the end of the filename,
> but gets the files right. NS 4.7 adds bytes to the files! Screws them up.

Haven't checked the MIME settings at your site, but unknown file
extensions typically default to text/plain. In that case, web
browsers and other download programs are required to treat it as
text, which typically screws it up. MSIE has a bug that causes it
to ignore MIME types and frequently gets different results from
other browsers.

The fix is to get the file type for that extension set to an
appropriate binary type.

> I put up a binary load of the asmed. I always use ARC or ZIP because
> unarchiving will do a crc check to make sure the file wasn't corrupted.
> I suppose I'll change the files to zip files, but in the meantime if you
> or anyone want to see the stuff, it is
> www.en.com/users/russg/proglang.htm

Adding http:// at the beginning of the URI in posts allows news
readers to treat it as a link.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

2570. Re: Assembler/Editor Cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <390db57c$0$25406@news.voyager.net>
Source record: 45146

(Greg says my site and/or the browser needs an appropriate MIME type
to get .ARC files right. Something like that.)
I changed the files to .ZIP files. IE 5 and NS 4.7 work ok now to
download. With IE 5 you just click on it, with NS 4.7 you hold shift
key and left click.
http://www.en.com/users/russg/proglang.htm
I figured NS was treating the .ARC files as text and adding cr/lf or
something.
The IE thing was weird, it would save the file correctly, but give the
name ASMEDCOM.ARC asmedcom.arc..AR.
Russg

2571. Re: 5200 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Wayne Donovan <wdonovan@newbridge.com>
Message-ID: <390DC3C2.33C16659@newbridge.com>
Source record: 45147

Actually I had changed my post after I sent it. The new post states my intentions.

Edward Williams wrote:

> You wish to deprive the Author of Rainbow money he's worked so hard for.
> you want his kids and wife to starve and him to be outta a job and homeless
> see it's not just a game emulator you want what you want is against the LAW
> it's called piracy.....
> Please don't do it.....
>
> ----------
> In article <390D8EBD.E9F34895@newbridge.com>, Wayne Donovan
> <wdonovan@newbridge.com> wrote:
>
> > Does anyone have the full version of Rainbow for the Mac?????? if they
> > send it to me it would be much appreciated.
> >

2572. Re: 5200 emulator (MAC)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000501151840.09839.00000630@ng-fs1.aol.com>
Source record: 45148

The full version is the same as the limited version except where the author has noted. The full version doesn't run any faster or have less bugs so you get the idea how the it will run by trying the limited version. On the down side, even the full version is not finished. It runs most of the software but just not good enough for playing a lot of the 5200 games.(unlike some of the other emulators like for Colecovision which do run great.) I bought the full version a couple of years ago but there was only one update for it quite a while ago. It seems the author as abandon it. I personly wouldn't recommend it. Wacke is better but still not quite there. Hopefully somebody will write a fully functional emulator for the 8-bit/5200 ataris soon.

A.B.

2573. Re: 5200 emulator (MAC)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Wayne Donovan <wdonovan@newbridge.com>
Message-ID: <390DD962.39C5A5FE@newbridge.com>
Source record: 45149

Thanks for your advice! I appreciate it.

Nach4321 wrote:

> The full version is the same as the limited version except where the author has
> noted. The full version doesn't run any faster or have less bugs so you get
> the idea how the it will run by trying the limited version. On the down side,
> even the full version is not finished. It runs most of the software but just
> not good enough for playing a lot of the 5200 games.(unlike some of the other
> emulators like for Colecovision which do run great.) I bought the full version
> a couple of years ago but there was only one update for it quite a while ago.
> It seems the author as abandon it. I personly wouldn't recommend it. Wacke is
> better but still not quite there. Hopefully somebody will write a fully
> functional emulator for the 8-bit/5200 ataris soon.
>
> A.B.

2574. Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Jeffrey Taylor <jbcktaylor@erols.com>
Message-ID: <8eknm9ntk1@bob.news.rcn.net>
Source record: 45150

Hey all! I know this has probably been asked a bazillion times, but I like to know how to connect my Atari 800 to my PC so that I can put all of my downloaded programs (for an emulator) on a real disk. I don't have much experience on making cables or adapters, but I do have an 850 interface and I read somewhere that I can use that. I'd like to know how. I don't have much for my Atari 800 anymore, cause most of my disks are useless since they were used often and they are pretty old. I'd also like to point out that I'm a newbie to most of tthe atart computer stuff. I had only used the computer for games (I was about 4 or 5 years old when my family got one.) Any help is greatly appreciated.
Thanx!

2575. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sgrq91m7oog142@corp.supernews.com>
Source record: 45151

Jeffrey Taylor <jbcktaylor@erols.com> wrote in message
news:8eknm9ntk1@bob.news.rcn.net...
> Hey all! I know this has probably been asked a bazillion times, but I like
> to know how to connect my Atari 800 to my PC so that I can put all of my
> downloaded programs (for an emulator) on a real disk. I don't have much
> experience on making cables or adapters, but I do have an 850 interface
and
> I read somewhere that I can use that. I'd like to know how. I don't have
If you have a cable for it, you should just have to buy a null modem
connector to plug into the end of your 850 to modem cable.

There are some pretty simple programs, like miniterm, that are only ~10
lines of basic if you don't have terminal software for the Atari side.

Think about using an sio2pc cable if you want something that works much
better. They aren't that hard to make.

2576. UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8el07t$65k$1@nnrp1.deja.com>
Source record: 45152

I've just released UnZIP 1.0 for the Atari 8-bit. It's been tested
with Sparta DOS 3.3a and MyDos 4.50. It supports deflate, the most
widely used compression method. That is the method most often used by
modern ZIP programs. You can get to it at-

http://cth.tzo.com/featured/toc.html

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

2577. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8ekvku$2ac$1@news.storm.ca>
Source record: 45153

Any info on adding 65816 RAM? As the owner of Sweet '16 #3 or so, I'd
really like to add memory... just another hack...
David P.

Atari Bob <ataribob@mindspring.com> wrote in message
news:8edh37too1@slb6.atl.mindspring.net...
> I have hacks like that in various states of usefulness.... the 80 col and
> RAMOS have been published, the CPU(under construction) and 512K have not.
If
> you are serious, I can dig up some info.... eventually. I have never tried
> ALL of these hacks in one box - just one at a time. You had better like to
> solder...
>
> Bob
>
> Jeremy <1iquid@home.com> wrote in message
> news:pbaO4.264509$Hq3.6685257@news2.rdc1.on.home.com...
> > Is there anywhere I can find some good info on u pgrading an atari...
> >
> > upgrading the:
> > Memory (320 or 512k should do)
> > CPU (to a 65c186 @ 14 Mhz)
> > Display chip (80 columns)
> > CMOS like OS (OS memory is RAM with battery back up)
> > ...and alternate operating systems to use this setup...
> >
> > I've heard of all these upgrades, yet I can find little detailed info on
> the
> > net..mostly just stuff like:
> > This upgrade kit was produced by <insert company here>
> >
> >
> >
> >
>
>

2578. Re: advise on a monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: pockets@cix.compulink.co.uk
Message-ID: <memo.20000501232435.5129A@pockets.compulink.co.uk>
Source record: 45154

In article <390CC5DB.E0E5A0DB@csi.com>, syrtran@csi.com (Tony Talarico)
wrote:

> Jon-Paul Filkins wrote:
> >
> > I have just got my hands on a commodore 1084s monitor.I know the
> > pinouts
> > on the atari (and can find them with ease) but dose any body know the
> > pin-outs on the monitor end? Is this a suitable monitor for the Atari
> > 8
> > bit or am i just confused (some would say as usual ;0))
> >
> > JP
>
> Go to http://www.nationalamiga.com
>
> They have pinouts for almost everything Amiga (which the 1084s was).
> There is a button on the main page that says "Technical Data" or
> something like that. It will lead you to a page that lists all the
> different Amiga things like monitor pinouts.
>
> Some of the 1084 variations also have RCA video/audio inputs that could
> also be used.
>
> --
> Tony Talarico
>
> To contact me, take away the SVO
> (OVER MY COLD LIFELESS CORPSE!!) ;->
>
>
>
tvm, i'll have a look

JP

2579. US 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <4atrgsk51nbn3vu6emfvt0pu4eh7cj56o9@4ax.com>
Source record: 45155

Hi,

I've recently got my paws on said machine in the US but I'd like to convert it to PAL if possible. (don't worry about voltage - that's in hand) It was sold as a dud but when I got it all that's apparently wrong with it is the video....can it be switched?

cheers!
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

2580. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8elcg4$9ru$1@slb2.atl.mindspring.net>
Source record: 45156

You mean linear memory? Yeah, not so hard really. What machine are you using? An 800XL or 130XE could plug it in on the PBI.... maybe 512K?

Bob

David A. Paterson <david_p@storm.ca> wrote in message news:8ekvku$2ac$1@news.storm.ca...
> Any info on adding 65816 RAM? As the owner of Sweet '16 #3 or so, I'd
> really like to add memory... just another hack...
> David P.
>

2581. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8elgcd$62l$1@news.storm.ca>
Source record: 45157

I'm running an 800xl, 256k RAMBO type expansion, Sweet 16, and 2 OS ROMs
selected with a DPDT switch. But c'mon, everyone needs more memory for
unsupported hardware, right ;)?

David P.

Atari Bob <ataribob@mindspring.com> wrote in message
news:8elcg4$9ru$1@slb2.atl.mindspring.net...
> You mean linear memory? Yeah, not so hard really. What machine are you
> using? An 800XL or 130XE could plug it in on the PBI.... maybe 512K?
>
> Bob
>
> David A. Paterson <david_p@storm.ca> wrote in message
> news:8ekvku$2ac$1@news.storm.ca...
> > Any info on adding 65816 RAM? As the owner of Sweet '16 #3 or so, I'd
> > really like to add memory... just another hack...
> > David P.
> >
>
>
>

2582. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8elq5c$n0l$1@slb1.atl.mindspring.net>
Source record: 45158

Well, you gotta dump the Rambo....
Latch the data bits in a register that feeds the high order bits of a 512K SRAM using 02 as CLK.
Ground EXTSEL on the PBI (this kills the DRAM).
Run 02 thru two inverters NANDed with 02 and EXTENB for -CS on the SRAM.
Connect the D0-D7 and A0-A15 bits to the SRAM.
Connect LR/W to -WRT on the SRAM.

yer up and runnin' ---> 512K of linear SRAM

looks like 2 ICs and the SRAM -- about $15 + board&connectors and stuff. Plugs into the PBI -- unplug and you're normal again. Gee, you could add a battery and retain the data, even....

oh, you need +5volts unless you're on a 600XL, which has it on the PBI itself.

Bob

David A. Paterson <david_p@storm.ca> wrote in message
news:8elgcd$62l$1@news.storm.ca...
> I'm running an 800xl, 256k RAMBO type expansion, Sweet 16, and 2 OS ROMs
> selected with a DPDT switch. But c'mon, everyone needs more memory for
> unsupported hardware, right ;)?
>
> David P.
>
>
> Atari Bob <ataribob@mindspring.com> wrote in message
> news:8elcg4$9ru$1@slb2.atl.mindspring.net...
> > You mean linear memory? Yeah, not so hard really. What machine are you
> > using? An 800XL or 130XE could plug it in on the PBI.... maybe 512K?
> >
> > Bob
> >
> > David A. Paterson <david_p@storm.ca> wrote in message
> > news:8ekvku$2ac$1@news.storm.ca...
> > > Any info on adding 65816 RAM? As the owner of Sweet '16 #3 or so,
I'd
> > > really like to add memory... just another hack...
> > > David P.
> > >
> >
> >
> >
> >
>

>

2583. Re: 5200 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <19hrgs0124d5q3p2jmv4fiv9re1qcqro36@4ax.com>
Source record: 45159

The other Day Wayne Donovan <wdonovan@newbridge.com> wrote:

>Does anyone have the full version of Rainbow for the Mac?????? if they
>send it to me it would be much appreciated.

I'm not sure Chris Lam would say the same..
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2584. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8eijaq$q7t@cs.vu.nl>
Source record: 45287

"Itay Chamiel" <itayc@spam.cs.huji.ac.il> writes:

>Ivo,

>This is impossible. The ST mouse is a dumb device, and therefore has to be
>polled - at the very LEAST - once for every pixel of movement. If the
>handler
>runs only in VBI, it will only work if you move your mouse very, very slowly
>(up to 50 or 60 pixels a second). If you'd move the mouse any faster, the
>movements would not be read properly.

>The article you are referring to, by The Missing Link, clearly mentions that
>it uses a Pokey timer interrupt and not a VBI.

I guess that's the wrong article and driver then, though I'm 100% sure
both Freddy (aka Frankenstein) and I had a VBI driven mousedriver with the
cursor being part of the characterset (needs 4 characters) so it could be
moved over normal text in graphicsmode 0. I'll see, when I'm at my parents-
place again, if I can find the disk...

--Ivo

2585. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8eijd0$qih@cs.vu.nl>
Source record: 45288

llpwhite@cs.com (LLpwhite) writes:

>Someone mentioned that there was an article or mod in a Mega Magazine, but
>didn't have the URL. Try:

>http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/dl.html

>This should take you to the Mega Magazine download area.

Funny :-) I forgot to include the URL. It's my own page ;-)

--Ivo

2586. ATARI HARDWARE AND SOFTWARE ON EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: enercom1@juno.com
Message-ID: <8eimv2mqp1@nnrp1.deja.com>
Source record: 45289

THIS IS BY FAR THE BEST DEAL YOU WILL EVER SEE. I HAVE TO GET RID OF
ALL MY ATARI STUFF CHECK IT OUT!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=321860093
HARDWARE

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=321878677
SOFTWARE BOOKS AND STUFF

Sent via Deja.com http://www.deja.com/
Before you buy.

2587. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000430212349.23277.00000535@ng-fc1.aol.com>
Source record: 45290

I have the same problem with my joystick...all the time. I installed it, I don't know what the heck is up with it. And to Alain.

Oui, je vais (?) d'eclare le joy sur windows. Ma francais est pauvre, mais je attempte.

2588. Update to ICE Internet PPP test program

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Ken Siders <see_message_text@columbus.rr.com>
Message-ID: <155P4.4108$%G6.60555@typhoon.columbus.rr.com>
Source record: 45291

For those interested and that have tested the program:

I have made an update to by ICE (Internet Connection for atari 8-Bits) test programs. The program can now
respond to a ping in addition to being able to establish a PPP connection. After two weeks of fixing some
obscure bugs in the routines (looking back and code and trying to figure out why the heck I wrote that) the
IP part at least now is working again. Don't try to ping it with too big a data size. There seems to be
a problem handling packets greater than 256 bytes possibly -- so back to debugging. Hopefully things will
progress faster now getting the TCP portion back up to speed so it can be of some use.

--Ken Siders
Atari Page: http://home.columbus.rr.com/ksiders/atari.htm
ICE Page: http://home.columbus.rr.com/ksiders/ice.htm
Email: atari8bit AT columbus DOT rr DOT com
Note: New email address. Substitute symbols for the word.
My old email address gets more SPAM than useful messages and
will eventually be terminated after a while.

2589. Re: Help with identifying CSS Operating System Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: "Mr. Lauren Royce Emery" <LREmery@fast.net>
Message-ID: <MPG.1376cf96c1a75d6e989680@news.fast.net>
Source record: 45292

In article <8e6p4n$d77$1@nets3.rz.RWTH-Aachen.DE>, nisse-ma@reze-
1.rz.rwth-aachen.de says...
> Howdy folks
>
> >If it is "The Impossible" isn't that the one that requires a cartridge to
> >make a backup of copy protected disks? I seem to recall it was like "The
> >Pill"<?> in that it used RAM to store the copy protection.
>
> Nope, the Impossible was a hardware upgrade that will unprotect floppy software
> . The Impossible keeps track of what the software is doing (checking for some
> protection scheme) and then put two things on a new disk. One is a copy of the
> software you wanna copy, the other is a file that will fool the software into
> thinking it is ready the original disk. BTW I don't own an Impossible. I just
> kept ready the CSS ads.
>
> CU Mathy van Nisselroy
>
>
Hi All! (Ok, I'm a newbie here...)

It's great to see all of this continued interest in the 8-bits.
I must've bought just about every CSS product produced. I started with
"The Protector", which was just a sector copier with a switch I had to
hard-wire into my Indus GT drive to create bad sectors (G5's) (worked
with 1050's too). It didn't work with the many products which were
coming out with G4's, G6's, and track-skewing, so I bought the Impossible
(800 version - the BEST!), which was a fantastic product which backed up
JUST ABOUT everything I came across. They even came up with the "XL-
Mate", which allowed others (with XL's or XE's) to use most (ok - some)
of the copies I made on my 800 with the Impossible. I deviated from CSS
for awhile and built two Happy drives, which made completely identical
copies - errors and all - of everything I came across - until things like
"fuzzy sectors" and new wierd track timings came out. Then CSS created
the ultimate copier: the "Super Archiver" which was later improved by
using the "Bit-Writer". Nuthin' could touch this combination. Then, of
course, everybody stopped writing for the 8-bits. Wonder why?

Well, I still have all of my stuff, and it all works. Though both
of my kids have their own PC's they still ask me to play Joust (Pill),
Jumpman, we even had an actual 8-player Breakout game going here last
year - kids crossing paddle-wires - it was a mess, but great fun! My
favorite is still Alternate Reality, The City. The Dungeon was great,
but just didn't have the "atmosphere" of The City (ok, so it was
underground, big deal). The City's music was better HANDS DOWN, I loved
the sunrise/sunset and rain/thunderstorm effects. Ok, enough rambling.

Bye everybody!

Larry

2590. 5200 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Wayne Donovan <wdonovan@newbridge.com>
Message-ID: <390D8EBD.E9F34895@newbridge.com>
Source record: 45293

Does anyone have the full version of Rainbow for the Mac?????? if they send it to me it would be much appreciated.

2591. 5200 emulator (MAC)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Wayne Donovan <wdonovan@newbridge.com>
Message-ID: <390DA423.1F42C498@newbridge.com>
Source record: 45294

Does anyone have the full version of Rainbow for the Mac? I would like to try the full version before I pay the exchange rate on the 15 British pounds asked by the author. I know this does not sound like much, but it comes to almost 40 dollars Canadian. Since this is over half a days pay for me I would like to make sure its worth it before I send any money. The demo I find is very impressive and I think the author put allot of work into it. I in no way intend to rip him off for his product, I just want to be careful.

Any help would be appreciated! Thanks! Wayne......

2592. Re: 5200 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-01 00:00:00 UTC
From: Edward Williams <zsystems@classicnet.net>
Message-ID: <sgrc0jv1oog48@corp.supernews.com>
Source record: 45295

You wish to deprive the Author of Rainbow money he's worked so hard for.
you want his kids and wife to starve and him to be outta a job and homeless
see it's not just a game emulator you want what you want is against the LAW
it's called piracy.....
Please don't do it.....

In article <390D8EBD.E9F34895@newbridge.com>, Wayne Donovan
<wdonovan@newbridge.com> wrote:

> Does anyone have the full version of Rainbow for the Mac?????? if they
> send it to me it would be much appreciated.
>

2593. Re: Help with identifying CSS Operating System Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000501204056.05259.00000692@ng-cq1.news.cs.com>
Source record: 45160

Did the 800 version of the "Impossible" use a static ram pack? My recollection
was that it did, and the XL Impossible did not. I may have to get out those
old Antic's and check this out!
Larry

2594. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000501205927.05259.00000695@ng-cq1.news.cs.com>
Source record: 45161

>Mario Trams had a working 816 upgrade, which was running with 14 MHz.<

There was also an outfit here in the U.S. that sold an "Atari" in a small PC-style case that had a 65816 running at 8MHz when running outside of the native 64K address space. Had a built-in version of the Black Box & Floppy Board, also. I had read about Mario's upgrade, but I was not aware that it ran at
>1.79 MHz (or so). What became of it?
Larry

2595. Re: Re: 5200 emulator (MAC)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <sfcsgs4shkeg3572vtvqe1rsemn02klred@4ax.com>
Source record: 45162

On 01 May 2000 19:18:40 GMT, nach4321@aol.com (Nach4321) drooled an
embarassing wet spot in his lap as he typed:

>The full version is the same as the limited version except where the author has
>noted. The full version doesn't run any faster or have less bugs so you get
>the idea how the it will run by trying the limited version. On the down side,
>even the full version is not finished. It runs most of the software but just
>not good enough for playing a lot of the 5200 games.(unlike some of the other
>emulators like for Colecovision which do run great.) I bought the full version
>a couple of years ago but there was only one update for it quite a while ago.
>It seems the author as abandon it. I personly wouldn't recommend it. Wacke is
>better but still not quite there. Hopefully somebody will write a fully
>functional emulator for the 8-bit/5200 ataris soon.
>
> A.B.

Both XL-it! and Atari800(win) are very nearly there. Atari800 (DOS)
is currently an open sourced project and it's always being updated...
and it runs Alternate Reality (one of the thorns in other emulators'
sides) just about flawlessly. It also features pretty good 5200
emulation, too. (I don't think XL-It! handles 5200)

2596. Re: Re: 5200 emulator (MAC)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000501225506.07414.00000974@ng-cl1.aol.com>
Source record: 45163

Mindfield wrote >Both XL-it! and Atari800(win) are very nearly >there.
Atari800 (DOS)
>is currently an open sourced project and it's always being updated...
>and it runs Alternate Reality (one of the thorns in other emulators'
>sides) just about flawlessly. It also features pretty good 5200
>emulation, too. (I don't think XL-It! handles 5200)"

XL-it! and Atari800 are only for the PC though. There are no versions of these emulators for the Macintosh.

A. B.

2597. Re: UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8elj32$46l@cs.vu.nl>
Source record: 45164

Tom Hunt <tom_hunt361@my-deja.com> writes:

>I've just released UnZIP 1.0 for the Atari 8-bit. It's been tested
>with Sparta DOS 3.3a and MyDos 4.50. It supports deflate, the most
>widely used compression method. That is the method most often used by
>modern ZIP programs. You can get to it at-

>http://cth.tzo.com/featured/toc.html

Wow! That's cool. I really have to hook up my 800XL again. It's all in
boxes after the last time I moved (about 1.5 years ago). As a matter of
fact, I'm only reading this group again for the last 2 weeks. I have
RSI and am not able to use a computer for longer than 5 mins. Right now
I use FreeSpeech '98 but it has quite a lot of flaws. Anyway, it helps
me to read news again after two years! I wonder if I can get my Atari
800XL to respond to my voice via a windoze box and a serial link...

--Ivo

2598. Re: Perplexing emulator problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8ellf9brc1@freenet9.carleton.ca>
Source record: 45165

Mike Kohary (mkohary@earthlink.net) writes:
> This one has me completely stumped (and I'd say I'm something of an emu
> expert). My PC has two hard drives, c: and d:, and a CD-ROM drive, e:.
> I am using Atari800Win, which is installed on the d: drive. All Atari
> disk images are in .atr format.
>
> If I try to load a disk image from either of my hard drives, I get an
> "Access denied" Windows error. Yet, if I try to load an image from a
> CD-ROM, it works fine. This is true even of identical images (i.e.
> images copied from the CD to my hard drive). It is also true whether
> Atari800Win is installed on the c: or the d: drive.

When files are copied from cd-rom they may retain the read-only
attribute, depending on what utility you use to copy them. If A800Win
only sets read-only file access if it sees a cd-rom device, you might
get that effect with read-only files on a hard disk.

Try 'ATTRIB -R *.ATR' from DOS to remove the read-only
attribute of all the atr files.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2599. Re: Perplexing emulator problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <390E8F9D.F62E3F01@earthlink.net>
Source record: 45166

Steven J. Tucker wrote:
>
> Mike Kohary (mkohary@earthlink.net) writes:
> > This one has me completely stumped (and I'd say I'm something of an emu
> > expert). My PC has two hard drives, c: and d:, and a CD-ROM drive, e:.
> > I am using Atari800Win, which is installed on the d: drive. All Atari
> > disk images are in .atr format.
> >
> > If I try to load a disk image from either of my hard drives, I get an
> > "Access denied" Windows error. Yet, if I try to load an image from a
> > CD-ROM, it works fine. This is true even of identical images (i.e.
> > images copied from the CD to my hard drive). It is also true whether
> > Atari800Win is installed on the c: or the d: drive.
>
> When files are copied from cd-rom they may retain the read-only
> attribute, depending on what utility you use to copy them. If A800Win
> only sets read-only file access if it sees a cd-rom device, you might
> get that effect with read-only files on a hard disk.
>
> Try 'ATTRIB -R *.ATR' from DOS to remove the read-only
> attribute of all the atr files.

Steve, you are the man...well, almost. ;) You are correct; when I
copied the files over, they retained the read-only attribute. Thanks
for the sharp eye. I removed that attribute from a test file (that I
know works from off the CD), and it DID change the outcome. Only
problem is, it presented something new: "A sharing violation occured
with file...." Hm, I have no idea what that means - do you?

At least I can guess it has something to do with the file's attributes.
This error occurs when it has no attributes set. I will try different
attributes and combinations by trial and error, but if anyone knows
anything about THIS problem, I'd appreciate further advice.

I do see that the five mysterious dos images (which are the only images
that work from hard drive) have the archive attribute set. However, no
luck when I set that attribute on my test file.

Thanks for getting me started,

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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2600. Re: Perplexing emulator problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <390E93B0.8B9FD6EC@earthlink.net>
Source record: 45167

Mike Kohary wrote:
>
> Steven J. Tucker wrote:
> >
> > When files are copied from cd-rom they may retain the read-only
> > attribute, depending on what utility you use to copy them. If A800Win
> > only sets read-only file access if it sees a cd-rom device, you might
> > get that effect with read-only files on a hard disk.
> >
> > Try 'ATTRIB -R *.ATR' from DOS to remove the read-only
> > attribute of all the atr files.
>
> Steve, you are the man...well, almost. ;) You are correct; when I
> copied the files over, they retained the read-only attribute. Thanks
> for the sharp eye. I removed that attribute from a test file (that I
> know works from off the CD), and it DID change the outcome. Only
> problem is, it presented something new: "A sharing violation occured
> with file...." Hm, I have no idea what that means - do you?

Steve, you *are* the man! This is odd, but it worked: when I removed
the read-only attribute from just a test file or two, I got that
"sharing violation" error. But, when I removed the read-only attribute
from every file in the directory, it worked!

Awesome - thanks for the great advice!

Mike
--
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Mike Kohary Seattle, WA http://kohary.simplenet.com
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2601. Re: US 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000502110110.61409B@jonf.cix.co.uk>
Source record: 45168

In article <4atrgsk51nbn3vu6emfvt0pu4eh7cj56o9@4ax.com>, adrian@home.ta
(Witchfinder) wrote:

>
> Hi,
>
> I've recently got my paws on said machine in the US but I'd like to
> convert it to PAL if possible. (don't worry about voltage - that's in
> hand) It was sold as a dud but when I got it all that's apparently
> wrong with it is the video....can it be switched?
>
> cheers!
> --
> Adrian/Witchfinder
> www.snakebiteandblack.co.uk - Goth and alternative 80's disco
> www.binarydinosaurs.co.uk - home of the 80's Computer Collection
> adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
> No user serviceable parts inside.
>
Hmm, do it have a monitor port?
there is a different chip speed between ntsc and pal chips as well as the
video output. so it may be more involved than yo care to plan for. However
if it has a monitor port you could plug it into a Compisite video monitor
which are not tv ?(un)standard reliant.

JP

2602. Re: UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8embi2kdg1@nnrp1.deja.com>
Source record: 45169

Hi Ivo. It's good to see you back on here again! I think it is
possible to get the A8 to respond the way you are suggesting. I
haven't tried this, but issuing "-R:" from the Sparta DOS command
prompt should start input redirection across the A8's serial port. The
port should first be set up the way you want before doing this. That
is, use a terminal program or XIO's to set translation, bits, baud,
etc., then closing it with your program or by exiting the terminal
program. Then issue the redirection command "-R:" from the command
prompt. I believe this opens the port in block mode, so you won't see
any characters on the A8 until an end of line is issued. This could be
changed by patching Sparta to use AUX1 mode 13 instead of AUX1 mode 4.
Many years ago someone at ICD told me this, and also mentioned you
could redirect A8 output across the serial port by issuing a "PRINT R:".

Or, a small handler could be made that patches the R: and E: devices
that would accomplish the same thing, like MOE in the Carina BBS
program.

Anyways, it's good to see you back.

In article <8elj32$46l@cs.vu.nl>,
Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
>
> Wow! That's cool. I really have to hook up my 800XL again. It's all in
> boxes after the last time I moved (about 1.5 years ago). As a matter
of
> fact, I'm only reading this group again for the last 2 weeks. I have
> RSI and am not able to use a computer for longer than 5 mins. Right
now
> I use FreeSpeech '98 but it has quite a lot of flaws. Anyway, it helps
> me to read news again after two years! I wonder if I can get my Atari
> 800XL to respond to my voice via a windoze box and a serial link...
>
> --Ivo
>
>

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

2603. Re: Re: Re: 5200 emulator (MAC)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <q9btgs0vi5j57q9vni2htkk8fd7js13es8@4ax.com>
Source record: 45170

On 02 May 2000 02:55:06 GMT, nach4321@aol.com (Nach4321) drooled an
embarassing wet spot in his lap as he typed:

>Mindfield wrote >Both XL-it! and Atari800(win) are very nearly >there.
>Atari800 (DOS)
>>is currently an open sourced project and it's always being updated...
>>and it runs Alternate Reality (one of the thorns in other emulators'
>>sides) just about flawlessly. It also features pretty good 5200
>>emulation, too. (I don't think XL-It! handles 5200)"
>
>XL-it! and Atari800 are only for the PC though. There are no versions of these
>emulators for the Macintosh.
>
> A. B.

Erm... well, yes, true. Run them under a Winbox emulator? :-)

2604. Re: US 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: Richard Atkinson <rga24@hermes.cam.ac.uk>
Message-ID: <Pine.LNX.4.21.0005021307220.2540-100000@luveno.eng.cam.ac.uk>
Source record: 45171

On Mon, 1 May 2000, Witchfinder wrote:

> I've recently got my paws on said machine in the US but I'd like to
> convert it to PAL if possible. (don't worry about voltage - that's in
> hand) It was sold as a dud but when I got it all that's apparently
> wrong with it is the video....can it be switched?

My advice is that you get it working in NTSC first, then worry about converting it to PAL. To get a 1200XL to run in PAL you need PAL ANTIC and GTIA chips, then you have to replace the onboard 3.58MHz crystal oscillator circuit with something to generate 4.43MHz and 3.547MHz. PAL Ataris use a rather strange dual frequency setup and the best idea I've had so far for generating these is to take a 17.7MHz crystal from a C64 (4x PAL colour frequency) and divide it by 4 and 5 respectively, though I haven't ever worked out a neat and simple circuit for doing this.

Richard

2605. Re: 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-SldqFG0PundY@cth-digital-ts01-s3.cab.cth.com.au>
Source record: 45172

On Sun, 28 Apr 3900 03:36:33, Rick D <74766.1561@CompuServe.COM>
wrote:

> Max ram on 600XL-
>
> unfortunately it uses a rather different memory method than the
> other computers. It uses two 16K by 4 bit drams. The upgrades
> wire in 2 64K by 4 bit drams.

I have seen one that stacked 4 64k by 1 bit drams. looked strange but
it worked.

>To get more requires severe
> butchering of the motherboard, and building a daughter board. So
> much trouble, no one has designed one yet. The 800XL and 130XE
> are much easier to expand.

Wrong. Someone designed one many years ago (15?).
It is a plugin board and has 256k on it. works like an 800xl.
Is a bit of a pain to make however. I have several of the blank boards
here.
Just a matter of remembering what chips went where and how to assemble
them.

James B

2606. Re: 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Qr7HlsK54KdS@cth-digital-ts01-s3.cab.cth.com.au>
Source record: 45173

On Sun, 27 Apr 3900 23:50:27, "David A. Paterson" <david_p@storm.ca>
wrote:

> Rick:
>
> The Yorkie upgrade did run on the 600xl. It had 256k onboard; once
> installed, it deselected the RAM inside the 600xl (that's my understanding,
> at least).
>
> It would be nice to track down the design of this upgrade, and see if plans
> could be freely distributed. I'm sure there are many people interested in
> such a beast - since it also works just fine on the 800xl.

Did it have an external power supply?? It it doesn't, it will never
work on an 800xl.
only the 600xl has power on the parallel bus.

James B

2607. Re: US 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-yWqLM896xl3d@cth-digital-ts01-s3.cab.cth.com.au>
Source record: 45174

On Sun, 1 May 3900 22:51:13, Witchfinder <adrian@home.ta> wrote:

> Hi,
>
> I've recently got my paws on said machine in the US but I'd like to
> convert it to PAL if possible. (don't worry about voltage - that's in
> hand) It was sold as a dud but when I got it all that's apparently
> wrong with it is the video....can it be switched?

It is not easy. There is NO provision on the motherboard for the PAL
colour circuit.
Both Antic and Gtia must be replaced with Pal versions, the main clock
crystal is another that needs to be replaced. The Pal colour circuit
needs to be added, a track (?) may be needed to be cut. and finally,
an inductor in the tv circuit needs to be swaped for a different
value.
Do what i do and buy a tv that can handle NTSC instead.
My 1200xl looks good on my 68cm CTV.

James B

2608. New URL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000502052856.24716A-100000@vtn1>
Source record: 45175

I've decided to take advantage of the fact that Victoria Freenet allows users their own web page. I won't attempt to call this anything as grandiose as a "web page", but I've made a start with two available files: my extensive text on RAM, ROM and cartridge control and the large disk images for SIO2PC with SpartaDOS.

Don't (ever) expect to see graphics or anything fancy. My www access is via the Lynx browser through Freenet and I happen to prefer it. In fact when I get on with Netscape or IE, the first thing I do is turn off the graphics and all the other bells and whistles--seeing text only has the advantages of speed and filtering out a lot of the ads :)

Enough rambling, the URL is:

<a href="http://victoria.tc.ca/~yg473/jkp.htm"> (hopefully I did this right for those using a browser).

In plain text:

http://victoria.tc.ca/~yg473/jkp.htm

jkp

2609. Re: Re: 5200 emulator (MAC)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <8emn0h$m6$1@nnrp1.deja.com>
Source record: 45176

In article <20000501225506.07414.00000974@ng-cl1.aol.com>,
nach4321@aol.com (Nach4321) wrote:
> Mindfield wrote >Both XL-it! and Atari800(win) are very nearly
>there.
> Atari800 (DOS)
> >is currently an open sourced project and it's always being updated...
> >and it runs Alternate Reality (one of the thorns in other emulators'
> >sides) just about flawlessly. It also features pretty good 5200
> >emulation, too. (I don't think XL-It! handles 5200)"
>
> XL-it! and Atari800 are only for the PC though. There are no
versions of these
> emulators for the Macintosh.
>
>
A. B.
>

Not true. There is a preliminary version of Atari800 for the Mac.
Check here:

http://www.serve.com/derekl/atari/atari_emu.html

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

2610. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-1E24D3.08245102052000@news.northcoast.com>
Source record: 45177

In article <8ef49a$128$1@nnrp1.deja.com>, ejgnandt@my-deja.com wrote:

> Sadly, the Digital Antic site has a note that Matt Ratcliff died last
> year. Is there any fuether information on his premature passing ?

He died March 1999. He'd come down with some kind of cancer several
years ago, and his brother had flown in from Australia to provide
a bone marrow transplant which seemed at the time to have helped
him recover. Matt leaves a wife and several children in the St. Louis area.

That's all I know.

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2611. Re: Perplexing emulator problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8emtlr$s5e$1@bob.news.rcn.net>
Source record: 45178

It pays to learn some DOS commands, especially in situations like this one.

I, for one, am very happy to have played with SpartaDos before getting my
first PC <G!>

Mike Kohary <mkohary@earthlink.net> wrote in message
news:390E93B0.8B9FD6EC@earthlink.net...
> Mike Kohary wrote:
> >
> > Steven J. Tucker wrote:
> > >
> > > When files are copied from cd-rom they may retain the
read-only
> > > attribute, depending on what utility you use to copy them. If
A800Win
> > > only sets read-only file access if it sees a cd-rom device, you might
> > > get that effect with read-only files on a hard disk.
> > >
> > > Try 'ATTRIB -R *.ATR' from DOS to remove the read-only
> > > attribute of all the atr files.
> >
> > Steve, you are the man...well, almost. ;) You are correct; when I
> > copied the files over, they retained the read-only attribute. Thanks
> > for the sharp eye. I removed that attribute from a test file (that I
> > know works from off the CD), and it DID change the outcome. Only
> > problem is, it presented something new: "A sharing violation occured
> > with file...." Hm, I have no idea what that means - do you?
>
> Steve, you *are* the man! This is odd, but it worked: when I removed
> the read-only attribute from just a test file or two, I got that
> "sharing violation" error. But, when I removed the read-only attribute
> from every file in the directory, it worked!
>
> Awesome - thanks for the great advice!
>
> Mike
> --
> ���`����,��,�`����`����,��,�`�����`�������`��
> Mike Kohary Seattle, WA http://kohary.simplenet.com
> ���`����,��,�`����`����,��,�`�����`�������`��

2612. UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.390f141c@fmlynet.org>
Source record: 45179

FamilyNet HQ: Telnet:\\www.family-bbs.net

Whaaa hooo!!! You got it to work!!

So what did it wind up taking to port it?

Doctor Clu

> From: Tom Hunt <tom_hunt361@my-deja.com>
> I've just released UnZIP 1.0 for the Atari 8-bit. It's been tested
> with Sparta DOS 3.3a and MyDos 4.50. It supports deflate, the most
> widely used compression method. That is the method most often used by
> modern ZIP programs. You can get to it at-
> http://cth.tzo.com/featured/toc.html
> --
> http://cth.tzo.com/
> telnet://cth.tzo.com
> ftp://ftp.spudster.org/pub/Atari/CTH
> Sent via Deja.com http://www.deja.com/
> Before you buy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2613. New URL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.390f5a6c@fmlynet.org>
Source record: 45180

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "John K. Picken" <yg473@victoria.tc.ca>
> I've decided to take advantage of the fact that Victoria Freenet allows
> users their own web page. I won't attempt to call this anything as
> grandiose as a "web page", but I've made a start with two available files:
> my extensive text on RAM, ROM and cartridge control and the large disk
> images for SIO2PC with SpartaDOS.
> Don't (ever) expect to see graphics or anything fancy. My www access is
> via the Lynx browser through Freenet and I happen to prefer it. In fact
> when I get on with Netscape or IE, the first thing I do is turn off the
> graphics and all the other bells and whistles--seeing text only has the
> advantages of speed and filtering out a lot of the ads :)

Amen brother!!

One of the cute things about CAB for the ST was the fact that they replaced
the banner adds with a large question mark. That was cool.
So is the Lynx browser through a local telnet connection, a computer you
have set up?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2614. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8enl3r$kh1$1@news.storm.ca>
Source record: 45181

Dump the RAMBO? Is there no way to run $0000-FFFF on the existing DRAM (including the 16K banks on the RAMBO) and have an additional 512K hanging off the PBI (something along the lines of only grounding EXTSEL if one of the D0-D7 bits is true)? Or would this get too involved and too dependant on nasty timing loops?

David

Atari Bob <ataribob@mindspring.com> wrote in message news:8elq5c$n0l$1@slb1.atl.mindspring.net...
> Well, you gotta dump the Rambo....
> Latch the data bits in a register that feeds the high order bits of a 512K
> SRAM using 02 as CLK.
> Ground EXTSEL on the PBI (this kills the DRAM).
> Run 02 thru two inverters NANDed with 02 and EXTENB for -CS on the SRAM.
> Connect the D0-D7 and A0-A15 bits to the SRAM.
> Connect LR/W to -WRT on the SRAM.
>
> yer up and runnin' ---> 512K of linear SRAM
>
> looks like 2 ICs and the SRAM -- about $15 + board&connectors and stuff.
> Plugs into the PBI -- unplug and you're normal again. Gee, you could add a
> battery and retain the data, even....
>
> oh, you need +5volts unless you're on a 600XL, which has it on the PBI
> itself.
>
> Bob
>
> David A. Paterson <david_p@storm.ca> wrote in message
> news:8elgcd$62l$1@news.storm.ca...
> > I'm running an 800xl, 256k RAMBO type expansion, Sweet 16, and 2 OS ROMs
> > selected with a DPDT switch. But c'mon, everyone needs more memory for
> > unsupported hardware, right ;)?
> >
> > David P.
> >
> >
> > Atari Bob <ataribob@mindspring.com> wrote in message
> > news:8elcg4$9ru$1@slb2.atl.mindspring.net...
> > > You mean linear memory? Yeah, not so hard really. What machine are you
> > > using? An 800XL or 130XE could plug it in on the PBI.... maybe 512K?
> > >
> > > Bob
> > >

> > > David A. Paterson <david_p@storm.ca> wrote in message
> > > news:8ekvku$2ac$1@news.storm.ca...
> > > > Any info on adding 65816 RAM? As the owner of Sweet '16 #3 or so,
> I'd
> > > > really like to add memory... just another hack...
> > > > David P.
> > > >
> > >
> > >
> > >
> >
> >
>
>

2615. How to enjoy it more 94447061

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: FZTCKGEB@KByICeBF.com
Message-ID: <8enmp7$2ggn$1@news.uar.net>
Source record: 45182

1. Unplug your phones/cell, etc.
2. Light some candles.
3. Turn off the lights.
4. Have a little to drink, not a lot
5. Put on some music.

http://www.go2xmax.com/3355

2616. How to enjoy it more 99178065

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: HBTZoDog@JAFoDCOG.com
Message-ID: <537d0$881b.22e@news.hokuriku.ne.jp>
Source record: 45183

1. Unplug your phones/cell, etc.
2. Light some candles.
3. Turn off the lights.
4. Have a little to drink, not a lot
5. Put on some music.

http://www.go2xmax.com/3355

2617. Re: New URL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-02 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000502171835.4093A-100000@vtn1>
Source record: 45184

On Mon, 2 May 2000, Greg Goodwin wrote:

> So is the Lynx browser through a local telnet connection, a computer you
> have set up?
>

Lynx operates on the Freenet (victoria.tc.ca) under UNIX though I do have a MS-DOS version as well as an update called Bobcat. The way it works here is that users can log on via telnet or a regular modem/terminal program and then go to personal files area, email, usenet, etc. To go anywhere on the web, I simply hit "g" and type in the URL. It works equally well with ftp, gopher, etc.

I was using a friend's IBM with Windoze 98 yesterday trying to find information to fix his girlfriend's computer. After a few minutes of putting up with all the advertising, scrolling banners, etc. and not being able to find what I wanted, I telnetted to my account on Freenet and went looking using Lynx--got all my info almost immediately.

jkp

2618. Re: very strange 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <39104EE3.858@volcano.net>
Source record: 45096

Atari History Site Webmaster wrote:
>
> You can find them on Ebay from time to time, or you can buy
> them new from any of the Atari dealers listed:

A third option would be to build one... I believe there are
instructions for such a project in the 5200 FAQ.

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick/index.html
The Classic Microgames Museum
http://maverick.brainiac.com/cmm/index.html
The Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

2619. Re: New URL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000503091219.26385D-100000@vtn1>
Source record: 45097

On Tue, 3 May 2000, Greg Goodwin wrote:

> Out of curiousity, can the freenet and those like them access IRC chat?

Some can. This one only allows local chat and that, only after midnight.

jkp

2620. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000503131301.16270.00001150@ng-cm1.aol.com>
Source record: 45098

> where can I get some Basic program listings (games, etc.) that I can type in?

Some issues on A.N.A.L.O.G. are here:
http://www.cyberroach.com/analog/

The ANTIC site has the articles and the actual SAVEd tokenized BASIC files so only the ones like that were LISTed can be read by other than a real 8-bit or emulator.
http://www.cyberroach.com/analog/

-Ron

I don't have a solution but I admire the problem.

2621. WTD: UK, 800XL/130XE with contemporary disk drive.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <MKplkdADaHE5EwMo@lovecraft.demon.co.uk>
Source record: 45099

Wanted in the UK:

Atari 130XE with XF551, preferably with Demos, or an 800XL with 1050
again with demos.

Also Rescue on Fractalus on cartridge or disk (with a disk-drive
machine).

Finally, I found in my cupboard an Atari 400 with a conventional
keyboard. Is this merely a later 400, or an aftermarket change? It's
been upgraded at some point in its life, as it has a sticker on the base
saying 16K, then one saying it's upgraded to 48K.

Richard - if it's not an Atari, it's just not the 80s...

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

2622. Re: UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8eqdr0$825$1@nnrp1.deja.com>
Source record: 45100

I've started work on ZIP, which supports deflate. I've gotten it to
the point of where it assembles without any errors. Now for debugging,
sigh.

The A8 code is smaller than the C64 code for the reasons you mention.
The C64 program was ORGed at $801, but I had to *= $2000 to make it
compatable with most types of DOS. (Thanks to John Picken for the
MEMLO info!).

In article <0003.3910578c@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> More memory eh? This of course is with the "standard" 48k-64K
Ataris
> right?
>
> So since you didn't need as many I/O routines written into the
actual
> program itself, the Atari version was probably smaller than the C-64
version.
> Is this a correct guess?
>
> So any other files in that group of source files you plan to
convert next?
>
> Doctor Clu
>
> > From: Tom Hunt <tom_hunt361@my-deja.com>
> > The first thing I had to do was to convert the source files from one
> > assembler format (DASM) to MAC/65 (actually, ATASM). Then I had to
> > change all zero page equates, buffers, etc., over to memory areas
that
> > are compatable with the A8. Then I had to change all C64 hardware
> > references over to the A8. Finally, after it would assemble and
run on
> > the A8 without blowing it up I had to debug. The C64 has much more
> > memory available than the A8 because it doesn't have a DOS taking up
> > lower memory. But on the down-side, you have to do alot more
coding on
> > the C64 to do I/O, because of this.
> > In article <0002.390f141c@fmlynet.org>,
> > "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> >> FamilyNet HQ: Telnet:\\www.family-bbs.net
> >>

> >> Whaaa hooo!!! You got it to work!!
> >>
> >> So what did it wind up taking to port it?
> >>
> >> Doctor Clu
> >>
> > --
> > http://cth.tzo.com/
> > telnet://cth.tzo.com
> > ftp://ftp.spudster.org/pub/Atari/CTH
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

2623. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sh1vs763c34120@corp.supernews.com>
Source record: 45101

I updated to DirectX 6.0 and reinstalled my Windows MediaPlayer to find that now my joystick works ONLY with my Atari800Win. All of my Microsoft and licensed games DO NOT WORK with my joystick controller. Tell me how to correct this mess.
Wally
w_a_lang@willinet.net

2624. Re: UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3911388c@fmlynet.org>
Source record: 45102

FamilyNet HQ: Telnet:\\www.family-bbs.net

Tom,
Zip would of course be almost as good as hae unzip, and very valuable..
Man, you keep this up the Atari8 might actually go from hobby machine to
useable. ;)

2625. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3911388c@fmlynet.org>
Source record: 45103

FamilyNet HQ: Telnet:\\www.family-bbs.net

Basic programs?

2626. Re: i Meeting in Dallas, TX- USA this Saturday!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3911388c@fmlynet.org>
Source record: 45104

FamilyNet HQ: Telnet:\\www.family-bbs.net

Witchfinder,
I would have a meeting every week if I could, but alas... So will you find
yourself in Dallas in the future? Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2627. New Atari800win out now..

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <qeo0hssuno1g76k636cm8s3m0ovul16bnr@4ax.com>
Source record: 45105

http://www.cris.com/~Twist/atari800win/

Rich has kindly updated the best Atari800 emu for Windows after some time
away.

Devoted emu fans should go and feast :-)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2628. Re: New URL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.390fe70c@fmlynet.org>
Source record: 45185

FamilyNet HQ: Telnet:\\www.family-bbs.net

John,
Out of curiousity, can the freenet and those like them access IRC chat? Still kinda new to that, but I would love to chat with the folk at #ATARI, especially on the Atari 400. (grin) .
Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2629. Re: Perplexing emulator problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: jlodoen@thegrid.net
Message-ID: <T0SP4.89$%j4.65562@news.pacbell.net>
Source record: 45186

In article <8emtlr$s5e$1@bob.news.rcn.net>, "Alan Sharkis" <asharkis@erols.com> wrote:
>It pays to learn some DOS commands, especially in situations like this one.
>
>I, for one, am very happy to have played with SpartaDos before getting my
>first PC <G!>

Actually, Win95/98 makes setting file attributes real easy.
Select the files, go to File:Properties (or press ALT-Enter)
and do it...

2630. Re: UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8eoslsfnh1@nnrp1.deja.com>
Source record: 45187

The first thing I had to do was to convert the source files from one assembler format (DASM) to MAC/65 (actually, ATASM). Then I had to change all zero page equates, buffers, etc., over to memory areas that are compatable with the A8. Then I had to change all C64 hardware references over to the A8. Finally, after it would assemble and run on the A8 without blowing it up I had to debug. The C64 has much more memory available than the A8 because it doesn't have a DOS taking up lower memory. But on the down-side, you have to do alot more coding on the C64 to do I/O, because of this.

In article <0002.390f141c@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Whaaa hooo!!! You got it to work!!
>
> So what did it wind up taking to port it?
>
> Doctor Clu
>
--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

2631. Re: New URL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8eotmpgms1@nnrp1.deja.com>
Source record: 45188

I used to telnet to dal.net to get on the IRC's. Try
telnet://telnet.dal.net . You can also check out their web page for
information, a faq, and a list of commands at http://www.dal.net .

If anyone wants to see what lynx is like for themselves, you can
telnet://sailor.lib.md.us . Log on as "guest".

In article <0000.390fe70c@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> John,
> Out of curiousity, can the freenet and those like them access IRC
chat? Still
> kinda new to that, but I would love to chat with the folk at #ATARI,
especially
> on the Atari 400. (grin) .
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

2632. Re: 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yem7jpz5k.fsf@co.umist.ac.uk>
Source record: 45189

sup8pdct@mail.cth.com.au writes:
> On Sun, 27 Apr 3900 23:50:27, "David A. Paterson" <david_p@storm.ca>
> wrote:
>
> > Rick:
> >
> > The Yorkie upgrade did run on the 600xl.
[snip]
> > It would be nice to track down the design of this upgrade, and see if plans
> > could be freely distributed. I'm sure there are many people interested in
> > such a beast - since it also works just fine on the 800xl.

I know that Richard Gore used to sell it, he had some made up a few
years back (early to mid 90's I think). He used to frequent this
group, but I don't have a current address for him. He used to be good
friends with Dean Garraghty (http://www.dgs.clara.net/), so you might
be able to contact Richard through him.

I don't know if Richard owns the rights to the Yorkie though as it was
originaly developed by a guy at York University. I remember going to
an open day there in the early 90's and being impressed to see an
Atari Trackball on display =)

>
> Did it have an external power supply?? It it doesn't, it will never
> work on an 800xl.
Don't know about the technical specs, but it does work on an 800XL.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2633. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Jeffrey Taylor <jbcktaylor@erols.com>
Message-ID: <8ep7p0lsa1@bob.news.rcn.net>
Source record: 45190

Thanx! I'll try the SIO2PC cable. Just wondering... where can I get some
Basic program listings (games, etc.) that I can type in?

2634. Re: Re: 5200 emulator (MAC)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000503091550.09840.00000938@ng-fs1.aol.com>
Source record: 45191

```
<< Not true. There is a preliminary version of Atari800 for the Mac.
Check here:

http://www.serve.com/derekl/atari/atari_emu.html

->Dan
>>

Thanks Dan,
I hadn't come across this before. Let's all support the Derek so that we can
finally have a really good 8-bit/5200 emulator for the Mac.

Allan
```

2635. Atari 800 For Trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Feddeck@hotmail.com
Message-ID: <8epbhivon1@nnrp1.deja.com>
Source record: 45192

Hi, I am looking for any Vectex games (or even a Vectrex itself) or
Atari Jaguar Games
for Trade. I can offer an Atari 800 with some carts. Thanks.

-Fred
Feddeck@hotmail.com
www.geocities.com/fritzfranzfeddeck

Sent via Deja.com http://www.deja.com/
Before you buy.

2636. i Meeting in Dallas, TX- USA this Saturday!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3910578c@fmlynet.org>
Source record: 45193

FamilyNet HQ: Telnet:\\www.family-bbs.net

To all Atarians out there,

Just a open invitation to those out there that can make this meeting or
for some chance will find yourself in the Dallas area this weekend. :)

If you do, you will be here on a weekend where first off, they have the
first Saturday sidewalk sale (which is said to be the largest computer sidewalk
sale like it in the country). Later you can attend an Atari meeting at 5 pm
that night (Saturday May 6th) and enjoy seeing other Atari computer set up or
park your own there, and enjoy some Bar-B-Que at Austin's Bar-B-Que.

We have Rick D who will show off his 800 XL in a case modeified to look
like an Atari Fuji, as well as other activities.

Hope to see you there! If you have any further questions, just ask.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2637. Re: UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3910578c@fmlynet.org>
Source record: 45194

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Tom Hunt <tom_hunt361@my-deja.com>
> The first thing I had to do was to convert the source files from one
> assembler format (DASM) to MAC/65 (actually, ATASM). Then I had to
> change all zero page equates, buffers, etc., over to memory areas that
> are compatable with the A8. Then I had to change all C64 hardware
> references over to the A8. Finally, after it would assemble and run on
> the A8 without blowing it up I had to debug. The C64 has much more
> memory available than the A8 because it doesn't have a DOS taking up
> lower memory. But on the down-side, you have to do alot more coding on
> the C64 to do I/O, because of this.
> In article <0002.390f141c@fmlynet.org>,
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> FamilyNet HQ: Telnet:\\www.family-bbs.net
>>
>> Whaaa hooo!!! You got it to work!!
>>
>> So what did it wind up taking to port it?
>>
>> Doctor Clu
>>
> --
> http://cth.tzo.com/
> telnet://cth.tzo.com
> ftp://ftp.spudster.org/pub/Atari/CTH
> Sent via Deja.com http://www.deja.com/
> Before you buy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2638. Re: UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.3910578c@fmlynet.org>
Source record: 45195

FamilyNet HQ: Telnet:\\www.family-bbs.net

More memory eh? This of course is with the "standard" 48k-64K Ataris
right?

So since you didn't need as many I/O routines written into the actual
program itself, the Atari version was probably smaller than the C-64 version.
Is this a correct guess?

So any other files in that group of source files you plan to convert next?

Doctor Clu

> From: Tom Hunt <tom_hunt361@my-deja.com>
> The first thing I had to do was to convert the source files from one
> assembler format (DASM) to MAC/65 (actually, ATASM). Then I had to
> change all zero page equates, buffers, etc., over to memory areas that
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>> FamilyNet HQ: Telnet:\\www.family-bbs.net
>>
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>> Doctor Clu
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> http://cth.tzo.com/
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> ftp://ftp.spudster.org/pub/Atari/CTH
> Sent via Deja.com http://www.deja.com/
> Before you buy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2639. Atari Discounts! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8etor2$52b$1@user2.teleport.com>
Source record: 45046
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

To take advantage of Discounts or FREE Monitors or FREE Jaguar Video
Cable, you must E-Mail me to Claim it & state what you want in E-Mail.

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with
a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount
with a $200 Purchase. Discounts Apply to Classic Atari 8 Bit, Atari ST
and/or Atari Jaguar. Hardware, Software, Books & Accessories! Shipping
not figured into Discount. Customer pays Shipping. Limited Time offer!
Substitutions considered.

FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega 2
ST or a 1040STe and receive a FREE Monitor. Your Choice of a Color or
MonoChrome Monitor. FREE Monitor when purchasing an Atari 8 Bit
Computer. Buy an Atari 800XL or an Atari 130XE and an Atari 8 Bit Disk
Drive such as an Atari 1050 Drive & receive your choice of any Monitor
in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 of
Atari Jaguar items, receive absolutely FREE, a +NEW in BAG Jaguar
Composite Video/Stereo Audio Cable. Offer Available for Limited Time
only. First Come, First Serve! Subject due to availability! Customer
pays all Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So checkout what's new on my Web
Site. In Fact, check it regularly as my Catalogs are updated regularly.
Customer's are served, first come, first serve! No competing in
auctions. Just Sales, Support & Service! I have 8 different Catalogs, &
my SoftWare Catalogs are my largest. They have the biggest Byte Count.
You should see my inventory! I have TruckLoads of HardWare, Boxes and
Boxes of Software & Libraries of Books & Reference Material for the
Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And
remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump

to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2640. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8etpba$5pl$1@user2.teleport.com>
Source record: 45047
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2641. XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Mark <mark@baypc.com.au>
Message-ID: <iR6Q4.131$%C1.5591@nsw.nnrp.telstra.net>
Source record: 45106

does anyone know where I can find schematics to upgrade an xegs ram to at least 128K?

Thanks

Mark Bedingfield

2642. Re: FA: sio2pc cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8er6ct$2nq$1@korweta.task.gda.pl>
Source record: 45107

Here goes another one:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324071674

j131

2643. Montezuma's Revenge, what's the point?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.957430134@math.tu-berlin.de>
Source record: 45108

Hi folks,

yesterday, I played again some of the old 8 bit classics and tried again the "Montezuma's Revenge" title. The long version that includes a title with a tiny animation at the beginning, not the 16K version.

Does anyone know the point of the game? I managed it up to a room where I met "Montezuma", stomping with his foot. Two doors beside his head, one at the left side and one at the right side, a grey and a blue one. I opened both doors but --- nothing. Is there any specific point about this game, or is this supposed to be the "I win" situation?
(That's very different to the 16K version where I can, indeed, collect some scrore at the end of a level)

I also found that some rooms in the right-hand side of the pyramid (yes, it is truely a pyramid if you draw a map) are somehow broken. I get "rolling skulls" in the upper part of the screen near the "score", and a room with a ladder leading upwards I fall down as soon as I try to climb it. Is this supposed to happen, or did I miss some special trick?

So long,
Thomas

2644. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10005040755410.21643-100000@moose.erie.net>
Source record: 45109

Weird! I've got the opposite problem. My joystick works in
WIN95, but when I run Atari800Win it reports a joystick error and quits.
I re-installed DirectX 6.0 but still have the same problem.

On Wed, 3 May 2000, w_a_lang wrote:

> I updated to DirectX 6.0 and reinstalled my Windows MediaPlayer to find that
> now my joystick works ONLY with my Atari800Win. All of my Microsoft and
> licensed games DO NOT WORK with my joystick controller. Tell me how to
> correct this mess.
> Wally
> w_a_lang@willinet.net
>
>
>
>
>

2645. Re: Reading SIDE B with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8erq98$c1v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 45110

Howdy Karl

> Its been a very long time but I though the XF551 in the US didn't
>require a timing hole. The drive spins at 300 RPMs and the onboard
>cpu does some funky stuff to get it working at 180(?). I've been
>able to use flippies in mine for some time.

It doesn't.
It just checks for the timing hole to see if you're trying to format the backside of a disk. If you have disks that are formated double sided (DOS reads both sides as one disk.) you really love that feature.

For reading and writing to the back side, it doesn't check the index hole. If you formatted the disk as one big disk (two sides, one (main) directory), it will only be able to read from or write to it if the disk is placed in the drive with the same side up as you formatted it.

CU Mathy van Nisselroy

2646. Re: 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8erqof$c1v$2@nets3.rz.RWTH-Aachen.DE>
Source record: 45111

Howdy Rafeal, James, folks

>> Did it have an external power supply?? It it doesn't, it will never
>> work on an 800xl.

>Don't know about the technical specs, but it does work on an 800XL.

Yes it does. Soldering in the missing +5VDC lines wouldn't be that hard.
But I believe the 1064 would only overlay it's upper 48kB onto the 800XL's
memory. AFAIK there is no software switch to switch the 1064 out/off.

CU Mathy van Nisselroy

2647. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8erqut$c1v$3@nets3.rz.RWTH-Aachen.DE>
Source record: 45112

Howdy Bob, folks

>I have hacks like that in various states of usefulness.... the 80 col and
>RAMOS have been published, the CPU(under construction) and 512K have not. If
>you are serious, I can dig up some info.... eventually. I have never tried
>ALL of these hacks in one box - just one at a time. You had better like to
>solder...

Why not publish them in Atari Classics?

CU Mathy van Nisselroy

2648. Please Help Me!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Feddeck@hotmail.com
Message-ID: <8ert8k$r4i$1@nnrp1.deja.com>
Source record: 45113

Help me out please!

I am desperately trying to complete my Atari 800 collection and am
looking for the following:

835 Direct Connect Modem
830 Acoustic Coupler Modem
850 Interface Module
Atari 800 Memory Modules
Atari 800 Game Disks
Atari 800 Advertisements

I have the following I could trade:

Atari 400/800 Game Carts:
Galaxian
Basic
Computer Chess
Defender
E.T. Phone Home
Soccer
Submarine Commander
Pac-Man
Text Generator
River Rescue
River Raid- In box with instructions
Disks:
Hitchhikers Guide to the Galaxy- Box, Disk, Manual, & Stuff

Books:
Atari 800/800XL Programming Guides, Basic, etc.

Hardware:
Atari 800XL with Power Supply
Atari XM301 Modem With Box, Disk, & Instructions
Serial Printer Interface

I can also trade the following non-Atari Items

IBM Pc Jr. With Basic Cart and Mouse
Commodore 64 + 1541 Disk Drive
TRS-80 CoCo 2 & Carts
Apple IIc + Disks + Mouse

Please help me find what I need!

Thanks.

-Fred
Feddeck@hotmail.com
www.geocities.com/fritzfranzfeddeck

Sent via Deja.com http://www.deja.com/
Before you buy.

2649. Atari 8-bit Stuff For Trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Feddeck@hotmail.com
Message-ID: <8ert9m$r4r$1@nnrp1.deja.com>
Source record: 45114

Help me out please!

I am desperately trying to complete my Atari 800 collection and am
looking for the following:

835 Direct Connect Modem
830 Acoustic Coupler Modem
850 Interface Module
Atari 800 Memory Modules
Atari 800 Game Disks
Atari 800 Advertisements

I have the following I could trade:

Atari 400/800 Game Carts:
Galaxian
Basic
Computer Chess
Defender
E.T. Phone Home
Soccer
Submarine Commander
Pac-Man
Text Generator
River Rescue
River Raid- In box with instructions
Disks:
Hitchhikers Guide to the Galaxy- Box, Disk, Manual, & Stuff

Books:
Atari 800/800XL Programming Guides, Basic, etc.

Hardware:
Atari 800XL with Power Supply
Atari XM301 Modem With Box, Disk, & Instructions
Serial Printer Interface

I can also trade the following non-Atari Items

IBM Pc Jr. With Basic Cart and Mouse
Commodore 64 + 1541 Disk Drive
TRS-80 CoCo 2 & Carts
Apple IIc + Disks + Mouse

Please help me find what I need!

Thanks.

-Fred
Feddeck@hotmail.com
www.geocities.com/fritzfranzfeddeck

Sent via Deja.com http://www.deja.com/
Before you buy.

2650. Re: XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ers10$c1v$4@nets3.rz.RWTH-Aachen.DE>
Source record: 45115

Howdy Mark

>does anyone know where I can find schematics to upgrade an xegs ram to at
>least 128K?

How about 1MB. Using a 30 pin SIMM?

I don't have the schematics ready yet (I'm still trying to get it to work on non-XEGS 8 bit Atari computers. But it works on my XEGS. No loss of BASIC, SELFTEST, OSRAM or MISSILE Command or even the separate ANTIC and CPU banking)

BTW I hope to have this ready before the yearly meeting of the ABBUC (German Atari 8 bit user group with opver 400 members world wide) on Ovtober 28th in Herten, Germany.

CU Mathy van Nisselroy

PS I can tell you in a few lines which chips you need an how to connect them, but no drawings yet and no "pin x of chip y to pin v of chip w" at this point.

2651. Re: Mildly OT: ZIP format inventor dies at 37

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ersap$c1v$5@nets3.rz.RWTH-Aachen.DE>
Source record: 45116

Howdy folks

I found the following in c.s.cbm

CU Mathy van Nisselroy

In article <TOEM4.9973$e61.301704@zombie.newscene.com>,
ckaiser@stockholm.ptloma.edu says...
>
>http://abcnews.go.com/sections/tech/DailyNews/pkzip000422.html
>
>The Associated Press
>M I L W A U K E E, April 22 - A man who developed one of the world's most
>popular pieces of computer software has died at age 37.
> Phillip W. Katz died of complications from chronic alcoholism,
>according to the Milwaulkee medical examiner's records.
> Katz's file-compression software is used around the world.
> "In early days, compression was all done with software because there
>was no hardware to do this stuff," said computer science professor Leonard
>Levine at the University of Wisconsin-Milwaukee. "So Katz put together a
>program called PKZip, the Phil Katz zip program."
> The compression software made communication between computers faster
>and less expensive.
> "His program was instrumental in inexpensive, dependable
> communication," Levine said. But, he added, "what I felt was most important
>about it is the fact that you can get it for free and not pay for it."
> Nearly all program files downloaded from the Internet have the suffix
>.zip, meaning they are compressed in the format Katz developed.
>Found Dead With Liquor
>Katz was found dead April 14 in a motel room holding a bottle of liquor, the
>Milwaukee County medical examiner's report said. Five other empty liquor
>bottles were also found in the room, according to the report.
> In a 1993 Milwaukee Journal interview, Katz said the concept behind
>PKZip was launched at his mother's kitchen table in 1986. The product's
>popularity exploded.
> "It was just a hobby," he said. "I didn't expect it to turn into a
>business."
> Despite his success as a software engineer, Katz had troubles in his
>personal life. Authorities obtained a search warrant in 1997 after Katz's
>Mequon neighbors complained about odors, insects and mice at his luxury
>condominium.
> Authorities said they found knee-deep garbage and decaying food at the
>condo. Katz's lawyers paid the city of Mequon about $8,000 for the cost of
>the cleanup, pest exterminators and legal fees.
>

>--
> Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
> personal page: http://www.armory.com/~spectre/
> ** Computer Workshops: games, productivity software and more for C64/128! **
> ** http://www.armory.com/~spectre/cwi/ **

2652. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Jeffrey Taylor <jbcktaylor@erols.com>
Message-ID: <8es55o$l11$1@bob.news.rcn.net>
Source record: 45117

Greg Goodwin said:
> Basic programs?

Yes, programs that I can type in on my computer using Atari BASIC. By the way, does anyone wht the major bug is in Atari BASIC rev.A? Just curious. Thanx for all the help!

2653. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Jeffrey Taylor <jbcktaylor@erols.com>
Message-ID: <8es5fr$mb3$1@bob.news.rcn.net>
Source record: 45118

Sage <sagedm@erie.net> wrote in message
news:Pine.BSI.4.05L.10005040755410.21643-100000@moose.erie.net...
> Weird! I've got the opposite problem. My joystick works in
> WIN95, but when I run Atari800Win it reports a joystick error and quits.
> I re-installed DirectX 6.0 but still have the same problem.
>
>
You could try DirectX 7.0, but I don't know how much good this will do. I
actually don't have any problems with my Gravis Gamepad. My only problems
are software problems (if you know what I mean <<WIN 98>>) :P

2654. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10005041153570.13141-100000@moose.erie.net>
Source record: 45119

Thanks for the suggestion. But my impression is that it works for
everyone else with DirectX 6.0, so I'm not sure why it doesn't for me.
This is with WIN95 by the way. If I remove the joystick device from
Windows, then Atari800WIn will run fine using the keyboard controls. I do
suspect the problem is more likely with the WIN drivers than with the
emulator! :)

On Thu, 4 May 2000, Jeffrey Taylor wrote:

>
> Sage <sagedm@erie.net> wrote in message
> news:Pine.BSI.4.05L.10005040755410.21643-100000@moose.erie.net...
> > Weird! I've got the opposite problem. My joystick works in
> > WIN95, but when I run Atari800Win it reports a joystick error and quits.
> > I re-installed DirectX 6.0 but still have the same problem.
> >
> >
> You could try DirectX 7.0, but I don't know how much good this will do. I
> actually don't have any problems with my Gravis Gamepad. My only problems
> are software problems (if you know what I mean <<WIN 98>>) :P
>
>
>
>
>
>

2655. Re: 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yg0ryz3bx.fsf@co.umist.ac.uk>
Source record: 45120

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:

> Howdy Rafeal, James, folks
>
> >> Did it have an external power supply?? It it doesn't, it will never
> >> work on an 800xl.
>
> >Don't know about the technical specs, but it does work on an 800XL.
>
> Yes it does. Soldering in the missing +5VDC lines wouldn't be that hard.
> But I believe the 1064 would only overlay it's upper 48kB onto the 800XL's
> memory. AFAIK there is no software switch to switch the 1064 out/off.

OK, now I'm confused, I thought we were talking about the Yorkie
upgrade rather than the 1064, although they do both connect to the
PBI.

About the 130XE compatibility mentioned in a previous article in this
thread, the Yorkie claimed to offer (I say claimed 'cos I've never
owned one myself to test it, but I have seen one) full 130XE
compatibility, but you had to solder a couple of wires inside your XL
for that. It still worked without the soldering but wasn't 100% 130XE
compatible. I'd guess 100% compatible means ANTIC access to the extra RAM.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2656. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3911b71d@fmlynet.org>
Source record: 45121

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "w_a_lang" <w_a_lang@willinet.net>
> I updated to DirectX 6.0 and reinstalled my Windows MediaPlayer to find that
> now my joystick works ONLY with my Atari800Win. All of my Microsoft and
> licensed games DO NOT WORK with my joystick controller. Tell me how to
> correct this mess.
> Wally
> w_a_lang@willinet.net

Sounds ideal to me. :)

Sorry, I currently use a strictly Atari400/AtariST setup, don't know
anything about joysticks on the Wintel platform.

However, on the Atari8/Atari16-32 platforms the way to correct a joystick
problem is to take the plug from the joystick and insert it into the joystick
port. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2657. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000504125509.01780.00001196@ng-fl1.aol.com>
Source record: 45122

> Weird! I've got the opposite problem. My joystick works in
>WIN95, but when I run Atari800Win it reports a joystick error and quits.
>I re-installed DirectX 6.0 but still have the same problem.

I'm double dammed. Mine doesn't work in either, frustrating as it is.....

2658. Re: Atari800Win Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000504125627.01780.00001197@ng-fl1.aol.com>
Source record: 45123

>However, on the Atari8/Atari16-32 platforms the way to correct a joystick
>problem is to take the plug from the joystick and insert it into the joystick
>port. ;)

I hear ya doc.

2659. Re: L.E,G.A,L. ,C.A,B.L,E. ,D.E,S.C,R.A,M.B,L.E,R. ,..., .G,E.T, .P,A.Y, .P,E.R, .V,I.E,W.,.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000504125819.01780.00001198@ng-fl1.aol.com>
Source record: 45124

What does this have to do with 8~bit?? In other words, don't post unless it is
8~bit related.

>Subject: L.E,G.A,L. ,C.A,B.L,E. ,D.E,S.C,R.A,M.B,L.E,R. ,..., .G,E.T, .P,A.Y,
>.P,E.R, .V,I.E,W.,.....
>From: eithxn@dfgdfg.com
>Date: 5/3/2000 11:11 PM Eastern Daylight Time
>Message-id: <8eqpoo$1gq$8282@news.news-service.com>
>
>L.EGAL C.A.B.L.E TV DE-S.C.R.A.M.B.L.E.R
>
>
>
>Want to watch Sporting Events?--Movies?--Pay-Per-View??
>
>
>
>*This is the Famous R-O Shack TV D.e.s.c.r.a.m.b.l.e.r
>
>You can assemble it from R,a,d,i,o S,h,a,c,k parts for about $12 to $15.
>
>
>
>We Send You:
>
>1, E-Z To follow Assembly Instructions.
>
>2. E-Z To read Original Drawings.
>
>3. Total Parts List.
>
>
>
>**** PLUS SOMETHING NEW YOU MUST HAVE! ****
>
>Something you can't do without.
>
>
>
>THE UP-TO-DATE 6 PAGE REPORT:
>
>USING A D-E-S-C-R-A-M-B-L-E-R LEGALLY
>

>
>
>Warning: You should not build a T.V D.e.s.c.r.a.m.b.l.e.r
>
>without reading this report first.
>
>
>
>You get the complete 6 page report "Using a D-e-s-c-r-a-m-b-l-e-r LEGALLY",
>
>the instruction plans and theeasy to follow diagram all for just--$10.00
>
>
>
>Fill out form below and send it, along
>
>with your $10.00 payment to:
>
>
>
>C-a-b-l-e-F-R-E-E-TV
>
>1342 East Vine Str #216
>
>Kissimmee Fl 34744
>
>
>
>(Cash, Check or Money Order.)
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>
>
>(Florida residents include 7% Florida State Sales Tax)
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>(All orders outside the U.S.A. add $5.00)
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>PRINT YOUR:
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>NAME_____
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>ADDRESS_____
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>CITY/STATE/ZIP_____
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>E-MAIl ADDRESS_____
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>We are NOT ASSOCIATED in any way with R-A-D-I-O S-H-A-C-K.
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2660. Re: L.E,G.A,L. ,C.A,B.L,E. ,D.E,S.C,R.A,M.B,L.E,R. ,..., .G,E.T, .P,A.Y, .P,E.R, .V,I.E,W.,.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000504125847.01780.00001199@ng-fl1.aol.com>
Source record: 45125

Here we go again........

>Subject: L.E,G.A,L. ,C.A,B.L,E. ,D.E,S.C,R.A,M.B,L.E,R. ,..., .G,E.T, .P,A.Y,
>.P,E.R, .V,I.E,W.,.....
>From: eithxn@dfgdfg.com
>Date: 5/3/2000 11:11 PM Eastern Daylight Time
>Message-id: <8eqpoo$1gq$8281@news.news-service.com>
>
>L.EGAL C.A.B.L.E TV DE-S.C.R.A.M.B.L.E.R
>
>
>
>Want to watch Sporting Events?--Movies?--Pay-Per-View??
>
>
>
>*This is the Famous R-O Shack TV D.e.s.c.r.a.m.b.l.e.r
>
>You can assemble it from R,a,d,i,o S,h,a,c,k parts for about $12 to $15.
>
>
>
>We Send You:
>
>1, E-Z To follow Assembly Instructions.
>
>2. E-Z To read Original Drawings.
>
>3. Total Parts List.
>
>
>
>**** PLUS SOMETHING NEW YOU MUST HAVE! ****
>
>Something you can't do without.
>
>
>
>THE UP-TO-DATE 6 PAGE REPORT:
>
>USING A D-E-S-C-R-A-M-B-L-E-R LEGALLY
>
>

>
>Warning: You should not build a T.V D.e.s.c.r.a.m.b.l.e.r
>
>without reading this report first.
>
>
>
>You get the complete 6 page report "Using a D-e-s-c-r-a-m-b-l-e-r LEGALLY",
>
>the instruction plans and theeasy to follow diagram all for just--$10.00
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>
>Fill out form below and send it, along
>
>with your $10.00 payment to:
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>
>C-a-b-l-e-F-R-E-E-TV
>
>1342 East Vine Str #216
>
>Kissimmee Fl 34744
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>
>(Cash, Check or Money Order.)
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>
>(Florida residents include 7% Florida State Sales Tax)
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>(All orders outside the U.S.A. add $5.00)
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>PRINT YOUR:
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>NAME_____
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>ADDRESS_____

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>CITY/STATE/ZIP_____
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>E-MAIl ADDRESS_____
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>We are NOT ASSOCIATED in any way with R-A-D-I-O S-H-A-C-K.
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2661. Re: i Meeting in Dallas, TX- USA this Saturday!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000504125942.01780.00001200@ng-fl1.aol.com>
Source record: 45126

I wish.........

2662. Re: Montezuma's Revenge, what's the point?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <8esai1fq1@dailyplanet.wam.umd.edu>
Source record: 45127

Thomas Richter (thor@math.tu-berlin.de) wrote:
: Hi folks,

: yesterday, I played again some of the old 8 bit classics and tried again
: the "Montezuma's Revenge" title. The long version that includes a title
: with a tiny animation at the beginning, not the 16K version.

: Does anyone know the point of the game? I managed it up to a room where
: I met "Montezuma", stomping with his foot. Two doors beside his head, one
: at the left side and one at the right side, a grey and a blue one. I
: opened both doors but --- nothing. Is there any specific point about
: this game, or is this supposed to be the "I win" situation?

I think the game was never completed the way it was meant to be. If you recall, Utopia Software displayed the game (probably a work-in-progress) at some convention show, and it caught the eyes of Parker Bros. They bought the rights to the game, re-wrote it (making the character more like Indiana Jones, to boot) and you could win once you reached the secret door.

It's been so long since I played that original version. But there is a neat trick, which I forgot how to do. When you get to the screen where the guy stomps, if you place Pedro at a certain point in the screen and jump, you will be able to enter the inventory section. This is where you can get extra swords or keys (providing you have at least one in the inventory). Then you jump away from the inventory box and get to kill more creatures for points. But that was as far as it would go, really. You could kill everything off and it still wouldn't get you any closer to a real finish. Anyway, you don't want to be fully in the inventory box. When you jump correctly, he will be halfway in there. If you jump up, you will be inside the box, and it will cause a real no-win situation. When you run out of time and the bat takes you away, you wind up back in the box, trapped! The trick is to jump to the left, so you wind back in the playing field.

2663. Re: How to enjoy it more 99178065

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000504130353.01780.00001201@ng-fl1.aol.com>
Source record: 45128

I'm tired of this crap!!!!!!!!

>Subject: How to enjoy it more 99178065
>From: HBTZoDog@JAFoDCOG.com
>Date: 5/2/2000 7:57 PM Eastern Daylight Time
>Message-id: <537d0$881b.22e@news.hokuriku.ne.jp>
>
>1. Unplug your phones/cell, etc.
>2. Light some candles.
>3. Turn off the lights.
>4. Have a little to drink, not a lot
>5. Put on some music.
>
>http://www.go2xmax.com/3355
>
>
>
>
>
>
>

2664. Re: How to enjoy it more 94447061

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000504130416.01780.00001202@ng-fl1.aol.com>
Source record: 45129

Oy.........

>Subject: How to enjoy it more 94447061
>From: FZTCKGEB@KByICeBF.com
>Date: 5/2/2000 7:57 PM Eastern Daylight Time
>Message-id: <8enmp7$2ggn$1@news.uar.net>
>
>1. Unplug your phones/cell, etc.
>2. Light some candles.
>3. Turn off the lights.
>4. Have a little to drink, not a lot
>5. Put on some music.
>
>http://www.go2xmax.com/3355
>
>
>
>
>
>

2665. Re: L.E,G.A,L C,A.B,L.E T,V D,E-S,C.R,A.M,B.L,E.R..... 5206

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000504130630.01780.00001203@ng-fl1.aol.com>
Source record: 45130

Geez, I guess I will just have to adjust my junk filters.....

>Subject: L.E,G.A,L C,A.B,L.E T,V
>D,E-S,C.R,A.M,B.L,E.R..... 5206
>From: dvdnri@4r5g6hv5.net
>Date: 5/2/2000 3:54 AM Eastern Daylight Time
>Message-id: <sQvP4.6217$nt.6610@wdc-read-01.qwest.net>
>
>L.E,G.A,L C,A.B,L.E T,V D,E-S,C.R,A.M,B.L,E.R
>
>Want to watch Sporting Events?--Movies?--Pay-Per-View??
>
>*This is the Famous R-O Shack TV De-scrambler
>You can assemble it from Radio Shack parts for about $12 to $15.
>
>We Send You:
>1, E-Z To follow Assembly Instructions.
>2. E-Z To read Original Drawings.
>3. Total Parts List.
>
>**** PLUS SOMETHING NEW YOU MUST HAVE! ****
>Something you can't do without.
>
>THE UP-TO-DATE 6 PAGE REPORT:
>USING A DE-SCRAMBLER LEGALLY
>
>Warning: You should not build a TV Descrambler without
>reading this report first.
>
>Fill out form below and send it, along
>with your $10.00 payment to:
>
>C.a.b.l.e.F.R.E.E-TV
>1342 East Vine Str #216
>Kissimmee Fl 34744
>
>(Cash, Check or Money Order.)
>
>(Florida residents include 7% Florida State Sales Tax)
>
>(All orders outside the U.S.A. add $5.00)
>
>
>PRINT YOUR:

>
>NAME_____
>
>ADDRESS_____
>
>CITY/STATE/ZIP_____
>
>E-MAIl ADDRESS_____
>
>We are NOT ASSOCIATED in any way with RADIO SHACK.
>
>gpwmkouszfcrddsvrqoguqtbgsngpiekemhfmrlpyuvpsmgitsldk
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>

2666. Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000504131830.01780.00001204@ng-fl1.aol.com>
Source record: 45131

Hi Everyone,

I need some help. I am a newbie to Atari 8-bit and I have the following hardware:

800 Computer
850 Disk drive
1030 Modem
1025 Printer

And Software:

Basic (cart)
Pac Man (cart)
Space invaders (cart)
Print Shop
DOS 3.0
Microsoft BASIC
...and a few others.

My problem is that I can't get my 810 drive to work. I have been told to get DOS 2.5 but no luck. It tries to read the disk but it just makes noises.

I also need help with my modem. What can I connect to? Can someone give me some commands/addresses to use because I would really like to use it for something.

I also need help with the printer. Of course I cannot print anything as I don't have a program on cartridge that has print commands. I also need an ink roller for it.

As you can see I really need some help as a begginner, I just bought my 800 in Febuary and I love it to death. I never thought an old PC could be so much fun, but I REALLY need to learn how to use this thing. Can someone help me???

Thanks,

Jessica C

atarigirl183@aol.com

2667. Re: Montezuma's Revenge, what's the point?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sh3c7bepc3441@corp.supernews.com>
Source record: 45132

Jack H. Lee <eplicon@wam.umd.edu> wrote in message
news:8esai1fq1@dailyplanet.wam.umd.edu...
> Thomas Richter (thor@math.tu-berlin.de) wrote:
> : Hi folks,
>
> : yesterday, I played again some of the old 8 bit classics and tried again
> : the "Montezuma's Revenge" title. The long version that includes a title
> : with a tiny animation at the beginning, not the 16K version.
>
> : Does anyone know the point of the game? I managed it up to a room where
> : I met "Montezuma", stomping with his foot. Two doors beside his head,
one
> : at the left side and one at the right side, a grey and a blue one. I
> : opened both doors but --- nothing. Is there any specific point about
> : this game, or is this supposed to be the "I win" situation?
>
> I think the game was never completed the way it was meant to be. If you
> recall, Utopia Software displayed the game (probably a work-in-progress)
> at some convention show, and it caught the eyes of Parker Bros. They
> bought the rights to the game, re-wrote it (making the character more like
> Indiana Jones, to boot) and you could win once you reached the secret
> door.
>
> It's been so long since I played that original version. But there is a
> neat trick, which I forgot how to do. When you get to the screen where
> the guy stomps, if you place Pedro at a certain point in the screen and
> jump, you will be able to enter the inventory section. This is where you
> can get extra swords or keys (providing you have at least one in the
> inventory). Then you jump away from the inventory box and get to kill
> more creatures for points. But that was as far as it would go, really.
> You could kill everything off and it still wouldn't get you any closer to
> a real finish. Anyway, you don't want to be fully in the inventory box.
> When you jump correctly, he will be halfway in there. If you jump up, you
> will be inside the box, and it will cause a real no-win situation. When
> you run out of time and the bat takes you away, you wind up back in the
> box, trapped! The trick is to jump to the left, so you wind back in the
> playing field.
Fashbacks to Gyrus. I got so obsessed with beating this game that I built my
own rapid fire joystick and adjusted the firing rate to be game specific.
That still wasn't enough, so I would hit the space bar every 5 seconds or so
to pause the game so I could get my strategy right. When I finally made it
all the way to earth, the game just started over at Pluto<?>.

I don't mind open ended games, things like Donkey Kong or Pac Man are fine, but when you have a certain type of formats you should get a rating or "Congrats!" or something. Star Raiders is a good example of a satisfactory ending to a game with its ranking system.

2668. Re: L.E,G.A,L C,A.B,L.E T,V D,E-S,C.R,A.M,B.L,E.R..... 5206

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Ronald Kohn <ronald@s.netic.de>
Message-ID: <3911B029.E86B54C0@s.netic.de>
Source record: 45133

AtariGirl1983 wrote:

> Geez, I guess I will just have to adjust my junk filters.....

it would help if youï¿½d stop to make full quotes too...

Bye, Ronald.

2669. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sh3dcgrlc3483@corp.supernews.com>
Source record: 45134

AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000504131830.01780.00001204@ng-fl1.aol.com...
> Hi Everyone,
>
> I need some help. I am a newbie to Atari 8-bit and I have the following
> hardware:
>
> 800 Computer
> 850 Disk drive
810
> 1030 Modem
> 1025 Printer
>
> And Software:
>
> Basic (cart)
> Pac Man (cart)
> Space invaders (cart)
> Print Shop
> DOS 3.0
> Microsoft BASIC
> ...and a few others.
A joystick too I hope!
>
> My problem is that I can't get my 810 drive to work. I have been told to
get
> DOS 2.5 but no luck. It tries to read the disk but it just makes noises.
Depending on how the disk was formatted, the DOS 2.5 and DOS 3.0 may be in
enhanced density which an 810 won't do. You need a disk formated in single
denssty with DOS of choice. DOS 2.5 is probably the best DOS Atari came up
with, but a lot of people like MyDOS or Sparta DOS.

>
> I also need help with my modem. What can I connect to? Can someone give
me
> some commands/addresses to use because I would really like to use it for
> something.
>
> I also need help with the printer. Of course I cannot print anything as I
> don't have a program on cartridge that has print commands. I also need an
ink
> roller for it.
>
> As you can see I really need some help as a begginner, I just bought my

800 in
> Febuary and I love it to death. I never thought an old PC could be so
much
> fun, but I REALLY need to learn how to use this thing. Can someone help
me???
>
> Thanks,
>
> Jessica C
>
> atarigirl183@aol.com

2670. Re: L.E,G.A,L. ,C.A,B.L,E. ,D.E,S.C,R.A,M.B,L.E,R. ,..., .G,E.T, .P,A.Y, .P,E.R, .V,I.E,W.,.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Gary <bitbucket@home.com>
Message-ID: <3911D70F.ED82073C@home.com>
Source record: 45135

AtariGirl1983 wrote:
>
> What does this have to do with 8~bit?? In other words, don't post unless it is
> 8~bit related.
>
> >Subject: L.E,G.A,L. ,C.A,B.L,E. ,D.E,S.C,R.A,M.B,L.E,R. ,..., .G,E.T, .P,A.Y,
> >.P,E.R, .V,I.E,W.,.....
> >From: eithxn@dfgdfg.com
> >Date: 5/3/2000 11:11 PM Eastern Daylight Time
> >Message-id: <8eqpoo$1gq$8282@news.news-service.com>
> >
> >L.EGAL C.A.B.L.E TV DE-S.C.R.A.M.B.L.E.R
> >
> >
> >
> >Want to watch Sporting Events?--Movies?--Pay-Per-View??
> >
> >
> >
> >*This is the Famous R-O Shack TV D.e.s.c.r.a.m.b.l.e.r
> >
> >You can assemble it from R,a,d,i,o S,h,a,c,k parts for about $12 to $15.
> >
> >
> >

<snip>

It's a scam anyway. The method of scrambling that this thing is
supposed to defeat hasn't been in use for about 20 years or so.

2671. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000504160154.21259.00001411@ng-ff1.aol.com>
Source record: 45136

>Depending on how the disk was formatted, the DOS 2.5 and DOS 3.0 may be in
>enhanced density which an 810 won't do. You need a disk formated in single
>denssty with DOS of choice. DOS 2.5 is probably the best DOS Atari came up
>with, but a lot of people like MyDOS or Sparta DOS.

I checked and the disk stated double density. So much for using the software
that comes with it.

2672. Re: L.E,G.A,L. ,C.A,B.L,E. ,D.E,S.C,R.A,M.B,L.E,R. ,..., .G,E.T, .P,A.Y,

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000504160523.21260.00001357@ng-ff1.aol.com>
Source record: 45137

>It's a scam anyway. The method of scrambling that this thing is
>supposed to defeat hasn't been in use for about 20 years or so.

I know what ya mean. I'm just sick of seeing it.

2673. Re: Mildly OT: ZIP format inventor dies at 37

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sh3m56tfgbn36@corp.supernews.com>
Source record: 45138

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:8ersap$c1v$5@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I found the following in c.s.cbm
>
> CU Mathy van Nisselroy

Note to self, clean up my house.

> > Despite his success as a software engineer, Katz had troubles in his
> >personal life. Authorities obtained a search warrant in 1997 after Katz's
> >Mequon neighbors complained about odors, insects and mice at his luxury
> >condominium.
> > Authorities said they found knee-deep garbage and decaying food at
the
> >condo. Katz's lawyers paid the city of Mequon about $8,000 for the cost
of
> >the cleanup, pest exterminators and legal fees.

2674. Atari Classics Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <3911dc65$0$3437@wodc7nh0.news.uu.net>
Source record: 45139

Is this magazine still being published? If so how do I subscribe to it?

I heard that you e-mail Bob Wooley, and he'll send you a issue, then you send money to continue the magazine. Right?

Thanks all.

--
Marshall Walker
mwalker@mc.net

2675. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3911F55E.809@classic-games.com>
Source record: 45140

> > My problem is that I can't get my 810 drive to work. I have been told to
> get
> > DOS 2.5 but no luck. It tries to read the disk but it just makes noises.
> Depending on how the disk was formatted, the DOS 2.5 and DOS 3.0 may be in
> enhanced density which an 810 won't do. You need a disk formated in single
> denssty with DOS of choice. DOS 2.5 is probably the best DOS Atari came up
> with, but a lot of people like MyDOS or Sparta DOS.

Personally, I've always liked DOS 3.0, since it always seemed to
be a much slicker, more professonional product. Of course, it
eats excessive RAM.

My recommendation for testing the drive would be to try it with
a commercial disk if possible. Commercial software was almost
always on single-density disks, and it's easier to rule out
human error if you can just pop a commercial SD game in the drive,
turn the computer on, and see if the software loads.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

2676. FS/T: Atari 400 - UK

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <UkjDPrCovZE5EwN6@lovecraft.demon.co.uk>
Source record: 45141

Swap for 800XL or XEGS - Atari 400 with proper keyboard (one keytop is missing, they look like 800 keys so a replacement shouldn't be impossible to find), 410 recorder, BASIC cartridge, PSU. Originally a 16K version, upgraded to 48K, looks in good condition but I haven't cleaned it, as it has a sticker saying 'Atari Home Computers' on it which I didn't want to disturb.

It also has a very scruffy Atari Basic guide with pictures of the 400 on, which doesn't appear to be a manual as such, but a 3rd party book.

It gives a much better picture on a TV than my 65XE does, but I prefer the look of the XEGS to the 400 series!

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

2677. Re: upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8etgdu$k45$1@slb6.atl.mindspring.net>
Source record: 45142

There is always a way to do almost anything if you want it bad enough... You just need to do a lot more homework that way. You do not have valid data for a period of time on D0-D7, so you need some sort of delay before you activate EXTSEL. This is probably OK since you can let RAS run on every cycle as long as you kill CAS before it is brought up by the clocks. Use an 8 input NOR gate to generate the EXTSEL -- you will probably be close.

I really did it using all SRAM because I am working on sharing the memory between two systems. There you need all SRAM.....

Bob

David A. Paterson <david_p@storm.ca> wrote in message
news:8enl3r$kh1$1@news.storm.ca...
> Dump the RAMBO? Is there no way to run $0000-FFFF on the existing DRAM
> (including the 16K banks on the RAMBO) and have an additional 512K hanging
> off the PBI (something along the lines of only grounding EXTSEL if one of
> the D0-D7 bits is true)? Or would this get too involved and too dependant
> on nasty timing loops?
>
> David
>
> Atari Bob <ataribob@mindspring.com> wrote in message
> news:8elq5c$n0l$1@slb1.atl.mindspring.net...
> > Well, you gotta dump the Rambo....
> > Latch the data bits in a register that feeds the high order bits of a
512K
> > SRAM using 02 as CLK.
> > Ground EXTSEL on the PBI (this kills the DRAM).
> > Run 02 thru two inverters NANDed with 02 and EXTENB for -CS on the SRAM.
> > Connect the D0-D7 and A0-A15 bits to the SRAM.
> > Connect LR/W to -WRT on the SRAM.
> >
> > yer up and runnin' ---> 512K of linear SRAM
> >
> > looks like 2 ICs and the SRAM -- about $15 + board&connectors and stuff.
> > Plugs into the PBI -- unplug and you're normal again. Gee, you could add
a
> > battery and retain the data, even....
> >
> > oh, you need +5volts unless you're on a 600XL, which has it on the PBI
> > itself.
> >
> > Bob

2678. Re: Atari Classics Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8eth0m$uu0$1@nntp9.atl.mindspring.net>
Source record: 45143

At the moment, you just send him your name and address and he will send you
an issue whenever he gets one done....

Please note that my email address has changed

ataribob@mindspring.com

Atari Classics
1161 Bay St.
Alameda, CA 94501

Marshall Walker <mwalker@mc.net> wrote in message
news:3911dc65$0$3437@wodc7nh0.news.uu.net...
> Is this magazine still being published? If so how do I subscribe to it?
>
> I heard that you e-mail Bob Wooley, and he'll send you a issue, then you
> send money to continue the magazine. Right?
>
> Thanks all.
>
>
> --
> Marshall Walker
> mwalker@mc.net
>
>

2679. Re: Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sh4kk2a5gbn16@corp.supernews.com>
Source record: 45144

I checked my joystick connection, it was okay.
I checked my installation of Atari800Win, reinstalled it and it still works.
I checked my Windows 95 game controller settings, it is okay.
So why can't I play Microsoft Return of Arcade with my joystick anymore?
So why can't I play Microsoft Revenge of Arcade with my joystick anymore?
Why can't I play my licensed editions of shareware game titles with my
joystick anymore?
I want ALL of my games to work with the appropriate controls!
I decided to start using an emulator because my Atari 1050 Disk Drive gave
up the ghost.
Please tell me how to get my Gravis PC Pro Joystick to work on ALL my PC
games again.
Wally
w_a_lang@willinet.net

2680. Re: i Meeting in Dallas, TX- USA this Saturday!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-04 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.391274f4@fmlynet.org>
Source record: 45145

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: atarigirl1983@aol.com (AtariGirl1983)
> I wish.........

I wish too. Now if we click our joysticks together three times... ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2681. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8eths4$hrf@cs.vu.nl>
Source record: 45048

atarigirl1983@aol.com (AtariGirl1983) writes:

>My problem is that I can't get my 810 drive to work. I have been told to get
>DOS 2.5 but no luck. It tries to read the disk but it just makes noises.

I never owned a 810, but the 1050 has a drivenumber switch in the back.
Make sure it's set to one (D1: drive 1) if the 810 has one (does anybody
know (sure somebody does :-)).

--Ivo

2682. Re: 600xl max mem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-C5n4cODnJ9wS@cth-digital-ts01-s6.cab.cth.com.au>
Source record: 45049

On Sun, 4 May 3900 17:29:22, Raphael James Espino <rje@co.umist.ac.uk>
wrote:

> nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:
>
> > Howdy Rafeal, James, folks
> >
> > >> Did it have an external power supply?? It it doesn't, it will never
> > >> work on an 800xl.
> >
> > >Don't know about the technical specs, but it does work on an 800XL.
> >
> > Yes it does. Soldering in the missing +5VDC lines wouldn't be that hard.
> > But I believe the 1064 would only overlay it's upper 48kB onto the 800XL's
> > memory. AFAIK there is no software switch to switch the 1064 out/off.
>
> OK, now I'm confused, I thought we were talking about the Yorkie
> upgrade rather than the 1064, although they do both connect to the
> PBI.
The 800xl parallel bus doesn't have +5v on the parallel bus. the 600xl
does.
The 1064 will not connect to the 800xl because the opening in the
plastic case is narower. the 1064 has 2 clips that supossadly clip
onto the wider opening of the 600xl. They don't work all that well .

James B

2683. Re: i Meeting in Dallas, TX- USA this Saturday!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-j1rRYwjh9NPw@cth-digital-ts01-s6.cab.cth.com.au>
Source record: 45050

On Sun, 3 May 3900 08:04:36, "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> To all Atarians out there,
>
> Just a open invitation to those out there that can make this meeting or
> for some chance will find yourself in the Dallas area this weekend. :)
>

hmmmm. If i board the plane now, fly east, cross the international
date line so today is yesterday, I should get there on yesterdays
tomorrow which is today, a full 24 hours flight away. :) now , what
about that passport, that I don't have ....

James B

2684. Re: Montezuma's Revenge, what's the point?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.957516084@math.tu-berlin.de>
Source record: 45051

Hi Jack,

eplicon@wam.umd.edu (Jack H. Lee) writes:

>It's been so long since I played that original version. But there is a
>neat trick, which I forgot how to do. When you get to the screen where
>the guy stomps, if you place Pedro at a certain point in the screen and
>jump, you will be able to enter the inventory section. This is where you
>can get extra swords or keys (providing you have at least one in the
>inventory). Then you jump away from the inventory box and get to kill
>more creatures for points. But that was as far as it would go, really.
>You could kill everything off and it still wouldn't get you any closer to
>a real finish. Anyway, you don't want to be fully in the inventory box.
>When you jump correctly, he will be halfway in there. If you jump up, you
>will be inside the box, and it will cause a real no-win situation. When
>you run out of time and the bat takes you away, you wind up back in the
>box, trapped! The trick is to jump to the left, so you wind back in the
>playing field.

Thanks for your reply! I guess this pretty much explains the story, even though
it's not very satisfying. (-;

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2685. 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Rudy DELVAUX <RDELVAUX@SWING.BE>
Message-ID: <8eu6sp$83c$1@news0.skynet.be>
Source record: 45052

Hi all,

I crash my old ballbazer (version with gr.9 demo disk in 1987 and I look
for
an Atari collector that can send me the ATR image.

There is a version of rescue on fractalus with the intro-silver ship who's
launch a tiny ship ...
any have this ?

Rudy

2686. Re: Help!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000505071614.08499.00001467@ng-cs1.aol.com>
Source record: 45053

>Make sure it's set to one (D1: drive 1) if the 810 has one (does anybody
>know (sure somebody does :-)).
>

I checked and it does. Thanks.

2687. Re: XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: alanmcminswa@home.com
Message-ID: <3912c173@news.nuthinbutnews.com>
Source record: 45054

>How about 1MB. Using a 30 pin SIMM?

Sounds pretty good... I've got a few 1 meg SIMMs laying on my desk.

>I don't have the schematics ready yet (I'm still trying to get it to work on
>non-XEGS 8 bit Atari computers. But it works on my XEGS. No loss of BASIC,
>SELFTEST, OSRAM or MISSILE Command or even the separate ANTIC and CPU
>banking)

Let us know how it goes. Using a SIMM would be a lot easier than that 576K
Atari 800 XL I had done a few monsoons ago.

>PS I can tell you in a few lines which chips you need an how to connect
>them, but no drawings yet and no "pin x of chip y to pin v of chip w" at
>this point.
>
Let us know, we can at least gather the pieces.

2688. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000505144617.57557A@jonf.cix.co.uk>
Source record: 45055

Here lass, try this url.

A little text heavy but i found it vital:-

http://www.faqs.org/faqs/atari-8-bit/faq/

also of use are:-
http://www.atarimagazines.com/
http://www.crestviewfl.com/~richard/atari-docs.htm
http://members.xoom.com/Pairman/Ref.html

and a little old, but many links still work.

http://www.co.umist.ac.uk/~rje/8bit/vendors.html

In article <20000504131830.01780.00001204@ng-fl1.aol.com>,
atarigirl1983@aol.com (AtariGirl1983) wrote:

> Hi Everyone,
>
> I need some help. I am a newbie to Atari 8-bit and I have the following
> hardware:
>
> 800 Computer
> 850 Disk drive
> 1030 Modem
> 1025 Printer
>
> And Software:
>
> Basic (cart)
> Pac Man (cart)
> Space invaders (cart)
> Print Shop
> DOS 3.0
> Microsoft BASIC
> ...and a few others.
>
> My problem is that I can't get my 810 drive to work. I have been told
> to get
> DOS 2.5 but no luck. It tries to read the disk but it just makes
> noises.

The Drive was Single density only, find almost any old atari disk game
(almost all were single density) and give it a whirl. It should boot. (or
tell you to take the basic cart out).

where abouts are you? If your UK i could find a spare copy for you, dont trust international post though (Xrays can cause data damage, its rare but realy not worth the risk in my opinion).

> I also need help with my modem. What can I connect to? Can someone
> give me
> some commands/addresses to use because I would really like to use it for
> something.

you will need a terminal program. once you have one you may be able to establish a telnet session with your PC (if you have one) or to one of the bulliten boards. There seems to be a monthly listing/faq that may help with that.

> I also need help with the printer. Of course I cannot print anything
> as I
> don't have a program on cartridge that has print commands. I also need
> an ink
> roller for it.
>
> As you can see I really need some help as a begginner, I just bought my
> 800 in
> Febuary and I love it to death. I never thought an old PC could be so
> much
> fun, but I REALLY need to learn how to use this thing. Can someone
> help me???
>
> Thanks,
>
> Jessica C
>
> atarigirl183@aol.com
>

hope that helps.

jp

2689. Re: Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sh5prcugbn50@corp.supernews.com>
Source record: 45056

You installed Direct X 7.0 right? All I have ever heard is it is buggy. If it was me, I would try reinstalling Direct X 6.0 and maybe doing a selective install with only updating video and sound drivers.
w_a_lang <w_a_lang@willinet.net> wrote in message news:sh4kk2a5gbn16@corp.supernews.com...
> I checked my joystick connection, it was okay.
> I checked my installation of Atari800Win, reinstalled it and it still works.
> I checked my Windows 95 game controller settings, it is okay.
> So why can't I play Microsoft Return of Arcade with my joystick anymore?
> So why can't I play Microsoft Revenge of Arcade with my joystick anymore?
> Why can't I play my licensed editions of shareware game titles with my
> joystick anymore?
> I want ALL of my games to work with the appropriate controls!
> I decided to start using an emulator because my Atari 1050 Disk Drive gave
> up the ghost.
> Please tell me how to get my Gravis PC Pro Joystick to work on ALL my PC
> games again.
> Wally
> w_a_lang@willinet.net
>
>
>

2690. Which componants have I blown up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <3912f31b.138450@news.supernews.com>
Source record: 45057

Hi there,

I've recently acquired a couple of 1050 drives and while mucking around with a SIO2PC cable I've managed to kill one of them.

While one drive is perfectly happy to do anything I ask it I just get an error 160 from the other.

Could someone give me an idea as to what I should be looking for in terms of undertaking a repair please?

I've not opened the dead drive up at all as yet so I don't know whether it's possible to swap some componants between the drives easily.

If anyone can help I'd appreciate it a lot.

Thanks in advance.

RB.

2691. Rainbow chip?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000505194101.22811A@ilaskey.compulink.co.uk>
Source record: 45058

I was browsing the Giant List of Game programmers and it mentions a gfx chipset called Rainbow from the same era as the Amy sound chip. Anyone know anything about it?

Iain

2692. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000505162338.08577.00001449@ng-fp1.aol.com>
Source record: 45059

>"Jeffrey Taylor" jbcktaylor@erols.com opines:

>what the major bug is in Atari BASIC Rev.A? Just curious.

the MAJOR & most serious and inconvenient bug involved editing BASIC
statements. Changes to the statement table which required moving a multiple of
(IIRC) 256 bytes could 'lose' some of your program or more commonly 'lock' the
system; this 'freeze' survived system reset and required a cold start to clear.
Prudent coders listed all to tape or disk after almost every line during heavy
editing to avoid that helpless empty feeling and a lot of retyping.

-Ron

I don't have a solution but I admire the problem.

2693. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000505165215.08577.00001457@ng-fp1.aol.com>
Source record: 45060

>atarigirl1983@aol.com (AtariGirl1983) says:

>I also need help with the printer. Of course I cannot print anything as I
>don't have a program on cartridge that has print commands. I also need an
>ink
>roller for it.

I agree with "check Best or B&C for roller", but you can print from BASIC with
either:
LPRINT "any text here...."
or OPEN #1,8,0,"P:" : PRINT #1,"text..."

The BASIC cartridge supports several print commands.

The 1030 is a solid & capable (& very slow) modem with the proper software;
otherwise a little arcane to use. Check the Antic site for some info &
articles:
http://www.atarimagazines.com/

Print Shop was in your list; and it comes on a single density disk suitable for
the 810. Will it boot when you start the 800 without BASIC?

-Ron

I don't have a solution but I admire the problem.

2694. Re: Help!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000505165407.08577.00001458@ng-fp1.aol.com>
Source record: 45061

>I never owned a 810, but the 1050 has a drivenumber switch in the back.
>Make sure it's set to one (D1: drive 1) if the 810 has one (does anybody
>know (sure somebody does :-)).

the 810's have exactly the same two switches as the 1050...

-Ron

I don't have a solution but I admire the problem.

2695. SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Jeffrey Taylor <jbcktaylor@erols.com>
Message-ID: <8evd7c$2ai$1@bob.news.rcn.net>
Source record: 45062

Hey peoples,

I've built an SIO2PC cable and when I use it, nothing happens on my atari. I've checked all connections, I checked the cables, I made sure the software (original SIO2PC software) had a disk image in drive 1, I've checked just about everything I can think of. Any suggestions? Thanks a bunch.

P.S. I'm gonna post some pics of this cable as soon as I locate my Digital camera.

2696. Re: //...Advice For New Immigrants,,,

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Jeffrey Taylor <jbcktaylor@erols.com>
Message-ID: <8eve23$79o$1@bob.news.rcn.net>
Source record: 45063

Man, is this ever off-topic!

2697. Re: Which componants have I blown up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000505173617.08577.00001461@ng-fp1.aol.com>
Source record: 45064

>rob@syroxdev.co.uk (Rob Brooks) opines:

>acquired a couple of 1050 drives...
>While one drive is perfectly happy to do anything I ask it I just get
>an error 160 from the other.

160 is a bad drive number error???
Many chips are socketed in my 1050; don't know if that was standard from all sources. The larger chips near the center of the circuit board under the drive mechanism are the main controller and personality stuff. Can't offer much help beyond that except make a diagram and put tape labels on all the chips BEFORE you start swapping around!

-Ron

I don't have a solution but I admire the problem.

2698. Re: i Meeting in Dallas, TX- USA this Saturday!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <6jh6hsog4kqenufsi58c2ic8u00baksjdv@4ax.com>
Source record: 45065

You are in an empty room with "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org>. There's a rock in the middle
with "Y2" written on. A hollow voice says:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>Witchfinder,
>I would have a meeting every week if I could, but alas... So will you find
>yourself in Dallas in the future? Doctor Clu

Sadly not as often as I'd like - I loved it over there (Medieval Times
was a bit poor :) but my gf says America is too big! And she IS
American! We were visiting her sisters so the next time is probably
going to be next year :(
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

2699. Re: Rainbow chip?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Atari History Site Webmaster <webmaster@atari-history.com>
Message-ID: <391359E5.E6CF357E@atari-history.com>
Source record: 45066

Hi Iain,

Rainbow was a new chipset that Atari was working on for the "GAZA"
project, it was a new system that would have competed with Sun Microsystems
and for production video services. Originally Warner Management liked the
whole concept and gave the go ahead, after an initial set of prototypes
were made Warner again changed its mind and felt it would conflict with
Atari's need to focus as an entertainment only company and the project was
scrapped. A sister project which went even farther was the "SIERRA"
project which had a new chipset called Silver & Gold, the chips were
codenamed MARIA (not to be confused with the MARIE chip in the Atari 7800)
and AMY and utilized 2 MC68000 on a single bus. The system was demo'd in
late 1983 to a select group of reporters and in an audio demo the system
produced the sound of an male opera singer and then a female. The
Tramiels attempted to mate the AMY chip with a 65XE computer system.
However they fired all of the Atari Institute and Atari Corporate Research
staff that created the chipset and its doubtful that they were ever able to
full decypher its full working and they were never able to get it to work
the way it was originally designed.

Curt

Iain Laskey wrote:

> I was browsing the Giant List of Game programmers and it mentions a gfx
> chipset called Rainbow from the same era as the Amy sound chip. Anyone
> know anything about it?
>
> Iain

2700. 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Tim Lappala <blablabla@execulink.com>
Message-ID: <39136594.D6E9561A@execulink.com>
Source record: 45067

Hi all,

I recently acquired what I believe is a 130 XE, but I'm not sure because the strip of plastic that would normally bear the title is missing. It has an "expansion port" beside the cartridge port. Am I right in thinking that is exclusive to the 130 XE?

What is an easy way to tell the difference?

Tim L.

2701. Atari Disk Drive Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Tim Lappala <blablabla@execulink.com>
Message-ID: <391365F9.5BF87567@execulink.com>
Source record: 45068

Hi,

Do I need to format a disk before I can use it in my 1050 disk drive?
If so, how do I do it?

Also, what commands do I use to load and save programs?

Thanks!

Tim L.

2702. Re: Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <39138346.1010804@classic-games.com>
Source record: 45069

"Richard Cortese" wrote:

> You installed Direct X 7.0 right? All I have ever heard is it is buggy. If
> it was me, I would try reinstalling Direct X 6.0 and maybe doing a selective
> install with only updating video and sound drivers.

If the stick/pad is installed and calibrated correctly, the next thing
to try would be a reinstall of DirectX. If that fails, delete Windows
from your hard drive and reinstall it, followed by a version of DirectX
that has worked for you in the past.
--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

2703. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sh70uvs1gbn104@corp.supernews.com>
Source record: 45070

Post the votages you get at each pin, turn on the verbose mode of the
software on the PC side so it shows you things like command line going low.
You'll know the menu when you get it up.

The voltages with both the Atari and the IBM turned on should be the only
ones you need to get.
Jeffrey Taylor <jbcktaylor@erols.com> wrote in message
news:8evd7c$2ai$1@bob.news.rcn.net...
> Hey peoples,
>
> I've built an SIO2PC cable and when I use it, nothing happens on my
> atari. I've checked all connections, I checked the cables, I made sure the
> software (original SIO2PC software) had a disk image in drive 1, I've
> checked just about everything I can think of. Any suggestions? Thanks a
> bunch.
>
>
>
> P.S. I'm gonna post some pics of this cable as soon as I locate my Digital
> camera.
>
>
>

2704. Re: Rainbow chip?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-05 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3913868A.5010907@classic-games.com>
Source record: 45071

ilaskeyremoveme@cix.co.uk (Iain Laskey) wrote:

> I was browsing the Giant List of Game programmers and it mentions a gfx
> chipset called Rainbow from the same era as the Amy sound chip. Anyone
> know anything about it?
>
> Iain

No... but my wish has always been that Atari had released a machine with
Amy and the 7800's MARIA while maintaining compatibility. That would
have made the Tramiel era almost bearable.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

2705. Re: Looking for Atari Equipment in Alaska

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <sh6quoelgbn177@news.supernews.com>
Source record: 45072

In article <390B07AB.6392FC3A@atari-history.com>, webmaster@atari-history.com says...
> You have a dealer right up in your neck of the woods called Far North >Computers, run by Frank Stallings, I don't have any contact info, but do a

In the vendor list I have:

Far North Atari Computers (attn: Frank)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

-Michael

2706. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <5tq6hsg32at5f7th8ch0e70skudqip9chm@4ax.com>
Source record: 45073

On Fri, 05 May 2000 20:21:40 -0400, Tim Lappala
<blablabla@execulink.com> drooled an embarassing wet spot in his lap
as he typed:

>Hi all,
>
>I recently acquired what I believe is a 130 XE, but I'm not sure because
>the strip of plastic that would normally bear the title is missing. It
>has an "expansion port" beside the cartridge port. Am I right in
>thinking that is exclusive to the 130 XE?
>
>What is an easy way to tell the difference?
>
>Tim L.

It's a 130XE. The 65XE had no expansion port.

2707. Re: Which componants have I blown up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-PBe9QEZPCvud@cth-digital-ts01-s29.cab.cth.com.au>
Source record: 45074

On Sun, 5 May 3900 16:23:01, rob@syroxdev.co.uk (Rob Brooks) wrote:

> Hi there,
>
> I've recently acquired a couple of 1050 drives and while mucking
> around with a SIO2PC cable I've managed to kill one of them.
>
> While one drive is perfectly happy to do anything I ask it I just get
> an error 160 from the other.
>
> Could someone give me an idea as to what I should be looking for in
> terms of undertaking a repair please?
>
> I've not opened the dead drive up at all as yet so I don't know
> whether it's possible to swap some componants between the drives
> easily.
>
> If anyone can help I'd appreciate it a lot.
>
> Thanks in advance.

I would start with the 3086 chip in the back righthand corner.
This chip buffers the sio bus.

James B

2708. Re: 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <8RNQ4.165$wY3.3238@typhoon.tampabay.rr.com>
Source record: 45075

http://www.atariworld.com/files/atr/r/RescueOnFractulus.zip

"Rudy DELVAUX" <RDELVAUX@SWING.BE> wrote in message
news:8eu6sp$83c$1@news0.skynet.be...
> Hi all,
>
> I crash my old ballbazer (version with gr.9 demo disk in 1987 and I look
> for
> an Atari collector that can send me the ATR image.
>
> There is a version of rescue on fractalus with the intro-silver ship who's
> launch a tiny ship ...
> any have this ?
>
> Rudy
>
>
>

2709. Re: Which componants have I blown up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000506003758.26497A-100000@vtn1>
Source record: 45076

On Fri, 5 May 2000, Rob Brooks wrote:

> Hi there,
>
> I've recently acquired a couple of 1050 drives and while mucking
> around with a SIO2PC cable I've managed to kill one of them.
>
> While one drive is perfectly happy to do anything I ask it I just get
> an error 160 from the other.
>
Error 160 is a device error also known as "invalid drive" and usually indicates a problem in the CIO disk handler aka DOS. If you're using one of the older, dumber DOS, you may have to set a bit in DRVBYT at $070A (decimal 1802) to indicate the presence of the drive. If you are using one of these DOS, for test purposes, go to BASIC and enter the following (make sure you have an unprotected DOS disk in D1:):

```
POKE 1802,255
CLOSE #1
OPEN #1,8,0,"D1:DOS.SYS"
CLOSE #1
BYE
```

When you get the self-test screen, hit Reset and the computer will reboot with DOS set for eight drives. Note this is for Atari DOS 2.x and any of its clones (TopDOS, SmartDOS, MachDOS, DOSXL, SuperDOS, older MYDOS).

Before assuming the drive needs surgery, try the obvious: set it to D1: and try it alone on the computer. If that works, try adding the second drive as D2: (make sure the switches are set correctly). Do these tests without SIO2PC attached.

Then add the SIO2PC cable and run the software on the PC without loading or creating any disk images and try your real drives again. If both work, fine; if not you may have a computer which can't handle that many devices on the SIO buss--I had a 130XE which could not handle more than two, SIO2PC or a printer interface would cause the drives to crap out. The solution I adopted, which most hardware types will tell you is a "no no", was to change cables on the go.

If changing the DOS DRVBYT fixed things, get a better DOS. SpartaDOS is the most powerful but, if you're not comfortable with a MS-DOS-like command line, use MYDOS 4.53.

jkp

2710. Re: Rainbow chip?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000506154801.25975A@ilaskey.compulink.co.uk>
Source record: 45077

In article <391359E5.E6CF357E@atari-history.com>,
webmaster@atari-history.com (Atari History Site Webmaster) wrote:
<whole bunch of useful info removed>
Interesting. The reference I found claimed that there was a system that had both the Rainbow and Amy and that the developer in question had been working on a game for it. Possible?

Iain

2711. DD Dos needed...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: atarivision@my-deja.com
Message-ID: <8f1h6jvko1@nnrp1.deja.com>
Source record: 45078

Hi,

I've had my 800 and 800xl for about 11 years now...
even tho I have had the DD disk drives, I've been stuck using the SD format, due to the OLD O.S. , I had the manual for the new os, but I never could find the software...

Is anyonw able to supply me a copy of this program?
Id gladly pay for shipping/disk...

Thanks,

-Clint
AtariVision

Sent via Deja.com http://www.deja.com/
Before you buy.

2712. Atari 8-Bit Computers: Frequently Asked Questions

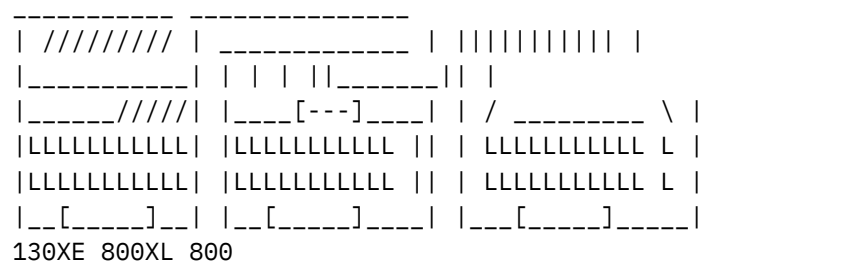
Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_957633387@rtfm.mit.edu>
Source record: 45079
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: April 28, 2000

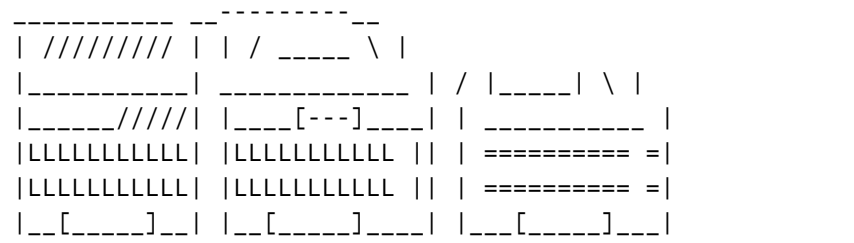
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

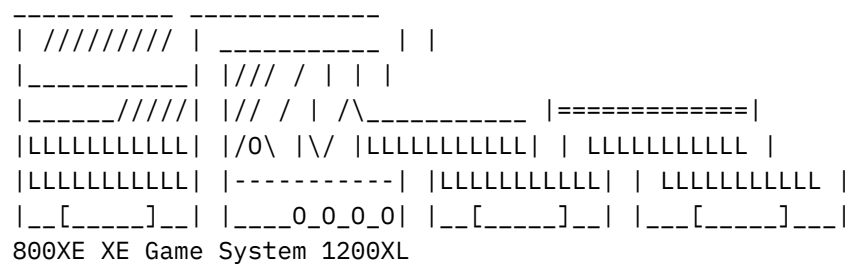
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

****
For other 8-bit Atari related FAQs
(vendors/developers, new users, emulators, BBS's, hardware mod's, disk images)
please follow the links contained in:

http://www.faqs.org/faqs/atari-8-bit/welcome/

which is also posted to news:comp.sys.atari.8bit every 7 days.
****

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0.1) Table of contents

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13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) What games make use of the Light Gun?
13.18) How do I type a tilde (common character in Web URL's) on my Atari?
13.19) What's the difference between ASCII and ATASCII?

Coming soon:
What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now

heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush Extreme Racing. Atari Games Corporation is a brand of Midway Games Inc. (NYSE:MWY). The Atari Games home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

Only by the final production run of the 130XE (when was this???) was the XL/XE OS revised to include a "keyboard test mode" that matched the XE keyboard, and a RAM test that tests the full 128K of RAM.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game (hold down Select at startup), while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

TODAY
Hasbro is a worldwide leader in the children's and family leisure time and entertainment products and services, including the design, manufacture and marketing of games and toys ranging from traditional to high-tech. Both internationally and in the U.S., its PLAYSKOOL, KENNER, TONKA, ODDZON, SUPER SOAKER, MILTON BRADLEY, PARKER BROTHERS, TIGER, HASBRO INTERACTIVE, MICROPROSE, GALOOB and WIZARDS OF THE COAST brands and products provide the highest quality and most recognizable play experiences in the world.

Hasbro Interactive, Inc. is a global interactive entertainment industry leader, innovating new ways to play and developing, publishing and distributing the highest quality interactive games and lifestyle products for a full range of genres and platforms. A subsidiary of Hasbro, Inc. (NYSE: HAS - news), Hasbro Interactive has offices in the U.S., U.K., Canada, Germany and Australia, and internal development studios in the U.S. and U.K. For further information, visit Hasbro Interactive's Web site at http://www.hasbro-interactive.com.

Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/

Atari currently (4/00) markets:
Atari Arcade Hits 1 & 2
Centipede
Frogger
Glover
H.E.D.Z. - Head Extreme Destruction Zone
Missile Command
Nerf ArenaBlast
Pong
Q*Bert
The Next Tetris

Subject: 1.2) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:bill@newbreedsoftware.com (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video
incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.3) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls

most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have a special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank

switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

And more recently James Bradford has written:
Freddy is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near freddy does all the bank selection. CO25953. One line from freddy , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip since Ras (Cas?) is required by ALL dynamic ram.

Some words on GTIA bugs, from Andreas Magenheimer,
mailto:magea000@mail.uni-mainz.de :

All of these newer and buggy GTIA`s were built with the "eastern european" XE computers. they were made in China. Although Atari knew about this, they did not change them. so you have to replace them with older XL/XE GTIA chips...

But one more thing to GTIA and Antic chips: All PAL versions of these chips have a color bug, since gr. 11 produces 16 colors, but merely 15 different colors (one color: brown at the beginning and end of the palette is absolutely the same; normally there should be a red tone here !); with gr. 9 you will see 16 shades, but merely 15 different shades (the same as gr. 11, one shade is doubled!).

Strange enough, I also found this color bug to appear in PAL Antic chips, there is also the red tone missing (and the brown one doubled !). This color bug appears in all PAL Antic and especially GTIA chips. Atari never fixed it, so you find it inside any GTIA equipped PAL Atari 800 and also the later XL and XE models. Since PAL users have to live with this bug, they sometimes do programs which look absolutely strange on NTSC and vice versa (not to mention the different Herz frame 50/60 hz and higher PAL line resolution/overscan).

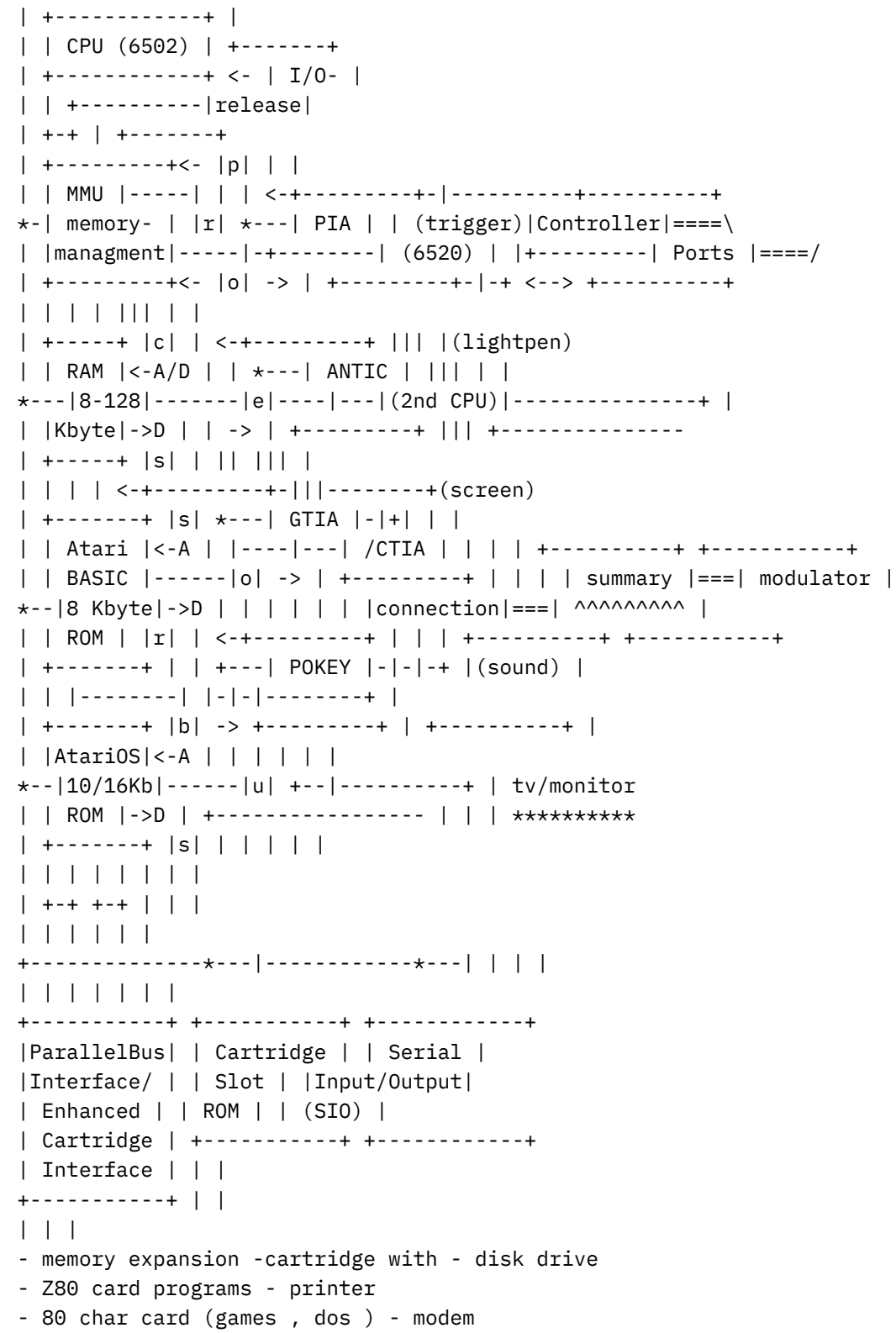
Imagine the following: a PAL GTIA has 15 colors in gr. 11
a NTSC GTIA has 16 colors in gr. 11
a PAL GTIA has 15 shades in gr. 9
a NTSC GTIA has 16 shades in gr. 9

Thus, a combination of gr. 9 and 11 gives:
16x16 = 256 colors on NTSC
15x15 = 225 colors on PAL

And - as said before, the bug seems also to appear with Antic...
Bad luck, we PAL users... Greets - Andreas Magenheimer.

Hardware Arrangement (With thanks to mailto:twh@bigfoot.de (Thomas Havemeister))

->
+--------------------------------------+



- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard

130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Technical data and schematics for the Antic, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Divisions release of this data. See:
http://www.atari-history.com/articles.html

Subject: 1.4) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?
4/00
news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari or alt.binaries.comp.atari8bit, or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not

exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?
4/00
news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements of Atari-related hardware and software, Web sites and other
Internet resources, and events
Moderated by Kevin Savetz, mailto:savetz@northcoast.com
Archived at http://www.savetz.com/csaa/

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.1) What is ATARI8-L?
4/00
From the ATARI8-L hope page at http://atari.ideefixe.nom.pl/

atari8-l is probably world biggest mailing list about 8-bit atari
computers. it's connected bidirectionally with old INFO-ATARI8 mailing
list at MARIST, as well as gatewayed to FidoNet (tm) ATARI8-L
international echo. it was created about two years ago to help ANIX
project (unix for 8-bit atari), but it quickly became international
forum for all 8-bit atari users.

for now the list has over the 100 subscribers from all around the world:
simple users, hardware developers, famous programmers or atari scene
members - discussing about their machines, new and old software,
hardware, upgrades, plans, and all atari gossip. there are no
ForSale/Trade messages, no spam, no off-topic discussions - so the list

is the essence of the 8-bit related traffic in the internet.

how to subscribe?

the fact, that atari8-l is a mailing list, not a usenet newsgroup, simplifies few things to users, that still use their favourite small computers for networking - all messages comes right into mailbox, no distant-newsserver connections is needed, as well as there are no old-messages-deleting problems. you can read it all using your favourite mail reader, using every account that'll support email sending/receiving.

to subscribe, simply mail a message to mailto:majordomo@listserv.ideefixe.nom.pl, with the following line in the body (not the subject) of the message:

subscribe atari8-l

the language we use on the list is english. try to stay on-topic (if you'd like to make some off-topic comments, please do so by private email to poster). all posts to the list should be in plain ascii (please, do not use any HTML tags, nor UUENCODE, MS/TNEF additions) - all these added junk is unreadable for any non-windows user (like atari user, or one who use un*x operating system).

archive

the list is also available as an usenet newsgroup listserv.atari8-l on newsserver news.ideefixe.nom.pl (you may try the following URL, if your browser supports NNTP connections: news://news.ideefixe.nom.pl/listserv.atari8-l). that newsgroup is almost complete archive of all the messages that appeared on the list (for the complete one, you may try fetching from the majordomo - please use the help command to see all available functions.

questions? problems?

if you have any questions or problems regarding the mailing list or that webpage, please inform me ASAP - my email address is mailto: krap@zwieracz.ideefixe.nom.pl.

maciej grzeszczuk

Subject: 3.2) What is ATARI8PL-L?
4/00
A Polish language version of the ATARI8-L list.

to subscribe, please mail a message to mailto:majordomo@listserv.ideefixe.nom.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

Subject: 3.3) What is the Atari8development list?
4/00
From: "arudzki" <arudzki@home.com>
Date: Sat, Oct 30, 1999 2:55 PM

Hello Developers,

Since I'm starting some development on a couple of projects for the 8-bit, I thought I would take someones advice (can't remember who...) and start up an e-mail mail list to link up similar developers.

I like reading the posts on the newsgroups and the atari mailing list, but I thought there could be a use for an e-mail list used for linking and sharing ideas on new or improvements on existing 8-bit projects.

To subscribe just click on the link below and SEND. Theres no need to put anything in the subject or body of the letter. Soon after, you'll get a confirmation e-mail, which you just reply to....and you're IN!

Posting to the group is at the address below, also.

Community email addresses:
Post message: Atari8development@onelist.com
Subscribe: Atari8development-subscribe@onelist.com
Unsubscribe: Atari8development-unsubscribe@onelist.com
List owner: Atari8development-owner@onelist.com

See you soon!

Tony

Subject: 4.1) What is XL Search?

XL Search is a web- and e-mail-based search engine. With it, you can search numerous Atari FTP and websites for programs for, and documents related to, Atari 8-bit computers.

(This includes the Atari 400, 800, 800XL, 600XL, 1200XL, 800XE, 65XE, 130XE and XEGS, as well as the numerous Atari 8-bit computer emulators for DOS, Windows, Unix, Macintosh, Amiga and Atari ST/TT computers.)

Where Is It?

XL Search can be accessed via the web at:

http://xlsearch.atari.org/

or:

http://www.newbreedsoftware.com/xlsearch/

An e-mail gateway is available as well! Simply send a blank message to:

xlsearch@newbreedsoftware.com

An automated reply will explain how to use XL Search via e-mail.

XL Search has now exceeded the 20,000-file mark! Almost 10 different
Atari 8-bit file collections are indexed!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

(By the way, the UMich site is also indexed at http://shareware.com/.)

Subject: 4.2) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:bill@newbreedsoftware.com (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How do
I access Usenet, FTP, Gopher, and WWW by e-mail?

Uploading

Bill writes:
If you're lucky enough to get into this archive via FTP, please upload
(with the appropriate translation ("ASCII" for text files, "BINARY"
otherwise)) your additions into the "New/" directory.

If you can only access this archive via Gopher, the Web or some other
uni-directional way, please e-mail additions to:

mailto:bill@newbreedsoftware.com

Please encode your files with UUencode or MIME ("base 64").

Always remember to upload a ".blurb" file to describe what you've
uploaded. And if there's a specific place you think the file should
go, please mention it in the ".blurb" and/or in an e-mail to me.

Please keep your ".blurbs" short, however. (1/2K or less!)
If you have text documents for the program, include them in an ARC file
with the program, or send them seperately as a ".TXT" file.

Thanks!

Subject: 5.1) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.2) What is the Closer to Home BBS?

A BBS running BBS Express! Pro by Video 61 for the 8-bit Atari, available on the Internet via telnet! Running in an 8-bit Atari emulator for Windows 95.

telnet://cth.tzo.com/

Sysop: Tom Hunt, mailto:tomhunt@bright.net

Subject: 6.1) What is FidoNet?

[We're not quite sure of the source of the following two paragraphs, but they may have been orginally written by Alan Sharkis.]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://bbs.docsplace.org

mailto:krap@zwieracz.ideefixe.nom.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.ideefixe.nom.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.ideefixe.nom.pl/fido.atari and you'll reach national ATARI group.

Subject: 7.1) What is the Atari 8-bit Computer Web Ring?

A WebRing is a set of web pages that have been linked to each other. Basically the first page in the ring has a link to the second one, the second one to the third, the third to the fourth... with the last page linking back to the first. This is all done by adding a small piece of HTML code to your page, which will automatically keep track of where your page lies in the WebRing. In this way pages from all over the world dealing with similar subjects can be linked together. In our case the subject is Atari 8-bit computers, so all pages in this WebRing are about the Atari 8-bit.

The home page of the Atari 8-bit Computer Web Ring is at:

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

and the ring is maintained by Raphael Espino, mailto:rje@co.umist.ac.uk

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Subject: 7.2) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See http://www.faqs.org/faqs/atari-8-bit/vendev/

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@korax.net
http://home.korax.net/~schrist/taf/ or http://welcome.to/taf/

Atari Users of North Texas (AUNT)
http://www.atariusers.com/aunt/aunt.html

SAGE (Spectrum Atari Group Of Erie)
http://www.erie.net/~sagedm/ or http://sage.atari.org/

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/

Sacha's Homepage, The Atari Section
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@rcn.com
http://www.qlam.com/atari/atari.html

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com

http://www.atarimagazines.com/

Exploring the Arabic Atari 65 XE
Kevin Savetz, mailto:savetz@northcoast.com
http://www.savetz.com/vintagecomputers/arabic65xe/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

Atari Planet
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

ATARI XL/XE Computer
Ulf Petersen, mailto:ulf@ulfpetersen@hotmail.com
http://members.xoom.com/atari800/

Svenska Atariklubben
Andreas Sjoo, mailto:mrfuture@home.se
http://www.sak.nu/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

FM Atari 8-bit Magazine
Fred Meijer, mailto:fred@meijer.demon.nl
http://www.meijer.demon.nl/

Unfinished Projects Page
David Wyn Davies, mailto:ansawdd@compuserve.com
http://ourworld.compuserve.com/homepages/Ansawdd

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/~irata/atari.html

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:k_nadj@s-direktnet.de
http://www.s-direktnet.de/homepages/k_nadj/main.html

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Historical Society
Curt Vendel, mailto:webmaster@atari-history.com
http://www.atari-history.com/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

"Break Movie" Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://atascii.atari.org/ or http://home.flash.net/~ambrosia/index2.html

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer.De
Matthias Faust, mailto:Mnfaust@cs.com
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/star-raiders/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:larryr@cyou.com
http://www.cyou.com/~richard/atari-docs.htm

Eric's Atari Stuff (Atari Hardware Manual, 850 Manual, DeRe Atari online)
Eric Cron, mailto:ericcron@pcc.net
http://www.pcc.net/dzone/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:sjudd@ffd2.com
http://www.ffd2.com/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Clarence's Atari 8bit page (modifications)
Clarence Dyson, cdyson@redshift.com
http://www.redshift.com/~cdyson/atari.html

Rare Atari Products and Prototypes
Glenn Bruner, mailto:brunergs@pcisys.net
http://www.pcisys.net/~brunergs/Atari/

Fujiman's Atari Homepage
Rory McMahon, mailto:mcmahom@inil.com
http://www.fujiman.com/

Rick Cortese's Atari Page (building the SIO2PC cable)
mailto:ricortes@netmagic.net
http://www.netmagic.net/~ricortes/

Atari 2000
(also the site for the Phoenix web browser project)
mailto:Morloc@acd.net
http://members.tripod.com/~morloc/

The Atari-to-PC joysticks interface
Emmanuel Fernandes, mailto:manu@writeme.com
http://users.swing.be/atari/joystick.html

A simple monitor cable for Atari computers
Emmanuel Fernandes, mailto:manu@writeme.com

http://users.swing.be/atari/monitor.html

ATARI XL/XE and MIDI (also:Music in Chaos Music Composer,Upgrade 130XE->320XE)
Ireneusz Kuczek, mailto:ixkuczek@kki.net.pl
http://friko6.onet.pl/lu/ixkuczek/

Atari 8-bit Page (includes Turbo 2000 description, File Formats, File Systems,
Atari DOSes, SIO, 6502 Opcodes)
Jindrich Kubec, mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj

www.6502.org
Mike Naberezny, mailto:mnaberez@nyx.net
http://www.6502.org/

CK Computer Kontakt CD-ROM page
Rene Achter, mailto:rachter@rhein-zeitung.de
http://www.atari-computer.de/rachter

Twin Galaxies Atari Scoreboards
Ron Corcoran, mailto:sniper75@mindspring.com
http://www.snipercade.com/atari/

Raf's Atari 8-bit page
Raphael Espino, mailto:rje@co.umist.ac.uk
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html

Digital ANALOG Archive
CyberRoach, mailto:reutter@w-link.net
http://www.cyberroach.com/analog/

Atari 8-bit developers page
Freddy Offenga, mailto:F.Offenga@student.kun.nl
http://www.student.kun.nl/f.offenga/atari.htm

Atari related homepage
Thomas Havemeister, mailto:twh@bigfoot.de
http://members.tripod.de/twh1st

Wes Newell, mailto:wnewell@ticnet.com
http://users.ticnet.com/newell/

TRY2EMU Atari Area
mailto:dely@atari.org mailto:jap@qumak.com.pl
http://www.atari-area.w.pl

Atari 8-Bit Pages (original Turbo-Basic XL articles from Happy Computing mag)
Thomas Meyer, mailto:i03a@zfn.uni-bremen.de
http://www.informatik.uni-bremen.de/~mnemo/atari/

Atari 8-bit Software List
Dan Noguero, mailto:dnoguero@iname.com
http://home.earthlink.net/~dnoguero/atari

The Atari800 developer list
Stanislav Opichal, mailto:opichals@alpha.inf.upol.cz
http://www.inf.upol.cz/workshop-cgi/list_one.windows-1250?A8

All-Game Guide
Matrix Software
http://www.allgame.com/

Atari Island 8 bit (info on Micro Mainframe, 810 Turbo, 8 Drive copy System)
Don Schoengarth, mailto:dons@qnet.com
http://www.qnet.com/~dons/8bit.html

Nurmix Web Central
Paul "Nurmix" Nurminen, mailto:nurmix@socal.com
http://www.tsotech.com/nurmix/home.htm

Atari 8-bit Computers
Vidar Olavesen, mailto:olavese@online.no
http://home.sol.no/~olavese/atari/a8bit.htm

ASMA - Atari SAP Music Archive
PG, mailto:pg@pinknet.cz
http://mp3.musichall.cz/Unreal/ASMA/

AiDS2000 (demo group)

www.atari-area.scanner.eu.org/aids

New Generation (demo group)
mailto:NG@VIPER.PL
http://www.atari-area.scanner.eu.org/ng/

Back In Time - Arcade Emulation & all things Atari
Mike Stulir
http://www.emuclassics.com/backintime/

Scott Adams (Adventure International)
mailto:msadams@bigfoot.com
http://www.pcii.net/~msadams/

AtariWorld
mailto:pacman@atariworld.com
http://www.atariworld.com/

Atari Commercial Archive
Scott, mailto:papabyrd@papabyrd.com
http://www.papabyrd.com/atari/

Atari Book and Information On-Line Library
mailto:dave@runtime.demon.co.uk
http://www.runtime.demon.co.uk/Systems/Atari/Books/BookIndex.html
Computer Systems, Atari, Connectors
http://www.runtime.demon.co.uk/Systems/Atari/Connectors/ConnectIndex.html

Allen's Halloween Page: Atari 800 Robotics
R. Allen Gilliamm, mailto:infidel@vol.com

http://vol.com/~infidel/halloween/atari800.html

San Gabriel Valley Classic Computer Enthusiasts
Aaron Finney, mailto:A_Finney@wfi-inc.com
http://www.retrobytes.org/

The Commercial Archive - Atari
http://www.commercial-archive.com/data/a/atari01.html

Reviving Your Atari (incl. PAL-NTSC Upgrade)
Nir Dary, mailto:ndary@bigfoot.com
http://thor.prohosting.com/~atari8/

Atari Central (includes SID System upgrade info)
David Lloyd, mailto:dmlloyd@atari-central.com
http://www.atari-central.com/

Atari 800 Web Server
Kevin Loch, mailto:webmaster@maj.com
http://kl.net/atari/ Information
http://atari800.kl.net/ Page actually served by an Atari 800

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

Closer To Home
Tom Hunt, mailto:tomhunt@bright.net
http://cth.tzo.com/

Thunderdome
SysOp Fox-1, mailto:fox-1@aq.nl
http://www.atari8bit.tmfweb.nl/ or http://www.musix.myweb.nl/

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:robert.hagenstrom@ebox.tninet.se
http://user.tninet.se/~lan318o/alternate-reality/

Mapping the Atari, Revised Edition by Ian Chadwyck
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atariarchives.org/mapping/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

Another that carries #atari8 is ssilicon.w1zard.net run by Jon Melbo.

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc

Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to
store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool

the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are
a sector editor and disassembler. Carts are usually most
easily dumped using a special OS, like Omnimon, to interrupt
the cart and dump memory to disk. There are a few pd cart
copiers that have the user plug the cart in when the program
is running, I don't believe these pd cart copiers are very
good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy
protected commercial software' is don't bother. Find it on
the net.

There is one exception, in that this 'solution' involves a
minimum of effort and is relatively safe. I refer to
'Chipmunk' and 'Black Patch' software to make cracked boot
disk copy of commercial disks. HOWEVER, even if you use
these two commercial archival tools, be sure you write
protect your originals, and be careful not to accidentally
write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product.
The APE Pro system, by Steven Tucker, in the registered
version of this shareware allows making disk images called
'Pro' images. APE (Atari Peripheral Emulator) requires a
cable, called the SIO2PC cable, that connects the A8 13 pin
serial port to a serial port on the IBM PC clone. To make
'Pro' images, a special adapter cable is needed, not just
the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@wxs.nl (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into

a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@wxs.nl

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Subject: 10.1) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch
Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus
separate chroma (color) and luminance (brightness) signals which the best
composite video monitors can take advantage of. Popular examples of such
monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only
be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has

nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 10.2) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 10.3) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz
(NTSC use 60hz) which translates into more vertical blanking time for
demos and other computation-intensive graphics software. So PAL demos
that won't work on NTSC machines are usually returning from a VBI
(vertical blanking interrupt) too late. Some also attempt to use more
vertical resolution ("longer" display lists) than an NTSC display can
handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 10.4) What are the PAL, NTSC and SECAM video broadcast standards?

Here are several links on the topic.

http://www.ee.washington.edu/conselec/CE/kuhn/ntsc/95x4.htm
http://www.alkenmrs.com/video/standards.html
http://www.ee.surrey.ac.uk/Contrib/WorldTV/
http://www3.3dresearch.com/video/Countries2.html
http://www3.3dresearch.com/video/Conversion2.html

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)

Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.cs.huji.ac.il/~itayc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes

Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,

making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read

FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (Russ Gilbert)

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go

to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed

cable would need not only XMT, RCV, and GND, but also
flow control lines. I suggest a commercial null modem
from computer store to ensure correct lines. A null
modem is a small adapter with the correct lines already
crossed. I don't know how to correctly connect the CTS,
RTS, DTR, DSR, CRX lines for a high speed null modem.
With a null modem, you just plug it into the 25 pin
connectors of the two modem cables you might already
have connected to your Atari and PC or Mac. You may need
a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here:
(Figure out or look for pin numbers on the ports.) Note
that these are pin assignments, and NOT null modem
connections with the XMT, RCV crossed and GND straight
thru.

Atari 8-bit PC AT 25 PC AT 9 pin
----
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 11.5) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly

referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@comarch.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
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mailto:dons@QNET.COM (Don Schoengarth)
mailto:magea000@mail.uni-mainz.de, Andreas Magenheimer

Random definition from Steve Tucker:
'Atari Double Density' is 256 byte sectors stored in MFM.

mailto:magea000@mail.uni-mainz.de, Andreas Magenheimer writes:
You can classify those many floppy drive enhancements (speeders)
into two categories: a) using Track/Cache buffer (Happy, Speedy, Clones,
etc.), b) using Sector Skewing (USD, Turbo, XF551, Hyper-XF, etc.). I do
not know those third party drives, like Percom, Rana, Indus, Trak, etc.,
but I am sure they will fit into one of these two categories... -

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> 810 Turbo upgrade for the 810
SS SD/DD by Neanderthal Computer Things (NCT) (Irvine, CA)

==> Micro MainFrame MF1681 came with DOS 2.0S, OS/A+, and Maxi-DOS A
SS SD/DD supports up to 7 slave drives

==> Atari 1050
SS SD/ED 19.2Kbps standard
Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k. uses sector skewing

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050
Clone of "Happy" 1050
SS SD/ED/DD

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 55-57k bps

==> Super Speedy 1050
SS SD/ED/DD Like the Speedy 1050, but enough RAM on board to
hold the contents of an entire disk

More about Speedy from Andreas Magenheimer,mailto:magea000@mail.uni-mainz.de:
Speedy or Big Speedy means: old Speedy version, big size, big
price, avaiable (or ability to update) with Track LCD. Used a big plate
and older chips/older layout. There were different versions of Speedy,
like Speedy D (with DOS on ROM chip), Speedy S (with sectorcopier on ROM
chip), Speedy DS (DOS and Sectorcopier on ROM chip) and finally Speedy T
(Track LCD). The price for these big Speedy enhancements was very
high...

A Mini Speedy simply was the newer Speedy version. It has merely half
the size of a big speedy, thus newer chips and a newer layout. It has
DOS and a Sectorcopier in a ROM chip. It could not upgrade with a Track
LCD, therefore it was much cheaper !! The DOS mentioned was Bibo-DOS,
the Sectorcopier was Sector-Copy 1.5.

Compared to a Happy, a Speedy as well uses a Track/Cache buffer for
Ultra Speed. Thus, a Speedy is nothing more than a European Happy
Enhancement clone. Many Happy software tools (DOS, Gamedos, Filecopier,
Sectorcopier, etc.) can be used on Speedy drives, but some special Happy

software cannot be used on Speedy drives and vice versa.

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38400 burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

Both dips down: Drive 1
Left up, right down: Drive 2
Left down, Right up: Drive 3
Left and Right up: Drive 4

More data on the XF551 compiled by Marco Antonio Checa Funcke,
mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the
complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)
high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms
motor start 1000ms 1000ms 1000ms

And even more info, from Andreas Magenheimer:
There are two versions - one from Mitsumi and one from Chinon.
The Mitsumi Xf drive can read and write to a single/dual/double density
backside of a 5,25" disk (side b) if it is already formatted. The Chinon
drive cannot read nor write nor format the backside because it always
looks for the timing hole !! (If you insert a B-side of a disk without a
timing hole, it does not stop spinning around...even if this disk is
formatted) Therefore the Chinon drive has a flop-mechanism and a sort of
automatic-density detection (which is not supported by the OS !!). If
you put in a disk, the drive motor starts, trying to read that disk...

For better understanding: a Mitsumi drive may need a flop mechanism (so
a disk "flops" out, when opening the switch), a density detection (to
know the correct density - like a 1050 does !!) and a timing hole
redirection (thus not needing a timing hole). The Chinon drive would
merely need a timing hole redirection. Both drives then should have a
new OS that uses the capabilities to automatically detect the density...

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to
work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

All Percom RFD drives support DD, and shipped with a DD controller.

==> Percom AT-88
SS SD

==> Percom AT88 S1 PD
SS SD/DD, plus built-in parallel printer port

==> Percom AT88 S2 PD, Same as the AT88 S1 PD, but dual drives

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOS XL only. 72k under SpartaDOS X, 37k bps under DOS XL.

==> Astra Big-D
SS/DS SD/DD standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive

has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European
Sysop Fox-1 writes:
The HDI drive is, like all other I mentioned, connected to the atari 8-bit
SIO-bus. It's a PCB on where you can connect up to 4 PC-mechanics, no matter
it's 360, 720, or 1440Kb, nor 3.5" or 5.25". It's (partial?) developed by
Erhard Puetz (aka Floppy-Doc, aka Sysop Atreju), but is not available anymore
due the lack of the hard-to-get high-speed floppy-controller.

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB

- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
What's Top Drive? Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:
the command is sent as 19200, but all other communication (acknowledge,
data block, completion) is done at 72000 (IIRC).
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatible with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF551.
288 RPM

==> XFD-602B or XFD602S
The two XFD-601B drives in the one unit.

==> L.E. Systems = Leading Edge Systems
Don Schoengarth, mailto:dons@qnet.com writes: (11/9/99)
I have a 8 drive copy system that plugs into a Atari 800. The hardware
was made by L.E. Systems its Version 3.0. I only have six drives for
the system but, since they are IBM drives it should be easy to find a
couple more.

I need to find out if anyone else has this system and anything else I
can find out about the system. I also have the software to run the
system.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.

Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (mailto:audioguy@cheerful.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE Harddisk-Controller
created by Steve Birmanns and Matthias Belitz
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)

* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 800XE/130XE ECI
BTL 2004 SASI Hard Disk Adapter
More info at http://www.atarimagazines.com/v5n12/BTLHardDisk.html

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Subject: 12.4) What should I know about modems and the Atari?

Thanks to Bob Puff and Clay Halliwell for helping me with this section.
But I'm still not real confident about the accuracy here. I'd love for
anyone to help me fix up this section!

There are three types of modem protocols: modulation protocols, error
correction protocols, and compression protocols. The international
standards for these protocols are laid down by the branch of the United
Nations known as the ITU-TSS (formerly the CCITT). ITU standards are
known by their "V-Dot" names. They're only names, don't try to apply
any meaning to the names.

Modulation protocol standards, the major ones
(bits per second)
300 bps - V.21 (103J is used instead in the USA)
1200 bps - V.22 (212A is used instead in the USA)
2400 bps - V.22bis
9600 bps - V.32
14.4 Kbps - V.32bis
28.8 Kbps - V.34

Error Correction standard:
V.42 - requires either software or hardware flow control

Compression standard:
V.42bis - requires V.42, and hardware flow control.

If your modem is capable of V.42bis compression, set your communications
software to enable hardware flow control. If your terminal interface
allows you to set the terminal<->modem (DTE) and modem<->modem (DCE)
baud rates separately, you should set the DTE rate to the maximum
allowed. If the DTE and DCE cannot be set separately, set the terminal
baud rate at four times the maximum actual data rate of your modem
(V.42bis achieves a compression ratio of up to 4:1). Examples: If a
V.22bis/V.42bis modem is used, set the terminal for 9600 baud. If a
V.32/V.42bis modem is used, set the terminal for 38400 baud. If a
V.32bis/V.42bis modem is used, set the terminal for 57600 baud.

Let's define a "high-speed" modem as a modem capable of V.42bis compression.
(Some 2400 bps modems, and all modems faster than that)

Using high-speed modems on the Atari

Unless you're using a CSS Black Box or a patched MIO, the 8-bit Atari
RS232 interfaces do not support hardware flow control. (I have heard
that the P:R: Connection does too, but it can't be controlled in
software.) So we must send the modem a command to tell the modem not to
use it. Using a Hayes-compatible modem, the modem command AT &K4 will
enable software flow control, and disable hardware flow control. AT &K0
will disable all flow control.

The MIO patch, HyperSpeed by Len Spencer, is available at:
http://members.aol.com/lenspencer/atari8.htm

Question. Why does my modem report V.42bis is used even when my terminal it
set for the same speed as my modem?

Cause the modem will do what you tell it. You've configged it to talk at the
highest speed, using LAP/M, and compression. Even if you connect modem to
modem at 14.4k, you can be talking to the modem at 300 baud, and it will still
use everything. You'll undoubtedly drop bytes, but hey...

Question. Why does V.42bis compression appear to function after I have sent
the modem the AT &K4 or AT &K0 commands? And knowing the Atari doesn't
support hardware flow control?

Compression doesn't have to have flow control to work. Same as above - its
just an added step that the data goes through. Note that if the modem's input
buffer is small, you can overrun it easily if you send it data faster than it
can digest and send. That's why you -really should- be using flow control
with compression... But it's not a necessity.

Question. Why does V.42 error correction appear to work even when I have
disabled flow control with the AT &K0 command?

Question. Why don't I have problems performing binary downloads when I have
software flow control enabled? (flow control characters could appear in data
stream accidentally)

Depends on the protocol. Zmodem accounts for spurious XON/XOFFs. Xmodem and
Ymodem don't. Also, you are able to digest the data as fast as the modem is
giving it to you, hence no flow control is happening. I suspect it would be a
different case if you were uploading using a streaming protocol like Ymodem G.

More tips, from Clay Halliwell:
On 11 Feb 1996, mgfrank@acsu.buffalo.edu (Marc G. Frank) said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Jon Melbo responded to me in 1997:
On Fri, 21 Mar 1997 11:06:11 -0600, "Michael Current" <mcurrent@carleton.edu> wrote:

>I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection. I >need to do the
>at&k4 no matter what I'm dialing into, and no matter what comm program I'm >running.
>
>Nobody's ever really been able to explain it to me, but I know it has helped a >few other people. Try it!

What &K4 does is select XON/XOFF flow control. Apparently, all/most atari serial interfaces or at least R: handler software does not support hardware (CTS/RTS) handshaking (selected on the modem via &K3 which is also a default). Anyway, that's why the &K4 setting helps a lot.

Glenn Saunders responded to other writing of Jon's, 4/5/97:
: 28.8 CARRIER connects are possible BB or no, it's just that there is
: no point in having your modem do data faster than your puter can.

It simplifies modem configuration to let the modems connect at their native speeds.

: Right! But you should never have your DCE to DCE speed exceed your
: DTE to DCE speed. Never, unless you like errors and strange behavior.
: With a BB, one should use CTS/RTS flow control, and force the modem to
: operate at a maximum of 19.2 PERIOD (this means disable compression).

It doesn't really matter. CTS/RTS can throttle the I/O down as much as it needs to. The faster modem will wait for I/O without any complaints. Disabling compression isn't a good idea because it will disable it for ALL calls including 9600 or 14.4 users in which it could do some good even on an 8-bit BBS. Software flow control is pretty much dead in telecommunication, and has been dead as long as data compression has been standard since the stop and start commands take way too long to register that way.

: If using some other serial interface, I would use software flow
: control, disable data compression on the modem, force the modem to a
: max speed of 9600bps, and experiment with error correction. Does

This combination is deadly for most modern users unless they degrade their modem via reconfiguration. And if users have to do this, odds are they

will stay away rather than futz with AT settings to get a reliable
connect. That's why I think the MIO essentially died as a viable BBS
interface when 14.4s became standard. They won't work well unless the
"mythical" hardware flow control of the thing is enabled in some way.

An explanation of XON/XOFF from Eric Sokolowsky, 4/11/97:

I looked in my modem manual, and the at&k4 command enables XON/XOFF
flow control, which is a form of software flow control. As I understand
it, when a XOFF is sent by the receiving end of a line, the sending
end holds off sending for a little while to give the receiving end
a chance to catch up. When the receiving end catches up, it can
send a XON which tells the sending end to continue sending. Using this
should reduce the liklihood of dropped characters. It's not as good as
hardware (RTS/CTS -- check out the FC light on most high-speed external
modems on fast transfers) flow control (enabled by default or the
at&k3 command), but it's good enough for the Atari, which as I
understand, doesn't normally allow hardware flow control, unless using
such a device as the Black Box.

to which Robert Ely responded:

Just a quick addition. If you are using a modem at 9600bps or faster,
don't use xon/xoff, use the RTS/CTS. Since you can do this with the MI/O
and BlackBox, use it for all it's worth. If you are on an 850 or
P:R:Connection, you won't be able to deal with it and probably won't be
going at or above 9600bps anyway.

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari
users should treat themselves to either MYDOS or SpartaDOS to appreciate the
power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8
drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and
hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles
Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit
sector numbers where possible, known as 4.53/3; the other, known as 4.53/4,
uses 4 digits minimum. Complete documentation about the disk formats and
commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS,
though it is perfectly capable of reading all Atari DOS and MYDOS disks.
SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based
and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten
by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is
produced on a 16K ROM cartridge from Video 61.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Carolyn Hoglin, mailto:choglin@usa.net adds:
I didn't see TOP-DOS mentioned anywhere. This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, w/ Telelink I. =Novation 'CAT'
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors

mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =Okidata ML80. 40cps
1027 Letter-Quality Printer-80 col letter quality =Mann-Tally Riteman LQ. 20cps
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XCA12 Program Recorder
CA12 Program Recorder
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/
(Curt Vendel, mailto:webmaster@atari-history.com)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
800XLD low-cost 1450XLD, no modem&speech, include disk drive
controller&FREDDY
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor

65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 13.3) What are the power-supply requirements for my Atari
components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current:
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current:
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:

400,800,822,850,1010,1200XL,810
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,822,850,1010,1200XL,810
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz, 26 VA
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE (Germany)
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1

5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Monitor Jack, SECAM systems:
Jer Sobola, mailto:jsobola@ramserwis.com.pl provided this pinout:
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)
Credit for AMIS to MACE by Steven Sturza, mailto:cordata@ameritech.net

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"

rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of Video 61, www.atarisales.com

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell, mailto:earl.halliwell@dyess.af.mil provides this tidbit:

A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s
artifacted in green/blue, and all XL/XEs artifact in red/blue.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section also kept at http://www.student.kun.nl/f.offenga/osroms.txt

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev. TV Date CRC-32 Part Nr(s)
~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC (?) (?) (?)
A PAL (?) 0x72b3fed4 CO15199, CO15299, CO12399B
B NTSC (?) 0x0e86d61d CO12499B, CO14599B, 12399B
B PAL (?) (?) (?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~

```
Rev. System Date CRC-32 Part Nr(s)
~~~~ ~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
10 1200XL 10/26/1982 0xc5c11546 CO60616A, CO60617A
11 1200XL 12/23/1982 (?) CO60616B, CO60617B
1 600XL 03/11/1983 0x643bcc98 CO62024
2 XL/XE 05/10/1983 0x1f9cd270 CO61598B
3 800XE 03/01/1985 0x29f133f7 C300717
4 XEGS 05/07/1987 0x1eaf4002 C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman
```

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.
~~~~~~~~~~

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:stevenposey@usa.net (Steven E. Posey) (Party Quiz controllers descr)

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a box
with 2 joystick port connectors.

Party Quiz by Suncom

Subject: 13.9) Why should I disconnect the 810/1050 power supply before
connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be
ON on the CPU. The problem has to do with the secondary winding of the Power
Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do
it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it
'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it
won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

~~~~~~~

Subject: 13.13) What programming languages are available for the Atari?

This section also kept at http://www.student.kun.nl/f.offenga/lang13.txt

Revision : 1.3
Date.... : 4/19/1999

==
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package....... : assembler, editor, monitor
features...... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package....... : assembler, editor, menu, manual
features...... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package....... : assembler, editor, monitor
features...... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package....... : assembler, editor, disassembler
features...... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package....... : assembler, editor, linker, docs
features...... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package..... : assembler, editor, menu, debugger
features..... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package..... : assembler, linker, librarian
part of cc65 (c-compiler)
features..... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?

package..... : BASIC interpreter
features..... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package..... : ?
features..... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : ?
package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : ?
package..... : Compiler, Linker
features..... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?

package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
package..... : ?
features..... : ?

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package..... : ?
features..... : ?

- Extended fig-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20029
package....... : ?
features...... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package..... : compiler, editor, monitor and library
features..... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users
wanted better text displays than the default 40x24. There has been some
attempts to satisfy this need, like the Austin-Franklin board or the Ace
80/80xl cartridge. For more informations about these modifications read The
Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A.
Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It
lets a XL, XE, 400 or 800 computer system display a full 80 columns across
your monitor screen. The XEP80 provides a 256-character wide by 25-line
display window. Up to 80 characters are displayed horizontally at once, and
you can scroll horizontally all the way to the 256th character, depending on
the application you're running. The XEP80 is connected to your system via a
joystick port.

The XEP80 Module interprets commands from the computer for screen display or
output to a printer. The module is supplied with an industry-standard 8-bit

parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50

Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius

Subject: 13.17) What games make use of the Light Gun?

mailto:jmouchmino@aol.com (Bertrand M. (LEXX)) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

Bertrand M. (LEXX)

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4." This renders much light gun and light pen software unusable on the 400.

Subject: 13.18) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==========

SECTION ONE: CONTROL CHARACTERS
==========

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ========== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)

22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z

```
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

=====================================================================
End of atari-8-bit/faq
=====================================================================
```

2713. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <fiUh+eE2J+E5Ew9u@lovecraft.demon.co.uk>
Source record: 45080

In article <5tq6hsg32at5f7th8ch0e70skudqip9chm@4ax.com>, Mindfield
<diespamdie!!!mindfield@home.com> writes

>>What is an easy way to tell the difference?
>>
>>Tim L.
>
>It's a 130XE. The 65XE had no expansion port.

Whoo-hoo! Rare 65XE for sale over here then...

The 130XE and 65XE use the same motherboard in Europe, with the RAM not
fully populated - so this check certainly doesn't apply here. Why other
versions may have the expansion omitted beats me...

Look underneath. It should have 65XE or 130XE written on the FCC/Serial
number plate.

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

2714. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Jeffrey Taylor <jbcktaylor@erols.com>
Message-ID: <8f1t8a$j9g$1@bob.news.rcn.net>
Source record: 45081

Hey, Richard,
How do I do this?
> Post the votages you get at each pin, turn on the verbose mode of the
> software on the PC side so it shows you things like command line going
low.
> You'll know the menu when you get it up.

I can't seem to find my multi-meter(NOT DIGITAL). I was able to find out which wire goes to which pin by using a simple circuit with a battery tester and a AA Battery. If you (or anyone else) can help a non-technical person please, do so!

Thanx again for everybody's help!

2715. 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0605001400010001@dt048n0f.san.rr.com>
Source record: 45082

I want to buy an 810, but want to make sure that I'm getting the same drive that I originally had. Are there different versions of the 810? For example, with different drive mechanisms? I had one with a "flip-tab" door, but somehow I think I remember seeing other types, maybe with the rotating-handle type of drive that the 1050 had. I'm not sure

I want to avoid the same issues that I had buying a 410; I've got about three of those now and none of them are the original style that I had way back when!

Thanks for any info!
-Rhett

2716. Re: Re: 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <3o49hso9qpst100s4c8ujn7n6n131e23bp@4ax.com>
Source record: 45083

```
On Sat, 06 May 2000 05:12:36 GMT, "Jim Smith" <jsmith@j-com.net>
drooled an embarassing wet spot in his lap as he typed:

>http://www.atariworld.com/files/atr/r/RescueOnFractulus.zip

Is there one for the real Balblazer? The one with the multitasking
intro while the game loaded? All I've ever found is Ballblaster, the
file version with no intro.

>
>
>"Rudy DELVAUX" <RDELVAUX@SWING.BE> wrote in message
>news:8eu6sp$83c$1@news0.skynet.be...
>> Hi all,
>>
>> I crash my old ballbazer (version with gr.9 demo disk in 1987 and I look
>> for
>> an Atari collector that can send me the ATR image.
>>
>> There is a version of rescue on fractalus with the intro-silver ship who's
>> launch a tiny ship ...
>> any have this ?
>>
>> Rudy
>>
>>
>>
>
```

2717. Re: Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <4r49hs88379vqg17p2sm8cu5da4kekn3mm@4ax.com>
Source record: 45084

On Sat, 6 May 2000 10:14:30 +0100, Edward Scissorhands
<EdwardS@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>In article <5tq6hsg32at5f7th8ch0e70skudqip9chm@4ax.com>, Mindfield
><diespamdie!!!mindfield@home.com> writes
>
>>>What is an easy way to tell the difference?
>>>
>>>Tim L.
>>
>>It's a 130XE. The 65XE had no expansion port.
>
>Whoo-hoo! Rare 65XE for sale over here then...
>
>The 130XE and 65XE use the same motherboard in Europe, with the RAM not
>fully populated - so this check certainly doesn't apply here. Why other
>versions may have the expansion omitted beats me...
>
>Look underneath. It should have 65XE or 130XE written on the FCC/Serial
>number plate.

The 65XE was the first XE I owned before upgrading to a 130XE and
then, finally, a 320XE (custom mod, not Rambo or anything) and after I
inadvertantly destroyed my 800XL's keyboard. It had a cartrige port,
but no expansion port (which was my primary reason for upgrading 'cos
I wanted an MIO) I'd originally bought the 65XE 'cos it was within my
price range at the time, but I always brooded about its lack of an
expansion bus.

>
>Richard

2718. Re: Re: Rainbow chip?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <4759hso74cnje326227cpvbno59cn0m3uc@4ax.com>
Source record: 45085

On Fri, 05 May 2000 21:42:18 -0500, Greg Miller
<gmiller@classic-games.com> drooled an embarassing wet spot in his lap
as he typed:

>ilaskeyremoveme@cix.co.uk (Iain Laskey) wrote:
>
>> I was browsing the Giant List of Game programmers and it mentions a gfx
>> chipset called Rainbow from the same era as the Amy sound chip. Anyone
>> know anything about it?
>>
>> Iain
>No... but my wish has always been that Atari had released a machine with
>Amy and the 7800's MARIA while maintaining compatibility. That would
>have made the Tramiel era almost bearable.

Nah... 'cos even if the Tramiels released it, they'd never have
properly marketed it, and it would have gone the same way the
ABAQ/ATW, PCx models, and all the other good-ideas-with-non-existant-
marketing had gone.

If the Tramiels paid more attention in marketing class, they might
have actually made roaring successes out of the Lynx, Jaguar, and
XE/ST/TT/Falcon machines.

2719. Re: Re: 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <3914a1fa$0$16785@wodc7nh0.news.uu.net>
Source record: 45086

I have the Boot disk version, but it's protected. If you use APE, I can
provide a PRO image.

Marshall
mwalker@mc.net

"Mindfield" <diespamdie!!!mindfield@home.com> wrote in message
news:3o49hso9qpst100s4c8ujn7n6n131e23bp@4ax.com...
> On Sat, 06 May 2000 05:12:36 GMT, "Jim Smith" <jsmith@j-com.net>
> drooled an embarassing wet spot in his lap as he typed:
>
> >http://www.atariworld.com/files/atr/r/RescueOnFractulus.zip
>
> Is there one for the real Balblazer? The one with the multitasking
> intro while the game loaded? All I've ever found is Ballblaster, the
> file version with no intro.
>
> >
> >
> >"Rudy DELVAUX" <RDELVAUX@SWING.BE> wrote in message
> >news:8eu6sp$83c$1@news0.skynet.be...
> >> Hi all,
> >>
> >> I crash my old ballbazer (version with gr.9 demo disk in 1987 and I
look
> >> for
> >> an Atari collector that can send me the ATR image.
> >>
> >> There is a version of rescue on fractalus with the intro-silver ship
who's
> >> launch a tiny ship ...
> >> any have this ?
> >>
> >> Rudy
> >>
> >>
> >>
> >
>

2720. Re: Roy Goldman & Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10005062014590.15389-100000@moose.erie.net>
Source record: 45087

Has there been any further word on the release of Daisy Dot III as freeware?

2721. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sh9ljbhtqil89@corp.supernews.com>
Source record: 45088

Well, cheapest DVM are about $20, and you could buy a sio2pc cable for that much so if you don't find it, no problem

Last time I mailed one out, it was $.99 for a blister pack and $1.60 for postage. If you pay the round trip postage I will fix it for you. Run you $5 and I will tell you what was wrong.

Did you get a chance to turn on the verbose menu to see what the lines were doing?

There are only a few other things you can tell w/o a DVM. For instance, if you boot up hyperterm or any other terminal program at 19,200 baud on the IBM and cold start the Atari you should get some odd characters on the IBM screen. That would mean you have the Atari data out and IBM data in wired right. Few other things like put the terminal in answer mode and it may auto answer if you have the RI pin wired right. That would narrow it down quite a bit, not that much left that could be wrong.
Jeffrey Taylor <jbcktaylor@erols.com> wrote in message
news:8f1t8a$j9g$1@bob.news.rcn.net...
>
> Hey, Richard,
> How do I do this?
> > Post the votages you get at each pin, turn on the verbose mode of the
> > software on the PC side so it shows you things like command line going
> low.
> > You'll know the menu when you get it up.
>
> I can't seem to find my multi-meter(NOT DIGITAL). I was able to find out
> which wire goes to which pin by using a simple circuit with a battery
tester
> and a AA Battery. If you (or anyone else) can help a non-technical person
> please, do so!
>
> Thanx again for everybody's help!
>
>
>
>

2722. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sh9lscm1qil32@corp.supernews.com>
Source record: 45089

Rhett James Barnes <cryorunner@yahoo.com> wrote in message
news:cryorunner-0605001400010001@dt048n0f.san.rr.com...
> I want to buy an 810, but want to make sure that I'm getting the same
> drive that I originally had. Are there different versions of the 810?
> For example, with different drive mechanisms? I had one with a "flip-tab"
> door, but somehow I think I remember seeing other types, maybe with the
> rotating-handle type of drive that the 1050 had. I'm not sure
Not sure about the mechanisms being the same, but internally there are
definately different types. I have one of the early 810s, serial number
~1000, and it only has two boards inside compared to later models with
three.

2723. Re: Roy Goldman & Daisy Dot III

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <3914dc0f$0$16777@wodc7nh0.news.uu.net>
Source record: 45090

Hi all,

I haven't heard from him lately.

If you would like to contact him, here is his e-mail address..

royg@DB.Stanford.EDU

I guess if enough people will write to him asking about it, he might be able
to get it available to us all.

Later.

Marshall Walker
mwalker@mc.ner

"Sage" <sagedm@erie.net> wrote in message
news:Pine.BSI.4.05L.10005062014590.15389-100000@moose.erie.net...
>
> Has there been any further word on the release of Daisy Dot III as
> freeware?
>
>
>

2724. Re: Atari800Win Followup

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sh9n0qt1qil90@corp.supernews.com>
Source record: 45091

I have installed DirectX 6.0 with only ONE problem - - -
My 'joystick.dll' won't install in the right location.
I went to my computer manufacturer's web site to download a controller utility and was 'lucky' to find one that works in Windows' hidden DOS.
I am still without my 'joystick.dll' but I copied the 'joy.cpl' from a CD-ROM that had both DirectX 3.0 and DirectX 5.0 on it.
My computer now works on some of my games but others are still troublesome.
Wally

2725. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10005062352570.9228-100000@moose.erie.net>
Source record: 45092

On 7 May 2000, RHamiIton5 wrote:

> >cryorunner@yahoo.com (Rhett James Barnes) remarks:
>
> >Are there different versions of the 810?
> >For example, with different drive mechanisms?
>
> Possibly mechanisms from multiple vendors, but I never saw any alternate door
> styles on any 810 drivess. I have never seen any 410s of alternate design
> either - the 1010 cassette was a major redesign!

The Atari 810 drives had mechanisms from MPI and Tandon. They had
different style latches.

2726. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-06 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10005062354560.9228-100000@moose.erie.net>
Source record: 45093

On Sat, 6 May 2000, Richard Cortese wrote:

> Rhett James Barnes <cryorunner@yahoo.com> wrote in message
> news:cryorunner-0605001400010001@dt048n0f.san.rr.com...
> > I want to buy an 810, but want to make sure that I'm getting the same
> > drive that I originally had. Are there different versions of the 810?
> > For example, with different drive mechanisms? I had one with a "flip-tab"
> > door, but somehow I think I remember seeing other types, maybe with the
> > rotating-handle type of drive that the 1050 had. I'm not sure
> Not sure about the mechanisms being the same, but internally there are
> definately different types. I have one of the early 810s, serial number
> ~1000, and it only has two boards inside compared to later models with
> three.

Yes, a data separator board was added to the later 810's.

2727. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000506212402.10469.00001578@ng-bh1.aol.com>
Source record: 44996

>cryorunner@yahoo.com (Rhett James Barnes) remarks:

>Are there different versions of the 810?
>For example, with different drive mechanisms?

Possibly mechanisms from multiple vendors, but I never saw any alternate door styles on any 810 drivess. I have never seen any 410s of alternate design either - the 1010 cassette was a major redesign!

-Ron

I don't have a solution but I admire the problem.

2728. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0605001839530001@dt048n0f.san.rr.com>
Source record: 44997

In article <20000506212402.10469.00001578@ng-bh1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:

> >cryorunner@yahoo.com (Rhett James Barnes) remarks:
>
> >Are there different versions of the 810?
> >For example, with different drive mechanisms?
>
> Possibly mechanisms from multiple vendors, but I never saw any alternate door
> styles on any 810 drivess. I have never seen any 410s of alternate design
> either - the 1010 cassette was a major redesign!
>
> -Ron
>
> I don't have a solution but I admire the problem.

The original 410 I had bought in 1979 had a flat top, with just slightly
rounded edges. The three 410's that I've bought in modern times have a
~8mmx12mm notch around the edge, but otherwise have about the same
foot-print as the original 410 (nothing like the 1010).

Someone awhile back told me the that these older 410's were called by some
specific name, but I can't remember what it is... One day I've got to get
me one!

2729. Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <d16R4.13093$DU1.47190@typhoon.we.rr.com>
Source record: 44998

I just got a 65XE from a flea market with only the power supply. There was no disk drive, manual, or anything included. I wanna know if Atari 400 or 800 cartridges work with the 65XE. If they do, do you need any additional hardware or do you need to do something to get them to work? I read some faqs but couldn't get complete answers. Thanks.

2730. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0605002145010001@dt048n0f.san.rr.com>
Source record: 44999

In article <Pine.BSI.4.05L.10005062352570.9228-100000@moose.erie.net>,
Sage <sagedm@erie.net> wrote:

> On 7 May 2000, RHamiIton5 wrote:
>
> > >cryorunner@yahoo.com (Rhett James Barnes) remarks:
> >
> > >Are there different versions of the 810?
> > >For example, with different drive mechanisms?
> >
> > Possibly mechanisms from multiple vendors, but I never saw any
alternate door
> > styles on any 810 drivess. I have never seen any 410s of alternate design
> > either - the 1010 cassette was a major redesign!
>
> The Atari 810 drives had mechanisms from MPI and Tandon. They had
> different style latches.

That's the info I was looking for. How different are the latches? I seem
to remember the innards of mine were Tandon from needlessly adjusting the
drive speed. Is this drive going to be hard to find?

2731. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <O0aR4.1586$bO4.28363@news1.online.no>
Source record: 45000

Mostly they do. I don't think Demon Attack would work and a couple of other
old games.

Luis Vasquez <luisv@mediaone.net> wrote in message
news:d16R4.13093$DU1.47190@typhoon.we.rr.com...
> I just got a 65XE from a flea market with only the power supply. There
was
> no disk drive, manual, or anything included. I wanna know if Atari 400 or
> 800 cartridges work with the 65XE. If they do, do you need any additional
> hardware or do you need to do something to get them to work? I read some
> faqs but couldn't get complete answers. Thanks.
>
>

2732. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <c4aR4.1588$bO4.28483@news1.online.no>
Source record: 45001

XEGS didn't have the expansion port. It has pastel colored buttons
(Start/Option/Select/Help)

The 65XE is a 64K version of 130XE. At least mine is.

Edward Scissorhands <EdwardS@lovecraft.demon.co.uk> wrote in message
news:fiUh+eE2J+E5Ew9u@lovecraft.demon.co.uk...
> In article <5tq6hsg32at5f7th8ch0e70skudqip9chm@4ax.com>, Mindfield
> <diespamdie!!!mindfield@home.com> writes
>
> >>What is an easy way to tell the difference?
> >>
> >>Tim L.
> >
> >It's a 130XE. The 65XE had no expansion port.
>
> Whoo-hoo! Rare 65XE for sale over here then...
>
> The 130XE and 65XE use the same motherboard in Europe, with the RAM not
> fully populated - so this check certainly doesn't apply here. Why other
> versions may have the expansion omitted beats me...
>
> Look underneath. It should have 65XE or 130XE written on the FCC/Serial
> number plate.
>
> Richard
>
> --
> Edward Scissorhands |\ _,,,---,,_
> Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -.
;-;;,
> E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\
`'::.
> Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--'
`-'_)Morticia

2733. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <nPW$VCF6mTF5EwA0@lovecraft.demon.co.uk>
Source record: 45002

In article <c4aR4.1588$bO4.28483@news1.online.no>, Vidar "Hawk" Olavesen
<olavese@online.no> writes
>XEGS didn't have the expansion port. It has pastel colored buttons
>(Start/Option/Select/Help)
>
>The 65XE is a 64K version of 130XE. At least mine is.

If we read the FAQ, our questions are answered. The 65XE NTSC version
lacked the expansion port - PAL versions had the expansion, but still
lack Freddy and the paging controller.

Technically, the 800XE is a 64K version of the 130XE.

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

2734. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-XYz2milqd2ep@cth-digital-ts01-s23.cab.cth.com.au>
Source record: 45003

On Sun, 6 May 3900 21:00:00, cryorunner@yahoo.com (Rhett James Barnes)
wrote:

> I want to buy an 810, but want to make sure that I'm getting the same
> drive that I originally had. Are there different versions of the 810?
> For example, with different drive mechanisms? I had one with a "flip-tab"
> door, but somehow I think I remember seeing other types, maybe with the
> rotating-handle type of drive that the 1050 had. I'm not sure
>
> I want to avoid the same issues that I had buying a 410; I've got about
> three of those now and none of them are the original style that I had way
> back when!

There are 2 mechs. Tandon and mpi. one is the flip tab and the other
has a latch type door that moves up and down.

Internally, early 810's had 2 boards. latter ones had 4 boards. The
rear board in each is different. The Latter 810's also had a data
seperator board pluged in to the side board and a analog board that
sat on top of the mech.

James B

2735. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Kk3rNt2G0SxF@cth-digital-ts01-s23.cab.cth.com.au>
Source record: 45004

On Sun, 7 May 3900 04:10:49, "Luis Vasquez" <luisv@mediaone.net>
wrote:

> I just got a 65XE from a flea market with only the power supply. There was
> no disk drive, manual, or anything included. I wanna know if Atari 400 or
> 800 cartridges work with the 65XE. If they do, do you need any additional
> hardware or do you need to do something to get them to work? I read some
> faqs but couldn't get complete answers. Thanks.
>
>
Mostly, they do. There are some that don't, not because they don't
fit, but because the software writers cheated with there code and
jumped directly to places in the OS.
That can be fixed by fitting an early os to the XE. It is best to have
a switchable between the 2 for maxium software compatiabilty.

James B

2736. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000507061710.05256.00001569@ng-cq1.news.cs.com>
Source record: 45005

>The Latter 810's also had a data seperator board pluged in to the side board and a analog board that sat on top of the mech. <

If it is going to be a collection item, then it probably doesn't make much difference, but the data separator board made a BIG difference in the performance of 810's.
I think this was standard from 1982 forward.
Also, never saw an 810 with a rotating locking lever (ala 1050), or on any full height drive for that matter.
Larry

2737. Re: 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <i7lahsseh817tcvirgbas78hmu0qujn47r@4ax.com>
Source record: 45006

The other Day Mindfield <diespamdie!!!mindfield@home.com> wrote:

>On Sat, 06 May 2000 05:12:36 GMT, "Jim Smith" <jsmith@j-com.net>
>drooled an embarassing wet spot in his lap as he typed:
>
>>http://www.atariworld.com/files/atr/r/RescueOnFractulus.zip
>
>Is there one for the real Balblazer? The one with the multitasking
>intro while the game loaded? All I've ever found is Ballblaster, the
>file version with no intro.
>
The real Ballblazer/Blaster FULL disk has been available for a while now, I
asked re this and the Full Rescue on Fractulas and the full released
Spelunker a while back and all three FULL versions are around.

Email if interested or I can post them on the binaries group?
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2738. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10005070751300.10945-100000@moose.erie.net>
Source record: 45007

On Sun, 7 May 2000, Rhett James Barnes wrote:

> In article <Pine.BSI.4.05L.10005062352570.9228-100000@moose.erie.net>,
> Sage <sagedm@erie.net> wrote:
>
> > On 7 May 2000, RHamiIton5 wrote:
> >
> > > >cryorunner@yahoo.com (Rhett James Barnes) remarks:
> > >
> > > >Are there different versions of the 810?
> > > >For example, with different drive mechanisms?
> > >
> > > Possibly mechanisms from multiple vendors, but I never saw any
> alternate door
> > > styles on any 810 drivess. I have never seen any 410s of alternate design
> > > either - the 1010 cassette was a major redesign!
> >
> > The Atari 810 drives had mechanisms from MPI and Tandon. They had
> > different style latches.
>
> That's the info I was looking for. How different are the latches? I seem
> to remember the innards of mine were Tandon from needlessly adjusting the
> drive speed. Is this drive going to be hard to find?

Well, without going into my war room to dig one out, the Tandon
had a narrow latch, perhaps 20% of the drive width that rotated down. The
MPI's latch was full width and just came straight down. It's been a
while! 810's are not hard to find. From my experience the Tandon's were
more common.

2739. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0705000718350001@dt048n0f.san.rr.com>
Source record: 45008

In article <20000507061710.05256.00001569@ng-cq1.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:

> >The Latter 810's also had a data seperator board pluged in to the side board
> and a analog board that sat on top of the mech. <
>
> If it is going to be a collection item, then it probably doesn't make much
> difference, but the data separator board made a BIG difference in the
> performance of 810's.
> I think this was standard from 1982 forward.
> Also, never saw an 810 with a rotating locking lever (ala 1050), or on any
> full height drive for that matter.
> Larry

I never saw a full-height drive with the rotating lever (1050) either, I
just couldn't remember what the other version was.

Looks like I had the Tandon mech, which is also the name that sticks in my
head. I probably finally got an 810 in 1982 (yikes! I got the 410 in
1979).

Thanks to everyone for the help (inc. Sage)! Now I've got to find me a
Tandon 810...

-Rhett

PS. On a side note, my 810 would erase tracks on the disk if you turned
the drive off with a disk in (regardless of the write-protect setting). I
can't remember which tracks, but I want to say sectors 2 and 3? I think I
always had to rewrite DUP.SYS to fix thses disks (I think; it's been 17
years, ok?). Anyone else remember this? How do I find a drive that will
faithfully recreate this delightful experience?

2740. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <TVfR4.1754$Jf.6701@newsfeed.slurp.net>
Source record: 45009

On 6 May 2000 21:00:00 G, Rhett James Barnes wrote:
>I want to buy an 810, but want to make sure that I'm getting the same
>drive that I originally had. Are there different versions of the 810?
>For example, with different drive mechanisms? I had one with a "flip-tab"
>door, but somehow I think I remember seeing other types, maybe with the
>rotating-handle type of drive that the 1050 had. I'm not sure

As far as I know, there was only one kind. I still have my original one
and it still works. I was thrilled to death when I got it which greatly
overshadowed the fact that I paid $500 for it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2741. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <VVfR4.1755$Jf.6701@newsfeed.slurp.net>
Source record: 45010

On 7 May 2000 04:10:49 G, "Luis Vasquez" wrote:
>I just got a 65XE from a flea market with only the power supply. There was
>no disk drive, manual, or anything included. I wanna know if Atari 400 or
>800 cartridges work with the 65XE. If they do, do you need any additional
>hardware or do you need to do something to get them to work? I read some
>faqs but couldn't get complete answers. Thanks.

It all depends what you put in the slot, but they should work. I use
400/800 carts in my 130XE.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2742. FS/T Mint Condition Atari Force Comics

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <EFgR4.6101$%u6.352970@news1.telusplanet.net>
Source record: 45011
Cross-posted to: alt.comics,alt.comics.classic,alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.arts.comics,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed link rather than your reply button

- Last Updated 05/07/00
- Sold items removed

I have the following Atari Force Comics, for sale or trade, all are in mint condition. If you have any questions in regards to cover art, etc., please feel free to ask.

Atari Force Comics Please make an offer
==========
All are in Mint Condition, some multiples available
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

If you are interested in any of these items, please use this link to contact me jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Comics (removing the NOSPAM first).

Please make all offers in U.S. Funds (buyer pays shipping), I am also willing to trade for or towards rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working first generation Dish Network receiver
- A working 4000 series Dish Network receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :)
- Atari Force Issue #1 (January 1984)
- Atari Force Issues 4 thru 7
- Atari Force Issues 12 thru 20

2743. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507122630.18704.00001276@ng-da1.aol.com>
Source record: 45012

>Mostly they do. I don't think Demon Attack would work and a couple of other
>old games.

Chicken doesn't work either (why would anybody play it anyway?) and a couple of other games that have ceased existince in my mind and my collection.

Jessica

2744. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507122936.18704.00001278@ng-da1.aol.com>
Source record: 45013

>Well, without going into my war room to dig one out, the Tandon
>had a narrow latch, perhaps 20% of the drive width that rotated down. The
>MPI's latch was full width and just came straight down. It's been a
>while! 810's are not hard to find. From my experience the Tandon's were
>more common.

I diddn't know there was a lot of difference. Of course, I am young and naieve
and my 810 is older than I am. Thanks for that tidbit of info. Now, if anyone
asks, I know I have an MPI drive.

2745. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507123133.18704.00001279@ng-da1.aol.com>
Source record: 45014

>As far as I know, there was only one kind. I still have my original one
>and it still works. I was thrilled to death when I got it which greatly
>overshadowed the fact that I paid $500 for it.
>
>Edward S. Baiz Jr.

Geez, those were the days, right? $500 for a crappy old 810, WOW! Some low end PC's are that much now.

Jessica

2746. Re: Atari800Win Followup

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507123423.18704.00001280@ng-da1.aol.com>
Source record: 45015

>I have installed DirectX 6.0 with only ONE problem - - -
> My 'joystick.dll' won't install in the right location.
> I went to my computer manufacturer's web site to download a controller
>utility and was 'lucky' to find one that works in Windows' hidden DOS.
> I am still without my 'joystick.dll' but I copied the 'joy.cpl' from a
>CD-ROM that had both DirectX 3.0 and DirectX 5.0 on it.
> My computer now works on some of my games but others are still
>troublesome.
>Wally

UGH. Wasn't it nice when you could just plug the darn thing into the joystick port without any probelms, without installing it?? Mine is a constant pain in the tuckus that I have had for a year and it still doesn't work. OY.

Jessica

2747. Re: Atari 400 question

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507124031.18704.00001282@ng-da1.aol.com>
Source record: 45016

>I found an Atari 400, working, with power supply. I have never seen one like
>this though, it has real keys and not the flat membrane keyboard. Is this
>rare? I thought the 400 always had the membrane style keyboard, I guess I
>just never saw this variation back in the day. -Satcom2

Actually, the keyboard was probably installed as an aftermarket item. They are quite common in my experience and are not hard to find. Many people probably got tired of punching those hard flat keys. I know I did when I was a little kid and played with my "laptop computer" that my mom bought me (a talking whiz kid circa 1987 {i'm 16}). Frustrating.

Jessica

2748. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507124259.18704.00001283@ng-da1.aol.com>
Source record: 45017

```
>I recently acquired what I believe is a 130 XE, but I'm not sure because
>the strip of plastic that would normally bear the title is missing. It
>has an "expansion port" beside the cartridge port. Am I right in
>thinking that is exclusive to the 130 XE?
>

Sounds like you have yourself a 130XE. the expansion pornt in the 130XE is an
easy way to tell.

Jessica
```

2749. Re: Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507124455.18704.00001285@ng-da1.aol.com>
Source record: 45018

>If the stick/pad is installed and calibrated correctly, the next thing
>to try would be a reinstall of DirectX. If that fails, delete Windows
>from your hard drive and reinstall it, followed by a version of DirectX
>that has worked for you in the past.
>--

UGH. I hate installing an OS. Pain in the butt. DOS drives me nuts as well.

Jessica

2750. Re: //...Advice For New Immigrants,,,

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507124517.18704.00001286@ng-da1.aol.com>
Source record: 45019

>Man, is this ever off-topic!

You said it!

2751. FS: Brand New Atari Jaguar Units, Games and Accessories

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <hohR4.6121$%u6.354317@news1.telusplanet.net>
Source record: 45020
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed link rather than your reply button

- Last Updated 05/07/00
- New items added, Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (all contain one controller, RF Box and AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
- Atari Jaguar with CyberMorph cartridge $40
- Atari Jaguar (No Cart) $30

** Atari Jaguar Accessories - New**
==========
- Jaguar unit alone (No power supply, controller or accessories) $20
- Team Tap (4 Player adapter) $30
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $15
- RF Switch Box $10

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or shrink-wrapped/sealed titles
for:
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working first generation Dish Network receiver
- A working 4000 series Dish Network receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7 and 12 thru 20
- Rarer Star Trek Items by Playmates

2752. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_957723611@rtfm.mit.edu>
Source record: 45021
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 1, 2000

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Another Usenet FAQ often of interest to 8-bit Atari users is:
Accessing the Internet by Email FAQ / Gerald E. Boyd
mailto:gboyd@netcom.com
http://www.faqs.org/faqs/internet-services/access-via-email/

2753. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <GIiR4.13847$DU1.53213@typhoon.we.rr.com>
Source record: 45022

Wally
w_a_lang@willinet.net e-mailed me this message. He's having trouble
posting responses so I put it up for him.

Yes they do, to the most part, work with the same cartridges.
The Atari 65XE was designed and built to the same standards as the Atari
400/800 was.
This includes the Atari XL series as well.
Atari while it was owned by Warner Communications made its XL machines 95%
compatible with the earlier 400/800 machines.
Later when Jack Tramiel bought Atari from Warner he had made those machines
under an agreement to retain compatibility.
The Tramiel Atari XE machines were anywhere between 96% and 98% compatible
with both earlier 8-bit formats.
I know this because I am an amateur Atari historian and a devout Atari game
player,
Wally

2754. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <11938-3915C618-5@storefull-171.iap.bryant.webtv.net>
Source record: 45023

chicken works for me on all of my atari 8-bits,and i advertise it as
xl/xe compatible.
there is however some slight differences in xe's that you may have some
trouble with on chicken but as far as mine are concerned,i have not had
any trouble.
a few romax titles are 400/800 only.
slime from synapse is 400/800only,as is picnic paranoia, protector
II,and ft. apocalypse, and shamus case one:(
astrochase from parker bros. is 400/800 only.
atari's own kangaroo is 400/800 only,also there ms. pacman has some
troubles sometimes on certain levels,and machines.
one of my favorites is gorf from roklan its 400/800 only.
jawbreaker II is also incompatible,as is pool 400 by isdi.
demon attack by imagic is also incompatible.
many will work with the translator cart.
on 65xe's,and 130xe's,if you are having trouble with carts is to check
the cart port for bent cart slot pins,i have found out that many owners
of these machines have trouble with the rear cart port location,and
install,and remove carts at a angle thus bending pins,then you will not
get proper contact,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

2755. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <x5kR4.2088$bO4.35969@news1.online.no>
Source record: 45024

Of course that Monkey Wrench thingy and another tool cart I think, which
went into the RIGHT slot of the Atari 800 won't work

Lance Ringquist <Video61@webtv.net> wrote in message
news:11938-3915C618-5@storefull-171.iap.bryant.webtv.net...
> chicken works for me on all of my atari 8-bits,and i advertise it as
> xl/xe compatible.
> there is however some slight differences in xe's that you may have some
> trouble with on chicken but as far as mine are concerned,i have not had
> any trouble.
> a few romax titles are 400/800 only.
> slime from synapse is 400/800only,as is picnic paranoia, protector
> II,and ft. apocalypse, and shamus case one:(
> astrochase from parker bros. is 400/800 only.
> atari's own kangaroo is 400/800 only,also there ms. pacman has some
> troubles sometimes on certain levels,and machines.
> one of my favorites is gorf from roklan its 400/800 only.
> jawbreaker II is also incompatible,as is pool 400 by isdi.
> demon attack by imagic is also incompatible.
> many will work with the translator cart.
> on 65xe's,and 130xe's,if you are having trouble with carts is to check
> the cart port for bent cart slot pins,i have found out that many owners
> of these machines have trouble with the rear cart port location,and
> install,and remove carts at a angle thus bending pins,then you will not
> get proper contact,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

2756. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8f4lcf$4lm$1@bob.news.rcn.net>
Source record: 45025

Let me get this straight.

He built the cable, it doesn't work, and everyone is suggesting that the problem is in the cable.

There's one thing else to try that would be easier than checking voltages, etc.

Is it a one-chip or a two-chip cable? I know that for two-chip cables there has to be a change in something in the program (the docs tell you how.)

Just a guess.

Jeffrey Taylor <jbcktaylor@erols.com> wrote in message news:8f1t8a$j9g$1@bob.news.rcn.net...
>
> Hey, Richard,
> How do I do this?
> > Post the votages you get at each pin, turn on the verbose mode of the
> > software on the PC side so it shows you things like command line going
> low.
> > You'll know the menu when you get it up.
>
> I can't seem to find my multi-meter(NOT DIGITAL). I was able to find out
> which wire goes to which pin by using a simple circuit with a battery
tester
> and a AA Battery. If you (or anyone else) can help a non-technical person
> please, do so!
>
> Thanx again for everybody's help!
>
>
>
>

2757. How do I use .BIN format games with Atari800win?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.137f9ad073d4357598973a@news>
Source record: 45026

I can load games with .exe no problem but some .bin games will run but some not.

TIA

2758. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507183429.08514.00001545@ng-cs1.aol.com>
Source record: 45027

>Of course that Monkey Wrench thingy and another tool cart I think, which
>went into the RIGHT slot of the Atari 800 won't work

I always thought the right slot was knid of mutant anyway.

Jessica

2759. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507184003.08514.00001547@ng-cs1.aol.com>
Source record: 45028

>there is however some slight differences in xe's that you may have some
>trouble with on chicken but as far as mine are concerned,i have not had
>any trouble.

I had heard that Chicken wasn't compatible with XE's. Sorry.

2760. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10005072013170.28354-100000@moose.erie.net>
Source record: 45029

Does anyone know whether the PAL or NTSC version of the 65XE was
released first?

On Sun, 7 May 2000, Edward Scissorhands wrote:

> In article <c4aR4.1588$bO4.28483@news1.online.no>, Vidar "Hawk" Olavesen
> <olavese@online.no> writes
> >XEGS didn't have the expansion port. It has pastel colored buttons
> >(Start/Option/Select/Help)
> >
> >The 65XE is a 64K version of 130XE. At least mine is.
>
> If we read the FAQ, our questions are answered. The 65XE NTSC version
> lacked the expansion port - PAL versions had the expansion, but still
> lack Freddy and the paging controller.
>
> Technically, the 800XE is a 64K version of the 130XE.
>
> Richard
>
> --
> Edward Scissorhands |\ _,,,---,,_
> Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
> E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
> Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia
>
>

2761. Re: 810 Versions?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8f5c39$v41$1@slb1.atl.mindspring.net>
Source record: 45030

oh, don't worry..... your 810 will faithfully reproduce the problem. It is really a controller problem with the old chips. The newer ICs will not splatter data on power cycles. On the old 17xx chips, wherever the heads happened to be could be erased when the power went off because the erase heads were pulsed. The "normal" drives (8" mostly) ran the main drive all the time and only loaded heads when reading or writing. When you powered down, the heads weren't touching the media so the erase pulse was not a problem. Along comes Atari who has the heads loaded all the time and poof - erased data.

Bob

> Thanks to everyone for the help (inc. Sage)! Now I've got to find me a
> Tandon 810...
>
> -Rhett
>
> PS. On a side note, my 810 would erase tracks on the disk if you turned
> the drive off with a disk in (regardless of the write-protect setting). I
> can't remember which tracks, but I want to say sectors 2 and 3? I think I
> always had to rewrite DUP.SYS to fix thses disks (I think; it's been 17
> years, ok?). Anyone else remember this? How do I find a drive that will
> faithfully recreate this delightful experience?

2762. Re: 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <cprahsc9sunqlq59bki8n45bvna88jcr15@4ax.com>
Source record: 45031

The other Day Paul Irvine <mclane@btinternet.com> wrote:

>The real Ballblazer/Blaster FULL disk has been available for a while now, I
>asked re this and the Full Rescue on Fractulas and the full released
>Spelunker a while back and all three FULL versions are around.
>
>Email if interested or I can post them on the binaries group?

These have now been posted on the alt.binaries.comp.atari8bit newsgroup.
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2763. Monitor for Atari 130xe UK Pal

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <8f3u1f$o3v$1@barcode.tesco.net>
Source record: 45032

I have just got hold of a Commdore 1084ST monitor, which has Lum & Chr inputs on the back, but can only get the display in B&W. I think I have made up the cable correctly, has anyone else used one of these Monitors with success?

Thanks

Richard

--

2764. Re: Atari Disk Drive Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000506211056.10469.00001574@ng-bh1.aol.com>
Source record: 45094

>Tim Lappala blablabla@execulink.com
remarks:
>Do I need to format a disk before I can use it in my 1050 disk drive?

Blank Diskettes must be formatted before the 1050 can read/write them.
Commercial programs came ready to run.

>If so, how do I do it?

Type DOS from the BASIC READY prompt and use DUP.SYS Menu option "I" or choose
"Initialize Disk" from the DOSXL Menu or type "INIT" at the DOSXL command
prompt with a master disk in drive one. Alternatively, type "INIT" or "XINIT"
at the SpartaDOS prompt with master disk in drive one... This all assumes the
system was booted with a DOS master disk.(see below)

>Also, what commands do I use to load and save programs?

IF they are BASIC programs, use:
SAVE"D1:FILENAME.BAS" at READY prompt or LIST"D1:FILENAME.LST"; you can then
LOAD"D1:FILENAME.BAS" or ENTER"D1:FILENAME.LST" to retrieve. Make sure load
goes with save and enter goes with list! Basic commands are on this site:
http://members.xoom.com/Pairman/Ref.html
and DOS 2.5 manual is on this one:
http://www.crestviewfl.com/~richard/atari-docs.htm

Commercial games usually boot by 1) power up the drive empty, 2) insert the
disk, 3) power up Atari 8-bit.

-Ron

I don't have a solution but I admire the problem.

2765. Re: DD Dos needed...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000506211910.10469.00001577@ng-bh1.aol.com>
Source record: 45095

>atarivision@my-deja.com remarks:

>I've had my 800 and 800xl for about 11 years now...
>even tho I have had the DD disk drives, I've been stuck using the SD
>format, due to the OLD O.S. , I had the manual for the new os, but I
>never could find the software...
>
>Is anyonw able to supply me a copy of this program?
>Id gladly pay for shipping/disk...
>
>Thanks,
>
>-Clint
>AtariVision

most anyone here will mail you a bootable disk for about $.50 postage & mailer
in US. Which manual do you have? MyDOS, Sparta?
e-mail me the details

-Ron

I don't have a solution but I admire the problem.

2766. Atari Telegames Motocross/Pong FS:

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: atarivision@my-deja.com
Message-ID: <8f60c0jil1@nnrp1.deja.com>
Source record: 44946

Kinda rare?! :)

Take a look:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=327615725

Thanks,

Clint
-AtariVision

Sent via Deja.com http://www.deja.com/
Before you buy.

2767. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shd1fech5uh165@corp.supernews.com>
Source record: 44947

Just a by the way, charter of the group is no binaries so we can get carried by more newservers.

Looks like several things, or one big one. You have Atari Green going to pin 8 instead of pin 1, and several other pins making the same 180 degree rotation. Didn't bother to check every connection, but you plugged the 1489 in upside down. Just pull it out and plug it in with the other way.
Jeffrey Taylor <jbcktaylor@erols.com> wrote in message news:8f4pa2$k11$1@bob.news.rcn.net...
> Here is the first picture of the cable.
> It is a ONE chip design.
>
>
>
>

2768. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <mrG$caG7RnF5EwiN@lovecraft.demon.co.uk>
Source record: 44948

```
In article <8f4pa2$k11$1@bob.news.rcn.net>, Jeffrey Taylor
<jbcktaylor@erols.com> writes
>Here is the first picture of the cable.
>It is a ONE chip design.
>
>
>
>[ A UUEncoded file (Sio2pc1.zip) was included here. ]
>

Did you /see/ the word Binaries in the title of this group?
No.
Do you see many people posting binaries?
No.

Figure it out.

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'\_)Morticia
```

2769. Re: Which componants have I blown up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <39169801.339018@news.supernews.com>
Source record: 44949

On Sat, 6 May 2000 00:59:44 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>Error 160 is a device error also known as "invalid drive" and usually
>indicates a problem in the CIO disk handler aka DOS. If you're using
>one of the older, dumber DOS, you may have to set a bit in DRVBYT at $070A
>(decimal 1802) to indicate the presence of the drive. If you are using one
>of these DOS, for test purposes, go to BASIC and enter the following
>(make sure you have an unprotected DOS disk in D1:):

The thing is, this drive was working perfectly okay before it failed.
I didn't receive a faulty drive they were both fine when I got them.

I'm using MYDos453 or something like that and I had previously
formatted a disk on the drive that is now defunct.

>

2770. Re: Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <6v6dhs4s9cgph9bpr9vsmv7fi7opos1vo2@4ax.com>
Source record: 44950

On Sun, 7 May 2000 22:12:43 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> drooled an embarassing wet spot in his lap as he
typed:

>Of course that Monkey Wrench thingy and another tool cart I think, which
>went into the RIGHT slot of the Atari 800 won't work

Probably 'cos the right slot was designed to load (or replace) Atari
BASIC (or the whole OS in general). Stuff made for it probably won't
work on the XL/XE for the simple reason that this all became
integrated and so only one slot was necessary.

Mindfield
"Have you played Syzygy today?"

2771. Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Abe Pinter <pinter@phri.nyu.edu>
Message-ID: <39168B1B.BEED5525@phri.nyu.edu>
Source record: 44951

I'm having a perplexing problem w/ an 800 I bought used. The machine
works
fine, except the the Option, Select, and Start keys do not work. System
reset
works fine. Software which does not require the malfunctioning keys
boots and
runs perfectly. So, I took the machine apart thinking a simple
mechanical problem
w/ the keys could be solved easily. Not so. Using a multimeter I
determined that
when depressed, the problematic switches did indeed complete the
corresponding
circuit. So, I booted the machine and "artificially" completed the
switch circuits
w/ a bit of wire. Still, only the sysytem reset switch worked. Finally,
using the
multimeter I traced the switch circuits on the PCB as far as I could.
Everthing
was fine. The only notable difference my inexperienced eyes could
detect between
this machine and others was a non-Atari RAM module (I think it is 48K,
is their any way to tell?) along w/ the ATARI ROM and ATARI 16K RAM
modules. Any ideas?
Thanx in advance.

BTW, this 800 was still a steal for $25. It came w/ a 1050 and 410 which
work, and
approx. 350 floppies full of useful pirated software. I thought I had
heard of or played
most 800/XL games, but Murder on the Zinderneuf?, Hacker? Cool stuff.

2772. Re: Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Mike Burkhart <burkhart@phri.nyu.edu>
Message-ID: <39169284.BDD319BF@phri.nyu.edu>
Source record: 44952

Abe Pinter wrote:

> I'm having a perplexing problem w/ an 800 I bought used. The machine
> works
> fine, except the the Option, Select, and Start keys do not work. System
> reset
> works fine. Software which does not require the malfunctioning keys
> boots and
> runs perfectly. So, I took the machine apart thinking a simple
> mechanical problem
> w/ the keys could be solved easily. Not so. Using a multimeter I
> determined that
> when depressed, the problematic switches did indeed complete the
> corresponding
> circuit. So, I booted the machine and "artificially" completed the
> switch circuits
> w/ a bit of wire. Still, only the sysytem reset switch worked. Finally,
> using the
> multimeter I traced the switch circuits on the PCB as far as I could.
> Everthing
> was fine. The only notable difference my inexperienced eyes could
> detect between
> this machine and others was a non-Atari RAM module (I think it is 48K,
> is their any way to tell?) along w/ the ATARI ROM and ATARI 16K RAM
> modules. Any ideas?
> Thanx in advance.
>
> BTW, this 800 was still a steal for $25. It came w/ a 1050 and 410 which
> work, and
> approx. 350 floppies full of useful pirated software. I thought I had
> heard of or played
> most 800/XL games, but Murder on the Zinderneuf?, Hacker? Cool stuff.

Sorry, this is NOT my email. News software was configured for someone
else,
so please reply to Mike Burkhart (me), not Abe Pinter. Thanx

2773. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3916ca83$0$35171@news.voyager.net>
Source record: 44953

(Says Atari BASIC was produced by OSS.)
OSS came a little after Atari BASIC was written mostly by Paul
Laughton and Kathleen O'Brien, from Shepardson Microsystems.
You may be right that Rev. B and C came from OSS or Atari corp
, but the original A version came fro SMI, and DOS 1.0, too I think.
O'Brien and Laughton weren't part of OSS. Bill Wilkinson was at SMI and
contributed
a little to Atari BASIC rev. A, and a little later started OSS.
Russg

2774. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000508103046.17121.00001901@ng-cb1.aol.com>
Source record: 44954

>All in all, atari did a good job of keeping PAL and Ntsc machines as
>much the same as possiable.

I agree

Jessica

2775. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000508103154.17121.00001903@ng-cb1.aol.com>
Source record: 44955

>If you think *that's* mutant, check out the DINA video game systems that
>Telegames sells... They have one slot for Colecovision games and one for
>Sega SC-3000 carts.
>

THAT would be mutant!

Jessica

2776. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000508103745.17121.00001907@ng-cb1.aol.com>
Source record: 44956

>
>They should work just fine. There are few changes in OS between the
>XL and XE line. The only times you ever run into problems with
>incompatibilties is when you run a few old programs written for the
>400/800 line that used certain functions that weren't supported quite
>the same on the XL/XE line. For these you need a Translator disk,
>which basically installs memory-resident OS patch that allows you to
>run those old games. (Alley Cat is one such game that comes to mind
>that required the translator disk)

I seem to remember having an XL Translator disk for this purpose. Kind of hard
to find.

Jessica

2777. Re: Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000508104152.17121.00001909@ng-cb1.aol.com>
Source record: 44957

>Murder on the Zinderneuf?, Hacker? Cool stuff.

Hey, I have those. Sound cool. I wish I could get my 810 to return from the grave. {Ron, send out that disk soon :)! }

Jessica

2778. Re: Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000508140255.28973.00001789@ng-fk1.aol.com>
Source record: 44958

>{Ron, send out that disk soon :)! }

on the way, wait...
-Ron

I don't have a solution but I admire the problem.

2779. Re: Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000508144812.08510.00001662@ng-cs1.aol.com>
Source record: 44959

```
>
>on the way, wait...
>-Ron
>
>I don't have a solution but I admire the problem.

Ok, cool.

Jessica
```

2780. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Jeffrey Taylor <jbcktaylor@erols.com>
Message-ID: <8f7acd$9je$1@bob.news.rcn.net>
Source record: 44960

```
> Did you /see/ the word Binaries in the title of this group?
> No.
> Do you see many people posting binaries?
> No.
>
> Figure it out.
>
> Richard
>
> --
> Edward Scissorhands |\ _,,,---,,_
> Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -.
;-;;,
> E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\
`'::.
> Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--'
`-'\_)Morticia
```

DUDE! I Didn't mean to piss anyone off! Besides, they're only pictures, nothing TOO big. Anyway, you're gonna have to excuse me 'cause I'm still a newbie to this NG. Sorry for posting the pictures if that made anyone angry.

2781. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <JM8E1AIQYzF5EwEr@lovecraft.demon.co.uk>
Source record: 44961

In article <8f7acd$9je$1@bob.news.rcn.net>, Jeffrey Taylor
<jbcktaylor@erols.com> writes

>DUDE! I Didn't mean to piss anyone off! Besides, they're only pictures,
>nothing TOO big. Anyway, you're gonna have to excuse me 'cause I'm still a
>newbie to this NG. Sorry for posting the pictures if that made anyone angry.

Nothing too big? 540K each?!?

Nevermind, you know now. Not everyone has a fast link, or even a machine
capable of reading those files. I was just confused as to what was
holding up my news collection.

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

2782. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <shegelm75uh41@corp.supernews.com>
Source record: 44962

I have to correct Russg ---
Russg <russg@en.com> wrote in message
news:3916ca83$0$35171@news.voyager.net...
> (Says Atari BASIC was produced by OSS.)
> OSS came a little after Atari BASIC was written mostly by Paul
> Laughton and Kathleen O'Brien, from Shepardson Microsystems.
+ That was their company before OSS!

> You may be right that Rev. B and C came from OSS or Atari corp
> , but the original A version came fro SMI, and DOS 1.0, too I think.
+ SMI changed its name to OSS.

> O'Brien and Laughton weren't part of OSS.
+ They left before the name change had taken place.

> Bill Wilkinson was at SMI and contributed
> a little to Atari BASIC rev. A, and a little later started OSS.
+ Bill Wilkinson contributed a lot to the Atari 8-Bit Computer's life.

> Russg
>
>

Wally

2783. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39176210$0$11006@news.erinet.com>
Source record: 44963

(I apologize for not directly quoting).
Wally said SMI changed its name to OSS.
I'm not sure about that. Bill Wilkinson came here a few years back.
and pointed to Laughton's web page I think. there was more history
there.
But I do have 'Atari BASIC Source Book', by Wilkinson.
Bob Shepardson was SMI head. I don't know what happened
to SMI after Wilkinson left, I guess to form OSS, but I don't
think Shepardson would have changed the name to OSS.
I'll look for that Paul Laughton site.
The main thing I was trying to say was that Atari BASIC, Rev. A
was before OSS.
Russg

2784. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39176723$0$47086@news.erinet.com>
Source record: 44964

I found some info at http://www.laughton.com/paul/abps/oss/oss.html

Now I'm not a careful reader, but as I read a little of what's there,
Bill Wilkinson bought the rights to Atari BASIC from SMI. Atari
Corp. didn't actually own Atari BASIC! SMI retained the rights
to it. And Bob Shepardson sorta fired, or let go Wilkinson, I think
Wilkinson says something like 'Shepardson decided employees were'nt
worth the cost in terms of the money they brought in'.
Russg

2785. Re: Which componants have I blown up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000508190512.12198A-100000@vtn1>
Source record: 44965

On Mon, 8 May 2000, Rob Brooks wrote:

>
> The thing is, this drive was working perfectly okay before it failed.
> I didn't receive a faulty drive they were both fine when I got them.
>
> I'm using MYDos453 or something like that and I had previously
> formatted a disk on the drive that is now defunct.
>

Do the drives work without the SIO2PC cable installed?

2786. Re: Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8f7stu$4j4$1@nntp9.atl.mindspring.net>
Source record: 44966

START, SELECT and OPTION are sensed by the GTIA chip - all other keys are
picked up by POKEY (except RESET). You may have a bad GTIA....

Bob

Abe Pinter <pinter@phri.nyu.edu> wrote in message
news:39168B1B.BEED5525@phri.nyu.edu...
> I'm having a perplexing problem w/ an 800 I bought used. The machine
> works
> fine, except the the Option, Select, and Start keys do not work. System
> reset
> works fine. Software which does not require the malfunctioning keys
> boots and
> runs perfectly. So, I took the machine apart thinking a simple
> mechanical problem
> w/ the keys could be solved easily. Not so. Using a multimeter I
> determined that
> when depressed, the problematic switches did indeed complete the
> corresponding
> circuit. So, I booted the machine and "artificially" completed the
> switch circuits
> w/ a bit of wire. Still, only the sysytem reset switch worked. Finally,
> using the
> multimeter I traced the switch circuits on the PCB as far as I could.
> Everthing
> was fine. The only notable difference my inexperienced eyes could
> detect between
> this machine and others was a non-Atari RAM module (I think it is 48K,
> is their any way to tell?) along w/ the ATARI ROM and ATARI 16K RAM
> modules. Any ideas?
> Thanx in advance.
>
> BTW, this 800 was still a steal for $25. It came w/ a 1050 and 410 which
> work, and
> approx. 350 floppies full of useful pirated software. I thought I had
> heard of or played
> most 800/XL games, but Murder on the Zinderneuf?, Hacker? Cool stuff.
>

2787. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <shf0r9lo5uh116@corp.supernews.com>
Source record: 44967

Russg has my respect for sorting thru that MESS!

Russg <russg@en.com> wrote in message
news:39176723$0$47086@news.erinet.com...
> I found some info at http://www.laughton.com/paul/abps/oss/oss.html
>
> Now I'm not a careful reader, but as I read a little of what's there,
> Bill Wilkinson bought the rights to Atari BASIC from SMI. Atari
> Corp. didn't actually own Atari BASIC! SMI retained the rights
> to it. And Bob Shepardson sorta fired, or let go Wilkinson, I think
> Wilkinson says something like 'Shepardson decided employees were'nt
> worth the cost in terms of the money they brought in'.
> Russg
>
>
I always thought that the SMI company was acquired by OSS.
There is the matter that Atari had not owned their own BASIC for
the first few years of the Atari 8-Bit Computer's life.
The IDE company did for certain purchase OSS some year later.
I think that was the initials of that company.
IDE (whatever) produced hardware for the Atari while OSS had
produced software for the same computer systems.
Atari NEVER really made things clear concerning their computers
for they [like IBM] contracted part of the work to others.
Mainly they did during the Warner Communications years.
Wally

2788. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Jeffrey Taylor <jbcktaylor@erols.com>
Message-ID: <8f824b$1gb$1@bob.news.rcn.net>
Source record: 44968

Alright! I took it apart and started from scratch. The new one that I made
works perfectly! Thanks to all you guys (and gals) for all the help!

2789. Re: Joystick emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <shf67ru45uh60@corp.supernews.com>
Source record: 44969

I would much prefer to install DirectX onto my computer.

Peter Prevos & Sue Brewer <prevos@origin.net.au> wrote in message
news:957882453.160399@clover.river.net.au...
> Hello,
> I am using Atari800Win 2.6a on my laptop. I have no numbers keypad on the
> laptop so I am having problems emulating the joystick.
> Can I change the settings in the program to asign keys to stick?
>
> Peter
>
>
I suggest that you go to Ziff-Davis's web site and download the following
six DirectX installation utilities:
+ DirectX 3.0
+ DirectX 4.0
+ DirectX 5.0
+ DirectX 6.0 (dx6eng - if older Windows 95)
(dx6cfg - for Win95B or Win95C/98)
+ DirectX 6.1 (dx61eng - for Windows 95/98)
http://www.zdnet.com/
Ziff-Davis retains an archive of hard-to-find utilities.
Some of these DirectX versions may be harder to obtain.

I suggest that you go to the Microsoft web site and download
the DirectX enhancer utility for DirectX 6.0 which is at
http://www.microsoft.com/
Avoid Microsoft's troublesome DirectX 7.0 if possible.

I suggest that you use your Game Controller command in your
Control Panel in your Windows 95/98 in either the My Computer
or in the Start Menu under the Settings.

Wally

2790. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <4itdhssv9f3ua5u0mb18pa33fdf4k25is0@4ax.com>
Source record: 44970

The other Day "Jeffrey Taylor" <jbcktaylor@erols.com> wrote:

>Here is a picture of my Atari setup. (Just in case anybody has questions:))

We do have a binaries group you know.

2 large files and a jpg are not the best way to impress the group.

I wondered why my news had ground to a halt..
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2791. Re: 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <5rtdhssimu7jp75i3027rr66mmo1lb5lek@4ax.com>
Source record: 44971

The other Day Mindfield <diespamdie!!!mindfield@home.com> wrote:

>On Sun, 07 May 2000 12:37:19 +0100, Paul Irvine
><mclane@btinternet.com> drooled an embarassing wet spot in his lap as
>he typed:

>>Email if interested or I can post them on the binaries group?
>
>Either way works; someone attempted to post them on ABEA8bit, but they
>never showed up, so maybe E-Mail or something would work better.
>These are a few images my collection is sorely missing.

See your mail box, they did get posted yesterday by myself but some servers
either don't carry that group (ISP request needed) or they restrict the
binary groups to a minimum.
>
>The other is still, ever and always, Galactic Adventures.

I'm on the case...Thought I had it but will find it somehow :-)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2792. Adaptec 4000a MFM - SCSI FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8f51mhmrq1@mohawk.hwcn.org>
Source record: 45033

I am selling an Adaptec 4000a board, which converts an old MFM drive to Scsi which is compatible with the MIO and the Black Box. The price is $25 US shipped to North America, and $25 plus shipping to Europe.

Email me if interested.

Willy

2793. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507232205.14266.00000916@ng-ff1.aol.com>
Source record: 45034

>Does anyone know whether the PAL or NTSC version of the 65XE was
>released first?

I would think the NTSC version would have been released first, being that it is an American company. PAL versions generaly have different features than NTSC, many of which are beneficial compared to its American counterpart. Then again, I just gathered this from my limited knowledge of the 8Bit line, but I am learning, slowly :)

Jessica

2794. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000507232341.21262.00001741@ng-ff1.aol.com>
Source record: 45035

```
>
>I would think the NTSC version would have been released first, being that it
>is
>an American company

Clarification: I mean ATARI!
```

2795. Re: Re: 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <b6dchsg1a1ul8fdh58m4qirssfrfokbgff@4ax.com>
Source record: 45036

On Sun, 07 May 2000 12:37:19 +0100, Paul Irvine
<mclane@btinternet.com> drooled an embarassing wet spot in his lap as
he typed:

>The other Day Mindfield <diespamdie!!!mindfield@home.com> wrote:
>
>>On Sat, 06 May 2000 05:12:36 GMT, "Jim Smith" <jsmith@j-com.net>
>>drooled an embarassing wet spot in his lap as he typed:
>>
>>>>http://www.atariworld.com/files/atr/r/RescueOnFractulus.zip
>>
>>Is there one for the real Balblazer? The one with the multitasking
>>intro while the game loaded? All I've ever found is Ballblaster, the
>>file version with no intro.
>>
>The real Ballblazer/Blaster FULL disk has been available for a while now, I
>asked re this and the Full Rescue on Fractulas and the full released
>Spelunker a while back and all three FULL versions are around.
>
>Email if interested or I can post them on the binaries group?

Either way works; someone attempted to post them on ABEA8bit, but they
never showed up, so maybe E-Mail or something would work better.
These are a few images my collection is sorely missing.

The other is still, ever and always, Galactic Adventures.

Thanks!

Mindfield
Remove "diespamdie!!!" when replying in E-Mail
"Nothing works contrary to nature, only to what we know of it."
- Scully, The X-Files

2796. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <ehdchs086oonvjpgg432hdal4h0maeoj85@4ax.com>
Source record: 45037

On Sun, 07 May 2000 04:10:49 GMT, "Luis Vasquez" <luisv@mediaone.net>
drooled an embarassing wet spot in his lap as he typed:

>I just got a 65XE from a flea market with only the power supply. There was
>no disk drive, manual, or anything included. I wanna know if Atari 400 or
>800 cartridges work with the 65XE. If they do, do you need any additional
>hardware or do you need to do something to get them to work? I read some
>faqs but couldn't get complete answers. Thanks.
>

They should work just fine. There are few changes in OS between the
XL and XE line. The only times you ever run into problems with
incompatibilties is when you run a few old programs written for the
400/800 line that used certain functions that weren't supported quite
the same on the XL/XE line. For these you need a Translator disk,
which basically installs memory-resident OS patch that allows you to
run those old games. (Alley Cat is one such game that comes to mind
that required the translator disk)

2797. Re: How do I use .BIN format games with Atari800win?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <lldchs8vfjsv3s2tjcfk8rbi0vj3jka8p5@4ax.com>
Source record: 45038

On Sun, 07 May 2000 21:23:03 GMT, HedgeSlammer <hedge@home.com>
drooled an embarassing wet spot in his lap as he typed:

>I can load games with .exe no problem but some .bin games will run but
>some not.
>
>TIA

Which ones won't? 8-bit file games usually had varied extensions;
.EXE, .OBJ, .BIN, etc. Some didn't even bother with extensions, the
executables sometimes using the extension as a sort of carry-over to
give the filename a little extra breathing room (i.e. RUNTHISF.ILE) --
that was usually a personal thing some people did, though.

Some games, as I said in an earlier message, that were designed for
the 400/800 line may experience some incompatibilities with the XL/XE
OS, so you need to load them using the 400/800 (OS-A or OS-B) ROM.
(The emulator equivalent of either using a real 400/800, or an XL/XE
with the translator disk)

2798. Re: DD Dos needed...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <sMrR4.324632$Hq3.7774583@news2.rdc1.on.home.com>
Source record: 45039

Download a new OS from the 'net?
of course you'll need an sio2pc (or similar) cable...

<atarivision@my-deja.com> wrote in message
news:8f1h6jvko1@nnrp1.deja.com...
> Hi,
>
> I've had my 800 and 800xl for about 11 years now...
> even tho I have had the DD disk drives, I've been stuck using the SD
> format, due to the OLD O.S. , I had the manual for the new os, but I
> never could find the software...
>
> Is anyonw able to supply me a copy of this program?
> Id gladly pay for shipping/disk...
>
> Thanks,
>
> -Clint
> AtariVision
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2799. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <shcl8c39qil28@corp.supernews.com>
Source record: 45040

I can give you some very important information---

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
news:20000505162338.08577.00001449@ng-fp1.aol.com...
> >"Jeffrey Taylor" jbcktaylor@erols.com opines:
>
> >what the major bug is in Atari BASIC Rev.A? Just curious.
>
> the MAJOR & most serious and inconvenient bug involved editing BASIC
> statements. Changes to the statement table which required moving a
multiple of
> (IIRC) 256 bytes could 'lose' some of your program or more commonly 'lock'
the
> system; this 'freeze' survived system reset and required a cold start to
clear.
> Prudent coders listed all to tape or disk after almost every line during
heavy
> editing to avoid that helpless empty feeling and a lot of retyping.
>
> -Ron
>
> I don't have a solution but I admire the problem.

---now is the important information:
Atari issued three different versions of its BASIC language cartridge.
+ Atari BASIC Rev. A only had a minor code error.
(This was actually written by Optimized System Software under contract.)
+ Atari BASIC Rev. B actually tripled the error codes.
(Warner's Atari attempted to correct the cartridge themselves -- big
mistake!)
+ Atari BASIC Rev. C was properly rewritten, eliminating the errors.
(Tramiel's Atari went to Optimized System Software to write it again.)

Amateur Atari historian and Devout Atari game player,
Wally
w_a_lang@willinet.net

2800. Re: Atari800Win Followup

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <391660C7.9060007@classic-games.com>
Source record: 45041

atarigirl1983@aol.com (AtariGirl1983) wrote:

> UGH. Wasn't it nice when you could just plug the darn thing into the joystick
> port without any probelms, without installing it?? Mine is a constant pain in
> the tuckus that I have had for a year and it still doesn't work. OY.

In some ways... Of course, you couldn't plug in a 12 button, 6 axis
controller and expect it to work with existing games. You can do that
with DirectX.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

2801. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <391661EF.2030402@classic-games.com>
Source record: 45042

Also note that there are some differences in the way early (CTIA) 400
and 800 machines display things relative to later GTIA machines. In
particular, you may notice CTIA games whose text refers to something as
being blue when it's actually orange on the newer machines, and vice versa.
--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

2802. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <391662F8.4020505@classic-games.com>
Source record: 45043

atarigirl1983@aol.com (AtariGirl1983) wrote:

> >Of course that Monkey Wrench thingy and another tool cart I think, which
> >went into the RIGHT slot of the Atari 800 won't work
>
> I always thought the right slot was knid of mutant anyway.
>
> Jessica

If you think *that's* mutant, check out the DINA video game systems that Telegames sells... They have one slot for Colecovision games and one for Sega SC-3000 carts.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

2803. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3916654B.5060909@classic-games.com>
Source record: 45044

"w_a_lang" wrote:

> ---now is the important information:
> Atari issued three different versions of its BASIC language cartridge.
> + Atari BASIC Rev. A only had a minor code error.
> (This was actually written by Optimized System Software under contract.)
> + Atari BASIC Rev. B actually tripled the error codes.
> (Warner's Atari attempted to correct the cartridge themselves -- big
> mistake!)
> + Atari BASIC Rev. C was properly rewritten, eliminating the errors.
> (Tramiel's Atari went to Optimized System Software to write it again.)

More or less. Rev A had a number of bugs, not just the commonly described crash bug. Rev B fixed most (maybe all, I don't remember) of these, but in the process, they added a new bug. You see, the crashes were caused by a bug in one of OSS's memory move routines. When the bug was fixed, the fix mistakenly applied to a routine that actually worked in Rev A, causing the new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove the alteration made to the routine that was broken by Rev B.

You can get more details from the annotated source listing published by Compute! books. Bill Wilkinson described many of the problems in detail. He also talked about it in his column in Compute! magazine.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

2804. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-08 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-y4JG702yZLcG@host-216-226-193-50.interpacket.net>
Source record: 45045

On Sun, 8 May 3900 03:22:05, atarigirl1983@aol.com (AtariGirl1983)
wrote:

> >Does anyone know whether the PAL or NTSC version of the 65XE was
> >released first?
>
> I would think the NTSC version would have been released first, being that it is
> an American company. PAL versions generaly have different features than NTSC,
> many of which are beneficial compared to its American counterpart. Then again,
> I just gathered this from my limited knowledge of the 8Bit line, but I am
> learning, slowly :)

Yes and no. american (NTSC) versions run slightly faster. so for any
given time period, the NTSC machine can do more.
PAL versions have a slower vbi rate and can run more code during the
vbi. this benifets games and demo's. Music and games that use the vbi
for playing/anamation will also be slower. There are also more screen
lines to use up so the Vcount register counts higher. What ever use
this is, I don't know.
All in all, atari did a good job of keeping PAL and Ntsc machines as
much the same as possiable.

James B

2805. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <391a3dc4.108326103@news.supernews.com>
Source record: 44896

Thanks for replying so quickly Richard!

Looks like that's my first port of call then. I'll check again for the
device you mention.

I'll let you know if this fixes the problem in case there are any
other people with "dead" drives.

Cheers.

Rob.

On Tue, 9 May 2000 09:17:23 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>They are just 5 high gain<110 hfe> transistors on a chip. There are quite a
>few manufacturers of them, RCA and National for sure. I suppose if you are
>desperate you could just use a 2222 or 3904<6? NPN anyway>.
>
>The are a frequent problem with dead drives, since they buffer the signals
>on a 1050 or 810, your drive will exhibit systems like it is not plugged
>into the computer. It will spin up, seek track zero, that kind of stuff when
>you turn it on, but completely ignore the computer during the boot process.
>
>It was a pretty good design choice to have the 3086 in there, they handle
>something like 300 mamps and up to 20V, but for some reason they blow. Could
>be something silly like the inputs are not diode protected from static
>discharge or something. Looking at the data sheet, it looks like they aren't
>protected.
>Rob Brooks <rob@syroxdev.co.uk> wrote in message
>news:3918f016.88437393@news.supernews.com...
>> Hi,
>>
>> Further to my request for assistance with my "dead" 1050 drive I've
>> been trying to find a 3086 chip that buffers the serial ports on the
>> back of the drive.
>>
>> I've checked both RS Componants and Maplins (I live in the UK) and
>> neither have this exact device.
>>
>> Is there a generic component that I may purchase and fit in place of
>> the 3086 so that I can eliminate the possibility that it is a fault?
>>
>> Many Thanks.
>>
>> Rob Brooks.

>

2806. Re: Which componants have I blown up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000509134706.08595.00001809@ng-fp1.aol.com>
Source record: 44897

>rob@syroxdev.co.uk (Rob Brooks) remarks:

>Turn drive on.
>Turn computer on.
>Computer makes brief static noise.
>Computer displays "Ready" on screen.
>
>If I hold down "Option" the computer pauses briefly and then enters
>the "Self Test" mode.
>
>Looks like a hardware problem to me. :)

Definitely is; that drive is not sending the signal that it even exists when the computer does its peripheral polling at power up! If it were, you would get the 'boot error!' message.

-Ron

I don't have a solution but I admire the problem.

2807. Re: Monitor for Atari 130xe UK Pal

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000509135619.08595.00001810@ng-fp1.aol.com>
Source record: 44898

>Richard Daley" Richard.Daley@tesco.net remarks:

>I have just got hold of a Commdore 1084ST monitor, which has Lum & Chr
>inputs on the back, but can only get the display in B&W. I think I have made
>up the cable correctly, has anyone else used one of these Monitors with
success?

Have seen and tried to acquire but never owned a 1084; usually provide a great picture. One thing to consider is that the NTSC 800XL & 130XE did NOT (See Bob Woolley's AC articles) have connections to the chroma or luminance pins of the monitor jack - only the composite video and audio. Have to plead ignorance on the Pal models.

-Ron

I don't have a solution but I admire the problem.

2808. Re: 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <m8jghsknuviuns5slhegjebh3j4kbhn7oj@4ax.com>
Source record: 44899

The other Day Mindfield <diespamdie!!!mindfield@home.com> wrote:

>On Mon, 08 May 2000 18:23:27 +0100, Paul Irvine
><mclane@btinternet.com> drooled an embarassing wet spot in his lap as
>he typed:
>
>>See your mail box, they did get posted yesterday by myself but some servers
>>either don't carry that group (ISP request needed) or they restrict the
>>binary groups to a minimum.
>
>Much appreciated! I havn't checked my mail yet, but they suddenly
>showed up on the binary group... very odd. Either way though I've got
>'em now, and I do truly appreciate it. All three games saw heavy
>gameplay in my golden 8-bit years. :-)

All three still get the same play as they did when I 1st got them in the
early days. Spelunker, Fractulas and Jumpman tend to get them most bashing
with Ballblaster, Star Raiders and numerous others coming a very close 2nd
:-)

As for the sudden turnup on the binary group, well that's about right for
some ISP's....They keep a small selection of groups then dump the bodies
after a day or two if they even bother to keep them at all or seem to get
either part of the post or be very late :-)
>
>>>
>>>The other is still, ever and always, Galactic Adventures.
>>
>>I'm on the case...Thought I had it but will find it somehow :-)
>
>Well, if you manage to find it, I'd love a copy, naturally! :-)

It shall be posted as and when I find a working one :-)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

2809. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000509141148.08595.00001811@ng-fp1.aol.com>
Source record: 44900

>rob@syroxdev.co.uk (Rob Brooks) remarks

>Is there a generic component that I may purchase and fit in place of
>the 3086 so that I can eliminate the possibility that it is a fault?

I thought you had a second drive to swap chips with? Was that a different dead
drive post?

-Ron

I don't have a solution but I admire the problem.

2810. Re: UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8f9ltm$fue@cs.vu.nl>
Source record: 44901

Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:

>Yeah,
>another good try. There was already an unzip version from the
>Netherlands (not Neverneverlands) avaiable (by The Gatekeeper or the
>Missing Link). Unfortunately it merely worked with Sparta - DOS...
>So I will give this new version a try... greets - Andreas

...and I didn't implement the popular deflate algorithm because of lack
of memory in the SpartaDos/Lightspeed C environment. Tom's effort is
really usefull, my program was merely a Lightspeed C test program.

--Ivo (once known as The Gatekeeper... *sigh* those days...)

2811. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <391c5d89.116460344@news.supernews.com>
Source record: 44902

Hi Ron,

>I thought you had a second drive to swap chips with? Was that a different dead
>drive post?
>

I do but I would much rather not have to unsolder the IC from the good
drive to check it in the bad drive.

Much better to get new chip and just use that I think.

Rob.

2812. Re: Which componants have I blown up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <391d5dcd.116527966@news.supernews.com>
Source record: 44903

Hi Ron,

>Definitely is; that drive is not sending the signal that it even exists when
>the computer does its peripheral polling at power up! If it were, you would
>get the 'boot error!' message.
>

Absolutely.

Rob.

2813. UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.391878cd@fmlynet.org>
Source record: 44904

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Tom Hunt <tom_hunt361@my-deja.com>
> I've just released UnZIP 1.0 for the Atari 8-bit. It's been tested
> with Sparta DOS 3.3a and MyDos 4.50. It supports deflate, the most
> widely used compression method. That is the method most often used by
> modern ZIP programs. You can get to it at-
> http://cth.tzo.com/featured/toc.html
> --
> http://cth.tzo.com/
> telnet://cth.tzo.com
> ftp://ftp.spudster.org/pub/Atari/CTH
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Tom,

Downloaded the upzip utility and hope to try it soon. As for the other
files on your site, I get a "FTP ERROR 200". Just thought I'd mention that
since I want to download the "allfiles.zip" archieve and the Z-code
interpreter. ;)

Did you write the MST3K Z-story?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2814. Re: F.A ATARI BOOKS,MANUALS 2 DAYS LEFT

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Dave <dlord@home.dotcom>
Message-ID: <YVZR4.39$Cp5.37223@news1.rdc2.tx.home.com>
Source record: 44905

I got a hard time buying stuff from a "crippled-dick "!

crippled-dick <JOHNNY@tinm.freeserve.co.uk> wrote in message
news:8f7pnk$s87$3@newsg2.svr.pol.co.uk...
>
> SOFTWARE CATALOGUE ISSUE 2
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324214973
>

2815. Re: Monitor for Atari 130xe UK Pal

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Gary <bitbucket@home.com>
Message-ID: <39187456.32E120B6@home.com>
Source record: 44906

RHamiIton5 wrote:
>
> >Richard Daley" Richard.Daley@tesco.net remarks:
>
> >I have just got hold of a Commdore 1084ST monitor, which has Lum & Chr
> >inputs on the back, but can only get the display in B&W. I think I have made
> >up the cable correctly, has anyone else used one of these Monitors with
> success?
>
> Have seen and tried to acquire but never owned a 1084; usually provide a great
> picture. One thing to consider is that the NTSC 800XL & 130XE did NOT (See Bob
> Woolley's AC articles) have connections to the chroma or luminance pins of the
> monitor jack - only the composite video and audio. Have to plead ignorance on
> the Pal models.
>
> -Ron
>
> I don't have a solution but I admire the problem.

130XE most certainly does have both chroma and luma signals on the video
jack, been using that way for years.

2816. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000509163924.15512.00001991@ng-fm1.aol.com>
Source record: 44907

>It will spin up, seek track zero, that kind of stuff when
>you turn it on, but completely ignore the computer during the boot process.
>

That sounds sort of like what my deceased 810 does. Help? Paid too much money
for it to be dead.

Jessica

2817. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000509164238.15512.00001992@ng-fm1.aol.com>
Source record: 44908

```
>> >All in all, atari did a good job of keeping PAL and Ntsc machines as
>> >much the same as possiable.
>>
>> I agree
>>
>> Jessica
>
>Ahhhhh tis good to see someone agree with me!:))))))
>
>James B
```

No Problem.

Jessica

2818. Re: UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8f9ut1$1sp$1@nnrp1.deja.com>
Source record: 44909

Hi Greg,

Give the links at the bottom of this message another try. Let me know if you still have problems with them and I will email them to you. BTW- the server that hosts the archive is going to be moved shortly. After that it may be a week or two until it is functioning again.

As to the Mystery Science Theater text adventure, somebody else wrote the game. I took the source to it and compiled it out with Inform v. 5 (on the PC). Then I took the compiled Z-Code and the Z-Code interpreter and put them together on floppy disk for the 8-bit. I don't know if I still have the complete development system around, but I could put something together for anyone that would want to create new Infocom style games for the 8-bit. Just let me know of your interest in this in email.

I compiled several more Inform games for the 8-bit. Some of them were written for higher versions of the Inform compiler, but since they didn't make use of graphics of v. 6, it was easy to convert the v. 6 functions over to their v. 5 counterparts.

Best,
Tom

ftp://ftp.spudster.org/pub/Atari/CTH/CTH_SHAREWARE/TGAMES.ARC
ftp://ftp.spudster.org/pub/atari/CTH/AllFiles.zip

In article <0001.391878cd@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: Tom Hunt <tom_hunt361@my-deja.com>
> > I've just released UnZIP 1.0 for the Atari 8-bit. It's been tested
> > with Sparta DOS 3.3a and MyDos 4.50. It supports deflate, the most
> > widely used compression method. That is the method most often used
by
> > modern ZIP programs. You can get to it at-
> > http://cth.tzo.com/featured/toc.html
> > --
> > http://cth.tzo.com/
> > telnet://cth.tzo.com
> > ftp://ftp.spudster.org/pub/Atari/CTH
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>

> Tom,
>
> Downloaded the upzip utility and hope to try it soon. As for
the other
> files on your site, I get a "FTP ERROR 200". Just thought I'd
mention that
> since I want to download the "allfiles.zip" archieve and the Z-code
> interpreter. ;)
>
> Did you write the MST3K Z-story?
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

2819. Re: Which componants have I blown up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000509164817.15512.00001993@ng-fm1.aol.com>
Source record: 44910

>Definitely is; that drive is not sending the signal that it even exists when
>the computer does its peripheral polling at power up! If it were, you would
>get the 'boot error!' message.
>

I have that same problem. When I turn the computer on with my 810 connected to
it, It just shows the Memo pad. UGH>>>

Jessica

2820. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39187956$0$35173@news.erinet.com>
Source record: 44911

(Rick Cortese points out that floating point routines are part of the OS.)
Hmmm. I think Wilkinson did the Atari BASIC 'scheme' for floating
point. BASIC uses a binary coded decimal, or is that the OS?
I'm taking from 'The Atari BASIC Source Book', just the preface.
Paul Krasno did the transcendental routines, again of BASIC, I think, those
being the ^ powers and trig functions, aren't they? I don't know exactly
what the OS fp routines do, but I think BASIC still requires some
handling of those OS routines.
Which brings up my next question. Who did the A8 OS? Doug Neubauer
or Jay Miner (I think Miner was a hardware man.)?
So, I don't think Wilkinson did the OS fp stuff.
Russg

2821. FA: Atari 2600 Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000509165814.15512.00001998@ng-fm1.aol.com>
Source record: 44912

Hi everyone,

I know this is an 8-bit group but I couldn't resist....

Big Lot Of Atari 2600 Games:

<a href:
"http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324780548">Click
Here

Yars' Revenge, Space Jockey

<a Href: "http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=326376639">
Click Here

2822. Re: FA: Atari 2600 Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000509170100.15511.00001904@ng-fm1.aol.com>
Source record: 44913

Sorry.....

Yar's Revenge, Space Jockey

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=326376639

Big Lot Of Atari 2600 Games

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324780548

Jessica

2823. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shh0kiegd58150@corp.supernews.com>
Source record: 44914

AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000509163924.15512.00001991@ng-fm1.aol.com...
> >It will spin up, seek track zero, that kind of stuff when
> >you turn it on, but completely ignore the computer during the boot
process.
> >
>
> That sounds sort of like what my deceased 810 does. Help? Paid too much
money
> for it to be dead.
>
> Jessica
Shipping cost for an 810 makes fixing them almost out of the question unless
it has a lot of sentimental value.

I am a few projects behind, was going to get a double density drive to
Carolynn so she could read her old stuff<mostly done>, still have a disk I
made up and was supposed mail out 2 weeks ago.

That being said, what does your MS DOS situation look like? Path of least
resistance would be if 1) You have something that can run SIO2PC/APE
2) I send you a cable <parts and shipping is less then $5 including the
blister pack so this would be a freebie>.
3) You just download copies of the things you have off the net and run them
that way.

I only have one extra 810 and it is one of those B&C copies, actually looks
nicer then the real ones IMHO. I have a bunch of 1050s but like I said the
shipping cost last time I checked is over $12.

Two way shipping => you could probably buy 3 or 4 drives from Goodwill or
Salvation Army store for that much.

2824. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shh0tte2d5896@corp.supernews.com>
Source record: 44915

Russg <russg@en.com> wrote in message
news:39187956$0$35173@news.erinet.com...
> (Rick Cortese points out that floating point routines are part of the OS.)
> Hmmm. I think Wilkinson did the Atari BASIC 'scheme' for floating
> point. BASIC uses a binary coded decimal, or is that the OS?
> I'm taking from 'The Atari BASIC Source Book', just the preface.
> Paul Krasno did the transcendental routines, again of BASIC, I think,
those
> being the ^ powers and trig functions, aren't they? I don't know exactly
> what the OS fp routines do, but I think BASIC still requires some
> handling of those OS routines.
The only thing BASIC does is use the OS floating point routines. Like I
said, makes me kind of wonder how they decided they should put floating
point routines into something that was intended as a game machine. I am
pretty sure they are Wilkinson's. IIRC, he is like a lot of us in that when
he went to school there was no such thing as a computer science major, so he
has his degree in math.
> Which brings up my next question. Who did the A8 OS? Doug Neubauer
> or Jay Miner (I think Miner was a hardware man.)?
> So, I don't think Wilkinson did the OS fp stuff.
> Russg
>
>

2825. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3918859c$0$35175@news.en.com>
Source record: 44916

Oh, heck.
I've asked a question that is answered in the c.s.a.8 FAQ.
Kaplan, Crane, Whitehead and Miller wrote the original 800/400 OS.
Doug Neubauer is the source of this information.
Sorry.
But, Wilkinson did the FP routines in Atari BASIC, not the OS FP stuff.
Russg

2826. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000509181146.3542A-100000@vtn1>
Source record: 44917

On Tue, 9 May 2000, Russg wrote:

> But, Wilkinson did the FP routines in Atari BASIC, not the OS FP stuff.

There are no FP routines in Atari BASIC; it uses the OS routines for all
FP stuff.

jkp

2827. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3918c0fb$0$25413@news.erinet.com>
Source record: 44918

OK. So I don't know if Wilkinson did the OS FP routines.
As for putting FP routines in a 'game' machine, I don't think you could
do without them. I guess game consoles may not have had them.
If you're going to do a serious BASIC, or be able to make spreadsheets,
and even some games would benefit from FP.
I looked briefly at the source to Atari BASIC and there are sections
for dealing with BCD numbers and math. I suppose the OS FP uses
BCD numbers. Every number in Atari BASIC is a 6 byte BCD number.
That's why you save space using variables for common numbers like 0, 1,
etc.
Russg

2828. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shhna43vd58165@corp.supernews.com>
Source record: 44919

AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000509224250.21262.00002048@ng-ff1.aol.com...
> Oh, I am just P.O'd because I paid 40 bucks for my 810 on eBay. Had 75
disks
> with it, all are dead. Someone is sending me a copy of DOS 2.5 to see if
my
> problem is DOS related. Anybody think I paid too much? I mean, as I
said, I
> paid $10 for the computer itself and it works perfectly, but $40 for a
dud?
Unless those 75 disks had jackets made out of dollar bills.

Maybe you'll get lucky and it will only be a problem with the SIO cable.
>
> Jessica
>
>

2829. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8fasg0$ha2$1@nntp9.atl.mindspring.net>
Source record: 44920

Yeah, $40 is a little steep... we pretty much give away old 810s and even 1050s. Only XF551s and Happy/USDoubler drives really have any value --- like maybe $25 to $50 max. What you really pay for is the time to dig one out, test it, and pack it well. Come to an SLCC meeting and I'll give you one - or two --- you test them.... :)

Bob

>
>
> Oh, I am just P.O'd because I paid 40 bucks for my 810 on eBay. Had 75 disks
> with it, all are dead. Someone is sending me a copy of DOS 2.5 to see if my
> problem is DOS related. Anybody think I paid too much? I mean, as I said, I
> paid $10 for the computer itself and it works perfectly, but $40 for a dud?
>
> Jessica
>
>

2830. Re: Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <957978418-506095AEicMi@sweet3.freeserve.co.uk>
Source record: 44921

Hi Mike

>
>> START, SELECT and OPTION are sensed by the GTIA chip - all other keys are
>> picked up by POKEY (except RESET). You may have a bad GTIA....
>> Bob

>Okay. I know I can order a GTIA from B&C or Best, but replacing it is another

How do you know they are bust? are you using software that requires them, they have no other use other than some boot up functions unless they are directly programmed for?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2831. Re: Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <957978422-506768AEicMi@sweet3.freeserve.co.uk>
Source record: 44922

Hi James

>When origanlly designed the 400 was only going to have 8K ram. the 800 could be
>expanded with more ram when one could afford it. how things have changed.

I remember when i bought a RAM cart for my 800, it was so expensive i had to get a loan, years later i bought 20Meg for my STE with my pocket money!. Havent times changed, now where's my book of war stories and why have my grandchildren run away.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2832. F.A ATARI BOOKS,MANUALS 2 DAYS LEFT

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: crippled-dick <JOHNNY@tinm.freeserve.co.uk>
Message-ID: <8f7pnk$s87$3@newsg2.svr.pol.co.uk>
Source record: 44972

SOFTWARE CATALOGUE ISSUE 2
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324214973
ATARI 600/800XL OWNERS GUIDE- VERY GOOD
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324220515
ATARI 600/800XL OWNERS GUIDE-GOOD
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324224070
Atari 1010 program recorder owners guide plus lead
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324240756
Atari- First Steps in BASIC (600XL/800XL)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=321649030
Introduction to programming, Atari 600/800XL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=322450778
BASIC REFERENCE GUIDE X2
AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324229250
ALSO AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324231734
Atari 600/800XL Connection instructions for Pal tv systems X2
AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324235087
ALSO AT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=324237071
" Live with your good Demons "
Johnny P

2833. Re: Assembler/Editor Cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000508231540.16812.00001988@ng-fz1.aol.com>
Source record: 44973

>"Richard Cortese" ricortes@netmagic.net
remarks:

>go to DOS and do a binary save, something like
>D:EDASM.COM, $A000, $BFFF, $A000

I had not tried this with a ROM since about '83; it did not work with DOS 2.0 - I spent a long time with a sector editor fixing the file numbers, forward pointers, and byte counts in 66 sectors. The 2.0 write routine appeared to expect RAM and set those last 3 bytes for each data transfer and then restore them for the next sector.

DOS 2.5, MyDOS 4.5, TopDOS 1.5, and SpartaDOS do NOT share this fault; I tested each the other night with total success on the ASMED ROM. Now if we go into that file, and remove the header and the load and run vectors we are left with the ROM image which could be used by the emulator - might need to name it basic.rom to be accepted?

-Ron

I don't have a solution but I admire the problem.

2834. Joystick emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Peter Prevos & Sue Brewer <prevos@origin.net.au>
Message-ID: <957882453.160399@clover.river.net.au>
Source record: 44974

Hello,
I am using Atari800Win 2.6a on my laptop. I have no numbers keypad on the
laptop so I am having problems emulating the joystick.
Can I change the settings in the program to asign keys to stick?

Peter

2835. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000509004219.10726.00001982@ng-fy1.aol.com>
Source record: 44975

Yeah, AOL had a really hard time with them. Wouldn't download, too big.
Anyhoo, it's OK.

Jessica

>Subject: Re: SIO2PC Cable troubles
>From: Edward Scissorhands EdwardS@lovecraft.demon.co.uk
>Date: 5/8/2000 5:48 PM Eastern Daylight Time
>Message-id: <JM8E1AIQYzF5EwEr@lovecraft.demon.co.uk>
>
>In article <8f7acd$9je$1@bob.news.rcn.net>, Jeffrey Taylor
><jbcktaylor@erols.com> writes
>
>>DUDE! I Didn't mean to piss anyone off! Besides, they're only pictures,
>>nothing TOO big. Anyway, you're gonna have to excuse me 'cause I'm still a
>>newbie to this NG. Sorry for posting the pictures if that made anyone angry.
>
>Nothing too big? 540K each?!?
>
>Nevermind, you know now. Not everyone has a fast link, or even a machine
>capable of reading those files. I was just confused as to what was
>holding up my news collection.
>
>Richard
>

2836. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000509004456.10726.00001983@ng-fy1.aol.com>
Source record: 44976

>I have to correct Russg ---
>Russg <russg@en.com> wrote in message
>news:3916ca83$0$35171@news.voyager.net...
>> (Says Atari BASIC was produced by OSS.)
>> OSS came a little after Atari BASIC was written mostly by Paul
>> Laughton and Kathleen O'Brien, from Shepardson Microsystems.
> + That was their company before OSS!
>
>> You may be right that Rev. B and C came from OSS or Atari corp
>> , but the original A version came fro SMI, and DOS 1.0, too I think.
> + SMI changed its name to OSS.
>
>> O'Brien and Laughton weren't part of OSS.
> + They left before the name change had taken place.
>
>> Bill Wilkinson was at SMI and contributed
>> a little to Atari BASIC rev. A, and a little later started OSS.
> + Bill Wilkinson contributed a lot to the Atari 8-Bit Computer's life.
>
>> Russg
>>
>>
>
>Wally

Thank you, Atari Historian extrodinare (hehe, not being sarcastic, I'm learning) for that clarification. Much appreciated!

Jessica

2837. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <shf8u2i75uh55@corp.supernews.com>
Source record: 44977

You're welcome
AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000509004456.10726.00001983@ng-fy1.aol.com...
> >I have to correct Russg ---
>
> Thank you, Atari Historian extrodinare (hehe, not being sarcastic, I'm
> learning) for that clarification. Much appreciated!
>
> Jessica

You are welcome Jessica

I do not like it when people get the history that I know fairly well
all messed up. I do occasionally have a little lapse in memory in
sum things, but usually not regarding my 'beloved' Atari.

Amateur Atari historian and Devout Atari game player,
Wally

2838. Re: ,,~~HP LaserJet 3150 Users... Can You Print Landscape???~~...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <b9cfhs0m8vmap3u8h6nj9hvlf4hvtbutdg@4ax.com>
Source record: 44978

```
On Sat, 29 Apr 2000 22:20:37 -0700, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
>On 29 Apr 2000 Unhappy-HP-User-COMP@hbbn.edu wrote:
>
>>
>> HP LaserJet 3150 Users... Can You Print Landscape???
>[snip]
>
>Oh come on now! You don't really believe that 8-bit computer users are
>worried about printers designed for Win9x/Mac machines do you?
>
>jkp
>
Actually... I'm perfecting the way to use PCL3C-capable printers
with the A8.

--
__________ ____---____ Marco Antonio Checa Funcke
\_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying
```

2839. Re: UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <t9cfhsg3h6bjkpaqo7e8ra0j8h8s9ae2m0@4ax.com>
Source record: 44979

Keep the good work going!

On Wed, 03 May 2000 23:47:48 GMT, Tom Hunt <tom_hunt361@my-deja.com> wrote:

>
>
>I've started work on ZIP, which supports deflate. I've gotten it to
>the point of where it assembles without any errors. Now for debugging,
>sigh.
>
>The A8 code is smaller than the C64 code for the reasons you mention.
>The C64 program was ORGed at $801, but I had to *= $2000 to make it
>compatable with most types of DOS. (Thanks to John Picken for the
>MEMLO info!).
>
>In article <0003.3910578c@fmlynet.org>,
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> FamilyNet HQ: Telnet:\\www.family-bbs.net
>>
>> More memory eh? This of course is with the "standard" 48k-64K
>Ataris
>> right?
>>
>> So since you didn't need as many I/O routines written into the
>actual
>> program itself, the Atari version was probably smaller than the C-64
>version.
>> Is this a correct guess?
>>
>> So any other files in that group of source files you plan to
>convert next?
>>
>> Doctor Clu
>>
>> > From: Tom Hunt <tom_hunt361@my-deja.com>
>> > The first thing I had to do was to convert the source files from one
>> > assembler format (DASM) to MAC/65 (actually, ATASM). Then I had to
>> > change all zero page equates, buffers, etc., over to memory areas
>that
>> > are compatable with the A8. Then I had to change all C64 hardware
>> > references over to the A8. Finally, after it would assemble and
>run on
>> > the A8 without blowing it up I had to debug. The C64 has much more
>> > memory available than the A8 because it doesn't have a DOS taking up
>> > lower memory. But on the down-side, you have to do alot more

>coding on
>> > the C64 to do I/O, because of this.
>> > In article <0002.390f141c@fmlynet.org>,
>> > "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> >> FamilyNet HQ: Telnet:\\www.family-bbs.net
>> >>
>> >> Whaaa hooo!!! You got it to work!!
>> >>
>> >> So what did it wind up taking to port it?
>> >>
>> >> Doctor Clu
>> >>
>> > --
>> > http://cth.tzo.com/
>> > telnet://cth.tzo.com
>> > ftp://ftp.spudster.org/pub/Atari/CTH
>> > Sent via Deja.com http://www.deja.com/
>> > Before you buy.
>>
>> FamilyNet <> Internet Gated Mail
>> http://www.fmlynet.org
>>
>>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

2840. FA: sio2pc cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8f8cvj$l0n$1@korweta.task.gda.pl>
Source record: 44980

Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=328374820

j131

2841. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-3py7rP5Ipf4T@host-216-226-193-54.interpacket.net>
Source record: 44981

On Sun, 8 May 3900 14:30:46, atarigirl1983@aol.com (AtariGirl1983)
wrote:

> >All in all, atari did a good job of keeping PAL and Ntsc machines as
> >much the same as possiable.
>
> I agree
>
> Jessica

Ahhhhh tis good to see someone agree with me!:))))))

James B

2842. Re: Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-fBoIHZ9FTbm9@host-216-226-193-54.interpacket.net>
Source record: 44982

On Sun, 8 May 3900 10:53:59, Mindfield
<diespamdie!!!mindfield@home.com> wrote:

> On Sun, 7 May 2000 22:12:43 +0200, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> drooled an embarassing wet spot in his lap as he
> typed:
>
> >Of course that Monkey Wrench thingy and another tool cart I think, which
> >went into the RIGHT slot of the Atari 800 won't work
>
> Probably 'cos the right slot was designed to load (or replace) Atari
> BASIC (or the whole OS in general). Stuff made for it probably won't
> work on the XL/XE for the simple reason that this all became
> integrated and so only one slot was necessary.

No. the right slot can only address $8000,$9FFF.
The orignal reason was because when they where first designed, larger
rom/ram chips where so expensive that atari decided to have 2. one
for the program and the second for expention. As usual in the computer
industry. advances where made and things become cheaper. the second
cart slot became redundent. A bit of for thought by atari to put the
address decode and detect in the left slot for the right slot also saw
to that.
When origanlly designed the 400 was only going to have 8K ram. the 800
could be expanded with more ram when one could afford it. how things
have changed.

James B

2843. Re: Which componants have I blown up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <3917ef17.88182362@news.supernews.com>
Source record: 44983

Config is:

Computer plugged into drive with standard cable.
SIO2PC cable nowhere in sight.
Drive has bootable disk inserted.

What happens:

Turn drive on.
Turn computer on.
Computer makes brief static noise.
Computer displays "Ready" on screen.

If I hold down "Option" the computer pauses briefly and then enters
the "Self Test" mode.

Looks like a hardware problem to me. :)

Cheers,

Rob.

On Mon, 8 May 2000 19:08:38 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On Mon, 8 May 2000, Rob Brooks wrote:
>
>>
>> The thing is, this drive was working perfectly okay before it failed.
>> I didn't receive a faulty drive they were both fine when I got them.
>>
>> I'm using MYDos453 or something like that and I had previously
>> formatted a disk on the drive that is now defunct.
>>
>
>Do the drives work without the SIO2PC cable installed?

2844. What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <3918f016.88437393@news.supernews.com>
Source record: 44984

Hi,

Further to my request for assistance with my "dead" 1050 drive I've
been trying to find a 3086 chip that buffers the serial ports on the
back of the drive.

I've checked both RS Componants and Maplins (I live in the UK) and
neither have this exact device.

Is there a generic component that I may purchase and fit in place of
the 3086 so that I can eliminate the possibility that it is a fault?

Many Thanks.

Rob Brooks.

2845. Re: Re: 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <fdsfhsggh4odkkhms0mnb8t7a3a3rc8nnh@4ax.com>
Source record: 44985

On Mon, 08 May 2000 18:23:27 +0100, Paul Irvine
<mclane@btinternet.com> drooled an embarassing wet spot in his lap as
he typed:

>See your mail box, they did get posted yesterday by myself but some servers
>either don't carry that group (ISP request needed) or they restrict the
>binary groups to a minimum.

Much appreciated! I havn't checked my mail yet, but they suddenly
showed up on the binary group... very odd. Either way though I've got
'em now, and I do truly appreciate it. All three games saw heavy
gameplay in my golden 8-bit years. :-)

>>
>>The other is still, ever and always, Galactic Adventures.
>
>I'm on the case...Thought I had it but will find it somehow :-)

Well, if you manage to find it, I'd love a copy, naturally! :-)

2846. Re: Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <sjsfhsgs3ht6gsjgh7pmmleh33j58kfs4q@4ax.com>
Source record: 44986

On 08 May 2000 14:37:45 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>I seem to remember having an XL Translator disk for this purpose. Kind of hard
>to find.

Probably hard to find these days with emulators being so prevalent
(therefore allowing the switching of OSs easy) I think there were a
couple of translator disks available. The only one I ever used was a
boot disk and I believe came up with a blue screen telling you to
insert a bootable disk and hit START or somesuch. (It's been a long
time) I have an ARCed copy of a Discomm 3 file of the translator disk
if anyone wants it.

>
>Jessica

2847. Re: Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Mike Burkhart <burkhart@phri.nyu.edu>
Message-ID: <3917D828.5A0EA08@phri.nyu.edu>
Source record: 44987

Atari Bob wrote:

> START, SELECT and OPTION are sensed by the GTIA chip - all other keys are
> picked up by POKEY (except RESET). You may have a bad GTIA....
>
> Bob
>

Okay. I know I can order a GTIA from B&C or Best, but replacing it is another

issue (I have an 800XL which I suspect also has a bad GTIA). Can someone
point
me to some references on how to replace these chips? Thanks in advance,

Mike

2848. Re: ,,~~HP LaserJet 3150 Users... Can You Print Landscape???~~...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000509063250.9808A-100000@vtn1>
Source record: 44988

On Tue, 9 May 2000, JTKirk wrote:

> Actually... I'm perfecting the way to use PCL3C-capable printers
> with the A8.
>

I've never had a problem using a DeskJet 500 with the A8. The only thing challenging was finding a way to build a lot of features into a PaperClip .cnf file--it only allows six bytes for each feature enable or disable code.

jkp

2849. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39182a07$0$25404@news.erinet.com>
Source record: 44989

(Says ICD bought OSS.)
Right.
Then Mike Hohman's Fte bought ICD A8 stuff.
So I guess Mike Hohman now owns the rights to Atari BASIC.
And he's disappeared.
Wilkinson did the floating point of Atari BASIC.
They didn't have an A8 to work with, it hadn't come out yet.
So they used Apple IIs emulating the A8. and an IMP-16P,
whatever that was, for their cross-assembler, with punch
card input and paper tape output.
Russg

2850. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39182E37.BDD2943@mail.uni-mainz.de>
Source record: 44990

Mindfield schrieb:
>
> On Fri, 05 May 2000 20:21:40 -0400, Tim Lappala
> <blablabla@execulink.com> drooled an embarassing wet spot in his lap
> as he typed:
>
> >Hi all,
> >
> >I recently acquired what I believe is a 130 XE, but I'm not sure because
> >the strip of plastic that would normally bear the title is missing. It
> >has an "expansion port" beside the cartridge port. Am I right in
> >thinking that is exclusive to the 130 XE?
> >
> >What is an easy way to tell the difference?
> >
> >Tim L.
>
> It's a 130XE. The 65XE had no expansion port.

Hi,
But european 65XE models have an expansion port (like 130XE and 800XE).
Boot up any DOS with an XE Ramdisk handler and see what happens, if the
RD is there its a 130XE, if not a 65XE. You can also open the computer
and take a look inside. If you find 16 RAM chips a 8kbyte its a 130XE
(only 8 chips a 8kbyte is a 65XE), also if you find a Gate Array chip
its a 130XE. (On newer eastern european models Atari used 32kbyte chips
- 4 chips + Gate Array for 130XE and 2 chips, no Gate Array for 800/65
XE computers.) - Andreas

P.S. By the way there are some test programs (not the Self Test from
Atari!) for the 8bits avaible that test the OS ROM, Basic revision,
GTIA/CTIA, PAL/NTSC, avaiable RAM and many more things...

2851. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <391834F6.9FA42492@mail.uni-mainz.de>
Source record: 44991

sup8pdct@mail.cth.com.au schrieb:
>
> On Sun, 8 May 3900 10:53:59, Mindfield
> <diespamdie!!!mindfield@home.com> wrote:
>
Hi,
Most older 400/800 carts also work on the XL and XE computers if they a) are not right slot only carts (less than 5 different carts!) or b) carts with illegal code (illegal+direct jumps to the OS or other 800 areas). For section a) I only know of Monkey Wrench, section b) covers games like Astro Chase (First Star Software / Parker), Demon Attacks (Imagic), Kangaroo (Atari, Prototype), Chicken or Slime (red cart from Synapse), ... Maze (from Epyx), Super Pacman or Pacman Jr. (prototype from Atari) and some others.

All in all less than 20 game carts. And there are not so many game disks or cassettes also, that will not work with the newer XL and XE computers. Always use a translator disk to boot these games (with or without Basic). The original Atari Translator only supports booting from disk, but there are several other translators that also allow booting from tape or cartridge. I personally use the "Ultrafix XL" from the "Happy" Hacker (Tim Patrick or so), which is avaiable as a disk file (and as a cart from Video 61). This tool allows booting from disk, tape and cart with or without basic and gives you some more options (48k or 52k RAM space, etc.). Have a look at it...
greetings - Andreas

2852. Re: UnZip for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <391835F5.EF94A98D@mail.uni-mainz.de>
Source record: 44992

Tom Hunt schrieb:
>
> I've just released UnZIP 1.0 for the Atari 8-bit. It's been tested
> with Sparta DOS 3.3a and MyDos 4.50. It supports deflate, the most
> widely used compression method. That is the method most often used by
> modern ZIP programs. You can get to it at-
>
> http://cth.tzo.com/featured/toc.html
>
> --
> http://cth.tzo.com/
> telnet://cth.tzo.com
> ftp://ftp.spudster.org/pub/Atari/CTH
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Yeah,
another good try. There was already an unzip version from the
Netherlands (not Neverneverlands) avaiable (by The Gatekeeper or the
Missing Link). Unfortunately it merely worked with Sparta - DOS...
So I will give this new version a try... greets - Andreas

2853. PD Desktop programs

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <391838BD.F7B7E83C@mail.uni-mainz.de>
Source record: 44993

Hello folks,
my one and only Diamond GOS cart has now been sold, sorry for all the guys that were interested, there was only one... But, on the other hand I have some PD desktop programs (PD and Freeware material on diskette) that I can mail -free- to anyone who is interested. The stuff contains 4 medium/dual density disks (8sides) with S.A.M., TOS XL, GOS 1 and 2, GOE 1 and 2 and Diamond GOS 1.0 (demo) plus accessories. All programs are disk-based, just mail me which imgage format you would like (ATR/DCM/XFD). And do not forget, you must be able to use (at least read) 1050 medium density... greetings - Andreas Magenheimer

2854. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shgdor335uh32@corp.supernews.com>
Source record: 44994

They are just 5 high gain<110 hfe> transistors on a chip. There are quite a few manufacturers of them, RCA and National for sure. I suppose if you are desperate you could just use a 2222 or 3904<6? NPN anyway>.

The are a frequent problem with dead drives, since they buffer the signals on a 1050 or 810, your drive will exhibit systems like it is not plugged into the computer. It will spin up, seek track zero, that kind of stuff when you turn it on, but completely ignore the computer during the boot process.

It was a pretty good design choice to have the 3086 in there, they handle something like 300 mamps and up to 20V, but for some reason they blow. Could be something silly like the inputs are not diode protected from static discharge or something. Looking at the data sheet, it looks like they aren't protected.
Rob Brooks <rob@syroxdev.co.uk> wrote in message
news:3918f016.88437393@news.supernews.com...
> Hi,
>
> Further to my request for assistance with my "dead" 1050 drive I've
> been trying to find a 3086 chip that buffers the serial ports on the
> back of the drive.
>
> I've checked both RS Componants and Maplins (I live in the UK) and
> neither have this exact device.
>
> Is there a generic component that I may purchase and fit in place of
> the 3086 so that I can eliminate the possibility that it is a fault?
>
> Many Thanks.
>
> Rob Brooks.

2855. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shge0n625uh97@corp.supernews.com>
Source record: 44995

Russg <russg@en.com> wrote in message
news:39182a07$0$25404@news.erinet.com...
> (Says ICD bought OSS.)
> Right.
> Then Mike Hohman's Fte bought ICD A8 stuff.
> So I guess Mike Hohman now owns the rights to Atari BASIC.
> And he's disappeared.
> Wilkinson did the floating point of Atari BASIC.
Minor point, must of been an interesting story of how they decided to do it
that way, but since they stuck the floating point routines in the OS they
are there for more then just BASIC.
> They didn't have an A8 to work with, it hadn't come out yet.
> So they used Apple IIs emulating the A8. and an IMP-16P,
> whatever that was, for their cross-assembler, with punch
> card input and paper tape output.
> Russg
>
>
>

2856. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000510184902.09135.00002470@ng-cr1.aol.com>
Source record: 44846

Update:

I got my drive to resurrect from the dead today. Put in a commercial copy of SynFile+ and it worked. Then I put in AtariWriter, and BOOM, worked as well. Thanks everyone for your help.

Jessica

2857. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: Ken Siders <see_message_text@columbus.rr.com>
Message-ID: <PI3S4.10$0T2.1529@typhoon.columbus.rr.com>
Source record: 44923

Sin, Cos, Atan, Sqr are in the Basic Rom. Everything else is in the OS.
According to Atari Basic Sourcebook:
Paul Laughton and Kathleen O'Brien - Most of Atari Basic
Paul Krasno - Helped with Trnscendental routines
Bill Wilkinson - Designed Floating Point Scheme
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables
Paul invented
Mike Peters - Key punching and operating.

--Ken Siders
atari8bit(at)columbus(dot)rr(dot)com
http://home.columbus.rr.com/ksiders/atari.htm

"John K. Picken" <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000509181146.3542A-100000@vtn1...
>
>
> On Tue, 9 May 2000, Russg wrote:
>
> > But, Wilkinson did the FP routines in Atari BASIC, not the OS FP stuff.
>
> There are no FP routines in Atari BASIC; it uses the OS routines for all
> FP stuff.
>
> jkp
>
>

2858. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000509223905.21262.00002047@ng-ff1.aol.com>
Source record: 44924

>
>Two way shipping => you could probably buy 3 or 4 drives from Goodwill or
>Salvation Army store for that much.
>

Hey,

I bought my 800 at Goodwill for 10 bucks, no disk drives though but I am keeping my eye open.

Jessica

2859. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000509224250.21262.00002048@ng-ff1.aol.com>
Source record: 44925

>Shipping cost for an 810 makes fixing them almost out of the question unless
>it has a lot of sentimental value.
>
>I am a few projects behind, was going to get a double density drive to
>Carolynn so she could read her old stuff<mostly done>, still have a disk I
>made up and was supposed mail out 2 weeks ago.
>
>That being said, what does your MS DOS situation look like? Path of least
>resistance would be if 1) You have something that can run SIO2PC/APE
>2) I send you a cable <parts and shipping is less then $5 including the
>blister pack so this would be a freebie>.
>3) You just download copies of the things you have off the net and run them
>that way.
>
>I only have one extra 810 and it is one of those B&C copies, actually looks
>nicer then the real ones IMHO. I have a bunch of 1050s but like I said the
>shipping cost last time I checked is over $12.
>
>Two way shipping => you could probably buy 3 or 4 drives from Goodwill or
>Salvation Army store for that much.

Oh, I am just P.O'd because I paid 40 bucks for my 810 on eBay. Had 75 disks with it, all are dead. Someone is sending me a copy of DOS 2.5 to see if my problem is DOS related. Anybody think I paid too much? I mean, as I said, I paid $10 for the computer itself and it works perfectly, but $40 for a dud?

Jessica

2860. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000509224819.21262.00002049@ng-ff1.aol.com>
Source record: 44926

>have a bunch of 1050s but like I said the
>>shipping cost last time I checked is over $12.

AND, I had to pay $20 for S/H, so I cashed out waaaaaaaaaay too much.......ugh.
Reccomendation, If you are shopping on eBay, don't buy from dblecho. Bad
seller that overcharges and sells duds. OK, I feel better now.......ahhhhhhhh.

Jessica

2861. Re: Atari Video Music

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <shht3abid5814@corp.supernews.com>
Source record: 44927

Yes Rich,

Rich Jackson <rj5jackson@mindspring.com> wrote in message
news:8eiss7$f6q$1@slb3.atl.mindspring.net...
> Has anyone seen this unit (a C240 as I recall) recently? I would like to
> pick one up for my Atari collection. Any Hints/Clues?
>
> TIA Rich Jackson
>
>
I have one Atari Video Music unit of my own, it is a nice machine to
produce flasing colors on the TV while playing music into it.

I am NOT giving away it!

But I will be willing to negotiate the price within reason.

I did loose the manual in a move a few years ago, unfortunately.

Wally

2862. Re: ,,~~HP LaserJet 3150 Users... Can You Print Landscape???~~...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <tlshhs0dnclrmtbvfkuk8dihl15i163j1b@4ax.com>
Source record: 44928

On Tue, 9 May 2000 06:35:46 -0700, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
>On Tue, 9 May 2000, JTKirk wrote:
>
>> Actually... I'm perfecting the way to use PCL3C-capable printers
>> with the A8.
>>
>
>I've never had a problem using a DeskJet 500 with the A8. The only thing
>challenging was finding a way to build a lot of features into a PaperClip
>.cnf file--it only allows six bytes for each feature enable or disable
>code.
>
>jkp
>
The DJ500 uses PCL3, right? But I guess you're referring only to text-formatting
functions? I'm thinking of color-printing capabilities... (for screen dumps,
etc.)
I'll need some more spare time...
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

2863. Re: ,,~~HP LaserJet 3150 Users... Can You Print Landscape???~~...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000510012845.12269A-100000@vtn1>
Source record: 44929

On Wed, 10 May 2000, JTKirk wrote:

> The DJ500 uses PCL3, right? But I guess you're referring only
> to text-formatting functions?

Yes and yes.

jkp

2864. Re: XF551 upgrade to XF35

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8fbcoi$e2q$1@nets3.rz.RWTH-Aachen.DE>
Source record: 44930

Howdy Larry, folks

>> Unfortunately there is a bug in the Atari to PC copy code. Which is also
>> new. I went back to BBXFER 1.7

> Hi Mathy-
> I've used the new utility and didn't notice a problem. What does it do/not
> do, and did you report the bug to Bob? I thought the only thing they did
> was to revise the formatting part of the program. (?)

When I use BBXFER 1.8 to copy file from the Atari to a PC disk, the files are cut to a certain lenght. If you copy multiple files in one session, all will be cut to the same lenght. Try it again a day later and the same files might have a different lenght than the day before. But again, all files will have the same lenght. I reported it to Bob. That was month ago. He told me he only changed the formating code. I heard from Matthias Belitz that he had something like that happen to him once too. (where you change one thing and something totally different develops a bug) He had used the same memory locations twice.

CU Mathy van Nisselroy

2865. Re: Atari 400 Audio Digitizer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8fbd1i$e2q$2@nets3.rz.RWTH-Aachen.DE>
Source record: 44931

Howdy Will, folks

>Back in the eighties, I ran across an article *somewhere* that
>described how to digitize a few seconds of audio into an Atari
>400/800 via a simple homemade circuit plugged into a joystick
>port; audio could be played back over the television speaker
>(and of course it sounded awful). I actually built the
>circuit at the time and played with the software, and now I'm
>feeling nostalgic. I'm trying to find that article again.

I have the schematics for a sound digitizer here that uses a Ferranti ZN449.
It uses 8 bits. Connects to the cartridge port. I don't have software to
support it. And it grabs all of $D5xx, so it would benefit from a bit of
extra address decoding.

If somebody wants it and maybe could put an electronic version on the net....

BTW It's not mine, but I have permission to pass it around as long as nobody
tries to make money off it.

CU Mathy van Nisselroy

2866. Re: 130XE or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8fbeq6$e2q$3@nets3.rz.RWTH-Aachen.DE>
Source record: 44932

Howdy Tim, folks

>I recently acquired what I believe is a 130 XE, but I'm not sure because
>the strip of plastic that would normally bear the title is missing. It
>has an "expansion port" beside the cartridge port. Am I right in
>thinking that is exclusive to the 130 XE?
>
>What is an easy way to tell the difference?

Yes, open it and look in.

NTSC 65XE's don't have an ECI port.
PAL 65XE's have an ECI (and the Freddy chip. Somebody said they don't)
If you have a European 65XE or a "new design" 130XE, the selftest will test up to 128kB of RAM.
European 65XE's (also sold as 800XE, mainly in Germany though) come in two versions. Some use 64 by 1 chips, others have 64 by 4 chips.

CU Mathy van Nisselroy

2867. Re: DD Dos needed...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8fbest$e2q$4@nets3.rz.RWTH-Aachen.DE>
Source record: 44933

Howdy folks

>Download a new OS from the 'net?
>of course you'll need an sio2pc (or similar) cable...

Or a BlackBox with FloppyBoard.

CU Mathy van Nisselroy

2868. Seeking Documentation For Assembler/Editor Cartridge - Can Anyone Help?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <391f3eec.174167801@news.supernews.com>
Source record: 44934

Hi there!

Er..... subject pretty much sums it up really.

Just managed to acquire an Asm/Ed cart without manual/box and I
wouldn't mind having a bit of a hack.

Anyone know where I can find some info?

Cheers,

Rob.

2869. 1MB Upgrade. Ruff "scetch". For the impatient. Preliminary version. Solder jockies only.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8fbfh1$e2q$5@nets3.rz.RWTH-Aachen.DE>
Source record: 44935

Howdy folks

For the impatient.

Here's in short how my 1MB upgrade works.

REMEMBER:

- It works on my XEGS. But not yet on any of my other computers. This might be caused by the complexity of the upgrade.
- THIS IS NOT AN EASY UPGRADE. If you think the Newell Upgrade is tuff, don't try this one.
- Should you decide to upgrade you computer according to my description: IT'S YOUR DECISION, YOUR RESPONSIBILITY. I'M NOT TO BE HELD RESPONSIBLE FOR YOUR ACTIONS OR THE RESULTS THEREOF.
- As soon I have this upgrade working on atleast three different computers, I'll start preparation for a small production run for some PCB's. This will make the upgrade a lot easier and less time consuming.
- If you don't know how to open up your computer, STOP HERE!!!
- There is some desoldering involved.
- This is just a preliminary version for those who can not wait!
- I'll restrict this text to the XE(GS) as I'm doing this off the top of my head. But it will work on XL's too. If your 800XL has a Freddy chip, congratulations, this text is for you too. If your 800XL doesn't have a FREDDY (most don't) or if you have a 600XL, 1200XL or 14x0 XL(D), don't dispair. The upgrade will work. It will just be a bit different. But not much.
- Read this text from beginning to end and make sure you know what you are doing before you plug in the soldering iron.

You need:

1x 30 pin SIMM (1MB or up)
1x SIMM socket for above SIMM
1x 74LS273
1x 74LS158
1x 74LS08
1x 74LS04
Some precision sockets
A lot of time
Some tools
A cool head

and if you computer is not a 130XE:

1x CO25953 (gate array. Available at Best Electronics ($10.00) and B&C Computervision ($12.00).

If you have a 800XE (only sold in Europe) or a European 65XE open up your computer and check if the motherboard sais "130XE". In that case look for a white square marked U34. Desolder the ZERO Ohm "resistors" (all three of them) and all the holes belonging to U34. Solder a precision socket into this place making sure to leave four holes open at the RIGHT. Stick the CO25953 into the socket. Solder two precision sockets in the open space next to the existing RAMs. From now on, these computers are called 130XE, even though the case might say 800XE or 65XE.

For all XE(GS) computers.

Connect wires to the SIMM socket. You can leave out the wires intended for parity. We don't need them. If you never intend to use 4MB or 16MB SIMMs (30 pins) you can leave two more wires out. Make sure the wires aren't to short to begin with. 15 centimeters or 6 inches is about the minimum. You can always shorten them later.

Desolder the MMU. But be carefull, we need this one. They are only available at B&C and Best. Bend up the pins connected to PB0, PB1, PB7 and if you have a XEGS PB6.

BTW the XEGS uses a slightly different MMU as the other Atari's do. These are NOT interchangable.

Solder a socket where the MMU was.
Solder the 74LS273 on top of the MMU.
Solder wires from PB0, PB1 (,PB6) and PB7 to the LS273. Connect the outputs of the LS273 to the MMU.

If your computer is not a 130XE, but it does have a Freddy chip, desolder pins 23 and 24 of Freddy. And connect these to the appropriate pins on the CO25953. Also connect the rest of the signals to the CO25953.

Take PB4 and PB5 and AND them (LS08).
This signal is ANDed with the Phase Two clock (delayed or non-delayed doesn't seem to matter). This signal is then run through the LS04. The inverted signal is connected to the LS273 to freeze the signals leaving the LS273.

AND "CASBANK" and "REF". The new signal is used as the CAS signal for the SIMM.

Connect PB0, PB1, PB6 (on all computers) and PB7 to the LS158.

If you try this upgrade and it works: Congratulations! Make sure you use a couple of test utilities. Since this upgrade is more 130XE compatible that most others (if not all) and most programmers had thought possible, testutilities might not recognise the separate ANTIC and CPU banking (the page sequence will be wrong. It should include hex numbers starting with 0x, 4x, 8x and Cx.) or all of the upgrade. This is not a problem. Just make sure there are no timing problems.

If it works, let me know. If it doesn't, please check the upgrade and let me know.

If all works and you feel adventurous, get an extra PIA, solder it on top of the "old" PIA. Put it somewhere between $D304 and $D3FF (I'm gonna have to check out what addresses in this range are already used for other upgrades) using the LS04. Connect PB2 and PB3 and PB6 and PB7 to the left over gates of the LS158. The left over outputs are connected to the SIMM. Now all you have to do is find a 4MB or 16 MB SIMM.

That's it for now.

Mathy van Nisselroy

PS Oops, if you have a real 130XE he'll have to disable the top 64kB. This can AFAIK be done by desoldering the resistor in the CASBANK line. If you do this on the side connected to the RAMbank, you can use the now free end of the resistor to grab the CASBANK signal which we need to connect to the LS08 (see above).

PPS existing 1MB upgrades can be converted to work just like the above upgrade.

2870. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8fbh1s$o85$1@nnrp1.deja.com>
Source record: 44936

In article <391c5d89.116460344@news.supernews.com>,
rob@syroxdev.co.uk (Rob Brooks) wrote:
>
> Hi Ron,
>
> >I thought you had a second drive to swap chips with? Was that a
different dead
> >drive post?
> >
>
> I do but I would much rather not have to unsolder the IC from the good
> drive to check it in the bad drive.
>
> Much better to get new chip and just use that I think.
>
> Rob.
>
>
If you will go to http://www.jdr.com you can order part number
CA3086 for a whopping 55 cents and have a new one. The transistor
array is only rated for 7 volts base/emitter. I think the 1489 SIO
cable is NOT regulated well enough to keep from cooking these chips.

Sent via Deja.com http://www.deja.com/
Before you buy.

2871. Re: Seeking Documentation For Assembler/Editor Cartridge - Can Anyone Help?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8fbjv1$r7d$1@nnrp1.deja.com>
Source record: 44937

In article <391f3eec.174167801@news.supernews.com>,
rob@syroxdev.co.uk (Rob Brooks) wrote:
> Hi there!
>
> Er..... subject pretty much sums it up really.
>
> Just managed to acquire an Asm/Ed cart without manual/box and I
> wouldn't mind having a bit of a hack.
>
> Anyone know where I can find some info?
>
> Cheers,
>
> Rob.
>
>

Haven't seen the full docs on the web but this link might get you
started at least:

http://www.en.com/users/russg

Sent via Deja.com http://www.deja.com/
Before you buy.

2872. Re: Seeking Documentation For Assembler/Editor Cartridge - Can Anyone Help?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <39205f8c.182521587@news.supernews.com>
Source record: 44938

Thanks for that.
I'll check it out right away.

Rob.

On Wed, 10 May 2000 12:16:45 GMT, melee5@my-deja.com wrote:

>In article <391f3eec.174167801@news.supernews.com>,
> rob@syroxdev.co.uk (Rob Brooks) wrote:
>> Hi there!
>>
>> Er..... subject pretty much sums it up really.
>>
>> Just managed to acquire an Asm/Ed cart without manual/box and I
>> wouldn't mind having a bit of a hack.
>>
>> Anyone know where I can find some info?
>>
>> Cheers,
>>
>> Rob.
>>
>>
>
> Haven't seen the full docs on the web but this link might get you
>started at least:
>
>http://www.en.com/users/russg
>
>
>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

2873. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-m20HNLjwXdr4@localhost>
Source record: 44939

On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
> On Tue, 9 May 2000, Russg wrote:
>
> > But, Wilkinson did the FP routines in Atari BASIC, not the OS FP stuff.
>
> There are no FP routines in Atari BASIC; it uses the OS routines for all
> FP stuff.

Ok people. pull out the bible of atari 8bit (Mapping the Atari). look
on page 106. atari basic FP routines. listed , they are SIN, COS, ATAN
(atangent) and SQR.
Mapping also lists the DE RE ATARI has them listed as well.

James B

2874. Re: Monitor for Atari 130xe UK Pal

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-XcQRdUlvoxS6@localhost>
Source record: 44940

On Sun, 9 May 3900 17:56:19, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> >Richard Daley" Richard.Daley@tesco.net remarks:
>
> >I have just got hold of a Commdore 1084ST monitor, which has Lum & Chr
> >inputs on the back, but can only get the display in B&W. I think I have made
> >up the cable correctly, has anyone else used one of these Monitors with
> success?
>
> Have seen and tried to acquire but never owned a 1084; usually provide a great
> picture. One thing to consider is that the NTSC 800XL & 130XE did NOT (See Bob
> Woolley's AC articles) have connections to the chroma or luminance pins of the
> monitor jack - only the composite video and audio. Have to plead ignorance on
> the Pal models.

The 800xl does have luma. Chroma however is missing. the 600xl (pal
versions) has a monitor jack but only Video and audio is avilable.
The 130XE/800 has Video, luma,chroma and audio.

James B

2875. Re: Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-kMkU6pZQHzRs@localhost>
Source record: 44941

On Sun, 9 May 3900 09:19:38, Mike Burkhart <burkhart@phri.nyu.edu>
wrote:

>
>
> Atari Bob wrote:
>
> > START, SELECT and OPTION are sensed by the GTIA chip - all other keys are
> > picked up by POKEY (except RESET). You may have a bad GTIA....
> >
> > Bob
> >
>
> Okay. I know I can order a GTIA from B&C or Best, but replacing it is another
>
> issue (I have an 800XL which I suspect also has a bad GTIA). Can someone
> point
> me to some references on how to replace these chips? Thanks in advance,

If your 800xl is all socketed, replacement is easy. Simply use a small
flat blade screw driver to leaver the chip out of the socket, NOT the
socket from the board.
Take note of which end the notch on the chip is. All chips will have
the notch either on the left or at the rear end. The GTIA chip is the
lower left 40pin one numbered CO14805 for NTSC and CO14889 for PAL.
If the chip is soldered to the board, much more work is involved. One
way is to use a sharp knife and cut all the pins then clean out all
the holes and solder in a new chip.

James B

2876. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shit5jscd58116@corp.supernews.com>
Source record: 44942

<melee5@my-deja.com> wrote in message news:8fbh1s$o85$1@nnrp1.deja.com...
> In article <391c5d89.116460344@news.supernews.com>,
> rob@syroxdev.co.uk (Rob Brooks) wrote:
> >
> > Hi Ron,
> >
> > >I thought you had a second drive to swap chips with? Was that a
> different dead
> > >drive post?
> > >
> >
> > I do but I would much rather not have to unsolder the IC from the good
> > drive to check it in the bad drive.
> >
> > Much better to get new chip and just use that I think.
> >
> > Rob.
> >
> >
> If you will go to http://www.jdr.com you can order part number
> CA3086 for a whopping 55 cents and have a new one. The transistor
> array is only rated for 7 volts base/emitter. I think the 1489 SIO
> cable is NOT regulated well enough to keep from cooking these chips.
You mean the Prosys cable or SIO2PC? SIO2PC runs on the computers 5V supply,
so it can't exceed 7V.

While back I bought up maybe 14 drives that were Atari returns because they
were selling 2 for $5. Probably 3 of them had burned out 3086's, 7 had power
supply problems with the diodes overheating and breaking the solder
connections, track zero sensor on 2, LSI chips on the others. I really
seriously doubt if any of these drives had ever seen a Prosys cable. I think
the first thing Bob Klass checks when he gets an non responsive drive is the
3086.

I just gave away 3 Prosys cables, one to Nir who hasn't had a chance to
report back yet, one to Carolynn, and one other<just drew a blank> where it
turned out one of the non responsive drives was due to the head being dirty.

In Carolynn's case, I would bet diamonds to donuts it is not the 3086. When
the 3086 goes out, it the drive just stops responding as if you had
unplugged the cable. Carolynn's drive was still bumping and grinding while
failing to read disks which means the 3086 was still working.

So, I have seen a fair number of drives where the 3086 has gone out, but so
far I have not seen one that has gone out due to a Prosys cable. Remember

the Prosys cable is a 1489 powered in all likelyhood by a single inverter of a 1489 in the PC. There just isn't enough current available to burn anything out.

You have to look at the equivalent circuit for a 1489, it is virtually impossible to burn out anything attached to one because they have on chip current limiting. Only way you could screw up is by wiring the 5V supply to ground or some other serious faux pas.
>
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2877. Re: Atari 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <391974a4$0$35182@news.erinet.com>
Source record: 44943

J. Picken says there are no FP routines in BASIC, BASIC uses OS
routines.
Ok. There still has to be handling of numbers in BASIC code.
But I looked a bit more at the source listing and the main FP stuff
is listed, at D800-DFFF.
So, Wilkinson's code was put in the OS ROM, I guess.
Russg

2878. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <3921a082.199153873@news.supernews.com>
Source record: 44944

Update,

Managed to order a handful of 3086s from RS Components (easier from
them because I'm in UK) even though I failed to notice that they sold
them previously.

I will post my results when I get them through.

Thanks again.

Rob.

On Wed, 10 May 2000 11:27:04 GMT, melee5@my-deja.com wrote:

>In article <391c5d89.116460344@news.supernews.com>,
> rob@syroxdev.co.uk (Rob Brooks) wrote:
>>
>> Hi Ron,
>>
>> >I thought you had a second drive to swap chips with? Was that a
>different dead
>> >drive post?
>> >
>>
>> I do but I would much rather not have to unsolder the IC from the good
>> drive to check it in the bad drive.
>>
>> Much better to get new chip and just use that I think.
>>
>> Rob.
>>
>>
> If you will go to http://www.jdr.com you can order part number
>CA3086 for a whopping 55 cents and have a new one. The transistor
>array is only rated for 7 volts base/emitter. I think the 1489 SIO
>cable is NOT regulated well enough to keep from cooking these chips.
>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

2879. Re: Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-10 00:00:00 UTC
From: Mike Burkhart <burkhart@phri.nyu.edu>
Message-ID: <39197526.503E1B81@phri.nyu.edu>
Source record: 44945

Steve Sweet wrote:

> Hi Mike
>
> >
> >> START, SELECT and OPTION are sensed by the GTIA chip - all other keys are
> >> picked up by POKEY (except RESET). You may have a bad GTIA....
> >> Bob
>
> >Okay. I know I can order a GTIA from B&C or Best, but replacing it is another
>
> How do you know they are bust? are you using software that requires them, they have no
> other use other than some boot up functions unless they are directly programmed for?.
>

Other than Bob's suggestion and my tests, I don't know the 800 GTIA is
bust. I'm no expert and I have no diagnostic software for the 800, so I'm
going with the most reasonable solution. I have some diagnostics for the
1050 and 1027, but none for the 800 itself, does any exist?

2880. Linux

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Peter Prevos & Sue Brewer <prevos@origin.net.au>
Message-ID: <958058864.328473@clover.river.net.au>
Source record: 44847

Any Atri 8-bit emulators for Linux available?

Peter

2881. Re: Linux

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.958033491@math.tu-berlin.de>
Source record: 44848

"Peter Prevos & Sue Brewer" <prevos@origin.net.au> writes:

>Any Atri 8-bit emulators for Linux available?

Yes. Mine. It's on my web page below. The makefile is setup for SGIs, but
with some minor modifications (i.e. replace the motif libraries by lesstif
and change some options) it is easely compiled under Linux as well. Currently,
sound support is still missing as I do not own a PC (yet) and SGIs don't
support the Linux "voxware" sound system.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2882. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10005110806020.6452-100000@moose.erie.net>
Source record: 44849

Good news! This is the 810, right? What did you do to fix it?

On 10 May 2000, AtariGirl1983 wrote:

> Update:
>
> I got my drive to resurrect from the dead today. Put in a commercial copy of
> SynFile+ and it worked. Then I put in AtariWriter, and BOOM, worked as well.
> Thanks everyone for your help.
>
> Jessica
>
>

2883. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <391AAE49.DFFF876B@mail.uni-mainz.de>
Source record: 44850

AtariGirl1983 schrieb:
>
> Hi Everyone,
>
> I need some help. I am a newbie to Atari 8-bit and I have the following
> hardware:
>
> 800 Computer
> 850 Disk drive
> 1030 Modem
> 1025 Printer
>
> And Software:
>
> Basic (cart)
> Pac Man (cart)
> Space invaders (cart)
> Print Shop
> DOS 3.0
> Microsoft BASIC
> ...and a few others.
>
> My problem is that I can't get my 810 drive to work. I have been told to get
> DOS 2.5 but no luck. It tries to read the disk but it just makes noises.
>
> I also need help with my modem. What can I connect to? Can someone give me
> some commands/addresses to use because I would really like to use it for
> something.
>
> I also need help with the printer. Of course I cannot print anything as I
> don't have a program on cartridge that has print commands. I also need an ink
> roller for it.
>
> As you can see I really need some help as a begginner, I just bought my 800 in
> Febuary and I love it to death. I never thought an old PC could be so much
> fun, but I REALLY need to learn how to use this thing. Can someone help me???
>
> Thanks,
>
> Jessica C
>
> atarigirl183@aol.com

Hello,
afaik the 810 can read Single density (90k) only. Maybe you have one of those medium/dual density formatted DOS 2.5 disks (originally they were formatted in Single Density, but Atari was so wise, to change that to medium after a while). So try searching for any DOS 2.0s or 2.5 on a SD disk. Using a printer, well this is always depending on the printer itself and the program you want to use...

With Basic (cart from Atari or Disk from M$) simply try:
10 LPRINT "THIS IS A TEST"
20 RUN or shorter: LPRINT "THIS IS A TEST":RUN
(hoping that MS-Basic has the LPRINT command).

The problem with the printer and various programs is, that there are far to many different printers and most programs only support a few of them (some good, some bad, depending on a) the pins and graphic capability of the printer and b) the programming capability of the program author). Most times the program supports only Atari or only Epson compatible printers (and Atari had quite different printers, Epson too !!)... good luck !! Andreas Magenheimer

P.S. Also take a look at the "Atari Beginners FAQ" homepage from Bill Kendrick... (I forgot the URL, but its easy to find) and the "Atari Basic commands" homepage...

2884. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <391AAF79.52A5EE9C@mail.uni-mainz.de>
Source record: 44851

AtariGirl1983 schrieb:
>
> >Mostly they do. I don't think Demon Attack would work and a couple of other
> >old games.
>
> Chicken doesn't work either (why would anybody play it anyway?) and a couple of
> other games that have ceased existince in my mind and my collection.
>
> Jessica

On my PAL XL machine Chicken works alright (without translator disk or
OLD OS installed!). Playing Chicken is quite funny (using a JOY-stick or
Paddle controller). Slime from Synapse needs the older OS / Translator,
Gorf from Roklan also. Andreas Magenheimer

2885. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <391AB15D.2F5478E8@mail.uni-mainz.de>
Source record: 44852

AtariGirl1983 schrieb:
>
> >Of course that Monkey Wrench thingy and another tool cart I think, which
> >went into the RIGHT slot of the Atari 800 won't work
>
> I always thought the right slot was knid of mutant anyway.
>
> Jessica

What if Atari came out with a game or program that needed a programming
language (that was also avaiable on cartridge) ?!?
Maybe we had to put the language cart (Basic, Action, etc.) into the
first slot and the program cart into the second (or vice versa).
Afaik, only compiled games/programs were done on cart...
(maybe others - uncompiled - are impossible to put+run on cart)
Andreas Magenheimer

P.S. Aren`t there any game carts avaiable that state to put/plug in
Basic first ?!? (Or are such games only avaiable on disk+tape??)

2886. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <391AB24B.4BB4ED83@mail.uni-mainz.de>
Source record: 44853

AtariGirl1983 schrieb:
>
> >
> >They should work just fine. There are few changes in OS between the
> >XL and XE line. The only times you ever run into problems with
> >incompatibilties is when you run a few old programs written for the
> >400/800 line that used certain functions that weren't supported quite
> >the same on the XL/XE line. For these you need a Translator disk,
> >which basically installs memory-resident OS patch that allows you to
> >run those old games. (Alley Cat is one such game that comes to mind
> >that required the translator disk)
>
> I seem to remember having an XL Translator disk for this purpose. Kind of hard
> to find.
>
> Jessica

Mail me - and I will send you the "Ultra translator XL/XE" for free. Its
a PD file, that allows you to boot (with the older OS installed) from
disk, tape and even cart !! If you want to have this translator on a
cart, then contact Video 61... Andreas Magenheimer

2887. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <391AB5E8.F3E523F0@mail.uni-mainz.de>
Source record: 44854

Lance Ringquist schrieb:
>
> chicken works for me on all of my atari 8-bits,and i advertise it as
> xl/xe compatible.
> there is however some slight differences in xe's that you may have some
> trouble with on chicken but as far as mine are concerned,i have not had
> any trouble.
> a few romax titles are 400/800 only.
> slime from synapse is 400/800only,as is picnic paranoia, protector
> II,and ft. apocalypse, and shamus case one:(
> astrochase from parker bros. is 400/800 only.
> atari's own kangaroo is 400/800 only,also there ms. pacman has some
> troubles sometimes on certain levels,and machines.
> one of my favorites is gorf from roklan its 400/800 only.
> jawbreaker II is also incompatible,as is pool 400 by isdi.
> demon attack by imagic is also incompatible.
> many will work with the translator cart.
> on 65xe's,and 130xe's,if you are having trouble with carts is to check
> the cart port for bent cart slot pins,i have found out that many owners
> of these machines have trouble with the rear cart port location,and
> install,and remove carts at a angle thus bending pins,then you will not
> get proper contact,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Hello Lance,
you have Ft. Apocalypse on cart ?!? In your own inventory/collection or do you also sell it ?!? I merely have it on a disk (originally with 132 SD sectors and old OS only, but I found a patched copy with 135 SD sectors, that also worked with XL/XE so I updated the original disk with that copy...) Andreas Magenheimer

P.S.: Any patched "Beta Lyrae" or "Bandits" flying around, that do not need the Translator / Old OS ?!?

2888. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <IGyS4.1861$C9.35184@news1.online.no>
Source record: 44855

Are you sure Bandits doesn't run on you XL ? Try pressing a key when it stops. I am not sure this is working with Bandits, but I seem to recall something like that. It do work on the old Jupiter Mission (or the sequel)

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message news:391AB5E8.F3E523F0@mail.uni-mainz.de...
>
>
> Lance Ringquist schrieb:
> >
> > chicken works for me on all of my atari 8-bits,and i advertise it as
> > xl/xe compatible.
> > there is however some slight differences in xe's that you may have some
> > trouble with on chicken but as far as mine are concerned,i have not had
> > any trouble.
> > a few romax titles are 400/800 only.
> > slime from synapse is 400/800only,as is picnic paranoia, protector
> > II,and ft. apocalypse, and shamus case one:(
> > astrochase from parker bros. is 400/800 only.
> > atari's own kangaroo is 400/800 only,also there ms. pacman has some
> > troubles sometimes on certain levels,and machines.
> > one of my favorites is gorf from roklan its 400/800 only.
> > jawbreaker II is also incompatible,as is pool 400 by isdi.
> > demon attack by imagic is also incompatible.
> > many will work with the translator cart.
> > on 65xe's,and 130xe's,if you are having trouble with carts is to check
> > the cart port for bent cart slot pins,i have found out that many owners
> > of these machines have trouble with the rear cart port location,and
> > install,and remove carts at a angle thus bending pins,then you will not
> > get proper contact,thanks,
> > lance
> >
> > Video 61 & Atari Sales
> > 22735 Congo ST NE
> > Stacy MN 55079
>
> Hello Lance,
> you have Ft. Apocalypse on cart ?!? In your own inventory/collection or
> do you also sell it ?!? I merely have it on a disk (originally with 132
> SD sectors and old OS only, but I found a patched copy with 135 SD
> sectors, that also worked with XL/XE so I updated the original disk with
> that copy...) Andreas Magenheimer
>
> P.S.: Any patched "Beta Lyrae" or "Bandits" flying around, that do not

> need the Translator / Old OS ?!?

2889. WAP and Atari 8 Bit ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <391AB891.2E396C55@mail.uni-mainz.de>
Source record: 44856

Hello folks,
I do not have a "Handy" nor do I know the secrets that stand behind WAP. But this allows the Handy to get in (small and slow) contact with internet services. The Baudrate is 9600 Bps... Hey, my 8Bit Atari can do that Baudrate, so what hardware (and software) would one need to use WAP with his little Atari ?!? Graphics should be the smallest problem, since WAP uses only LCD graphics on a Handy. Atari should be able to do that in any graphics mode...

What hardware and software do we need to use WAP and is it possible to use WAP with the little Atari ?!? (Even though WAP will not last for a long time, since there already is a much better, faster and newer Handy service...) Andreas Magenheimer

2890. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000511094302.21266.00002207@ng-ff1.aol.com>
Source record: 44857

>Mail me - and I will send you the "Ultra translator XL/XE" for free. Its
>a PD file, that allows you to boot (with the older OS installed) from
>disk, tape and even cart !! If you want to have this translator on a
>cart, then contact Video 61... Andreas Magenheimer

I have already aquired a copy from a big bunch of 8-bit disks I purchased a few days ago. No need for one now, mine works perfectly.

Jessica

2891. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000511094432.21266.00002208@ng-ff1.aol.com>
Source record: 44858

>What if Atari came out with a game or program that needed a programming
>language (that was also avaiable on cartridge) ?!?
>Maybe we had to put the language cart (Basic, Action, etc.) into the
>first slot and the program cart into the second (or vice versa).
>Afaik, only compiled games/programs were done on cart...
>(maybe others - uncompiled - are impossible to put+run on cart)
>Andreas Magenheimer
>
>P.S. Aren`t there any game carts avaiable that state to put/plug in
>Basic first ?!? (Or are such games only avaiable on disk+tape??)

I have no idea, I just stated that since I have never had to use the slot for anything.

Jessica

2892. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000511094634.21266.00002209@ng-ff1.aol.com>
Source record: 44859

>Hello,
>afaik the 810 can read Single density (90k) only. Maybe you have one of
>those medium/dual density formatted DOS 2.5 disks (originally they were
>formatted in Single Density, but Atari was so wise, to change that to
>medium after a while). So try searching for any DOS 2.0s or 2.5 on a SD
>disk. Using a printer, well this is always depending on the printer
>itself and the program you want to use...
>
>With Basic (cart from Atari or Disk from M$) simply try:
>10 LPRINT "THIS IS A TEST"
>20 RUN or shorter: LPRINT "THIS IS A TEST":RUN
>(hoping that MS-Basic has the LPRINT command).
>
>The problem with the printer and various programs is, that there are far
>to many different printers and most programs only support a few of them
>(some good, some bad, depending on a) the pins and graphic capability of
>the printer and b) the programming capability of the program author).
>Most times the program supports only Atari or only Epson compatible
>printers (and Atari had quite different printers, Epson too !!)... good
>luck !! Andreas Magenheimer
>
>
>P.S. Also take a look at the "Atari Beginners FAQ" homepage from Bill
>Kendrick... (I forgot the URL, but its easy to find) and the "Atari
>Basic commands" homepage...

My 810 is up and working now. Thank you for your help.

Jessica

2893. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000511094927.21266.00002210@ng-ff1.aol.com>
Source record: 44860

>Good news! This is the 810, right? What did you do to fix it?

I really have no idea. I just put in a commercial disk and it decided to do its thing. DOS, Print Shop, and all of my other programs are working A-OK now. Moybe I finally learned the correct sequence of inserting disks, etc, for my particular drive to work.

Jessica

2894. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <28261-391AC046-9@storefull-175.iap.bryant.webtv.net>
Source record: 44861

dear andreas,
yup i got ft. apocalypse on cart in my collection.
i carried it once back in the early 80,s,but when i went to reorder,
synapes was gone(thank jack for that one):(
i never kept one for myself, bummer.
i never saw it again till a fellow advertised it on this news group for
sale.
the price was steep,but i still grabed it.
then i found 2 left in my warehouse still new,you cannot win.
but they are 400/800 only,i have not tried the translator cart yet.
but i have it also on floppy new in the box that requires no translator.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

2895. based newsletter from OHAUG

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.391ae38e@fmlynet.org>
Source record: 44862

FamilyNet HQ: Telnet:\\www.family-bbs.net

Just FYI, did many of you realize that there is a newsletter that is
published in New York that is sent out every few months?

It is the coolest experience. You get a floppy in the mail that you can
pop in your Atari floppy drive and load on your 8-bit machine.

On the floppy are not only club notes and various other user group
articles, but humorous articles, informative articles, and featured programs.
The disks are in enhanced density and double sided.

For more information, you can reply to me
or Ron Fetzer, Vice President of OHAUG at:

fcats5@aol.com

This may be OHAUG's last year, so enjoy this experience while it's here!

OHAUG member,

Doctor Clu

PS: Tell 'em I sent you. ;)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2896. Re: Seeking Documentation For Assembler/Editor Cartridge - Can Anyone Help?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000511114041.14510.00002290@ng-fw1.aol.com>
Source record: 44863

>rob@syroxdev.co.uk (Rob Brooks) remarks:

>Documentation For Assembler/Editor Cartridge - Can Anyone Help?

Checked most of my normally helpful sites and did NOT locate the manual..?

I think I still have a recap file of all the instructions on an old 8-bit 5.25.
If you have not gotten it elsewhere and would like me to find & transfer it,
sing out.

-Ron

I don't have a solution but I admire the problem.

2897. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000511115016.14510.00002291@ng-fw1.aol.com>
Source record: 44864

>Andreas Magenheimer magea000@mail.uni-mainz.de schreib:

>With Basic (cart from Atari or Disk from M$)

There is also a cart by Atari for MS Basic...

-Ron

I don't have a solution but I admire the problem.

2898. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000511115429.14510.00002292@ng-fw1.aol.com>
Source record: 44865

>Andreas Magenheimer magea000@mail.uni-mainz.de schrieb:

>Aren`t there any game carts avaiable that state to put/plug in
>Basic first ?!? (Or are such games only avaiable on disk+tape??)

AFIK Monkey Wrench was the only cart to work with another cart (BASIC or ASMED)
before SDX; other programs were either disk or tape...

-Ron

I don't have a solution but I admire the problem.

2899. FS: Atari 520ST

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Angela Cook <areyoubusy@zoom.co.uk>
Message-ID: <U_BS4.19580$UC.221114@news2-hme0>
Source record: 44866

ATARI 520 ST

With Philips colour monitor, original system discs, manuals, box, joystick, word processing software and games. Offers within the UK, plus postage or you collect.

Any questions or offers please reply by mail,
Thanks,
Angela

2900. HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Tierlen <trnelson@harmonltd.com>
Message-ID: <M4CS4.105$cZ3.14762@news.uswest.net>
Source record: 44867

I had an 800XL and a1050 drive back in the mid-80's. I found both on Ebay
and picked them up. I am looking at this and can't remember how to get
started. I need the OS and any manuals would be good. Can someone help
with this.

Thanks,
Tierlen

2901. MIO Help

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: "Brian J. Furbee" <bfurbee@wt.net>
Message-ID: <391afddb_1@data.wt.net>
Source record: 44868

Hello All,

I am currently trying to get a Conner CP3040 SCSI Hard Drive (40 MB) working with a 1 Meg MIO on my 800XL.

I am using SpartaDOS 3.2g and have successfully (as far as I can tell ;) physically formatted the drive using HDFMTPH9.COM. It reports 82080 sectors available (I'm losing half the drive capacity because of it using 512 byte sectors and the 8-bit only using 256 byte sectors).

I then setup my partitions in the MIO utility - Drive 4 starts at sector 1 and ends at 16385 which yields a 4MB partition. Drive 5 starts at 16386 and ends at 65535 which yields a 16MB partition.

When I go to use the HFMTDIR program (ICD - 5/1986 Version) and select the drive to init it reports "Error writing sector".

The drive in question has been pulled from an old Mac where I formatted and tested it, so I know the drive works.

Any ideas?

Thanks,
-Brian

2902. Re: MIO Help

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000511133149.6188A-100000@vtn1>
Source record: 44869

On Thu, 11 May 2000, Brian J. Furbee wrote:

> The drive in question has been pulled from an old Mac where I formatted and
> tested it, so I know the drive works.

I tried something similar with an 80mb drive from a Mac and my 256k MIO.
AFAIK, you can't handle 512-byte sector HDDs with a MIO--you need a
BlackBox or a software driver to bypass the MIO ROM.

I got started looking at a driver to handle the larger sectors using the
MIO's hardware but lost everything (including the MIO ROM source sent to
me by a kind soul) when my PC HDD took a dive. Since getting back up and
running, I just haven't bothered as SIO2PC fills my needs adequately and
I use the MIO strictly for RAMdisk and printer interface.

BTW, you also need to find a way to disable parity on the Mac HDD
(assuming you beat the 512-byte sector problem).

jkp

2903. Of Keyboards & Drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Hall/Dobson <soba@istar.ca>
Message-ID: <OxFS4.4999$lp.167648@cac1.rdr.news.psi.ca>
Source record: 44870

I have several XF551s and1050s but only one of them will boot. (Drive select switches correctly set to drive 1.) I also have several computers with malfunctioning keys.

Can anyone direct me to sources (mags or on the net) which might help me correct these problems? I'd also like to adjust the drive speeds--I have diagnostic software but can't find the adjusting screw. I watched a technician do it years ago but can't find the blasted thing.

Thanks.

Ed

2904. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8ff9t6$71u$1@news.storm.ca>
Source record: 44871

The difference is that Monkey Wrench occupies 8k memory at all times; SDX
does bank switching to hide or at least reduce its memory footprint.

What I al;ways wanted to see was Action plugged into Diamond GOS plugged
into SDX plugged into RTime8 all on a 256K 800xl!

David P.

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
news:20000511115429.14510.00002292@ng-fw1.aol.com...
> >Andreas Magenheimer magea000@mail.uni-mainz.de schrieb:
>
> >Aren`t there any game carts avaiable that state to put/plug in
> >Basic first ?!? (Or are such games only avaiable on disk+tape??)
>
> AFIK Monkey Wrench was the only cart to work with another cart (BASIC or
ASMED)
> before SDX; other programs were either disk or tape...
>
> -Ron
>
> I don't have a solution but I admire the problem.

2905. Re: Of Keyboards & Drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shmbkpa1kcp71@corp.supernews.com>
Source record: 44872

Hall/Dobson <soba@istar.ca> wrote in message
news:OxFS4.4999$Ip.167648@cac1.rdr.news.psi.ca...
> I have several XF551s and1050s but only one of them will boot. (Drive
> select switches correctly set to drive 1.) I also have several computers
> with malfunctioning keys.
For the XF, 9 times out of 10 it is the solder connecting the SIO plug has
broken loose. Good luck fixing the XFs anyway, the PC board is so cheap it
is like trying to solder on a saltine.

People pretty much have a tendancy to do things like super gluing their SIO
cables to their XF drives or directly soldering them to the PC board.

Tell us what the 1050 is doing and we may be able to guess.
>
> Can anyone direct me to sources (mags or on the net) which might help me
> correct these problems? I'd also like to adjust the drive speeds--I have
> diagnostic software but can't find the adjusting screw. I watched a
> technician do it years ago but can't find the blasted thing.
VR2 IIRC, in the back left hand side. Only for 1050, the XFs are set to run
at 300 RPM.
>
> Thanks.
>
> Ed
>
>
>
>

2906. Re: Linux

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: denisleroy@my-deja.com
Message-ID: <8ffebh$626$1@nnrp1.deja.com>
Source record: 44873

In article <958058864.328473@clover.river.net.au>,
"Peter Prevos & Sue Brewer" <prevos@origin.net.au> wrote:
> Any Atri 8-bit emulators for Linux available?
>
> Peter

Yes, Atari800 is an open-source emulator and works on most platforms.

http://cas3.zlin.vutbr.cz/~stehlik/a800.htm

-d

Sent via Deja.com http://www.deja.com/
Before you buy.

2907. Re: SIO2PC Cable troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <391b5fb5_1@news.iglou.com>
Source record: 44874

In addition to what others have said about posting binaries in a non-binary newsgroup, there is no need to zip a jpg or gif file. They are already compressed. But it was a good picture. What kind of camera did you use?

Net-Tamer V 1.08X - Test Drive

2908. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000511213205.13794C-100000@vtn1>
Source record: 44875

On 12 May 2000, AtariGirl1983 wrote:

> I could give you a XL translater disk, DOS 3.0 and a few programs....

You're not doing anyone a favour by giving them DOS 3.0. If that's what
you're using, do yourself a favour and get hold of MYDOS and/or SpartaDOS.

jkp

2909. Atari Discounts! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8fg8c3qvu1@user2.teleport.com>
Source record: 44876
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

To take advantage of Discounts or FREE Monitors or FREE Jaguar Video
Cable, you must E-Mail me to Claim it & state what you want in E-Mail.

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with
a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount
with a $200 Purchase. Discounts Apply to Classic Atari 8 Bit, Atari ST
and/or Atari Jaguar. Hardware, Software, Books & Accessories! Shipping
not figured into Discount. Customer pays Shipping. Limited Time offer!
Substitutions considered.

FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega 2
ST or a 1040STe and receive a FREE Monitor. Your Choice of a Color or
MonoChrome Monitor. FREE Monitor when purchasing an Atari 8 Bit
Computer. Buy an Atari 800XL or an Atari 130XE and an Atari 8 Bit Disk
Drive such as an Atari 1050 Drive & receive your choice of any Monitor
in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 of
Atari Jaguar items, receive absolutely FREE, a +NEW in BAG Jaguar
Composite Video/Stereo Audio Cable. Offer Available for Limited Time
only. First Come, First Serve! Subject due to availability! Customer
pays all Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So checkout what's new on my Web
Site. In Fact, check it regularly as my Catalogs are updated regularly.
Customer's are served, first come, first serve! No competing in
auctions. Just Sales, Support & Service! I have 8 different Catalogs, &
my SoftWare Catalogs are my largest. They have the biggest Byte Count.
You should see my inventory! I have TruckLoads of HardWare, Boxes and
Boxes of Software & Libraries of Books & Reference Material for the
Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And
remember, if you can't come see me today, come see me tomorrow!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2910. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-11 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8fg8q7rmg1@user2.teleport.com>
Source record: 44877
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2911. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000511214219.24298.00002436@ng-cd1.aol.com>
Source record: 44878

I could give you a XL translater disk, DOS 3.0 and a few programs. Interested?

Jessica

>I had an 800XL and a1050 drive back in the mid-80's. I found both on Ebay
>and picked them up. I am looking at this and can't remember how to get
>started. I need the OS and any manuals would be good. Can someone help
>with this.

2912. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000511214357.24298.00002438@ng-cd1.aol.com>
Source record: 44879

>>With Basic (cart from Atari or Disk from M$)
>
>There is also a cart by Atari for MS Basic...

Yes, I knew that, looked it up in a pamphlet that came with my 800, I have never seen one, though, just have it on disk.

Jessica

2913. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8ffp55$mt0@cs.vu.nl>
Source record: 44880

atarigirl1983@aol.com (AtariGirl1983) writes:

>>Good news! This is the 810, right? What did you do to fix it?

>I really have no idea. I just put in a commercial disk and it decided to do
>its thing. DOS, Print Shop, and all of my other programs are working A-OK now.
> Moybe I finally learned the correct sequence of inserting disks, etc, for my
>particular drive to work.

Maybe the drive has been 'offline' for several years. I remember having
a stack of SCSI disks at the office working day and night for over 10 years.
After a _major_ powerdown they wouldn't work anymore. We had to shake and
shake them for a couple of minutes and almost all of them started to work
again. We opened up two of them and gave them a 'manual spin' and magically
they worked again. Six months later they died for good...

--Ivo

2914. Translators (was Re: Do 400/800 carts work with 65XE?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8ffpjn$nmr@cs.vu.nl>
Source record: 44881

Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:

>Mail me - and I will send you the "Ultra translator XL/XE" for free. Its
>a PD file, that allows you to boot (with the older OS installed) from
>disk, tape and even cart !! If you want to have this translator on a
>cart, then contact Video 61... Andreas Magenheimer

Does anybody know if there are 400/800 games that don't work with a
translator on a 600/800XL? (for example, the game does an 'accidental' (sp?)
write to the OS region)

--Ivo

2915. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000512003003.05656.00002355@ng-co1.aol.com>
Source record: 44882

>atarigirl1983@aol.com remarked:

>I could give you a XL translater disk, DOS 3.0 and a few programs.
>Interested?

NO! Don't give him 3.0; send DOS 2.5 or any one of the other 2.0 compatibles.
Possibly Sparta, but not 3.0....

-Ron

I don't have a solution but I admire the problem.

2916. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-KuR5BpvFTKtE@cth-digital-ts01-s14.cab.cth.com.au>
Source record: 44883

On Sun, 11 May 3900 15:14:51, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
> AtariGirl1983 schrieb:
> >
> > >
> > > >They should work just fine. There are few changes in OS between the
> > > >XL and XE line. The only times you ever run into problems with
> > > >incompatibilties is when you run a few old programs written for the
> > > >400/800 line that used certain functions that weren't supported quite
> > > >the same on the XL/XE line. For these you need a Translator disk,
> > > >which basically installs memory-resident OS patch that allows you to
> > > >run those old games. (Alley Cat is one such game that comes to mind
> > > >that required the translator disk)
> > >
> > > I seem to remember having an XL Translator disk for this purpose. Kind of hard
> > > to find.
> > >
> > > Jessica
> >
> Mail me - and I will send you the "Ultra translator XL/XE" for free. Its
> a PD file, that allows you to boot (with the older OS installed) from
> disk, tape and even cart !! If you want to have this translator on a
> cart, then contact Video 61... Andreas Magenheimer

ok answer me this. How can you boot froma disk when a game cart is
inserted??
Unless you push the cart in while the computer is on?

James B

2917. Beautiful Women & Men

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: JGHGTuDA@yHvZGWAB.com
Message-ID: <uFuazz#u$GA.509@news02.noc.fet>
Source record: 44884

1. Unplug your phones/cell, etc.
2. Light some candles.
3. Turn off the lights.
4. Have a little to drink, not a lot
5. Put on some music.

http://www.go2xmax.com/3355

2918. Re: Translators (was Re: Do 400/800 carts work with 65XE?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000512104548.01770.00002260@ng-fl1.aol.com>
Source record: 44885

```
>Does anybody know if there are 400/800 games that don't work with a
>translator on a 600/800XL? (for example, the game does an 'accidental' (sp?)
>write to the OS region)
>
>--Ivo

I really have no Idea.

Jessica
```

2919. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000512104752.01770.00002261@ng-fl1.aol.com>
Source record: 44886

>ok answer me this. How can you boot froma disk when a game cart is
>inserted??
>Unless you push the cart in while the computer is on?
>
>James B
>

Ok, usualy, the translator has a "Run Cartridge" Option, like in DOS.

Jessica

2920. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000512104935.01770.00002263@ng-fl1.aol.com>
Source record: 44887

>Maybe the drive has been 'offline' for several years. I remember having
>a stack of SCSI disks at the office working day and night for over 10 years.
>After a _major_ powerdown they wouldn't work anymore. We had to shake and
>shake them for a couple of minutes and almost all of them started to work
>again. We opened up two of them and gave them a 'manual spin' and magically
>they worked again. Six months later they died for good...
>
>--Ivo

The drive had not been in use by the original owner for about 15 years, so that may have something to do with it.

Jessica

2921. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000512105121.01770.00002264@ng-fl1.aol.com>
Source record: 44888

>You're not doing anyone a favour by giving them DOS 3.0. If that's what
>you're using, do yourself a favour and get hold of MYDOS and/or SpartaDOS.
>
>jkp

I am using Smart DOS, in case anyone wanted to know. AND, DOS 3.0 IS a pain in
the butt, but it works :)

Jessica

2922. searching polish Atari URL`s...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: magea000@mail.uni-mainz.de
Message-ID: <391C2484.CEB0052A@mail.uni-mainz.de>
Source record: 44889

Hello folks,
to keep in contact with the polish atari scene and all their new atari
stuff, I am searching the new (!) URL`s for 1) Atari Area and 2) AIDS
demo group. Anyone there who already knows the new connection ?!?
Andreas Magenheimer

2923. rize with me... MP3 Translator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.391c512d@fmlynet.org>
Source record: 44890

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello, just had an interesting idea that I wanted to share for our versatile and fun computer system.

I was introduced to some MP3 files that are Atari in theme at:

http://artists.mp3s.com/artists/68/stasischamber.html

I got to thinking what a shame it is to have to resort to a PC to listen to MP3's with an Atari theme. Just's just not right! (quoting Guy from Galaxy Quest)

So I was thinking of the following scenario:

A person finds a MP3 file, much like...

E.T. Highway Alternative General
Lo Fi: Play (28.8k modems or faster) Hi Fi: Play (high-speed connections) Download (3.6 MB) Song Story Email Song Add to My.MP3.com Description: The Route 66 of a new century. New Mexico - be proud! CD: V 1.0 Credits: Stasis Chamber

...takes the file, and compresses it with that really cool mega compression that could take the 3.6 MB file down to a 38k file. :) Then take the file and download it to the Atari 8. ;)

Once there it could be unzipped with Tom Hunt's unzip program onto a Atari8 hard drive, and then...

.. well I was going to suggest taking it and translating the signal, saving it to the 1010 recorder, but...

Taking the file and having a program translate the MP3 to a digital or wav file. From that point, you could play the translated file on the Atari8 with buffering involved. Or somehow save it to tape at that point.

Is that Atari8 tape drive capible of doing audio sound records from the computer?

Anyway, just a scenario of how I think an 64K Atari computer would handle a MP3. What do you guys and gals think?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2924. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000512133809.20311.00000346@ng-xb1.aol.com>
Source record: 44891

>atarigirl1983@aol.com (AtariGirl1983) remarks:

>I am using Smart DOS, in case anyone wanted to know

Smart is good; as is My and Top. My frequency of use in order is normally:
MyDOS 4.53 (easy Axlon or XE ramdisk)
TopDOS 1.5
SmartDOS 6.2
DOS 2.5
SpartaDOS 1.1 (800)
SpartaDOS 3.2d
BWDOS 1.3
DOSXL 2.3
DOS 2.0 David Young modified
DOS 2.6f (2.0 plus?)
DOS 3.0 (been 16 years)

-Ron

I don't have a solution but I admire the problem.

2925. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <10192-391C55BC-6@storefull-177.iap.bryant.webtv.net>
Source record: 44892

james,
the translator cart,or disk is booted first,on the disk you turn off the drive, but leave the computer on,then insert the cart,on the translator cart, you remove the cart with the computer on! yes it does work,no it will not hurt your computer,then install the 400/800 only cart,and if its within the parameters of the translator,it will boot in seconds or less.
i use the translator cart to play gorf all of the time,i love the game,and i got sick of having to use the slow disk based translator,or using another computer to do this,so i thought why can we not moderize this utility.
the cart port on the atari8 was,and is still vastly under utilized,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

2926. Taking pictures of my equipmet

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1eaj1l2.hjc3a018gv9g4N%rlcolli@ibm.net>
Source record: 44893

I'm working (finally) on a website for my Atari equipment. My problem is that I cannot get acceptable quality pictures. I'm using a Sony Mavica FD-83, at 1024X768 resolution.

Any tips?

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

2927. Follow-up: 8-Bit MIO & Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: "Brian J. Furbee" <bfurbee@wt.net>
Message-ID: <391c9f7b_5@data.wt.net>
Source record: 44894

Well after much input from various people (thanks all!) and a little digging it looks like I'm going to have to go in search of an MFM drive and controller.

Would it be possibly to modify the SCSI<->MFM controller in the Atari SH204 (ST) Hard Drive <bypassing the ACSI interface to the SCSI<->MFM controller> for use on an 8-bit? It has a Tandon TM262 MFM Hard Drive (20 Mb formatted capacity). Anyone want to venture this hack?

Thanks for the help!
-Brian

2928. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-12 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000512215307.19454A-100000@vtn1>
Source record: 44895

On 13 May 2000, AtariGirl1983 wrote:

>
> Smart is a really good version of DOS, DOS 3.0 and 2.5 are real pains in the
> ass.
>
If you're serious about making your Atari-8 do anything useful, switch to
MYDOS 4.53 for starters. When you get really serious, start using
SpartaDOS 3.x. FWIW, SmartDOS is just DOS 2.0 with a better DUP.SYS and
the best thing you can get from DOS 2.5 is its copy 3->2 utility to
convert any DOS 3 files to DOS 2 format.

jkp

2929. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000512205658.22667.00000402@ng-cr1.aol.com>
Source record: 44696

>Smart is good; as is My and Top. My frequency of use in order is normally:
>MyDOS 4.53 (easy Axlon or XE ramdisk)
>TopDOS 1.5
>SmartDOS 6.2
>DOS 2.5
>SpartaDOS 1.1 (800)
>SpartaDOS 3.2d
>BWDOS 1.3
>DOSXL 2.3
>DOS 2.0 David Young modified
>DOS 2.6f (2.0 plus?)
>DOS 3.0 (been 16 years)
>
>-Ron
>
>I don't have a solution but I admire the problem.

Smart is a really good version of DOS, DOS 3.0 and 2.5 are real pains in the ass.

Jessica

2930. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000512205833.22667.00000403@ng-cr1.aol.com>
Source record: 44697

I didn't think of that. Makes sence.

Jessica

>james,
>the translator cart,or disk is booted first,on the disk you turn off the
>drive, but leave the computer on,then insert the cart,on the translator
>cart, you remove the cart with the computer on! yes it does work,no it
>will not hurt your computer,then install the 400/800 only cart,and if
>its within the parameters of the translator,it will boot in seconds or
>less.
>i use the translator cart to play gorf all of the time,i love the
>game,and i got sick of having to use the slow disk based translator,or
>using another computer to do this,so i thought why can we not moderize
>this utility.
>the cart port on the atari8 was,and is still vastly under
>utilized,thanks,
>lance
>
>Video 61 & Atari Sales
> 22735 Congo ST NE
>Stacy MN 55079

2931. Re: rize with me... MP3 Translator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8fiblubil1@nnrp1.deja.com>
Source record: 44698

I think the MP3's are already compressed down about as much as they can be compressed. What could be done would be to convert an MP3 to .WAV format. Then tweek the wave file's parameters until you get the file size down to an acceptable size. Then you could use the "Sound Utility" program I made to play it back on the 8-bit. It allows you to play wave files up to 1088k with some memory upgrades.

Also, I think the way you get an audio track on a Atari 8-bit program cassette tape is to record the audio on just one of the two stereo tracks. I forget which track you have to use.

In article <0002.391c512d@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Hello, just had an interesting idea that I wanted to share for
our
> versatile and fun computer system.
>
> I was introduced to some MP3 files that are Atari in theme at:
>
> http://artists.mp3s.com/artists/68/stasischamber.html
>
> I got to thinking what a shame it is to have to resort to a PC
to listen
> to MP3's with an Atari theme. Just's just not right! (quoting Guy
from Galaxy
> Quest)
>
> So I was thinking of the following scenario:
>
> A person finds a MP3 file, much like...
>
> E.T. Highway Alternative General
> Lo Fi: Play (28.8k modems or faster) Hi Fi: Play (high-speed
connections)
> Download (3.6 MB) Song Story Email Song Add to My.MP3.com
Description: The
> Route 66 of a new century. New Mexico - be proud! CD: V 1.0
Credits: Stasis
> Chamber
>
> ...takes the file, and compresses it with that really cool mega
> compression that could take the 3.6 MB file down to a 38k file. :)
Then take

> the file and download it to the Atari 8. ;)
>
> Once there it could be unzipped with Tom Hunt's unzip program
onto a
> Atari8 hard drive, and then...
>
> .. well I was going to suggest taking it and translating the
signal,
> saving it to the 1010 recorder, but...
>
> Taking the file and having a program translate the MP3 to a
digital or
> wav file. From that point, you could play the translated file on the
Atari8
> with buffering involved. Or somehow save it to tape at that point.
>
> Is that Atari8 tape drive capible of doing audio sound records
from the
> computer?
>
> Anyway, just a scenario of how I think an 64K Atari computer
would handle
> a MP3. What do you guys and gals think?
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

2932. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-gdiZHFMrE48w@cth-digital-ts01-s18.cab.cth.com.au>
Source record: 44699

On Sun, 12 May 3900 17:38:09, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> >atarigirl1983@aol.com (AtariGirl1983) remarks:
>
> >I am using Smart DOS, in case anyone wanted to know
>
> Smart is good; as is My and Top. My frequency of use in order is normally:
> MyDOS 4.53 (easy Axlon or XE ramdisk)
> TopDOS 1.5
> SmartDOS 6.2
> DOS 2.5
> SpartaDOS 1.1 (800)
> SpartaDOS 3.2d
> BWDOS 1.3
> DOSXL 2.3
> DOS 2.0 David Young modified
> DOS 2.6f (2.0 plus?)
> DOS 3.0 (been 16 years)

You missed one.

Superdos 5.1. Dos 2 compatiable and able to use the xf551 at high
speed.
Also has dos 3 to 2 conversion util. use axalon or xl type ram disks.
Dup loades instantly.

James B

2933. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-wp2j8LYjrCMe@cth-digital-ts01-s18.cab.cth.com.au>
Source record: 44700

On Sun, 12 May 3900 14:04:28, Video61@webtv.net (Lance Ringquist)
wrote:

> james,
> the translator cart,or disk is booted first,on the disk you turn off the
> drive, but leave the computer on,then insert the cart,on the translator
> cart, you remove the cart with the computer on! yes it does work,no it
> will not hurt your computer,then install the 400/800 only cart,and if

I am aware of that. have done it many times my self. Insert a cart
while the computer is on that is

> its within the parameters of the translator,it will boot in seconds or
> less.

Have no nned for a translator disk any way. have a hardware
translator.

James B

2934. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8fjf43$g47$1@nnrp1.deja.com>
Source record: 44701

I was talking about the 'equivalent' 1489 cable to the 1050_2_PC cable. I wasn't talking about your pile of junk drives or Bob Klass (???!). There is more than just a couple of messages in this base that go along the lines of "HELP! I used my 1050_2_PC cable to make dozens of .ATR disks and everything worked fine. Then I built a 1489 cable, made four disks and my drive is now dead. It won't work even with my Atari anymore. What did I burn up??"
Those posts inspired me to look up the schematic for this '1489 cable'. I found a 5.1 volt Zener diode without a load resistor that allows the Zener to work in the first place. Without the load, which forces the Zener to operate in its 'Zener knee' curve, the Zener WILL NOT regulate the voltage. I suspect that if one were to add the load resistor, the circuit would quit working because it is powered only by the data output voltage signals of the PC (another questionable aspect of this circuit) and there would not be enough power available to run the 1489, send data to the 1050, AND keep the Zener on its rated voltage/current curve.
If I'm right about the 1489 circuit then we ought to see twice as many 'dead drive' posts from the C1489 circuit as it is using CMOS transistors which will allow for even more voltage to be available to fry the Atari drives.
Since there is 10 volts or so comming out of the PC serial port, there is more than enough voltage to destroy the base/emitter junctions of the 3086 despite current limiting. We are talking voltage, NOT current. We are not talking about enough power to cause a fire or even smoke either. Just enough voltage to eventually put the hurt on those 3086s (nano-second spikes). And not always either, each PC will put out what it does. There is no way I know of to say this set up will work with that PC and that one won't.

I'm sure there are happy users of this cable. But to those who have killed their drives with it, I would say - don't use that cable no more.

Sent via Deja.com http://www.deja.com/
Before you buy.

2935. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8fjl1e$i47$1@news.storm.ca>
Source record: 44702

I seem to recall SuperDos had problems with Indus Drives (foggy memories).
Can anyone confirm or expand on this?

David P.

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-gdiZHFMrE48w@cth-digital-ts01-s18.cab.cth.com.au...
> On Sun, 12 May 3900 17:38:09, rhamiiton5@aol.comedy.com (RHamiIton5)
> wrote:
>
> > >atarigirl1983@aol.com (AtariGirl1983) remarks:
> >
> > >I am using Smart DOS, in case anyone wanted to know
> >
> > Smart is good; as is My and Top. My frequency of use in order is
normally:
> > MyDOS 4.53 (easy Axlon or XE ramdisk)
> > TopDOS 1.5
> > SmartDOS 6.2
> > DOS 2.5
> > SpartaDOS 1.1 (800)
> > SpartaDOS 3.2d
> > BWDOS 1.3
> > DOSXL 2.3
> > DOS 2.0 David Young modified
> > DOS 2.6f (2.0 plus?)
> > DOS 3.0 (been 16 years)
>
> You missed one.
>
> Superdos 5.1. Dos 2 compatiable and able to use the xf551 at high
> speed.
> Also has dos 3 to 2 conversion util. use axalon or xl type ram disks.
> Dup loades instantly.
>
> James B
>

2936. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000513071929.2637B-100000@vtn1>
Source record: 44703

On Sat, 13 May 2000, David A. Paterson wrote:

> I seem to recall SuperDos had problems with Indus Drives (foggy memories).
> Can anyone confirm or expand on this?
>

Not sure about the Indus problem. One of my biggest complaints about
SuperDOS is that it maintains compatibility with the really lame DOS 2.5
enhanced density format. Any format that hides files from other DOS with
which it is "supposed" to be compatible is beyond "lame"--it's bloody
stupid.

jkp

2937. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shqqn8knje412@corp.supernews.com>
Source record: 44704

<melee5@my-deja.com> wrote in message news:8fjf43$g47$1@nnrp1.deja.com...
> I was talking about the 'equivalent' 1489 cable to the 1050_2_PC
Look, I told you to look at the equivalent circuit for the 1489 chip which you apparently still haven't done.

Educate yourself a little bit instead of being hysterical and I will conduct a discussion with you because you really do not know what you are talking about.

Now you are just going to look stupid. I mentioned in several posts that the 1489 has current limiting on chip. The outputs of a 1489 are not push pull, they are passive pullups with a 2k resistor. The passive pull ups means the maximum drive you can put out is <7V/4000 or less then 2 mamp. The base of a 3086 can handle 5 times that current w/o a problem.

There are no miracle PC power supplies that put out +-25V for RS232, they all use +-12V which gets dropped to under 7V by the zener in the Prosys cable.

I did the trouble shooting with the first cable Carolynn put together and the failure had nothing to do with the design.

If you actually read the discussion, you would find out that one user found out he had a dirty head on one drive and sent the other to Bob Klass for debugging. Carolynn's drive still responded to the Prosys cable which means it can not have a burned out 3086. I posted that fact and you chose to ignore it. You are worse then ignorant, you are prejudiced against facts that don't fit your theory.

I also left a Prosys cable hooked up in a burn test from a friday afternoon until monday doing a burn in test, no problem.

Why is it every pseudo engineer can pull facts like ~"exceeding 7V" out of his ass and expect people to take him seriously, but they can't crack open a data book and actually learn something?

Don't even respond to this until you start coming up with some factual data. Put a dozen cables together and tell us how many exceed 7V output. Offer to fix everyones cable or drives like Bob and I do, and find why they failed to operate.

2938. Covox Voice Master

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: rich12345@my-deja.com
Message-ID: <8fk0t4$2b1$1@nnrp1.deja.com>
Source record: 44705

This was available for the Atari 800. I thought that maybe you guys would enjoy looking at some pictures. Please post this message to any other newsgroups you like.

The page contains several GIF graphics of the Covox VM and some text describing it.

http://rich12345.tripod.com/museum/Covox.HTML

Have fun,
Rich

Sent via Deja.com http://www.deja.com/
Before you buy.

2939. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <391D91A1.5090107@classic-games.com>
Source record: 44706

rhamiiton5@aol.comedy.com (RHamiIton5) wrote:

> >atarigirl1983@aol.com remarked:
>
> >I could give you a XL translater disk, DOS 3.0 and a few programs.
> >Interested?
>
> NO! Don't give him 3.0; send DOS 2.5 or any one of the other 2.0 compatibles.
> Possibly Sparta, but not 3.0....

Personally, I'd take 3.0 over 2.5 any day of the week, but given that
Sparta and MyDOS are available for the taking, there's no reason to use
either.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

2940. Re: Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <mc4rhs4d4vtamgven99s8l940q2kv6ulco@4ax.com>
Source record: 44707

On 12 May 2000 14:51:21 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>>You're not doing anyone a favour by giving them DOS 3.0. If that's what
>>you're using, do yourself a favour and get hold of MYDOS and/or SpartaDOS.
>>
>>jkp
>
>I am using Smart DOS, in case anyone wanted to know. AND, DOS 3.0 IS a pain in
>the butt, but it works :)
>
>Jessica

Yes, but no other DOS can read disks formatted with it. :-P

I'd take Sparta any day of the week. MyDOS works, too, but I MUCH
prefer the CLI Sparta provides.

2941. Wanted: Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000513140502.24286.00002805@ng-cd1.aol.com>
Source record: 44708

Hello Guys And Gals,

I am looking for the following items:

810 Disk Drive
1050 Disk Drive
850 Interface
....and some other items, I will consider anything you have or you have extra of.

Please email me at mailto:AtariGirl1983@aol.com if you have any of these items and would like to pass them over. Also, include the charge (if any) for the items. I will be happy to pay S/H on free items. Thank you for reading this fellow Atarians!

Jessica

2942. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-PPyQc63dd6bg@cth-digital-ts01-s9.cab.cth.com.au>
Source record: 44709

On Sun, 13 May 3900 09:28:42, "David A. Paterson" <david_p@storm.ca>
wrote:

> I seem to recall SuperDos had problems with Indus Drives (foggy memories).
> Can anyone confirm or expand on this?
>

Yes it does.
The indus high speed works almost identically to the XF high speed.
the only difference is the speed the sector data is received/sent.
The command frame is sent at 19200 baud. the xf sends/recieves the
sector data at 38400 (approx) baud and the indus send/recieves at
78000 baud (approx). This is where superdos falls over. I have changed
superdos to use the indus instead of the xf and it worked fine. A
simple matter of changeing the speed byte from $10 to $6.
of course, everyone knows the indus must be programmed before its high
speed works.

James B

2943. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-6NMb8z3LoEPd@cth-digital-ts01-s9.cab.cth.com.au>
Source record: 44710

On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
> On Sat, 13 May 2000, David A. Paterson wrote:
>
> > I seem to recall SuperDos had problems with Indus Drives (foggy memories).
> > Can anyone confirm or expand on this?
> >
>
> Not sure about the Indus problem. One of my biggest complaints about
> SuperDOS is that it maintains compatibility with the really lame DOS 2.5
> enhanced density format. Any format that hides files from other DOS with
> which it is "supposed" to be compatible is beyond "lame"--it's bloody
> stupid.
At the time, it was and still is the default standard because it was
done by atari. Why atari made enhanced density is only known to them.
We simply had to follow and improve. Atari tried to make improvments
(remember dos 3) but failed. (what ever happened to dos XE) The masses
wanted compatiabilty.
So how do you get dos 2 to use more sectors with out modifying it and
is still usable on the 810?
Wheather you think it is stupid or not is beside the point. It is out
there and we must work with it. How many unmodifyed 1050's are still
out there any way?
Superdos is ment to be a direct replacement for dos 2.5. The bonus is
it can also use double sided double density of the XF at High speed.

James B

2944. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shs4ba7vje462@corp.supernews.com>
Source record: 44711

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-6NMb8z3LoEPd@cth-digital-ts01-s9.cab.cth.com.au...
> On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
> wrote:
>
> >
> >
> > On Sat, 13 May 2000, David A. Paterson wrote:
> >
> > > I seem to recall SuperDos had problems with Indus Drives (foggy
memories).
> > > Can anyone confirm or expand on this?
> > >
> >
> > Not sure about the Indus problem. One of my biggest complaints about
> > SuperDOS is that it maintains compatibility with the really lame DOS 2.5
> > enhanced density format. Any format that hides files from other DOS with
> > which it is "supposed" to be compatible is beyond "lame"--it's bloody
> > stupid.
> At the time, it was and still is the default standard because it was
> done by atari. Why atari made enhanced density is only known to them.
> We simply had to follow and improve. Atari tried to make improvments
> (remember dos 3) but failed. (what ever happened to dos XE) The masses
> wanted compatiabilty.
Rhetorical? Looking at prices, a 2nd 6810 or even substituting a static ram
with more capacity I kind of think that wasn't the problem. Figure 6507 has
8k of address space, they could have easily made it a 2k static RAM, 4 K
existing ROM, and still had more then enough room for existing hardware
chips like the RIOT. Thinking about it, they may not have needed all the
functions of the RIOT if they had a 2k ram. It would have been cheaper which
was right on with Atari's thinking at the time.

IMO, they probably deliberately put a limited amount of ram in the drive
because Happy drives were already out. If they added what would be a normal
and obvious RAM chip to the drive, all that would have been necessary is a
new commands like "Load RAM with user program and jump to it". All that
would have been necessary is to come out with a new 4k ROM that added this
command, and 90% of the existing software protection would have been
rendered useless.

For that matter, existing US Doubler drives with their 256 byte sector
handling ram could probably be converted to 128 byte only sectors with some
form of copy protection circumventing. i.e. If sector being read is Y,
return 2793<7>status equivalent to X disk controller error, else hand off to
standard routine.

> So how do you get dos 2 to use more sectors with out modifying it and
> is still usable on the 810?
> Wheather you think it is stupid or not is beside the point. It is out
> there and we must work with it. How many unmodifyed 1050's are still
> out there any way?
Almost all of them if my purchases are to representitive. In the newsgroup,
there are few of us w/o a modified drive, but I am still under the
impression that Atari probably sold 500,000 1050s.
> Superdos is ment to be a direct replacement for dos 2.5. The bonus is
> it can also use double sided double density of the XF at High speed.
>
> James B
>
>

2945. Re: Wanted: Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shsa2ms5je461@corp.supernews.com>
Source record: 44712

AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000513224837.10699.00002378@ng-fy1.aol.com...
> I also wanted to note that I am looking for an SIO2PC cable AND that I
have
> these items available for trade:
If you say you have an MS DOS or W9X computer that can restart in DOS mode,
so I know it will be used, I will put a SIO2PC cable together for you.

2946. Re: looking for info on 6502 to 65816 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <391E3247.EA743CE4@net66.com>
Source record: 44713

Richard Cortese wrote:
> Dataque has kind of moved on
> from the Atari market and FTE is in limbo right now.

Anyone hear anything from Chuck Steinman & Dataque over the Turbo816?
Has he given up/tossed it/go on? I guess I'm hoping for newer
roms/software/hardware for my orphaned T816...

Mark "and don't ask me about Bob Klaas - I don't wanna get hurt" Statzer

--
NOTE I am not responsible for equipment damage due to reeeealy
dumb children with no parental supervision, and access to a hammer.

2947. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000513213931.25623A-100000@vtn1>
Source record: 44714

On Sat, 13 May 2000 sup8pdct@mail.cth.com.au wrote:

> So how do you get dos 2 to use more sectors with out modifying it and
> is still usable on the 810?

A couple of POKEs into DOS and then write DOS and reboot will allow DOS 2.0 (and DOSXL) to access 943 sectors (3 boot + 1 VTOC + 8 directory + 931 free). The disks can easily be formatted using MYDOS and XIO254. Essentially, all you're doing is telling DOS 2.0 to use the whole VTOC sector for a bit map. Bill Wilkinson published the modification years ago in Compute! The nicest part of the modification is that it is fully compatible with MYDOS, TopDOS, PaperClip, and SynFile. If you _must_ use enhanced density, that's the best way to do it short of switching to MYDOS or Sparta.

No matter what DOS you employ, you're not going to be able to use enhanced density disks with an 810 so, if you want compatibility, you're back to single density in any case and might as well use a decent DOS.

> Wheather you think it is stupid or not is beside the point.

The fact that the DOS uses a very stupid format which hides files from other DOS is certainly not beside the point; it is an open invitation to lost files and trashed disks. The other fact, that the second VTOC is up in sector 1024 thereby slowing all disk access while the read/write head grinds across the tracks is also to the point.

> It is out there and we must work with it.

Why? Both MYDOS and Sparta can read the DOS 2.5 format though you can't write to the enhanced density sectors.

> Superdos is ment to be a direct replacement for dos 2.5.

A direct replacement for a kludge is another kludge.

jkp

2948. ! Early 1980s computers/sinclair wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-13 00:00:00 UTC
From: David <david.oharrow@btinternet.com>
Message-ID: <8fkhlj$9tf$3@plutonium.btinternet.com>
Source record: 44715

Early 1980s Home Computers and accessories Wanted, Especially ZX80, ZX81,
Jupiter Ace And MK14 Computers, But All Others Considered eg Nascom, Oric,
Memotech,
Lynx, Sinclair, Enterprise, Mattel, Acorn, BBC, msx, Dragon, Altair, IMSAI,
UK101, Superboard, Commodore, Atari and others.....

Also All Other Sinclair Items Wanted Includings Printers, Microdrives,
Interfaces ZX81, QL, PC200, Z88, Calculators, Watches, TV, Radio Etc.

Preferably Boxed But All Considered.

Replies by email please, stating what you have, location and required price.

david.oharrow@btinternet.com

2949. Leaper 8bit help

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: Luke <lukerobbins@mail.com>
Message-ID: <8fkqmn$ec8$1@supernews.com>
Source record: 44716

Hi

I had an atari way back - and would dearly love to play the game 'Leaper' or is it 'Leapster' again. You played a little guy jumping up levels to light the word 'Leaper' and it had the 'Popcorn' theme playing in the background.

Does anybody have this as a Rom and an easy emulator to play it on ??

Luke

2950. Re: Leaper 8bit help

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <er0shsgo6ldnq8a426335dlv00lbr5vdt1@4ax.com>
Source record: 44717

On Sun, 14 May 2000 01:01:18 +0100, "Luke" <lukerobbins@mail.com>
drooled an embarassing wet spot in his lap as he typed:

>Hi
>
>I had an atari way back - and would dearly love to play the game 'Leaper' or
>is it 'Leapster' again. You played a little guy jumping up levels to light
>the word 'Leaper' and it had the 'Popcorn' theme playing in the background.
>
>Does anybody have this as a Rom and an easy emulator to play it on ??
>
>Luke
>
>

For the EXE file, I've posted it in alt.binaries.comp.atari8bit. If
your provider doesn't carry that newsgroup, E-Mail me (remove the
diespamdie!!! from my address) and I can send it to you there.

For the emulator, check www.vintagegaming.com, www.classicgaming.com,
for Atari800Win 2.5c; this is the latest version of one of the best
8-bit emulators for the Windows platform; very robust, extremely
compatible, and fast enough to be usable on a P166 or greater. Its
DOS counterpart (atari800) is similar, but with a DOS flavour, and
it's rather faster for lower spec machines.

Or, again, you can E-Mail me and I can hook you up with everything you
need to get started (DOS disks, OS ROMs, emulator, etc.).

2951. Re: Leaper 8bit help

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: Luke <lukerobbins@mail.com>
Message-ID: <8fl2vu$h1n$2@supernews.com>
Source record: 44718

Thanks SO much - I got the file from the group - AND the Atari800 emu !!!
Thanks a lot for that - now i'm gonna be up all night reliving those 80's
gaming memories - LOL ! :-)

Luke

Mindfield <diespamdie!!!mindfield@home.com> wrote in message
news:er0shsgo6ldnq8a426335dlv00lbr5vdt1@4ax.com...
> On Sun, 14 May 2000 01:01:18 +0100, "Luke" <lukerobbins@mail.com>
> drooled an embarassing wet spot in his lap as he typed:
>
> >Hi
> >
> >I had an atari way back - and would dearly love to play the game 'Leaper'
or
> >is it 'Leapster' again. You played a little guy jumping up levels to
light
> >the word 'Leaper' and it had the 'Popcorn' theme playing in the
background.
> >
> >Does anybody have this as a Rom and an easy emulator to play it on ??
> >
> >Luke
> >
> >
>
> For the EXE file, I've posted it in alt.binaries.comp.atari8bit. If
> your provider doesn't carry that newsgroup, E-Mail me (remove the
> diespamdie!!! from my address) and I can send it to you there.
>
> For the emulator, check www.vintagegaming.com, www.classicgaming.com,
> for Atari800Win 2.5c; this is the latest version of one of the best
> 8-bit emulators for the Windows platform; very robust, extremely
> compatible, and fast enough to be usable on a P166 or greater. Its
> DOS counterpart (atari800) is similar, but with a DOS flavour, and
> it's rather faster for lower spec machines.
>
> Or, again, you can E-Mail me and I can hook you up with everything you
> need to get started (DOS disks, OS ROMs, emulator, etc.).
>

2952. Re: Wanted: Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000513224837.10699.00002378@ng-fy1.aol.com>
Source record: 44719

I also wanted to note that I am looking for an SIO2PC cable AND that I have
these items available for trade:

Atari 2600 and various games
Various different 8-bit software titles
810 Disk drive (will trade ONLY for another disk drive).

Thanks

>Subject: Wanted: Atari Hardware
>From: atarigirl1983@aol.com (AtariGirl1983)
>Date: 5/13/2000 2:05 PM Eastern Daylight Time
>Message-id: <20000513140502.24286.00002805@ng-cd1.aol.com>
>
>Hello Guys And Gals,
>
>I am looking for the following items:
>
>810 Disk Drive
>1050 Disk Drive
>850 Interface
>....and some other items, I will consider anything you have or you have extra
>of.
>
>Please email me at mailto:AtariGirl1983@aol.com if you have any of these
>items
>and would like to pass them over. Also, include the charge (if any) for the
>items. I will be happy to pay S/H on free items. Thank you for reading this
>fellow Atarians!
>
>Jessica
>
>
>
>
>
>

2953. Re: Wanted: Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <j6xT4.611$W45.1160@newsfeed.slurp.net>
Source record: 44720

On 13 May 2000 18:05:02 , AtariGirl1983 wrote:
>Hello Guys And Gals,
>
>I am looking for the following items:
>
>810 Disk Drive
>1050 Disk Drive
>850 Interface
>.....and some other items, I will consider anything you have or you have extra
>of.

Well I have the above, but do not want to part with them. I will check
the following websites. They ma have what you need for sale.

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2954. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-PTwD9dCr5pRn@cth-digital-ts01-s14.cab.cth.com.au>
Source record: 44721

On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
> On Sat, 13 May 2000 sup8pdct@mail.cth.com.au wrote:
>
> > So how do you get dos 2 to use more sectors with out modifying it and
> > is still usable on the 810?
>
> A couple of POKEs into DOS and then write DOS and reboot will allow DOS
> 2.0 (and DOSXL) to access 943 sectors (3 boot + 1 VTOC + 8 directory
> + 931 free). The disks can easily be formatted using MYDOS and XIO254.
> Essentially, all you're doing is telling DOS 2.0 to use the whole VTOC
> sector for a bit map. Bill Wilkinson published the modification years
> ago in Compute! The nicest part of the modification is that it is fully
> compatible with MYDOS, TopDOS, PaperClip, and SynFile. If you _must_
> use enhanced density, that's the best way to do it short of switching
> to MYDOS or Sparta.

never seen that one. Have however seen one in antic that madifyed dos
2 a lot more and made it incompatiable with everything else.

> No matter what DOS you employ, you're not going to be able to use
> enhanced density disks with an 810 so, if you want compatibility,
> you're back to single density in any case and might as well use a
> decent DOS.
>
> > Wheather you think it is stupid or not is beside the point.
>
> The fact that the DOS uses a very stupid format which hides files from
> other DOS is certainly not beside the point; it is an open invitation
> to lost files and trashed disks. The other fact, that the second VTOC

I have never had such problems.
Dos 2.5 is an upgrade of Dos 2. Can you remember the change from 800
os to the XL one? I can. many people brought up compatiability issues
etc

> is up in sector 1024 thereby slowing all disk access while the read/write
> head grinds across the tracks is also to the point.

I guess drive heads aren't ment to step very far then.
A fact I didn't know.

>
> > It is out there and we must work with it.
>
> Why? Both MYDOS and Sparta can read the DOS 2.5 format though you can't
> write to the enhanced density sectors.

Although Atari is no longer around, Dos 2.5 is still the standard. It
should be dos XE (hands up any one that uses it) These days with
sparta and mydos free, the choice is there to use any of them, so dos
2.5 has faded into the background some what, but it is still there.

>
> > Superdos is ment to be a direct replacement for dos 2.5.
>
> A direct replacement for a kludge is another kludge.

You must remember. at the time it was written, it was the best one
around. It was written before the BB was ever heard of and the only
drives around were 810, 1050 and compatiable. 5.1 was an update of 4.3
to take advantage of the XF551.
4.3 could support double density in combation with a local hardware
upgrade called Supermax.
You should ask for the instructions to see what it could do. Aux sys
(part of superdos) has a boot menu loader, copy from dos 3 and a few
other goodies.
Another file included could do a similar thing to the boot menu, but
with basic programs. Big deal at the time, because nothing else could
do it all in one packadge.

James B

2955. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-XHoNdCvhos81@cth-digital-ts01-s14.cab.cth.com.au>
Source record: 44722

On Sun, 13 May 3900 19:50:20, "Richard Cortese"
<ricortes@netmagic.net> wrote:

> Rhetorical? Looking at prices, a 2nd 6810 or even substituting a static ram
> with more capacity I kind of think that wasn't the problem. Figure 6507 has
> 8k of address space, they could have easily made it a 2k static RAM, 4 K
> existing ROM, and still had more then enough room for existing hardware
> chips like the RIOT. Thinking about it, they may not have needed all the
> functions of the RIOT if they had a 2k ram. It would have been cheaper which
> was right on with Atari's thinking at the time.

That all depends how much ram cost at the time. It was more costly
back then.

>
> IMO, they probably deliberately put a limited amount of ram in the drive
> because Happy drives were already out. If they added what would be a normal
> and obvious RAM chip to the drive, all that would have been necessary is a
> new commands like "Load RAM with user program and jump to it". All that
> would have been necessary is to come out with a new 4k ROM that added this
> command, and 90% of the existing software protection would have been
> rendered useless.
>
> For that matter, existing US Doubler drives with their 256 byte sector
> handling ram could probably be converted to 128 byte only sectors with some
> form of copy protection circumventing. i.e. If sector being read is Y,
> return 2793<7>status equivalent to X disk controller error, else hand off to
> standard routine.

only basic stuff that. What about double sectors or short sectors and
25 sectors per track etc.

> > So how do you get dos 2 to use more sectors with out modifying it and
> > is still usable on the 810?
> > Wheather you think it is stupid or not is beside the point. It is out
> > there and we must work with it. How many unmodifyed 1050's are still
> > out there any way?
> Almost all of them if my purchases are to representitive. In the newsgroup,
> there are few of us w/o a modified drive, but I am still under the
> impression that Atari probably sold 500,000 1050s.

And what was the dos of choice??

James B

2956. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <shtgptq5je484@corp.supernews.com>
Source record: 44723

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-XHoNdCvhos81@cth-digital-ts01-s14.cab.cth.com.au...
> On Sun, 13 May 3900 19:50:20, "Richard Cortese"
> <ricortes@netmagic.net> wrote:
>
> > Rhetorical? Looking at prices, a 2nd 6810 or even substituting a static
ram
> > with more capacity I kind of think that wasn't the problem. Figure 6507
has
> > 8k of address space, they could have easily made it a 2k static RAM, 4 K
> > existing ROM, and still had more then enough room for existing hardware
> > chips like the RIOT. Thinking about it, they may not have needed all the
> > functions of the RIOT if they had a 2k ram. It would have been cheaper
which
> > was right on with Atari's thinking at the time.
>
> That all depends how much ram cost at the time. It was more costly
> back then.
6810s were relatively expensive for a 128 byte RAM. It's not that a 2k RAM
would have been cheap, just that they were about equivalent in price to a
6810.
>
> >
> > IMO, they probably deliberately put a limited amount of ram in the drive
> > because Happy drives were already out. If they added what would be a
normal
> > and obvious RAM chip to the drive, all that would have been necessary is
a
> > new commands like "Load RAM with user program and jump to it". All that
> > would have been necessary is to come out with a new 4k ROM that added
this
> > command, and 90% of the existing software protection would have been
> > rendered useless.
> >
> > For that matter, existing US Doubler drives with their 256 byte sector
> > handling ram could probably be converted to 128 byte only sectors with
some
> > form of copy protection circumventing. i.e. If sector being read is Y,
> > return 2793<7>status equivalent to X disk controller error, else hand
off to
> > standard routine.
>
> only basic stuff that. What about double sectors or short sectors and
> 25 sectors per track etc.

Those were mostly post 1050 release and a response to Happy and Duplicator. IIRC, 1050s didn't come out until 83-84 and most of the software I looked at from that time period or earlier only had a bad sector or three. There are some really nice titles after that time period that used the fancy copy protection, but the early stuff like the Ultimas relied on a single bad sector for copy protection.

But even something like a fuzzy sector, all that is done is read the same sector several times and make sure the data comes out different on each read. It would be trivial to have a program that returns different data on every read of a sector, just put a random value in the last byte everytime the sector is read.

> > > So how do you get dos 2 to use more sectors with out modifying it and
> > > is still usable on the 810?
> > > Wheather you think it is stupid or not is beside the point. It is out
> > > there and we must work with it. How many unmodifyed 1050's are still
> > > out there any way?
> > Almost all of them if my purchases are to representitive. In the newsgroup,
> > there are few of us w/o a modified drive, but I am still under the
> > impression that Atari probably sold 500,000 1050s.
>
> And what was the dos of choice??
>
> James B
>

2957. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: Tim Irvin <ziggy29@pacbell.net>
Message-ID: <14052000103747 3446%ziggy29@pacbell.net>
Source record: 44724

In article <391D91A1.5090107@classic-games.com>, Greg Miller
<gmiller@classic-games.com> wrote:

> rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
>
> > NO! Don't give him 3.0; send DOS 2.5 or any one of the other 2.0
> > compatibles.
> > Possibly Sparta, but not 3.0....
>
> Personally, I'd take 3.0 over 2.5 any day of the week, but given that
> Sparta and MyDOS are available for the taking, there's no reason to use
> either.

3.0 is okay if you're doing your own stuff, but 2.5 seems to be the
most widespread and compatible. But yeah, these days I'm with MyDOS
4.53 and not looking back.

--
Tim Irvin, ziggy29@pacbell.net

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

2958. Re: Follow-up: 8-Bit MIO & Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8fmtm9$qn0$3@mohawk.hwcn.org>
Source record: 44725

Brian J. Furbee (bfurbee@wt.net) wrote:
: Well after much input from various people (thanks all!) and a little digging
: it looks like I'm going to have to go in search of an MFM drive and
: controller.

: Would it be possibly to modify the SCSI<->MFM controller in the Atari SH204
: (ST) Hard Drive <bypassing the ACSI interface to the SCSI<->MFM controller>
: for use on an 8-bit? It has a Tandon TM262 MFM Hard Drive (20 Mb formatted
: capacity). Anyone want to venture this hack?

: Thanks for the help!
: -Brian

The Scsi - MFM controller in an Atari ST (shoebox) SH204 hard disk is an Adaptec 4000a.....to use it with the 8 bit, unplug the adaptec from the Atari ST Hard disk interface and plug it in direct to the Blac Box or MIO.....in fact, you can sub in a bigger....say 40 meg MFM drive where the 20 meg one is....

I use a 40 meg MFM drive, with an Adaptec in an SH204 case that has had the ST interface removed....I added a long Scsi cable, and ran it through the hole created when I took the ST DMA interface out....

So, the point is.....don't touch the Adaptec! It works as-is with the MIO....no hack required!

Willy

2959. Re: Atari 400-800 2600-5200-7800 Neo Geo SMS Vic-20 & More

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: "Mr. Lee" <garystv@brightok.net>
Message-ID: <DCDT4.3040$v%5.208086@newshog.newsread.com>
Source record: 44726
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.sega

http://auctions.yahoo.com/user/sega_master_system

2960. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8fn6oi$do@cs.vu.nl>
Source record: 44727

"John K. Picken" <yg473@victoria.tc.ca> writes:

>A direct replacement for a kludge is another kludge.

I have to remember this one. I LMFAO! :-)

--Ivo

2961. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000514173923.27459A-100000@vtn1>
Source record: 44728

On Sun, 14 May 2000, Ivo van Poorten wrote:

> "John K. Picken" <yg473@victoria.tc.ca> writes:
>
> >A direct replacement for a kludge is another kludge.
>
> I have to remember this one. I LMFAO! :-)
>
Okay, I'll bite: what does LMFAO! mean?

jkp

2962. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000514174019.27459B-100000@vtn1>
Source record: 44729

On Sun, 14 May 2000, Tim Irvin wrote:

>
> 3.0 is okay if you're doing your own stuff, but 2.5 seems to be the
> most widespread and compatible. But yeah, these days I'm with MyDOS
> 4.53 and not looking back.
>
If you want to maintain true compatibility for swapping disks there is
only one format to use: Atari DOS 2.0s. Every DOS I've ever seen for
the A8 can either read that format or comes with a conversion utility
to access it.

With MYDOS and possibly some others (TopDOS?), you must also ensure that
you don't use any quick format option with a 1050 drive if you want to
be certain the disk will be usable on an 810; a "quick format" will quite
happily lay out a 720 sector DOS format on a disk that is physically
formatted in enhanced density.

BTW if anyone picks up a pile of old hard-sectored disks (18 timing holes
instead of one), they are usable with a 1050 but not with a XF551 or a
PC 360K drive so don't pass them around. I think this type of disk was
used with some or all of the Apple 8's.

jkp

2963. Tandy Co Co software for trades

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: av999@freenet.carleton.ca
Message-ID: <391F71ED.5C126CC7@freenet.carleton.ca>
Source record: 44730
Cross-posted to: rec.games.video.classic,rec.games.video.atari,bit.listserv.coco,rec.games.video.marketplace,comp.sys.atari.8bit

Well, my trusy Tandy Co Co III bit the dust tonight after many years of service. I have a bunch of games I can no longer play that I have for trade. These include:

ROM PAKS:

Rampage
Rad Warrior
Downland
Castle of Tharogad
Dungeons of Dagorath
Robocop
GFL Championship Football II
Thexter
Super Pitfall
Mazing World Of Malcolm Mortar
Shanghai
Tetris
Predator
Springster

I'd be willing to trade for any of the following Atari titles:

Atari XE:
Airball
Into The Eagle's Nest
Thunderfox
Crossbow
Diamond GOS
Gato
Crystal Castles
Karateka
Summer Games
Montezuma's Revenge

Atari 7800:
Kung Fu Master
Title Match Wrestling
Tomcat: The F-14 fighter simulator

Atari Jaguar
Trevur McFurr in the Crescant Galaxy
I-War
Pinball Fantasies
Cannon Fodder

If you're interested in working out a trade, please respond via email.
Thanks,

Mark

2964. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000514215805.8428B-100000@vtn1>
Source record: 44731

On 15 May 2000, AtariGirl1983 wrote:

> Sounds Freeky!
>
> Jessica
>
Not really, you only see one hole at a time as they pass the hole in the
sleeve.

jkp

2965. Re: Wanted: Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-14 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <958417800-143787AEicMi@sweet3.freeserve.co.uk>
Source record: 44732

Hi AtariGirl

Are you a real chick, 8~) where in the world are you?.

>I am looking for the following items:

>810 Disk Drive
>1050 Disk Drive
>850 Interface

>....and some other items

Maybe its time to clear out my loft, ive got:

1 * 600XL
1 * 800XL (256K)
1 * 130XE (320K)

2 * 1050 'Happy' converts
1 * 1050 vanilla
1 * 810
1 * 850
Some other Atari to printer convertor cable (forget make).

Spartados cart
R-Time 8 cart
Ass-Ed cart
Spartados disk and toolkits

Various other utils/carts.

I also have a custom made speech synthesiser that i used to 'Print' to via the RS 232 port, so's my XE would speak to me.

Non serious offers will be ignored.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2966. Re: rize with me... MP3 Translator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <jilT4.43330$55.888912@news2.rdc1.on.home.com>
Source record: 44733

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0002.391c512d@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Hello, just had an interesting idea that I wanted to share for our
> versatile and fun computer system.
>
> I was introduced to some MP3 files that are Atari in theme at:
>
> http://artists.mp3s.com/artists/68/stasischamber.html
>

Atari theme? Please explain...

2967. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000514222950.05249.00002396@ng-cq1.aol.com>
Source record: 44734

>sup8pdct@mail.cth.com.au opines:

>You missed one.
>
>Superdos 5.1. Dos 2 compatiable and able to use the xf551 at high speed.
>Also has dos 3 to 2 conversion util. use axalon or xl type ram disks.
>Dup loades instantly.

Most of those can do thje instant DUP thing configured to use normal (lots of)
RAM or the XL/XE hidden RAM or the RAMDisk; Antic even printed a patch for
2.0S...

-Ron

I don't have a solution but I admire the problem.

2968. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000514223615.05249.00002397@ng-cq1.aol.com>
Source record: 44735

>"John K. Picken" yg473@victoria.tc.ca remarks:

>Any format that hides files from other DOS with
>which it is "supposed" to be compatible is beyond "lame"--it's bloody stupid.

I have to heartily agree to that! Always thought that the <bracketed> files in
2.5 should be 'Read Only' in 2.0 instead of completely non-existant...

-Ron

I don't have a solution but I admire the problem.

2969. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000514225429.05249.00002398@ng-cq1.aol.com>
Source record: 44736

> sup8pdct@mail.cth.com.au remarks:

>never seen that one. Have however seen one in Antic that modifyed DOS
>2 a lot more and made it incompatible with everything else.

The Antic one was actually only WRITE incompatible because of shifting the VTOC from the 2.0 standard to give you 976 usable sectors; you could READ fine if your drive supported the format. We used it several months before Compute! published Bill's mod.

-Ron

I don't have a solution but I admire the problem.

2970. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000514232525.09139.00003399@ng-cr1.aol.com>
Source record: 44737

Sounds Freeky!

Jessica

>BTW if anyone picks up a pile of old hard-sectored disks (18 timing holes
>instead of one), they are usable with a 1050 but not with a XF551 or a
>PC 360K drive so don't pass them around. I think this type of disk was
>used with some or all of the Apple 8's.

2971. How do you repair an Atari 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <shv5pv2brj0155@corp.supernews.com>
Source record: 44738

I would like to know how I can repair my currently
non-functioning Atari 1050 Disk Drive.

It makes the whoosing sound like it is running, but
all I get is a "BOOT ERROR" message scrolling
down my screen.

My personal technician refuses to work on the
Drive because he says that it is too old and not
worth the trouble.

Wally

2972. FS: Printer Interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000515001859.25477A-100000@vtn1>
Source record: 44739

Going through my box of Atari odds and ends, I came across a
printer interface with modifications done by a professional computer
technician. This is the standard Graphix AT interface with eight DIP
switches and a serial port attachment on a five foot cable.

The modifications are:

a. a three-foot SIO cable was added to the original SIO plug so that
the interface does not terminate the SIO daisy chain. As it's wired,
the interface is actually in parallel with a standard SIO cable which
can be plugged into a disk drive, etc.

b. a two-foot ribbon cable terminating in a Centronics male plug is
wired to the interface's edge-card connector so that the interface
does not have to be stuck directly into the printer (where it gets
in the way of tractor feed paper).

c. a second, four-foot ribbon cable with a Centronics female plug
is plugged into the cable from the interface. This cable has two male
Centronics plugs, one about four inches from the female plug and the
other at the opposite end. A toggle switch on a three-foot cord is
attached to the first male plug to allow switching data between two
different printers.

With this setup, you can handle two printers from the one interface.
(The original owner successfully used it with a Panasonic 9-pin and
an HP DeskJet 500.)

I have absolutely no use for this as I do all my printing via SIO2PC
and/or the MIO so I am open to reasonable offers if someone can use it.

I guesstimate that surface mail to anywhere in Canada or the USA
would run about U$10.

jkp

2973. Re: Atari 400 Audio Digitizer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Steve <abuse@netcom.com>
Message-ID: <lo7vhsk1c5teb2iu92m4fot0ebsk7tmcma@4ax.com>
Source record: 44740

I recommend you use the the Antic Sampling Processor (ASP) instead.
It should run using a microphone built with the "Talk is Cheap"
schematics. The big advantage is that ASP is written in assembly
language and you can digitize 40K clips.

You can get it from the Digital Antic Project at:

http://www.atarimagazines.com/software/software.html

Look under Feb / Mar 1990 (all the way at the bottom). You can also
download the 6502 source so you all can see how bad my assembly was
way back then ;)

- Steve

On Mon, 24 Apr 2000 13:09:04 -0700, Kevin Savetz
<savetz@northcoast.com> wrote:

>Found it: http://www.atarimagazines.com/v2n4/talkischeap.html
>
>--Kevin
>
>> Back in the eighties, I ran across an article *somewhere* that
>> described how to digitize a few seconds of audio into an Atari
>> 400/800 via a simple homemade circuit plugged into a joystick
>> port

2974. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.958380119@math.tu-berlin.de>
Source record: 44741

sup8pdct@mail.cth.com.au writes:

>> A couple of POKEs into DOS and then write DOS and reboot will allow DOS
>> 2.0 (and DOSXL) to access 943 sectors (3 boot + 1 VTOC + 8 directory
>> + 931 free). The disks can easily be formatted using MYDOS and XIO254.

The 931 sectors modification has really been used here for quite a while. (-;
Then someone came up with a hack that improved this further to 963 sectors,
but for the price of loosing VTOC compatibility to Dos 2.0S by shifting the
bits in the VTOC. Then I came up with a modification of the modification which
made this compatible again. The 931 version still left - IIRC - 6 bytes in the
VTOC unused. With some trickery, these bits could be made use of for
additional sectors, but without changing the meaning of the remaining bits in
the VTOC.

The remaining sectors on the 963 formatted disk are not unused in my "private
DOS" though, they contain the "dos.sys" image which no longer takes up "disk
space" then. This really made all disks boot-able for no price whatsoever,
leaving more disk space for the user.

To complete this little dos history, I finally managed to move all the disk
buffers and the FMS to the RAM behind the ROM, giving a DOS that ate as much
as 163 bytes of Basic RAM. (-; A "plane" version of the Dos was also available
for TurboBasic. Oh well, old times....

Concerning the other Dos'es: Dos 2.5 access mode was designed to be 100%
fool proof, therefore files beyond the 720 sectors limit are unaccessible. This
is a wise decision as far as data security is concerned. I personally
considered this as a pain because I pretty much knew what I was doing, but I
can see the point and maybe I would have done something similar today. From
the point of software security, it's the best thing to do.

Dos 3 isn't as bad as everybody thinks. The FMS is much more canonical than the
Dos 2.0S FMS, a much more canonical POINT and NOTE and a very cleaned directory
approach. It is in many cases similar to the MS-DOS "FAT". I personally would
have used Dos 3 and wouldn't have cared about compatibility if just Atari
hadn't made the design fault to group sectors in blocks of eight, which is
just a waste of storage capacity in the already light-weighted 1050 capacity.

Several years ago I played with a "Dos 4" approach which worked in many cases
similar to Dos 3 and to the Unix "ext" system, allowing sub-directories and
links, and using the concept of "everything is a file", even directories
and the root directory was a file very much like everything else. The Dos
was never finished, though. The basic FMS operations should be present
already, and I might be able to dig out the remaining sources if anyone is
interested in playing around with it.

>> Essentially, all you're doing is telling DOS 2.0 to use the whole VTOC
>> sector for a bit map.

Except for 6 bytes... (-;

>> Bill Wilkinson published the modification years
>> ago in Compute! The nicest part of the modification is that it is fully
>> compatible with MYDOS, TopDOS, PaperClip, and SynFile. If you _must_
>> use enhanced density, that's the best way to do it short of switching
>> to MYDOS or Sparta.

>never seen that one. Have however seen one in antic that madifyed dos
>2 a lot more and made it incompatiable with everything else.

I used this modification for, err, two or more years without encountering
problems.

>> No matter what DOS you employ, you're not going to be able to use
>> enhanced density disks with an 810 so, if you want compatibility,
>> you're back to single density in any case and might as well use a
>> decent DOS.
>>
>> > Wheather you think it is stupid or not is beside the point.
>>
>> The fact that the DOS uses a very stupid format which hides files from
>> other DOS is certainly not beside the point; it is an open invitation
>> to lost files and trashed disks.

The Dos 2.5 was written in a way that exactly did not allow trashing, even
if written to by Dos 2.0S. This was the point of leaving those files unacces-
sible and splitting the Dos 2.5 VTOC in the halve.

> The other fact, that the second VTOC

>I have never had such problems.
>Dos 2.5 is an upgrade of Dos 2. Can you remember the change from 800
>os to the XL one? I can. many people brought up compatiability issues
>etc

>> is up in sector 1024 thereby slowing all disk access while the read/write
>> head grinds across the tracks is also to the point.

This is one of the bad points about Dos 2.5 and the reason why I never used it
personally, except for the game disks where capacity was an issue, and not
write speed.

>I guess drive heads aren't ment to step very far then.

Well, they are, but it's just slow. Every "open for write" requires a read
of the VTOC, a WRITE of the VTOC to mark it busy, then write the file, then
write the VTOC back. These are 3 accesses, and the head is scratching over
the disk surface twice for each access.

>A fact I didn't know.

>>
>> > It is out there and we must work with it.
>>
>> Why? Both MYDOS and Sparta can read the DOS 2.5 format though you can't
>> write to the enhanced density sectors.

>Although Atari is no longer around, Dos 2.5 is still the standard. It
>should be dos XE (hands up any one that uses it) These days with
>sparta and mydos free, the choice is there to use any of them, so dos
>2.5 has faded into the background some what, but it is still there.

>> > Superdos is ment to be a direct replacement for dos 2.5.
>>
>> A direct replacement for a kludge is another kludge.

>You must remember. at the time it was written, it was the best one
>around. It was written before the BB was ever heard of and the only
>drives around were 810, 1050 and compatiable. 5.1 was an update of 4.3
>to take advantage of the XF551.
>4.3 could support double density in combation with a local hardware
>upgrade called Supermax.
>You should ask for the instructions to see what it could do. Aux sys
>(part of superdos) has a boot menu loader, copy from dos 3 and a few
>other goodies.
>Another file included could do a similar thing to the boot menu, but
>with basic programs. Big deal at the time, because nothing else could
>do it all in one packadge.

I never used any dos like this. Why? I was pretty happy what I had, and it
was always clear whom to blame for bugs... Me. (-;

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_______ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2975. Re: How do you repair an Atari 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000515062618.12857.00000209@ng-cd1.aol.com>
Source record: 44742

Wally-

Are you sure it is the drive and not your disk? My 810 does that and usualy it is from a bad disk. Just a suggestion. Do you have another drive that works? If you do, you could just test the disk. I know, you are probably more experienced as far as ATR matters go than I am, but that is the glitch with mine. Let me know.

-Jessica-

>Subject: How do you repair an Atari 1050 Disk Drive?
>From: "w_a_lang" w_a_lang@willinet.net
>Date: 5/15/2000 2:19 AM Eastern Daylight Time
>Message-id: <shv5pv2brj0155@corp.supernews.com>
>
>I would like to know how I can repair my currently
>non-functioning Atari 1050 Disk Drive.
>
>It makes the whoosing sound like it is running, but
>all I get is a "BOOT ERROR" message scrolling
>down my screen.
>
>My personal technician refuses to work on the
>Drive because he says that it is too old and not
>worth the trouble.
>
>Wally

2976. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000515062921.12857.00000210@ng-cd1.aol.com>
Source record: 44743

Hi,
Okey Doke, just sounded weerd the way it was described. BTW, now that you mention it, I think I have one like that. Not compatible w/the 810, or the disk is just dead. Who the heck knows?

-Jessica-

>Not really, you only see one hole at a time as they pass the hole in the
>sleeve.
>
>jkp
>

2977. Re: How do you repair an Atari 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000515063608.24297.00003519@ng-cd1.aol.com>
Source record: 44744

BTW, I can see why your techinican doesn't want to fix the drive, would cost more to repair than to buy another one (used @ Goodwill or Salvation Army) but it gets frustrating when the drive does not work (esp. when you want to do something). My 810 just recently ressurected from the dead after being out of use for 15 years, went offline, and now I don't know how I lived without it. I have discovered the pleasures of playing Chicken, Bruce Lee, and so many other great games that I thought were "boring" by thier names. Well, ugh, I have rambled on.....

-Jessica-
16 and an ATARI freek...Long live the Fuji!

>>My personal technician refuses to work on the
>>Drive because he says that it is too old and not
>>worth the trouble.
>>

2978. Re: Translators (was Re: Do 400/800 carts work with 65XE?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <391FFA9A.E5CE8A7D@mail.uni-mainz.de>
Source record: 44745

AtariGirl1983 schrieb:
>
> >Does anybody know if there are 400/800 games that don't work with a
> >translator on a 600/800XL? (for example, the game does an 'accidental' (sp?)
> >write to the OS region)
> >
> >--Ivo
>
> I really have no Idea.
>
> Jessica

Well there are some programs, but not so many it seems. Here in Germany
the american soldiers are more and more leaving their bases and
headquarters, thus there are also many US schools and kindergardens
closing now. I was able to get some Atari material from these schools
and kindergardens - and yes I found some older Atari programs that did
not work on XL or XE machines, even with the translator installed...
most of these disks were Basic programs, they needed Basic Revision A on
cart !! After I installed the old 800 Basic cart into my XL computer,
they worked ok...
greetings - Andreas Magenheimer

2979. Re: Do 400/800 carts work with 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <391FFD33.51751B1D@mail.uni-mainz.de>
Source record: 44746

AtariGirl1983 schrieb:
>
> >ok answer me this. How can you boot froma disk when a game cart is
> >inserted??
> >Unless you push the cart in while the computer is on?
> >
> >James B
> >
>
> Ok, usualy, the translator has a "Run Cartridge" Option, like in DOS.
>
> Jessica

With some translators booting from a cart is very difficult, first boot the translator, then do a reboot (with Select or Option pressed to install the older OS) and nearly at the same time insert the cart into the slot. This has to be very fast (half a second or so), otherwise the XL or XE computer will crash. With the "Ultra translator XL" its a lot easier: press two console keys (Start+Option I think) and the translator will immediately go into attract mode. This means the screen gets one (random) color (sometimes green, sometimes yellow, etc.) and waits for you... installing the cart. You have more time to install the cart now, but as soon as you do it install it completely in one process...
Well, this is much easier and works quite more often, than with other translators (most times I used other translators, the computer did crash). greetings - Andreas Magenheimer

P.S.: There is of course always the option to install the 800 OS (or a copy of it) into your XL or XE machine as a second OS, you can simply switch to (or using a multi-functional OS from CSS and others, that have options to switch between original XL/XE OS, 800 OS and Ultra-Speed OS)...

2980. Re: rize with me... MP3 Translator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3920011A.B04A7F28@mail.uni-mainz.de>
Source record: 44747

Greg Goodwin schrieb:
>
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Hello, just had an interesting idea that I wanted to share for our
> versatile and fun computer system.
>
> I was introduced to some MP3 files that are Atari in theme at:
>
> http://artists.mp3s.com/artists/68/stasischamber.html
>
> I got to thinking what a shame it is to have to resort to a PC to listen
> to MP3's with an Atari theme. Just's just not right! (quoting Guy from Galaxy
> Quest)
>
> So I was thinking of the following scenario:
>
> A person finds a MP3 file, much like...
>
> E.T. Highway Alternative General
> Lo Fi: Play (28.8k modems or faster) Hi Fi: Play (high-speed connections)
> Download (3.6 MB) Song Story Email Song Add to My.MP3.com Description: The
> Route 66 of a new century. New Mexico - be proud! CD: V 1.0 Credits: Stasis
> Chamber
>
> ...takes the file, and compresses it with that really cool mega
> compression that could take the 3.6 MB file down to a 38k file. :) Then take
> the file and download it to the Atari 8. ;)
>
> Once there it could be unzipped with Tom Hunt's unzip program onto a
> Atari8 hard drive, and then...
>
> .. well I was going to suggest taking it and translating the signal,
> saving it to the 1010 recorder, but...
>
> Taking the file and having a program translate the MP3 to a digital or
> .wav file. From that point, you could play the translated file on the Atari8
> with buffering involved. Or somehow save it to tape at that point.
>
> Is that Atari8 tape drive capible of doing audio sound records from the
> computer?
>
> Anyway, just a scenario of how I think an 64K Atari computer would handle
> a MP3. What do you guys and gals think?

>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

That sounds very funny... (or how Atari computers can enhance your state of humor !) By the way: where can I find that compressor that compresses the (already 1:10 compressed) MP3 files once more a dozen of times, so that we have files, small enough for using and playing on our little Atari ?!? Any clues for writing a sound and/or video compressor, that compresses data 1:1000 (1 Megabyte gets on kilobyte) or 1:1million (1 gigabyte gets 1 kilobyte), so we can hear CD sounds and watch DVD videos on our 64k Atari system ... ???
Ha, ha ha !!!

- Andreas (still laughing!)

2981. Re: Of Keyboards & Drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39200325.B4E37D75@mail.uni-mainz.de>
Source record: 44748

Hall/Dobson schrieb:
>
> I have several XF551s and1050s but only one of them will boot. (Drive
> select switches correctly set to drive 1.) I also have several computers
> with malfunctioning keys.
>
> Can anyone direct me to sources (mags or on the net) which might help me
> correct these problems? I'd also like to adjust the drive speeds--I have
> diagnostic software but can't find the adjusting screw. I watched a
> technician do it years ago but can't find the blasted thing.
>
> Thanks.
>
> Ed

With the XF551 there is no need to adjust the drive speed, it always runs with 300RpM (sometimes 301 or 302 RPM). The 1050 has the adjustor somewhere near the drive cables on the left rear side (this small blue thing with a screw!). About the problem with your booting drives I do not have a solution here, but I do hope you did not connect them all at once to your Atari...

(The little Atari does not like to attach more than one drive set up as drive 1. if you connected them all by mistake as drive 1, try to use different drive numbers/different set ups or switches for the drives. Or use one drive after another set up as drive 1, since the Atari only boots up from drive 1, unless you have a third party or patched OS)
thats all for now - greets - Andreas

2982. Ft. Apocalypse (Synapse)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39200786.C5ADABBA@mail.uni-mainz.de>
Source record: 44749

[snip]
Hello Lance,
I have that Ft. Apocalypse disk already. Still searching for the cart (I love carts!), even though its a 800 only cart. What do you want for it ?? greetings - Andreas

P.S. Synapse went into cooperation with Broderbund I heard. Later they were completely taken over from them. Unfortunately Broderbund did not dig out all Synapse games again...(oh, how I had loved to see Capture the Flag from Synapse appear again!).
That Tramiel thing had to do with SYNapse - utility/application programs like Syncalc and others... at this time they had already been in cooperation with Broderbund... maybe others know more about that...(here in germany we only know rumours about synapse!)

2983. Re: 1MB Upgrade. Ruff "scetch". For the impatient. Preliminary version. Solder jockies only.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39200A79.A83EEC1@mail.uni-mainz.de>
Source record: 44750

[snip]

Hello Mathy,
sorry - I had to snip your information here. Is it also possible to
install a switch to choose between a) 64k memory (64k RAM), b) 128k
memory (64k RAM + 64kRD) and c) 1088k memory (64kRAM + 1024k RD) ??
Why - simply to test and see whether a certain program needs 64k memory
or 128k memory or more... (if you always have bigger memory you will not
notice if a program still works with 64k - and thats when XE programs
get published in magazines like ABBUC and some hundred users complain
about that, since they cannot use them...)

greetings - Andreas Magenheimer

2984. Re: Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39200BFA.83F0D698@mail.uni-mainz.de>
Source record: 44751

Mike Burkhart schrieb:
>
> Steve Sweet wrote:
>
> > Hi Mike
> >
> > >
> > >> START, SELECT and OPTION are sensed by the GTIA chip - all other keys are
> > >> picked up by POKEY (except RESET). You may have a bad GTIA....
> > >> Bob
> >
> > >Okay. I know I can order a GTIA from B&C or Best, but replacing it is another
> >
> > How do you know they are bust? are you using software that requires them, they have no
> > other use other than some boot up functions unless they are directly programmed for?.
> >
>
> Other than Bob's suggestion and my tests, I don't know the 800 GTIA is
> bust. I'm no expert and I have no diagnostic software for the 800, so I'm
> going with the most reasonable solution. I have some diagnostics for the
> 1050 and 1027, but none for the 800 itself, does any exist?

Hello,
there is one or more diagnostic test (once called Super Salt diagnostic
test cartridge) avaiable for the 800. The original cart is something
rare and expensive (try Best Electronics for that collector item), but
there also exist some file versions of diagnostic tests. Like a) pirate
copy of that Super Salt cart and b) SI (system info) from Poland and c)
some files from Antic or Analog (which I already forgot). Maybe you can
find them anywhere in the 8bit archives (Umich, CTH, Taquart, Tight,
Fornax, CTH mirrors, Atariworld and other archives). Good luck! -
Andreas

2985. Re: HELP - 800XL (DOS preferance)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39201893.EB78DFF8@mail.uni-mainz.de>
Source record: 44752

[snip]

One thing, the americans might not know is, that DOS 2.5 was one of the most prefered DOS versions here in Europe, especially in Germany. There are and were many games, demos and tools that were written with it (in mind) and even many programs that were witten for DOS 2.5 only. These programs used illegal jumps directly into the DOS or they set the memlo of it as a standard. Both things are hard to update and patch nowadays for other DOS versions, that have a higher memlo or just won`t match these illegal jumps...

This is something for the hackers and patchers, but alas, they only try to pirate commercial stuff (i.e. put away the copy protection).
Normal guys like me (that do not know how to hack/crack or patch a certain program) have to live with these restrictions, which means, you can have a 1,44Mb floppy drive and a 16MB harddisk partition, but there are still programs that will merely work with a) 128 bytes per Sector or b) a certain DOS version (DOS 2.5 only, SpartaDOS only, etc.).

By the way, here in Germany several quite famous DOS 2.5 compatible DOS versions like Bibo-DOS, Turbo-DOS and others were done in the meantime (since no-one could afford importing Sparta-DOS from America, when it wasn`t Shareware!). So, ask anyone here in Germany which Atari DOS he uses and you will mostly get answers like DOS 2.5 or compatibles. Only a few users have and use harddisks, 360k-1440k Floppies, a BBS, etc. and thus use MyDOS or SpartaDOS. For medium/dual density DOS 2.5 always had been and still is a standard, since no third party floppy drives were avaiable here and floppy enhancements like Speedy and Turbo still used DOS 2.5 compatible DOS versions (like the mentioned Bibo and Turbo-DOS).

And finally and lastly, bulletin board services and data transport via telephone was not allowed by the german post (Deutsche Bundespost), although I was living in western germany !! Thats why most german Atari users do not know (me included) how to do that. And one final question: MyDOS does not use sector links with Medium/Dual density, how does it refer to the sectors then ??
With sector links, there is always a way of undeleting files (if they are not already overwritten) - can you undelete files with MyDOS medium/dual density and double sided MyDOS densities, or are they lost forever ??

About Sparta-DOS: In the years, when it had not been shareware, it was very expensive and only a few vendors did import it to west-Germany. But it also used a completely different format (like DOS 3 and DOS 4 used different formats) which had already failed, since most users continued with DOS 2 format. Next, it supported bigger drives and harddisks, which

were not avaiable in Germany and it did support Time and Date stamping via the R-Time 8, which also was (almost) not avaiable in Germany. And finally it did not work with Turbo-Basic XL (without any patches), which was a quite famous (german produced) Basic language. Why should anyone have used it then ??

Nowadays, things are different. We get access to big floppy drives, harddisks and even BBS, if we like. There are several Turbo Basic patches avaiable, even one for Sparta-DOS, you can rebuild the R-Time 8 or create your very own clock, etc. But alas, you still have to bother about these programs that were programmed in a special (mostly "illegal") way and for special formats (128 Bytes per sector) or DOS versions. There is no time to patch hundreds of files, so DOS 2.5 just lives on... Andreas Magenheimer

P.S. This merely shows my (german) point of view. Yours will surely differ...

2986. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_958417140@rtfm.mit.edu>
Source record: 44753
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 1, 2000

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Another Usenet FAQ often of interest to 8-bit Atari users is:
Accessing the Internet by Email FAQ / Gerald E. Boyd
mailto:gboyd@netcom.com
http://www.faqs.org/faqs/internet-services/access-via-email/

2987. Re: Ft. Apocalypse (Synapse)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000515151141.13421.00000708@ng-fy1.aol.com>
Source record: 44754

Hi,

One in the same now, kinda sad. Though Broderbund still makes software, it is still very Synatec (like the annoyances of Norton Antivirus, though it is powerful when one does have a virus).

-Jessica-
16 and an Atari addict. Long live the Fuji!

>P.S. Synapse went into cooperation with Broderbund I heard. Later they
>were completely taken over from them. Unfortunately Broderbund did not
>dig out all Synapse games again...(oh, how I had loved to see Capture
>the Flag from Synapse appear again!).
>That Tramiel thing had to do with SYNapse - utility/application programs
>like Syncalc and others... at this time they had already been in
>cooperation with Broderbund... maybe others know more about that...(here
>in germany we only know rumours about synapse!)

2988. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000515162947.09328.00002939@ng-fq1.aol.com>
Source record: 44755

>atarigirl1983@aol.com (AtariGirl1983) remarks:

>Not compatible w/the 810, or the
>disk is just dead. Who the heck knows?

The hard sector timing holes have no effect on the 810; trouble might be medium
or double density or unformatted or dead or that 'who the heck knows' thing?

-Ron

I don't have a solution but I admire the problem.

2989. Re: How do you repair an Atari 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000515164612.09328.00002941@ng-fq1.aol.com>
Source record: 44756

>"w_a_lang" w_a_lang@willinet.net remarks:

>It makes the whoosing sound like it is running, but
>all I get is a "BOOT ERROR" message scrolling down my screen.

The first two things I would check is the drive belt and the track zero sensor (both available from Best http://www.best-electronics-ca.com/).

Remove the six screws on the bottom; tilt up the back of the case and ease off the top and front face plate. You can operate it (carefully) in this open condition to verify that the disk actually spins when the motor runs... Also notice if the head retracts toward the back of the drive at power up and then attempt to boot a disk after manually (& gently !) positioning the head over (actually under) that first outside track to see if it starts to read - listen for the beeps.

-Ron

I don't have a solution but I admire the problem.

2990. Re: Translators (was Re: Do 400/800 carts work with 65XE?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000515165706.21639.00002750@ng-fe1.aol.com>
Source record: 44757

>Andreas Magenheimer magea000@mail.uni-mainz.de schrieb

>Basic programs, they needed Basic Revision A on cart !!
>After I installed the old 800 Basic cart into my XL computer, they worked
ok...

Had to be some interesting BASIC code with weird PEEKs into the cart or odd USR routines to be revision dependent like that..?

-Ron

I don't have a solution but I admire the problem.

2991. Re: HELP - 800XL (DOS preferance)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000515141958.21108C-100000@vtn1>
Source record: 44758

On Mon, 15 May 2000, Andreas Magenheimer wrote:

> [snip]
> .... And one final question:
> MyDOS does not use sector links with Medium/Dual density, how does it
> refer to the sectors then ??

Atari DOS link bytes consist of six bits for the file number (position
in the directory 0-63) and ten bits for the next sector address (0-1023).
MYDOS format uses all sixteen bits for the sector address (0-65535) and
does not use file numbers so files can obviously still be undeleted.
Besides allowing for larger sector numbers, this format means you can
sort or otherwise rearrange the order of files in the directory without
having to rewrite all the "in use" sectors to update the file numbers.

2992. Re: How do you repair an Atari 1050 Disk Dr

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <0VZT4.2110$W45.5199@newsfeed.slurp.net>
Source record: 44759

On 15 May 2000 01:19:00 , "w_a_lang" wrote:
>I would like to know how I can repair my currently
>non-functioning Atari 1050 Disk Drive.
>It makes the whoosing sound like it is running, but
>all I get is a "BOOT ERROR" message scrolling
>down my screen.
>My personal technician refuses to work on the
>Drive because he says that it is too old and not
>worth the trouble.

Mine did the same thing. I believe it would need a new driving
mechanism, but I would just send it out and get it repaired. Try the
sites below:

http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2993. Re: Ft. Apocalypse (Synapse)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <3VZT4.2111$W45.5199@newsfeed.slurp.net>
Source record: 44760

On 15 May 2000 16:19:50 , Andreas Magenheimer wrote:
>[snip]
>Hello Lance,
>I have that Ft. Apocalypse disk already. Still searching for the cart (I
>love carts!), even though its a 800 only cart. What do you want for it
>?? greetings - Andreas

I love that game. I could never finish it, but a friend of mine did.
They do not make games like that much anymore. This is a REAL
challenge. BTW, my Ft. A. is on tape and takes forever to load.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2994. scott adams cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <7155-39207A7A-17@storefull-172.iap.bryant.webtv.net>
Source record: 44761

scott adams of adventure international fame has kindly given video 61
permission to release many of his games to cartridge format.
the first one is done its rally speedway.
it will be availible in about one week.
we are also going to try and produce the adventure games with the
graphics.
i also wish to thank michael current for help in this endeavor,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

2995. lord of the orb on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <7154-39207B2F-44@storefull-172.iap.bryant.webtv.net>
Source record: 44762

we have just received a working prototype of the classic antic game,
lord of the orb.
this awesome game will be availible in about 1-2 weeks,we have tested
the cartridge on a 800xl/xegm,and a 130xe.
i have not had time to test it yet on a 16k machine,or 48k machine.
we will post the memory requirements as soon as possible,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

2996. Re: looking for info on 6502 to 65816 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-15 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <3920BE0E.5D754770@net66.com>
Source record: 44763

Jim Smith wrote:
>
> I saw chuck and Bob Cleveland on Bonita Beach about a week ago...
>
> "Mark Statzer" <mstatz@net66.com> wrote in message
> news:391E3247.EA743CE4@net66.com...

> > Anyone hear anything from Chuck Steinman & Dataque over the Turbo816?
> > Has he given up/tossed it/go on? I guess I'm hoping for newer
> > roms/software/hardware for my orphaned T816...

Try the other one Mr. "Smith"...

Mark "time to go back to tiling my bathroom" Statzer

--
NOTE I am not responsible for equipment damage due to reeeealy
dumb children with no parental supervision, and access to a hammer.

2997. Re: scott adams cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <c051issgv49ljsean3mv1mji54heruenfd@4ax.com>
Source record: 44764

On Mon, 15 May 2000 17:30:18 -0500 (CDT), Video61@webtv.net (Lance
Ringquist) drooled an embarassing wet spot in his lap as he typed:

>scott adams of adventure international fame has kindly given video 61
>permission to release many of his games to cartridge format.
>the first one is done its rally speedway.
>it will be availible in about one week.
>we are also going to try and produce the adventure games with the
>graphics.
>i also wish to thank michael current for help in this endeavor,thanks,
>lance
>
>Video 61 & Atari Sales
> 22735 Congo ST NE
>Stacy MN 55079

Now Rally Speedway was a terribly cool game. Icy conditions, highest
speed and accelleration settings, and "Only in a computer" mode... :-)

2998. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000515210936.08494.00002991@ng-cs1.aol.com>
Source record: 44765

Hi Ron,

NO, my 810 reads double density so it's not that. (I think it was upgraded)

-Jessica-

>The hard sector timing holes have no effect on the 810; trouble might be
>medium
>or double density or unformatted or dead or that 'who the heck knows' thing?
>
>-Ron
>
>I don't have a solution but I admire the problem.

2999. Re: looking for info on 6502 to 65816 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <a33U4.4259$CS3.26618@typhoon.tampabay.rr.com>
Source record: 44766

I saw chuck and Bob Cleveland on Bonita Beach about a week ago...

"Mark Statzer" <mstatz@net66.com> wrote in message
news:391E3247.EA743CE4@net66.com...
> Richard Cortese wrote:
> > Dataque has kind of moved on
> > from the Atari market and FTE is in limbo right now.
>
> Anyone hear anything from Chuck Steinman & Dataque over the Turbo816?
> Has he given up/tossed it/go on? I guess I'm hoping for newer
> roms/software/hardware for my orphaned T816...
>
> Mark "and don't ask me about Bob Klaas - I don't wanna get hurt" Statzer
>
> --
> *NOTE* I am not responsible for equipment damage due to reeeealy
> dumb children with no parental supervision, and access to a hammer.
>
>
>

3000. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8fr4t5$k8q$1@nnrp1.deja.com>
Source record: 44767

In article <shqqn8knje412@corp.supernews.com>,
"Richard Cortese" <ricortes@netmagic.net> wrote:
> <melee5@my-deja.com> wrote in message news:8fjf43$g47
$1@nnrp1.deja.com...
> > I was talking about the 'equivalent' 1489 cable to the 1050_2_PC
> Look, I told you to look at the equivalent circuit for the 1489 chip
which
> you apparently still haven't done.
>
> Educate yourself a little bit instead of being hysterical and I will
conduct
> a discussion with you because you really do not know what you are
talking
> about.
>
> Now you are just going to look stupid.

So now I'm stupid, hysterical, ignorant AND pulling things out of my
ass? Let me guess... Bob's your uncle and the two of you SELL the
prosys cable. You designed the circuit yourself? No help? Here is
how it really is:

YOU don't tell me to do anything - period.
YOU must be a flaming Liberal Lunkhead to attack me personally after I
express my heartfelt OPINION. It is not a theory!

I mentioned in several posts that the
> 1489 has current limiting on chip. The outputs of a 1489 are not push
pull,
> they are passive pullups with a 2k resistor. The passive pull ups
means the
> maximum drive you can put out is <7V/4000 or less then 2 mamp. The
base of a
> 3086 can handle 5 times that current w/o a problem.
>
> There are no miracle PC power supplies that put out +-25V for RS232,
they
> all use +-12V which gets dropped to under 7V by the zener in the
Prosys
> cable.

MY ONE AND ONLY POINT - READ THIS!!!!!!
The Zener does NOT work without a load so you have a 10 volt rail.

>
> I did the trouble shooting with the first cable Carolynn put together

and
> the failure had nothing to do with the design.
>
> If you actually read the discussion, you would find out that one user
found
> out he had a dirty head on one drive and sent the other to Bob Klass
for
> debugging. Carolynn's drive still responded to the Prosys cable which
means
> it can not have a burned out 3086. I posted that fact and you chose to
> ignore it. You are worse then ignorant, you are prejudiced against
facts
> that don't fit your theory.

Carolynn's drive is a XF551 and they don't have a 3086. I thought YOU
knew everything!!! Did you test the cable with a XF551? Did you test
it with Carolynn's PC and a XF551?

>
> I also left a Prosys cable hooked up in a burn test from a friday
afternoon
> until monday doing a burn in test, no problem.
>
> Why is it every pseudo engineer can pull facts like ~"exceeding 7V"
out of
> his ass and expect people to take him seriously, but they can't crack
open a
> data book and actually learn something?
>
> Don't even respond to this until you start coming up with some
factual data.
> Put a dozen cables together and tell us how many exceed 7V output.
Offer to
> fix everyones cable or drives like Bob and I do, and find why they
failed to
> operate.
>
>
Again, YOU don't tell me to do anything! I'll take my 30+ year
collection of data books and build me a similar circuit using a Maxim
232 powered by the Atari drive. You and Bob just go right on ahead
without me, thanks so much anyway.

Sent via Deja.com http://www.deja.com/
Before you buy.

3001. ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <39211B5A.AE63071C@agnld.uni-potsdam.de>
Source record: 44768

Hi!

I've heard about an ELITE conversion for the Atari 8-Bit Computers which
was finished but never released. Can somebody confirm that?

Thanks,

Andre

3002. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000516102005.18211.00000635@ng-cr1.aol.com>
Source record: 44769

Geez, can't we all get along?

>Subject: Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?
>From: melee5@my-deja.com
>Date: 5/16/2000 5:37 AM Eastern Daylight Time
>Message-id: <8fr4t5$k8q$1@nnrp1.deja.com>
>
>In article <shqqn8knje412@corp.supernews.com>,
> "Richard Cortese" <ricortes@netmagic.net> wrote:
>> <melee5@my-deja.com> wrote in message news:8fjf43$g47
>$1@nnrp1.deja.com...
>> > I was talking about the 'equivalent' 1489 cable to the 1050_2_PC
>> Look, I told you to look at the equivalent circuit for the 1489 chip
>which
>> you apparently still haven't done.
>>
>> Educate yourself a little bit instead of being hysterical and I will
>conduct
>> a discussion with you because you really do not know what you are
>talking
>> about.
>>
>> Now you are just going to look stupid.
>
>
>So now I'm stupid, hysterical, ignorant AND pulling things out of my
>ass? Let me guess... Bob's your uncle and the two of you SELL the
>prosys cable. You designed the circuit yourself? No help? Here is
>how it really is:
>
>YOU don't tell me to do anything - period.
>YOU must be a flaming Liberal Lunkhead to attack me personally after I
>express my heartfelt OPINION. It is not a theory!
>
> I mentioned in several posts that the
>> 1489 has current limiting on chip. The outputs of a 1489 are not push
>pull,
>> they are passive pullups with a 2k resistor. The passive pull ups
>means the
>> maximum drive you can put out is <7V/4000 or less then 2 mamp. The
>base of a
>> 3086 can handle 5 times that current w/o a problem.
>>
>> There are no miracle PC power supplies that put out +-25V for RS232,

>they
>> all use +-12V which gets dropped to under 7V by the zener in the
>Prosys
>> cable.
>
> MY ONE AND ONLY POINT - READ THIS!!!!!!
>The Zener does NOT work without a load so you have a 10 volt rail.
>
>>
>> I did the trouble shooting with the first cable Carolynn put together
>and
>> the failure had nothing to do with the design.
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>> If you actually read the discussion, you would find out that one user
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>> ignore it. You are worse then ignorant, you are prejudiced against
>facts
>> that don't fit your theory.
>
>Carolynn's drive is a XF551 and they don't have a 3086. I thought YOU
>knew everything!!! Did you test the cable with a XF551? Did you test
>it with Carolynn's PC and a XF551?
>
>>
>> I also left a Prosys cable hooked up in a burn test from a friday
>afternoon
>> until monday doing a burn in test, no problem.
>>
>> Why is it every pseudo engineer can pull facts like ~"exceeding 7V"
>out of
>> his ass and expect people to take him seriously, but they can't crack
>open a
>> data book and actually learn something?
>>
>> Don't even respond to this until you start coming up with some
>factual data.
>> Put a dozen cables together and tell us how many exceed 7V output.
>Offer to
>> fix everyones cable or drives like Bob and I do, and find why they
>failed to
>> operate.
>>
>>
>Again, YOU don't tell me to do anything! I'll take my 30+ year
>collection of data books and build me a similar circuit using a Maxim

>232 powered by the Atari drive. You and Bob just go right on ahead
>without me, thanks so much anyway.
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

3003. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yr9b2o6oc.fsf@co.umist.ac.uk>
Source record: 44770

thor@math.tu-berlin.de (Thomas Richter) writes:
> Dos 3 isn't as bad as everybody thinks. The FMS is much more canonical than the
> Dos 2.0S FMS, a much more canonical POINT and NOTE and a very cleaned directory
> approach. It is in many cases similar to the MS-DOS "FAT". I personally would
> have used Dos 3 and wouldn't have cared about compatibility if just Atari
> hadn't made the design fault to group sectors in blocks of eight, which is
> just a waste of storage capacity in the already light-weighted 1050 capacity.
Hi,

Do you have any more info on the DOS 3 disk structure? It is
something that I've always been interested in, but never had the time
to look into in much detail. I've always thought too that DOS 3
wasn't quite as bad as everyone says, and would have worked much
better with a ramdisk to store all the DOS files on instead of having
to switch disks all the time on a 1 drive system.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3004. 1050 Enhanced Density Disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Phantom <phantoms@hotpop.com>
Message-ID: <8fro69$fcd3@imsp212.netvigator.com>
Source record: 44771

Is there any emulator or utilties that allows direct access to the 1050 formatted enhanced density disk while regular PCs with 5.25" disk drive? My old 1050 disk drive was broken. Thanks in advance.

3005. Re: 1050 Enhanced Density Disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <si2pltaprj093@corp.supernews.com>
Source record: 44772

You may want to try ANADISK and Preston's program DEANA since Ataris data
are written with inversed data. Sometimes you get lucky and have a
controller that will handle Atari disks. From there you should be able to
load the image into the emulator Xformer or one of the others that will take
straight disk images.
Phantom <phantoms@hotpop.com> wrote in message
news:8fro69$fcd3@imsp212.netvigator.com...
> Is there any emulator or utilties that allows direct access to the 1050
> formatted enhanced density disk while regular PCs with 5.25" disk drive?
My
> old 1050 disk drive was broken. Thanks in advance.
>
>

3006. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <si2q748arj0132@corp.supernews.com>
Source record: 44773

<melee5@my-deja.com> wrote in message news:8fr4t5$k8q$1@nnrp1.deja.com...
> In article <shqqn8knje412@corp.supernews.com>,
> "Richard Cortese" <ricortes@netmagic.net> wrote:
> > <melee5@my-deja.com> wrote in message news:8fjf43$g47
> $1@nnrp1.deja.com...
> > > I was talking about the 'equivalent' 1489 cable to the 1050_2_PC
> > Look, I told you to look at the equivalent circuit for the 1489 chip
> which
> > you apparently still haven't done.
> >
> > Educate yourself a little bit instead of being hysterical and I will
> conduct
> > a discussion with you because you really do not know what you are
> talking
> > about.
> >
> > Now you are just going to look stupid.
>
>
> So now I'm stupid, hysterical, ignorant AND pulling things out of my
> ass? Let me guess... Bob's your uncle and the two of you SELL the
> prosys cable. You designed the circuit yourself? No help? Here is
> how it really is:
Yes, find me an IBM clone that has anything higher then 12V in the power
supply so you can reach your voltage in excess of 7V for example.

You make a bunch of hypotheticals that can't be substantiated and then
expect people to take you seriously.

My advice to educate yourself was serious, you are stupid for ignoring it.
Get a few data sheets, fix a few drives, make a few Prosys cables, measure
a few voltages, then get back to us. As it is, you just plain don't know
what you are talking about.

3007. Re: rize with me... MP3 Translator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3921891c@fmlynet.org>
Source record: 44774

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Andreas Magenheimer <magea000@mail.uni-mainz.de>

> That sounds very funny... (or how Atari computers can enhance your state
> of humor !) By the way: where can I find that compressor that compresses
> the (already 1:10 compressed) MP3 files once more a dozen of times, so
> that we have files, small enough for using and playing on our little
> Atari ?!? Any clues for writing a sound and/or video compressor, that
> compresses data 1:1000 (1 Megabyte gets on kilobyte) or 1:1million (1
> gigabyte gets 1 kilobyte), so we can hear CD sounds and watch DVD videos
> on our 64k Atari system ... ???
> Ha, ha ha !!!
> - Andreas (still laughing!)

Don't laugh. I thought we had covered everything until I saw an 36K file
unzip to 180 megs!

Good to see you're still with us Andreas!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3008. scott adams cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3921891c@fmlynet.org>
Source record: 44775

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Video61@webtv.net (Lance Ringquist)
> scott adams of adventure international fame has kindly given video 61
> permission to release many of his games to cartridge format.
> the first one is done its rally speedway.
> it will be availible in about one week.
> we are also going to try and produce the adventure games with the
> graphics.
> i also wish to thank michael current for help in this endeavor,thanks,
> lance
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

That's wonderful news!!! Whoo hoo!!

I still have a place in my heart for the Scott Adams advnetures. You are actually thinking of getting the graphical adventures on cartridge? That would certainly speed things up considerably.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3009. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000516120628.23298.00003709@ng-fc1.aol.com>
Source record: 44776

Hey,
I have never been able to possibly like 3.0, even though that is what my drive
came with, and the first DOS I used before switching over to 2.5, but I could
never do much with it.

-Jessica-
16 and an ATARI Freek, Long Live The Fuji!!!

>Hi,
>
> Do you have any more info on the DOS 3 disk structure? It is
>something that I've always been interested in, but never had the time
>to look into in much detail. I've always thought too that DOS 3
>wasn't quite as bad as everyone says, and would have worked much
>better with a ramdisk to store all the DOS files on instead of having
>to switch disks all the time on a 1 drive system.
>
>--
>Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
>http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
>----------------- Join The Atari 8-bit Computer WebRing at: -----------------
>------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3010. Taking pictures of my equipmet

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3921972c@fmlynet.org>
Source record: 44777

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: rlcolli@ibm.net (Ryan Collins)
> I'm working (finally) on a website for my Atari equipment. My problem is
> that I cannot get acceptable quality pictures. I'm using a Sony Mavica
> FD-83, at 1024X768 resolution.
> Any tips?
> --
> Ryan 'Gozar' Collins
> Check out http://www.collinsoft.com/?usenet for Web News and Information
> rlcolli@ibm.net

Hey, I did the same thing. At least I have a picture of my Franken400 on
a website.

http://clubs.yahoo.com/clubs/atarihomecomputers8bit (in photo gallery)
http://www.geocities.com/clu-da-bard/Aut_0017.jpg

My picture turned out a bit grainy, but I figured people would get the
idea.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3011. Re: rize with me... MP3 Translator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3921972c@fmlynet.org>
Source record: 44778

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Tom Hunt <tom_hunt361@my-deja.com>
> I think the MP3's are already compressed down about as much as they can
> be compressed. What could be done would be to convert an MP3 to .WAV
> format. Then tweek the wave file's parameters until you get the file
> size down to an acceptable size. Then you could use the "Sound
> Utility" program I made to play it back on the 8-bit. It allows you to
> play wave files up to 1088k with some memory upgrades.
> Also, I think the way you get an audio track on a Atari 8-bit program
> cassette tape is to record the audio on just one of the two stereo
> tracks. I forget which track you have to use.
> In article <0002.391c512d@fmlynet.org>,
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> FamilyNet HQ: Telnet:\\www.family-bbs.net
>>
>> Hello, just had an interesting idea that I wanted to share for
> our
>> versatile and fun computer system.
>>
>> I was introduced to some MP3 files that are Atari in theme at:
>>
>> http://artists.mp3s.com/artists/68/stasischamber.html
>>
>> I got to thinking what a shame it is to have to resort to a PC
> to listen
>> to MP3's with an Atari theme. Just's just not right! (quoting Guy
> from Galaxy
>> Quest)
>>
>> So I was thinking of the following scenario:
>>
>> A person finds a MP3 file, much like...
>>
>> E.T. Highway Alternative General
>> Lo Fi: Play (28.8k modems or faster) Hi Fi: Play (high-speed
> connections)
>> Download (3.6 MB) Song Story Email Song Add to My.MP3.com
> Description: The
>> Route 66 of a new century. New Mexico - be proud! CD: V 1.0
> Credits: Stasis
>> Chamber
>>
>> ...takes the file, and compresses it with that really cool mega

>> compression that could take the 3.6 MB file down to a 38k file. :)
> Then take
>> the file and download it to the Atari 8. ;)
>>
>> Once there it could be unzipped with Tom Hunt's unzip program
> onto a
>> Atari8 hard drive, and then...
>>
>> .. well I was going to suggest taking it and translating the
> signal,
>> saving it to the 1010 recorder, but...
>>
>> Taking the file and having a program translate the MP3 to a
> digital or
>> wav file. From that point, you could play the translated file on the
> Atari8
>> with buffering involved. Or somehow save it to tape at that point.
>>
>> Is that Atari8 tape drive capible of doing audio sound records
> from the
>> computer?
>>
>> Anyway, just a scenario of how I think an 64K Atari computer
> would handle
>> a MP3. What do you guys and gals think?
>>
>> Doctor Clu
>>
>> FamilyNet <> Internet Gated Mail
>> http://www.fmlynet.org
>>
>>
> --
> http://cth.tzo.com/
> telnet://cth.tzo.com
> ftp://ftp.spudster.org/pub/Atari/CTH
> Sent via Deja.com http://www.deja.com/
> Before you buy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3012. Re: How do you repair an Atari 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3921972c@fmlynet.org>
Source record: 44779

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: atarigirl1983@aol.com (AtariGirl1983)
> BTW, I can see why your techinican doesn't want to fix the drive, would cost
>more to repair than to buy another one (used @ Goodwill or Salvation Army) but
> it gets frustrating when the drive does not work (esp. when you want to do
>something). My 810 just recently ressurected from the dead after being out of
>use for 15 years, went offline, and now I don't know how I lived without it.
>have discovered the pleasures of playing Chicken, Bruce Lee, and so many other
> great games that I thought were "boring" by thier names. Well, ugh, I have
> rambled on.......
> -Jessica-
> 16 and an ATARI freek...Long live the Fuji!
>>> My personal technician refuses to work on the
>>> Drive because he says that it is too old and not
>>> worth the trouble.
>>>

My solution was to ultimately get some APE interface solution going.

I have a disk drive that works fairly good, but I don't want to wear it in
the ground, and when I returned to the Atari 8-bit scene in late '99, I started
using a 1050 extensively. This worked... alright. But after being used every
day for loading BobTerm for my BBS'ing and checking E-mail, this tended to wear
on the drive a little.

Then I bought a SIO2PC cable from Jason Worley. Of course, Steve Tucker
also sells the cable as well. I highly suggest it, and from either of those
two, since they are both quite friendly and professional.

I have named the cable actually a "SIO2ST" cable, since it goes from my
Atari 400 to a 1040ST. The cable and a program called 800XLDJ allows the
Atari8 to make use of the AtariST's hard drive.
Now I boot up with the vitual drives on 800XLDJ and let my poor 1050 rest.
;)

If you do not have an Atari Peripheral Emulator (APE) solution working, I
suggest looking into it.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3013. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: David Lloyd <dmlloyd@atari-central.com>
Message-ID: <Pine.LNX.4.10.10005161347350.20412-100000@saruman.ws.inxpress.net>
Source record: 44780

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

On Sat, 13 May 2000 sup8pdct@mail.cth.com.au wrote:

> On Sun, 13 May 3900 09:28:42, "David A. Paterson" <david_p@storm.ca>
> wrote:
>
> > I seem to recall SuperDos had problems with Indus Drives (foggy memories).
> > Can anyone confirm or expand on this?
> >
>
> Yes it does. The indus high speed works almost identically to the XF
> high speed. the only difference is the speed the sector data is
> received/sent. The command frame is sent at 19200 baud. the xf
> sends/recieves the sector data at 38400 (approx) baud and the indus
> send/recieves at 78000 baud (approx). This is where superdos falls
> over. I have changed superdos to use the indus instead of the xf and
> it worked fine. A simple matter of changeing the speed byte from $10
> to $6. of course, everyone knows the indus must be programmed before
> its high speed works.

You know, I have had an Indus since my tender childhood and I never knew
it could operate in a high speed mode! Where can I get some info on how
it works?

- - D
-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.1 (GNU/Linux)
Comment: For info see http://www.gnupg.org

iD8DBQE5IZfyd4tMtDcLg/8RAo3oAJ9x/T4TeaRN/Q2UVJYBs2cio80PngCfe3LU
eSL5F0j36bVRfHRL/64lMLg=
=7XFN
-----END PGP SIGNATURE-----
```

3014. Re: scott adams cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <5010-3921ACDC-1@storefull-174.iap.bryant.webtv.net>
Source record: 44781

hi greg,
we are sure going to try.
this process is a hit or miss type of thing.
i am hoping that we can round all of them up,and do it in the proper
procession.
these are very time consuming, and with out the source code, who knows?
but we are going to give it a try,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3015. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000516190259.05643.00003321@ng-cp1.aol.com>
Source record: 44782

>Raphael James Espino rje@co.umist.ac.uk remarks:

>I've always thought too that DOS 3 wasn't quite as bad as everyone says

Our 1050 came with DOS 2.0 and a coupon to send for 3.0 which was several months in coming. We eagerly anticipated that extra storage space and converted immediately when it arrived and abandoned it just as quick.

Many of our Autorun.sys files for menus and other DOS load binary files (many were games) did not function with 3.0. We went back to 2.0 and then adopted the Antic 2.0 Enhanced Mod until 2.5 arrived. This mod was read compatible with 2.0 but you could trash things quick by writing to the wrong disk - I became very proficient with Messina's DiskTool!

-Ron

I don't have a solution but I admire the problem.

3016. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000516190740.05643.00003323@ng-cp1.aol.com>
Source record: 44783

>atarigirl1983@aol.com (AtariGirl1983) remarks:

>NO, my 810 reads double density

I have never heard of a mod like that! Does it have a Happy in it? Are you certain it is an 810?

-Ron

I don't have a solution but I admire the problem.

3017. Is it possible to hook a EGA monitor up to a 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: gamer121@aol.com
Message-ID: <20000516191909.09490.00003100@ng-cn1.aol.com>
Source record: 44784

Is there any way you can hook a EGA monitor up to an 800xl because i have one that works just sitting around

3018. Re: scott adams cartridges more info

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <10343-3921F0C1-11@storefull-176.iap.bryant.webtv.net>
Source record: 44785

i have tested this on a 16k 400,and it works fine,but i do not think
that the load save track will work on anything less than a 48k
machine,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3019. Re: lord of the orb on cartridge more info

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <10342-3921F165-32@storefull-176.iap.bryant.webtv.net>
Source record: 44786

i have tested this on a 400,no dice:(
but i also tested this on a 48k 800,and it works just fine,i made it to the second level:) thats good for me! and it did not crash,the second level works fine,so it should be fine on any 48k machine,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3020. Re: Is it possible to hook a EGA monitor up to a 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <si3uqukg8ta79@corp.supernews.com>
Source record: 44787

Takes some soldering. Bob Wooley did the upgrade for a color monitor, but
IIRC the EGA actually syncs to a standard CGA type output.

You can find the how to at. http://www.redshift.com/~cdyson/atari.html
Gamer121 <gamer121@aol.com> wrote in message
news:20000516191909.09490.00003100@ng-cn1.aol.com...
> Is there any way you can hook a EGA monitor up to an 800xl because i have
one
> that works just sitting around

3021. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8fsukdmob1@news.storm.ca>
Source record: 44788

The OSA+ DOS that came with the Induses included a high speed driver.
There's also SpartaDos X, which has a high speed driver as well.

I believe these drivers send a series of commands down the SIO chain,
telling any Indus drives they find to enter HS mode.

I used to have a dump of the SDX routine. Unfortunately, it was in the
proprietary SDX relocatable format, so I never did get a proper disassembly
of it.

Anyone out there have source for the Indus high speed routines?

David P.

David Lloyd <dmlloyd@atari-central.com> wrote in message
news:Pine.LNX.4.10.10005161347350.20412-100000@saruman.ws.inxpress.net...
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> On Sat, 13 May 2000 sup8pdct@mail.cth.com.au wrote:
>
> > On Sun, 13 May 3900 09:28:42, "David A. Paterson" <david_p@storm.ca>
> > wrote:
> >
> > > I seem to recall SuperDos had problems with Indus Drives (foggy
memories).
> > > Can anyone confirm or expand on this?
> > >
> >
> > Yes it does. The indus high speed works almost identically to the XF
> > high speed. the only difference is the speed the sector data is
> > received/sent. The command frame is sent at 19200 baud. the xf
> > sends/recieves the sector data at 38400 (approx) baud and the indus
> > send/recieves at 78000 baud (approx). This is where superdos falls
> > over. I have changed superdos to use the indus instead of the xf and
> > it worked fine. A simple matter of changeing the speed byte from $10
> > to $6. of course, everyone knows the indus must be programmed before
> > its high speed works.
>
> You know, I have had an Indus since my tender childhood and I never knew
> it could operate in a high speed mode! Where can I get some info on how
> it works?
>
> - - D
> -----BEGIN PGP SIGNATURE-----
> Version: GnuPG v1.0.1 (GNU/Linux)

```
> Comment: For info see http://www.gnupg.org
>
> iD8DBQE5IZfyd4tMtDcLg/8RAo3oAJ9x/T4TeaRN/Q2UVJYBs2cio80PngCfe3LU
> eSL5F0j36bVRfHRL/64lMLg=
> =7XFN
> -----END PGP SIGNATURE-----
>
```

3022. Re: How do you repair an Atari 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8fsvns$8ih$1@slb6.atl.mindspring.net>
Source record: 44789

well..... on a general plane:

you pretty much need some known good spares so you can swap with the suspect parts.

I'll list a few common problems:
*the track zero sensor fails - the carriage drives into the inner stop and bangs away looking for track zero
*the hub clamp is too loose - the white thing that fits inside the drive hub of the diskette does not clamp the disk tight, allowing the disk to slip and run slow or not at all. a new belt will not help; shim the clamp with a piece of paper.
==>these problems will be fixed with a new drive mech.

*the speed control is usually pretty good - if it is off, you probably have a bad PCB
*there are a number of timing adjustments on the board - not a simple task; requires a scope.
*the rectifiers in the power supply overheat - bad capacitors or diodes in the power section.
*bad LSI chips - the 2793 or 6532 being most likely.
*bad 3086 transistor arrays
==>these require a new PCB or parts.

either way, the best approach if you can't see anything like a slipping hub or broken belt, is to swap out the whole drive. Then you have cut the problem in half....

Bob

w_a_lang <w_a_lang@willinet.net> wrote in message news:shv5pv2brj0155@corp.supernews.com...
> I would like to know how I can repair my currently
> non-functioning Atari 1050 Disk Drive.
>
> It makes the whoosing sound like it is running, but
> all I get is a "BOOT ERROR" message scrolling
> down my screen.
>
> My personal technician refuses to work on the
> Drive because he says that it is too old and not
> worth the trouble.
>
> Wally
>
>

>

3023. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <7t23iso19djk4nu4ocpn9jmllfpiakmn64@4ax.com>
Source record: 44790

The other Day Andre <stein@agnld.uni-potsdam.de> wrote:

>Hi!
>
>I've heard about an ELITE conversion for the Atari 8-Bit Computers which
>was finished but never released. Can somebody confirm that?
>
Not heard that one before..?
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3024. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-16 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <8fs2j5der1@barcode.tesco.net>
Source record: 44791

--

"Andre" <stein@agnld.uni-potsdam.de> wrote in message
news:39211B5A.AE63071C@agnld.uni-potsdam.de...
> Hi!

I have heard this rumour so may times, but never met anyone who has ever
seen it. If it had been finished, I would think it would have seen the light
of day by now. Shame, I would love to be proved wrong on this one .

Richard
>
> I've heard about an ELITE conversion for the Atari 8-Bit Computers which
> was finished but never released. Can somebody confirm that?
>
> Thanks,
>
> Andre
>

3025. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000516211720.10707.00003628@ng-fy1.aol.com>
Source record: 44792

Hi Ron,

The exterior is that of an 810, I have never gutted it to find out, but I have a bunch of programs on 3M DS, DD disks (copied myself) that work really well on the 810. Should I gut it? No idea if it has a happy but for the 435 I paid for it, It'd better have one.
-Jessica-

>I have never heard of a mod like that! Does it have a Happy in it? Are you
>certain it is an 810?
>
>-Ron

3026. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000516211837.10706.00003245@ng-fy1.aol.com>
Source record: 44793

>
>the 810. Should I gut it? No idea if it has a happy but for the 435 I paid
>for it, It'd better have one.

I mean $35, sorry all.

3027. Re: Is it possible to hook a EGA monitor up to a 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000516211420.10707.00003627@ng-fy1.aol.com>
Source record: 44794

Hi,

Do you have a monitor cable? If so, you may be able to.

-Jessica-

>Is there any way you can hook a EGA monitor up to an 800xl because i have one
>that works just sitting around

3028. Falcon baby

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <HxnU4.119$YF4.15192@nsw.nnrp.telstra.net>
Source record: 44795

Is there a way to use a Falcon or ST's hard drive networked in some fasion
to an 8-Bit, I saw some mention of it but didn't describe in much detail.

Mark Bedingfield

3029. I've found a bunch of NEW C-64, Atari & VIC-20 stuff. It can be yours...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <oioU4.8015$%F1.36894@typhoon.tampabay.rr.com>
Source record: 44796
Cross-posted to: comp.sys.atari.8bit,alt.c64,comp.sys.commodore64.marketplace

I got all of this stuff from a computer store that shut its doors in 1983.
The remaining inventory was kept in storage until now. It's for auction on
eBay. Check it out here:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=hughfalk@mi
ndspring.com

3030. Re: I've found a bunch of NEW C-64, Atari & VIC-20 stuff. It can be yours...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <jloU4.8026$%F1.35684@typhoon.tampabay.rr.com>
Source record: 44797
Cross-posted to: comp.sys.atari.8bit,alt.c64,comp.sys.commodore64.marketplace

If the link below doesn't work for you, it's because your newsreader truncates the link. Make sure that the URL ends with: hughfalk@mindspring.com

in your browser.

"Hugh Falk" <hughfalk@mindspring.com> wrote in message news:oioU4.8015$%F1.36894@typhoon.tampabay.rr.com...
> I got all of this stuff from a computer store that shut its doors in 1983.
> The remaining inventory was kept in storage until now. It's for auction on
> eBay. Check it out here:
>
>
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=hughfalk@mi
> ndspring.com
>
>
>
>
>

3031. Re: DD Dos needed...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8ft7mq$2om$1@sshuraaa-i-1.production.compuserve.com>
Source record: 44798

```
--------------
I've had my 800 and 800xl for about 11 years now...
even tho I have had the DD disk drives, I've been stuck using the
SD
format, due to the OLD O.S. , I had the manual for the new os,
but I
never could find the software...
----------------------
O.S. refers to the rom chip in the computer-the software that
handles the hardware in the computer(6502, antic, pia, etc.).
True is was also on disk as the Translator.

DOS refers to the software that handles the disk drives-810,
1050, XF551, etc, and ramdisks. And yes, there was at least one
version of it on a rom that could be installed in the computer.

But they have very different purposes.

So I assume you really mean the the *DOS* you have is too old to
handle double density. Which means probably Atari DOS 2.0S or
2.5.

You could find Atari DOS 2.0D-it sort of handles double. But I'd
recommend MYDOS or SpartaDos. And there are others. But these
are the most popular disk drive software. They are available on

--
```

3032. Re: How do you repair an Atari 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8ft8mv$2om$2@sshuraaa-i-1.production.compuserve.com>
Source record: 44799

```
------------------------------
It makes the whoosing sound like it is running, but
all I get is a "BOOT ERROR" message scrolling
down my screen.
------------------------
Novice things:
Make sure the drive door is closed. Make sure the drive is set
to number one, and no other has the same number. Make sure the
disk is inserted with the label up and the oval cutout going in
first.

Advanced things:
Make sure the disk is spinning(a light papery scraping sound or
open the drive and look for real).

I'd use a damp, single-head disk cleaner(or open the drive and
use a swab carefully-keep the upper pad dry)-the head being
clogged with oxide is a main cause of not booting a disk.

Rick D.

--
```

3033. Re: Of Keyboards & Drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8ft95o$2om$3@sshuraaa-i-1.production.compuserve.com>
Source record: 44800

Ed,

I have several XF551s and1050s but only one of them will boot.
(Drive
select switches correctly set to drive 1.) I also have several
computers
with malfunctioning keys.

Tyr using a damp disk head cleaner on them. It works wonders.
Single sided cleaner on 1050s, dbl sided cleaner on XFs.

Rick D.

--

3034. Re: Taking pictures of my equipmet

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8ftc3q$mq7$1@sshuraab-i-1.production.compuserve.com>
Source record: 44801

Ryan, we will need to see a sample or two of the pics. Post
them and post the urls.

I think of a few usual things-lighting, closeness vs. resolution,
compression software may be set for too much compression-hence to
much detail lost.

Rick D.

--

3035. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8ftgkv$9jm$1@nnrp1.deja.com>
Source record: 44802

In article <20000516102005.18211.00000635@ng-cr1.aol.com>,
atarigirl1983@aol.com (AtariGirl1983) wrote:
> Geez, can't we all get along?
>

No, sorry, I don't do jerks anymore.

While I got you, if you STILL don't have Mydos AND SpartaDOS, get in touch with me and I'll send you off a care package with manuals and disks, OK? I'm thinking you need Bob Term for your modem with some BBS phone numbers to call, some games, some utilities etc.

Sent via Deja.com http://www.deja.com/
Before you buy.

3036. Elite for the Atari 8 bit.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: wdao@netcom.com
Message-ID: <8ftfmajpm1@nntp9.atl.mindspring.net>
Source record: 44803

Elite has never been *officialy* been converted to the Atari (braben and bell
never approved any wanna be versions if any ..)
One of the Authors had a web site with every versions available (even the
Nintendo ... for emulators).
No Atari version anywhere....

It's like the Star Raiders game for the atari.
nothing as close on other machines at the time.
(well ... c-64 has sentinel by synapse soft).

I guess It is like comparing AZTEC (apple][game) with Croft's Tomb raider.

Walt

3037. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-cerwHSzMjkMK@cth-digital-ts01-s17.cab.cth.com.au>
Source record: 44804

On Sun, 16 May 3900 17:17:56, "David A. Paterson" <david_p@storm.ca>
wrote:

> The OSA+ DOS that came with the Induses included a high speed driver.
> There's also SpartaDos X, which has a high speed driver as well.
>
> I believe these drivers send a series of commands down the SIO chain,
> telling any Indus drives they find to enter HS mode.

What really happens is the code for high speed is downloaded to the
drive. The indus rom does have highspeed built in but it is buggy and
doesn't work.
>
> I used to have a dump of the SDX routine. Unfortunately, it was in the
> proprietary SDX relocatable format, so I never did get a proper disassembly
> of it.

All it is is a programm and data to dunp to the indus.

>
> Anyone out there have source for the Indus high speed routines?
>
The indus High Speed is the same as the XF high speed.
Set the high bit of the command and send command frame at 19200.
Send /receive data frame at 78000 (approx) (38000 approx XF).

A special version of DosXL was used. I did have it but lost it.
Does anyone have it??

James B

3038. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Uz6dMwgekKdP@cth-digital-ts01-s17.cab.cth.com.au>
Source record: 44805

On Sun, 17 May 3900 01:17:20, atarigirl1983@aol.com (AtariGirl1983)
wrote:

> Hi Ron,
>
> The exterior is that of an 810, I have never gutted it to find out, but I have
> a bunch of programs on 3M DS, DD disks (copied myself) that work really well

The disks say DS DD. That doesn't mean they are Formatted in DD. More
likely they are formated in single density.

James B

3039. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-OhZdBxhc7qgy@cth-digital-ts01-s17.cab.cth.com.au>
Source record: 44806

On Sun, 16 May 3900 16:28:51, Raphael James Espino
<rje@co.umist.ac.uk> wrote:

> thor@math.tu-berlin.de (Thomas Richter) writes:
> > Dos 3 isn't as bad as everybody thinks. The FMS is much more canonical than the
> > Dos 2.0S FMS, a much more canonical POINT and NOTE and a very cleaned directory
> > approach. It is in many cases similar to the MS-DOS "FAT". I personally would
> > have used Dos 3 and wouldn't have cared about compatibility if just Atari
> > hadn't made the design fault to group sectors in blocks of eight, which is
> > just a waste of storage capacity in the already light-weighted 1050 capacity.
> Hi,
>
> Do you have any more info on the DOS 3 disk structure? It is
> something that I've always been interested in, but never had the time
> to look into in much detail. I've always thought too that DOS 3
> wasn't quite as bad as everyone says, and would have worked much
> better with a ramdisk to store all the DOS files on instead of having
> to switch disks all the time on a 1 drive system.
>

I have had a bit of a look with a sector editor and it looks a lot
like a FAT type of file system with 1K clusters. ie Ms dos.

James B

3040. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000517040259.05644.00003490@ng-cp1.news.cs.com>
Source record: 44807

>Anyone out there have source for the Indus high speed routines? <

There may be something of interest at:

http://www.orient.uw.edu.pl/~conradus/atarieng.html

Larry White

3041. Re: Of Keyboards & Drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000517041506.05644.00003492@ng-cp1.news.cs.com>
Source record: 44808

>Tyr using a damp disk head cleaner on them. It works wonders. Single sided cleaner on 1050s, dbl sided cleaner on XFs. <

Yes, I had an XF551 that I purchased used maybe 5 or 6 years ago. I recently dug it out for a project, and found it would not read anything. Since I knew that it previously read/write fine, I cleaned the head with 91% Isopropyl and a cotton swab (not common rubbing alcohol!), and it started reading sporadically. Cleaned it again, and it started reading/writing perfectly. This is the 2nd XF that has shown this symptom. Have not had the same experience with any other type drive -- just the XF551.
Larry White

3042. <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: rBoyLpKp <rBoyLpKp@uXlpFhJq.comNOSPAM>
Message-ID: <8ftho0$9vd$1@nslave1.tin.it>
Source record: 44809
Body handling: HTML body converted to readable text

```
<SCRIPT language="JavaScript1.1" SRC="http://ad.it.doubleclick.net/adj/xoom.it/membersarea
;area=membersarea;abr=!ie;sz=468x60;ord=2848?">
</SCRIPT>
<NOSCRIPT>

<IMG SRC="http://ad.it.doubleclick.net/ad/xoom.it/membersarea;area=membersarea;abr=!ie4;ab
r=!ie5;sz=468x60;ord=2848?" BORDER=0 WIDTH=468 HEIGHT=60>

</NOSCRIPT>

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3043. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.958554957@math.tu-berlin.de>
Source record: 44810

Raphael James Espino <rje@co.umist.ac.uk> writes:

> Do you have any more info on the DOS 3 disk structure?

Yes and no. That's really a long long time ago, I'd to dig out the sources.
I could sent you a Dos 3 disk handler in assembly, if you're interested. It
was part of the "DUP" of my Dos.

IIRC, the general idea was the following: A group of 8 sectors is a block.
For each block on the disk, there is one byte in the file allocation table,
the FAT. It's somewhere stored in one of the early sectors of the disk, with
the directory following immediately to the FAT. The directory contains the
file name, the protection bits and the first block of the file. This block
relates in a simple way to a byte in the FAT, where this byte indicates the
next block of the file, or a EOF condition. The data blocks themselves do only
contain raw data, very unlike Dos 2.0S where they contain a file trace link
as well. This was moved into the FAT. This has the advantage that you only
need to load the FAT to point to a byte of a given index, and do not to load
all the data blocks of the file sequentially to locate the corresponding
sector. Therefore, POINT and NOTE references are always byte counts, which is
a good thing(tm). The only bad thing about it is the grouping of sectors into
blocks of eight to make the FAT fit into one sector. A more relaxed approach
to make one FAT entry relate to one sector at the cost of enlarging the FAT to
several sectors would IMHO have suited better.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3044. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.958555573@math.tu-berlin.de>
Source record: 44811

sup8pdct@mail.cth.com.au writes:

>> Do you have any more info on the DOS 3 disk structure?

>I have had a bit of a look with a sector editor and it looks a lot
>like a FAT type of file system with 1K clusters. ie Ms dos.

It's really very much like MS-DOS FAT, in several ways, indeed. (-:

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3045. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000517053727.05261.00002686@ng-cq1.news.cs.com>
Source record: 44812

>I have never heard of a mod like that! Does it have a Happy in it?<

There was one such upgrade that supposedly worked. It was called the "Turbo 810" IIRC.
Look in Antic/Analog about 1983/1984, and you should find an advertisement. I doubt if they sold very many, because they dropped off the screen pretty quickly. One showed up for auction on eBay last year.
Larry White

3046. Re: 1MB Upgrade. Ruff "scetch". For the impatient. Preliminary version. Solder jockies only.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ftvnrcna1@nets3.rz.RWTH-Aachen.DE>
Source record: 44813

Howdy Andreas

>Hello Mathy,
>sorry - I had to snip your information here. Is it also possible to
>install a switch to choose between a) 64k memory (64k RAM), b) 128k
>memory (64k RAM + 64kRD) and c) 1088k memory (64kRAM + 1024k RD) ??
>Why - simply to test and see whether a certain program needs 64k memory
>or 128k memory or more... (if you always have bigger memory you will not
>notice if a program still works with 64k - and thats when XE programs
>get published in magazines like ABBUC and some hundred users complain
>about that, since they cannot use them...)
>
>greetings - Andreas Magenheimer

You can add as many switches as you want.

CU Mathy van Nisselroy

3047. Re: Covox Voice Master

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8fu04gcna2@nets3.rz.RWTH-Aachen.DE>
Source record: 44814

Howdy Rich, folks

>This was available for the Atari 800. I thought that maybe you guys
>would enjoy looking at some pictures. Please post this message to any
>other newsgroups you like.

What would interest me is what was inside these babies.
Man, I once saw tow of those Covox thingies on sale at the Yearly meeting of
the ABBUC, but they where sold before I could make my mind up. Stupid me.

CU Mathy van Nisselroy

3048. Koronis Rift, how do you beat it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <20000517074859.17103.00002511@ng-cb1.aol.com>
Source record: 44815

well youd think after 15 years of playing the game i would have beaten it by now but im stumped, i get to rift 20 with the best modules to be basicly invincable to the saucers with the highest score possible by going through every rift and getting all the modules and selling the bad ones. though i cant figure out what to do on rift 20. there are a few HULKS there that shoot at you i asume you have to just destroy them since trying to loot them does no good, but after i destroy them, it indicates one more is behind a mountain, and there is NO WAY AROUND it. anyone ever beat it? if so can you give somewhat detailed explaination of what you did.

3049. Lucasfilm Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <20000517075542.17107.00002473@ng-cb1.aol.com>
Source record: 44816

well i have a great SIO2PC setup but i have one question, How can i make copies of the Lucasfilm games Rescue on Fractalus and Ballblazer, i have the original versions that have the great intros to them, but when i try to copy these ones, the DOS copier cannot read them, it reads them as bad sectors, any ideas, sector copying didnt work either.

3050. The fan of the BlackBoxes Power Supply, can I silence it???

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8fu1jocna3@nets3.rz.RWTH-Aachen.DE>
Source record: 44817

Howdy folks

I'm using a mini tower to power my BlackBox (and hold a hard drive and some disk mechanisms). But the fan's humming cancels out certain frequencies when the TV is on.

I once tried to disconnect the fan totally. It might have been coinsidence but after that my mini tower refused to work.

So now I came up with this new idea.

I believe most of the sould is not created by the fan itself but by the metal case of the tower vibrating at the same frequency. So now the plan is to mechanically isolate the fan from the case.

Anybody ever tried this?

What do you guys and girls think? Would a thin rubber ring help? Or do I have to replace the metal screws too? (metal conducts vibrations very well)

The only other solution would be to have a second fan rotate/vibrate at the same speed but with a phase shifted so that they would cancel each other out. Anybody have a clue how we might realise that. :-))

CU Mathy van Nisselroy

3051. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yya59z79t.fsf@co.umist.ac.uk>
Source record: 44818

atarigirl1983@aol.com (AtariGirl1983) writes:
> Hey,
> I have never been able to possibly like 3.0, even though that is what my drive
> came with, and the first DOS I used before switching over to 2.5, but I could
> never do much with it.

Not like I can understand, not do much with surprises me, given the
amount of help that comes with a full version of DOS 3.0. Unless of
course you couldn't do much with it due to compatibility problems.
Wasn't DOS 3.0 one of the few programs that actually used the XL help
key?

I think DOS 3.0 holds your hand a lot more than 2.0/2.5 does, but then
pays the price for that by being big, clunky, slow and a pain to use if you
already know what you're doing. Add to that incompatibility and those
1K clusters and it's not hard to see why it never took off.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3052. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ywvktz628.fsf@co.umist.ac.uk>
Source record: 44819

sup8pdct@mail.cth.com.au writes:

> On Sun, 16 May 3900 16:28:51, Raphael James Espino
> <rje@co.umist.ac.uk> wrote:
>
> > thor@math.tu-berlin.de (Thomas Richter) writes:
> > > approach. It is in many cases similar to the MS-DOS "FAT". I personally would
> > > have used Dos 3 and wouldn't have cared about compatibility if just Atari
> > > hadn't made the design fault to group sectors in blocks of eight, which is
> > > just a waste of storage capacity in the already light-weighted 1050 capacity.
> > Hi,
> >
> > Do you have any more info on the DOS 3 disk structure? It is
> > something that I've always been interested in, but never had the time
> > to look into in much detail. I've always thought too that DOS 3
> > wasn't quite as bad as everyone says, and would have worked much
> > better with a ramdisk to store all the DOS files on instead of having
> > to switch disks all the time on a 1 drive system.
> >
>
> I have had a bit of a look with a sector editor and it looks a lot
> like a FAT type of file system with 1K clusters. ie Ms dos.

That doesn't really help me much, not being and MS-DOS person =)

One thing I've always wondered about is how were sectors/blocks linked
together. Given that sectors were already clustered into blocks of 8,
was there still a link from every sector to the next even within a
block, or were blocks rather than sectors linked together, needing
only one link for each 8 sectors.

The 2nd scheme would mean you could squeeze an extra few bytes into 8
sectors than you could in 2.0/2.5, which might explain why it was done
that way. However from what I can remember of experiments many
years ago, each block only seemed to hold 1000 bytes of data, which
suggests 125 byte sectors like 2.0/2.5. And then there's sectors
1024-1040 which can't be used by a standard 2.5, but I guess 3.0 does
actually use.

I guess what it boils down to is why cluster sectors into blocks of 8?
There must have been some sort of reason for that, however twisted!
DOS 3.0 is very wasteful for small or medium size files, but is it any
better at big, disk sized files? Or did Atari have plans to introduce
bigger drives along with the later XL models that would have made the
waste less of an issue? Or is it just because dividing/multiplying by
1000 is easier for people than by 125? =)

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3053. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-YTZe7SFQ8Ij0@cth-digital-ts01-s2.cab.cth.com.au>
Source record: 44820

On Sun, 10 May 3900 07:52:29, "Richard Cortese"
<ricortes@netmagic.net> wrote:

> > If you will go to http://www.jdr.com you can order part number
> > CA3086 for a whopping 55 cents and have a new one. The transistor
> > array is only rated for 7 volts base/emitter. I think the 1489 SIO
> > cable is NOT regulated well enough to keep from cooking these chips.

For waht it is worth. I saw the prosys designe and thought Naaaaa.
I have several MAX238 chips around. A quick look at the MAXUM site got
me the pinouts and made a prosys cable with it. 5v is from an external
source.
My sio2 pc cable is the 2 chip type.

James B

3054. Falcon baby

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3922be7c@fmlynet.org>
Source record: 44821

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Mark Bedingfield" <mark@baypc.com.au>
> Is there a way to use a Falcon or ST's hard drive networked in some fasion
> to an 8-Bit, I saw some mention of it but didn't describe in much detail.
> Mark Bedingfield

Mark,

You are in luck. There is a program called 800 XLDJ that I have been
building a good use for. It requires a Atari ST/STE/Falcon (would love to see
this tested on an Atari TT) and a SIO2PC. You can find the program at:

http://wwwstud.ira.uka.de/~s_tomczy/dj800.html

All and all, a well done program. If you have any questions, feel free to
ask, since I have gone through the trouble of asking most of the questions
about it one could hope to ask.

Doctor Clu
Atari 400 w/48K |>== SIO2ST cable ==[| 1040 ST 4 Meg w/AdSpeed User

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3055. Re: DD Dos needed...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3922be7c@fmlynet.org>
Source record: 44822

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Rick D <74766.1561@CompuServe.COM>
> --------------
> I've had my 800 and 800xl for about 11 years now...
> even tho I have had the DD disk drives, I've been stuck using the
> SD
> format, due to the OLD O.S. , I had the manual for the new os,
> but I
> never could find the software...
> ----------------------
> O.S. refers to the rom chip in the computer-the software that
> handles the hardware in the computer(6502, antic, pia, etc.).
> True is was also on disk as the Translator.
> DOS refers to the software that handles the disk drives-810,
> 1050, XF551, etc, and ramdisks. And yes, there was at least one
> version of it on a rom that could be installed in the computer.
> But they have very different purposes.
> So I assume you really mean the the *DOS* you have is too old to
> handle double density. Which means probably Atari DOS 2.0S or
> 2.5.
> You could find Atari DOS 2.0D-it sort of handles double. But I'd
> recommend MYDOS or SpartaDos. And there are others. But these
> are the most popular disk drive software. They are available on
> --

My favorite is currently MyDos 4.5 with my Atari 400 w/48K. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3056. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <3923a958.11146393@news.supernews.com>
Source record: 44823

Hi,

I've replaced the 3086 now and it's made no difference.
The drive will still power up and seek but there it behaves as if the
SIO cable is not plaugged in.

What other chips could I replace to try and fix it?

Thanks in advance (again).

Rob Brooks

On Tue, 09 May 2000 11:04:26 GMT, rob@syroxdev.co.uk (Rob Brooks)
wrote:

>Hi,
>
>Further to my request for assistance with my "dead" 1050 drive I've
>been trying to find a 3086 chip that buffers the serial ports on the
>back of the drive.
>
>I've checked both RS Componants and Maplins (I live in the UK) and
>neither have this exact device.
>
>Is there a generic component that I may purchase and fit in place of
>the 3086 so that I can eliminate the possibility that it is a fault?
>
>Many Thanks.
>
>Rob Brooks.

3057. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3922B507.1020302@classic-games.com>
Source record: 44824

Raphael James Espino wrote:

> thor@math.tu-berlin.de (Thomas Richter) writes:
> > Dos 3 isn't as bad as everybody thinks. The FMS is much more canonical than the
> > Dos 2.0S FMS, a much more canonical POINT and NOTE and a very cleaned directory
> > approach. It is in many cases similar to the MS-DOS "FAT". I personally would
> > have used Dos 3 and wouldn't have cared about compatibility if just Atari
> > hadn't made the design fault to group sectors in blocks of eight, which is
> > just a waste of storage capacity in the already light-weighted 1050 capacity.

Indeed, what it needed was the ability to set block sizes when
formatting. On the plus side, the disk format was many times faster than
DOS 2.x for certain operations due to the FAT-like approach you mention.

DOS 3 has other advantages as well: an excellent online help system, a
very clean menu interface, and XIO options to format disks to odd
capacities and run binary programs.

> Do you have any more info on the DOS 3 disk structure? It is
> something that I've always been interested in, but never had the time
> to look into in much detail. I've always thought too that DOS 3
> wasn't quite as bad as everyone says, and would have worked much
> better with a ramdisk to store all the DOS files on instead of having
> to switch disks all the time on a 1 drive system.

I wrote a RAMDisk for DOS 3.0 and used it for years. It was almost
trivial. The call to the SIO occurs in exactly one place, so I just
loaded an assembly subroutine above KCP.SYS, changed the JSR to my
routine instead of SIO, and set up the low memory pointer and the reset
vector. Formatting was no problem, since XIO 253 allows you to format a
64k disk just fine.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

3058. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <si5dj9el8ta142@corp.supernews.com>
Source record: 44825

<melee5@my-deja.com> wrote in message news:8ftgkv$9jm$1@nnrp1.deja.com...
> In article <20000516102005.18211.00000635@ng-cr1.aol.com>,
> atarigirl1983@aol.com (AtariGirl1983) wrote:
> > Geez, can't we all get along?
> >
>
> No, sorry, I don't do jerks anymore.
You just can't let it go can you?

Grow up.

3059. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3922BAF7.4020302@classic-games.com>
Source record: 44826

Raphael James Espino wrote:

> I guess what it boils down to is why cluster sectors into blocks of 8?

As another poster noted, it allows them to fit the FAT it one sector.
Other advantages of large cluster sizes include speed and more efficient
disk usage for large files. The use of a fat makes some operations (like
deleting files) nearly instantaneous. After using it for a long time,
DOS 2.0 and 2.5 seemed really slow and clunky, although they use less
RAM (due in part to missing features).

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

3060. Re: lord of the orb on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <5LyU4.888$3%6.2814@newsfeed.slurp.net>
Source record: 44827

On 15 May 2000 17:33:19 , Lance Ringquist wrote:
>we have just received a working prototype of the classic antic game,
>lord of the orb.
>this awesome game will be availible in about 1-2 weeks,we have tested
>the cartridge on a 800xl/xegm,and a 130xe.
>i have not had time to test it yet on a 16k machine,or 48k machine.
>we will post the memory requirements as soon as possible,thanks,
>lance
>
>Video 61 & Atari Sales
> 22735 Congo ST NE
>Stacy MN 55079

Sounds good to me. Keep us informed on this.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3061. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000517120528.24239.00000320@ng-fy1.aol.com>
Source record: 44828

Hi,
Compatibility problems, not having an 800XL (to take advantage of the help key), and being slow are may reasons for detesting 3.0

-Jessica-

>Not like I can understand, not do much with surprises me, given the
>amount of help that comes with a full version of DOS 3.0. Unless of
>course you couldn't do much with it due to compatibility problems.
>Wasn't DOS 3.0 one of the few programs that actually used the XL help
>key?
>
>I think DOS 3.0 holds your hand a lot more than 2.0/2.5 does, but then
>pays the price for that by being big, clunky, slow and a pain to use if you
>already know what you're doing. Add to that incompatibility and those
>1K clusters and it's not hard to see why it never took off.
>
>--
>Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
>http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
>----------------- Join The Atari 8-bit Computer WebRing at: -----------------
>------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3062. Re: <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000517120808.24239.00000321@ng-fy1.aol.com>
Source record: 44829
Body handling: HTML body converted to readable text

This is a good example:

Don't Use HTML in a newsgroup! Makes a mess!

>Subject:
>From: rBoyLpKp rBoyLpKp@uXlpFhJq.comNOSPAM
>Date: 5/17/2000 3:29 AM Eastern Daylight Time
>Message-id: <8ftho0$9vd$1@nslave1.tin.it>
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>TEXT="#000000" LINK="#0000FF" VLINK="#0000FF" ALINK="#FF0000">
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> wid
>th=111>
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> src="http://media.xoom.it/new/logo_corner.gif" width=111>
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>width=90>
>src="http://media.xoom.it/hotspots/hs_shareit.gif" width=90>
>src="http://media.xoom.it/hotspots/hs_barzelletta.gif" width=90>
>src="http://media.xoom.it/hotspots/hs_chat.gif" width=90>
>src="http://media.xoom.it/hotspots/hs_namesecure2.gif" width=90>
>width=90>
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>src="http://media.xoom.it/new/resources5.gif" useMap=#RESOURCES width=90>name=RESOURCES>h
ref="http://www.xoom.it/cgi-bin/redir.cgi?url=http://www.xoom.it/diziona
rio&title=ris"
>shape=RECT>href="http://www.xoom.it/chatroom/xoom" shape=RECT>coords=2,50,88,65
href="/products/boutique.php" shape=RECT>coords=2,66,88,80
>href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://www.tariffe.it/xoom"
>shape=RECT>href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://cartoline.xoom.it/xigo"
>shape=RECT>href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://www.webcast.it&titl
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>shape=RECT>href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://www.tuttogratis.com
/cgi/entra.cgi&title=ris"
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>shape=RECT>href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://sharehouse.xoom.it&
title=ris"
>shape=RECT>href="http://www.xoom.it/cgi-bin/redir.cgi?url=http://www.qxl.com/cgi-bin
/qxlhome.cgi/IT/xoom&title=ris1"
>shape=RECT>
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> src="http://media.xoom.it/services/altriservizi.gif"
>useMap=#altrimap width=90> coords=1,17,88,32 href="http://www.xoom.it/clipart"
>shape=RECT>href="http://www.xoom.it/downloads" shape=RECT>

width=489>
CELLPADDING=0 CELLSPACING=0 WIDTH=489>
COLSPAN=2 WIDTH=489>HEIGHT=2>

WIDTH=489 bgcolor=#ffcc99>
bgcolor=#FFCC66 align=center WIDTH=487>

nowrap>

SRC="http://ad.it.doubleclick.net/adi/xoom.it/membersarea;area=membersare
a;sz=468x60;ord=2848?"
>WIDTH=468 HEIGHT=60 MARGINWIDTH=0 MARGINHEIGHT=0 HSPACE=0 VSPACE=0
>FRAMEBORDER=0 SCROLLING=no BORDERCOLOR="#FFCC66"><SCRIPT
>language="JavaScript1.1"
>SRC="http://ad.it.doubleclick.net/adj/xoom.it/membersarea;area=membersare
a;abr=!ie;sz=468x60;ord=2848?"></SCRIPT><NOSCRIPT><IMG
>SRC="http://ad.it.doubleclick.net/ad/xoom.it/membersarea;area=membersarea
;abr=!ie4;abr=!ie5;sz=468x60;ord=2848?"
>BORDER=0 WIDTH=468 HEIGHT=60></NOSCRIPT>SRC="http://media.xoom.it/NovLook/spacer.gif"
HEIGHT=3 WIDTH=468>
>
>

COLSPAN=4>HEIGHT="4" HSPACE="0" VSPACE="0">
>

WIDTH=25%>WIDTH=88 HEIGHT=31>
>NET RADIOALIGN=MIDDLE WIDTH=25%>SRC="http://media.xoom.it/bottoni/wc_mp3news_88x31.gif"
BORDER=1 WIDTH=88
>HEIGHT=31>
>NOVITA' via E-MAILALIGN=MIDDLE
WIDTH=25%>SRC="http://media.xoom.it/bottoni/premiowww_new.gif" BORDER=1 WIDTH=88
>HEIGHT=31>
>PREMIO WWWALIGN=MIDDLE WIDTH=25%>SRC="http://media.xoom.it/bottoni/barza_88x27.gif"
BORDER=1 WIDTH=88
>HEIGHT=31>
>RISATE ON LINE!

HEIGHT=2>

TYPE="BLOCK" WIDTH=1 HEIGHT=2>
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BORDER=0>
SRC="http://media.xoom.it/images/headers/Ooops.gif" ALT="(Ooops!)"
>WIDTH="450" HEIGHT="48">
>La pagina a cui stai cercando di accedere non puï¿½ essere trovata!
>Cause possibili:
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* La pagina ï¿½ momentaneamente offline per allestimento.
>Controlla l'homepage di XOOM.it per il sistema status/alerts e riprova piï¿½
>tardi.
* Indirizzo non corretto. (Ricorda, gli indirizzi URL
>sono case-sensitive!)

* La suddetta pagina non esiste
>piï¿½

* Il membro ï¿½ stato rimosso per violazione delle
>Condizioni di Utilizzodi XOOM.it.
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XOOM.it non permette riferimenti a:
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* materiale pornografico e a sfondo sessuale di natura
>oscena;
* materiale che viola i diritti d'autore, in
>particolare software pirata ("WAREZ, CRACK") file
>musicali, immagini, video, testi protetti da
>copyright;
* materiale offensivo incluse espressioni
>diffamatorie, di fanatismo, razzismo, odio,
>irriverenza o minaccia;
* materiale che promuove o fornisce
>informazioni che istruiscano su attivitï¿½ illegali o
>che possano causare pregiudizio a terzi;
* software,
>informazioni o altro materiale contenente virus o componenti
>dannosi;
* iniziative legate al gioco d'azzardo, concorsi,
>giochi che richiedono una partecipazione a titolo
>oneroso.
* Inserire sulla tua pagina pubblicitï¿½ o banner di
>sponsor.
* Rimuovere dalla tua pagina il banner di XOOM.it e
>relativi collegamenti a XOOM.it o sue directory.
* TYPE="circ">Concedere l'accesso alla tua pagina(e) XOOM.it solo a utenti con
>password.
* Inviare email utilizzando un indirizzo di XOOM.it o
>contenenti riferimenti alla tua home page su XOOM.it.
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* Utilizzare nella fase di registrazione come membro un account
>di email che non ï¿½ il tuo o che non funziona.
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Per conoscere al completo le Condizioni di Utilizzo
>clicca qui.
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>Se pensi che la tua pagina membro sia stata rimossa per
>errore, spedisci una e-mail a Webmaster.
>Iscriviti ora a XOOM.it! E' gratis!
>

background="http://media.xoom.it/new/Left_Background.gif" height=70
>vAlign=bottom width=111>src="http://media.xoom.it/new/left_bottom4.gif" width=111>
height=70 vAlign=top width=489 bgcolor=#ffcc66>
height=2 width=489>
colSpan=2 height=2 width=489>TYPE="BLOCK">

cellSpacing=0 height=66 width=489>
bgColor=#ffcc66 width=487>src="http://media.xoom.it/new/spacer.gif" width=314>
> Iscriviti a XOOM.it adesso per questi servizi gratuiti!
> Spazio Web | Email | Chat Room | Xoomcounter | Clip
>Art | Area Download src="http://media.xoom.it/new/spacer.gif" width=314>
> Chi e' Xoom.it | Pubblicita' | Legge sulla privacy | Condizioni
>di utilizzo
>Copyright xa9 1999 Licenze XOOM.it. Tutti i diritti riservati. Powered by
>ITnet.
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>width=314>
> TYPE="BLOCK">

cellSpacing=0 height=2 width=489>
bgColor=#000000 colSpan=2 height=2 width=489>WIDTH="1" TYPE="BLOCK">

align=left colSpan=2 vAlign=top>src="http://media.xoom.it/new/fade_bottom.gif"
>width=250>

3063. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000517121035.24239.00000322@ng-fy1.aol.com>
Source record: 44830

Hello:

I formated them in DD using DOS 2.5, if that is possible. I forgot if used SMARTDos or 2.5 on these, because they are autorun.

>The disks say DS DD. That doesn't mean they are Formatted in DD. More
>likely they are formated in single density.
>

3064. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000517121151.24239.00000323@ng-fy1.aol.com>
Source record: 44831

Hi,

I guess that is what my drive is, because it was advertised as a regular 810
but worked using DD disks.

>>I have never heard of a mod like that! Does it have a Happy in it?<
>
>There was one such upgrade that supposedly worked. It was called the "Turbo
>810" IIRC.
>Look in Antic/Analog about 1983/1984, and you should find an advertisement.
>I
>doubt if they sold very many, because they dropped off the screen pretty
>quickly. One showed up for auction on eBay last year.
>Larry White

3065. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000517121621.24239.00000324@ng-fy1.aol.com>
Source record: 44832

Hi,

Oh, absolutely, I would enjoy that. 2.5 is starting to P.O. me. Here is my mailing address:

Jessica Cornn
104 Scruggs Street
Berea, KY 40403

Would you like anything in return, $ for S/H, etc? Let me know.

-Jessica-

>While I got you, if you STILL don't have Mydos AND SpartaDOS, get in
>touch with me and I'll send you off a care package with manuals and
>disks, OK? I'm thinking you need Bob Term for your modem with some BBS
>phone numbers to call, some games, some utilities etc.
>
>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

3066. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <8fuol5inh1@plutonium.compulink.co.uk>
Source record: 44833

"Richard Daley" <Richard.Daley@tesco.net> wrote in message
news:8fs2j5der1@barcode.tesco.net...
>
>
> --
>
>
> "Andre" <stein@agnld.uni-potsdam.de> wrote in message
> news:39211B5A.AE63071C@agnld.uni-potsdam.de...
> > Hi!
>
> I have heard this rumour so may times, but never met anyone who has ever
> seen it. If it had been finished, I would think it would have seen the
light
> of day by now. Shame, I would love to be proved wrong on this one .
>
> Richard
> >
> > I've heard about an ELITE conversion for the Atari 8-Bit Computers which
> > was finished but never released. Can somebody confirm that?
> >
> > Thanks,
> >
> > Andre
> >
>

If I remember correctly it was 'Firebird' the software arm of BT did the non
BBC versions. They strted with the CBM version, then did the Speccy. The MSX
and the Amstrad versions were next but I am not sure which order or if they
ever came out for sure. After that they toyed with an atari version.
A friend at the time swore blind that he saw it running, very badly
(visiting elder brother who worked for firebird). They ported the CBM64
version then tried to get it to work, and it didn't work very well. So there
was talk of a re-write. but with the ST just around the corner most atari
programers seemed to be unavalible (busy with assemble languages on their
Sinclair QLs apparently, to give you an idea of how late they were working
on it) so it was shelved never to re-surface.
Thats the story I've heard.

3067. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <3923e575.719173@news.supernews.com>
Source record: 44834

Someone should have a go at converting the Beeb version.

Would take some time to disassemble I'm sure but it shouldn't be too
hard to isolate the system specific stuff.

RB.

On Wed, 17 May 2000 19:33:09 +0100, "Jon-Paul" <pockets@cix.co.uk>
wrote:

>
>"Richard Daley" <Richard.Daley@tesco.net> wrote in message
>news:8fs2j5der1@barcode.tesco.net...
>>
>>
>> --
>>
>>
>> "Andre" <stein@agnld.uni-potsdam.de> wrote in message
>> news:39211B5A.AE63071C@agnld.uni-potsdam.de...
>> > Hi!
>>
>> I have heard this rumour so may times, but never met anyone who has ever
>> seen it. If it had been finished, I would think it would have seen the
>light
>> of day by now. Shame, I would love to be proved wrong on this one .
>>
>> Richard
>> >
>> > I've heard about an ELITE conversion for the Atari 8-Bit Computers which
>> > was finished but never released. Can somebody confirm that?
>> >
>> > Thanks,
>> >
>> > Andre
>> >
>>
>
>If I remember correctly it was 'Firebird' the software arm of BT did the non
>BBC versions. They strted with the CBM version, then did the Speccy. The MSX
>and the Amstrad versions were next but I am not sure which order or if they
>ever came out for sure. After that they toyed with an atari version.
>A friend at the time swore blind that he saw it running, very badly
>(visiting elder brother who worked for firebird). They ported the CBM64
>version then tried to get it to work, and it didn't work very well. So there

>was talk of a re-write. but with the ST just around the corner most atari
>programers seemed to be unavalible (busy with assemble languages on their
>Sinclair QLs apparently, to give you an idea of how late they were working
>on it) so it was shelved never to re-surface.
>Thats the story I've heard.
>

3068. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000517170129.09325.00002904@ng-fq1.aol.com>
Source record: 44835

>atarigirl1983@aol.com (AtariGirl1983) opines:

>I formated them in DD using DOS 2.5, if that is possible.

It is unlikely that 2.5 could do DD, but remotely possible if someone applied
the old 2.0D mod to it...?

You cannot differentiate density by a directory on an empty freshly formatted
disk (unless using TopDOS which reports density) because both will say "707 or
8 Free Sectors". After writing DOS files, you can tell by the length of
DOS.SYS; single density will be about 37 sectors and double will be about 18.

-Ron

I don't have a solution but I admire the problem.

3069. Re: rize with me... MP3 Translator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8fv3bl$4s9$1@nnrp1.deja.com>
Source record: 44836

Check out the files in
ftp://ftp.spudster.org/pub/atari/CTH/Audio/Digitized . There's a
couple of the files you were talking about. They are converted to .WAV
format and resampled so that the filesize is a bit more reasonable. If
you have both the RAM and HD capacity, you should be able to play them
back with that sound utility I was talking about. They are between .5
and .75 megs. Even if you only have 256k of RAM, you will at least be
able to listen to part of them.

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

3070. Re: Lucasfilm Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <lr76isgbfueeqiblucjbvch5bfartim5uv@4ax.com>
Source record: 44837

On 17 May 2000 11:55:42 GMT, rack2000@aol.com (RACK2000) drooled an
embarassing wet spot in his lap as he typed:

>well i have a great SIO2PC setup but i have one question, How can i make copies
>of the Lucasfilm games Rescue on Fractalus and Ballblazer, i have the original
>versions that have the great intros to them, but when i try to copy these ones,
>the DOS copier cannot read them, it reads them as bad sectors, any ideas,
>sector copying didnt work either.

Maybe getting the disk images that were recently dug up of these games
(the real ones with the cool intos) is your best bet.

3071. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000517154123.25278A-100000@vtn1>
Source record: 44838

On 17 May 2000, AtariGirl1983 wrote:

>
> I formated them in DD using DOS 2.5, if that is possible. I forgot if used
> SMARTDos or 2.5 on these, because they are autorun.
>

You couldn't have formatted in "DD" with DOS 2.5, the DOS just does not support it. The problem is in terminology: DD or Double Density means 256-byte sectors. When Atari brought out the 1050 they saved (according to Bill Wilkinson) about $2 in hardware by coming up with a custom format using 128-byte sectors with 26 sectors per track instead of using 256-byte sectors with the normal 18 sectors per track. Unfortunately, some marketing type came up with the term "1050 Double Density" which, if you remove the "1050" qualifier, is a flat-out lie.

You will see "1050 Double Density" referred to as "Enhanced", "Dual", or just "1050". In all cases, it means 128-byte sectors.

jkp

3072. Where's American Techna-Vision? SIO cable source?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Nick Kennedy <nkennedy@tcainternet.com>
Message-ID: <si6dhpsa8ta97@corp.supernews.com>
Source record: 44839

Is American Techna-Vision still around? They used to be a
good source of serial (SIO) cables.

If they're not around any more, what's the next best place
to get SIO cables?

Nick

3073. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <si6e2ilb8ta46@corp.supernews.com>
Source record: 44840

John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000517154123.25278A-100000@vtn1...
>
>
> On 17 May 2000, AtariGirl1983 wrote:
>
> >
> > I formated them in DD using DOS 2.5, if that is possible. I forgot if
used
> > SMARTDos or 2.5 on these, because they are autorun.
> >
>
> You couldn't have formatted in "DD" with DOS 2.5, the DOS just does not
> support it. The problem is in terminology: DD or Double Density means
> 256-byte sectors. When Atari brought out the 1050 they saved (according
> to Bill Wilkinson) about $2 in hardware by coming up with a custom
> format using 128-byte sectors with 26 sectors per track instead of
> using 256-byte sectors with the normal 18 sectors per track.
> Unfortunately, some marketing type came up with the term "1050 Double
> Density" which, if you remove the "1050" qualifier, is a flat-out lie.
Problem still is termiology. Reminds me of the "How many bits are there in a
word" debate.

The people that make disks/disk controllers used to classify density in bits
per inch and never sector lenght or sectors per track. Their definition was
always FM/Single density MFM/Double Density. They even listed some of the
formats there hardware would support, thing like single density, 512 bytes
per sector, 4 sectors per track.

IMO: It only got its popular meaning after 360k 512 byte per sector IBM
style format became widely available, then everyone thought double density
must mean 180k per side. If we were consistant with clasifying disks by
sector lenght, they we would have to call IBMs quad density or something
because they use 512 byte sectors to our 256.

But then quad density drives on IBM refered to 80 tracks vs 40 tracks of MFM
data, so we end up with another misnomer and even the IBM types were
deviating from their own standards a bit.

But I know what you mean.

3074. Re: Of Keyboards & Drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8fvh30$e6c$1@bob.news.rcn.net>
Source record: 44841

I had a similar problem, but I don't think it was only XF551 drives that
were affected.

Sometimes you put a really old disk in a drive and wind up with heads full
of oxide. The stuff just flakes off the disk onto the heads. But cleaning
the heads is all that's needed to fix the problem.

It sometimes pays to touch the oxide on a disk, carefully, to see if the
stuff will flake off.

LLpwhite <llpwhite@cs.com> wrote in message
news:20000517041506.05644.00003492@ng-cp1.news.cs.com...
> >Tyr using a damp disk head cleaner on them. It works wonders. Single
sided
> cleaner on 1050s, dbl sided cleaner on XFs. <
>
> Yes, I had an XF551 that I purchased used maybe 5 or 6 years ago. I
recently
> dug it out for a project, and found it would not read anything. Since I
knew
> that it previously read/write fine, I cleaned the head with 91% Isopropyl
and a
> cotton swab (not common rubbing alcohol!), and it started reading
sporadically.
> Cleaned it again, and it started reading/writing perfectly. This is the
2nd
> XF that has shown this symptom. Have not had the same experience with any
> other type drive -- just the XF551.
> Larry White
>
>

3075. Re: Where's American Techna-Vision? SIO cable source?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <si6jj5en8ta111@corp.supernews.com>
Source record: 44842

Nick Kennedy <nkennedy@tcainternet.com> wrote in message
news:si6dhpsa8ta97@corp.supernews.com...
> Is American Techna-Vision still around? They used to be a
> good source of serial (SIO) cables.
Did you need a bunch or just 2-3?
>
> If they're not around any more, what's the next best place
> to get SIO cables?
At one time, local wharehouses were selling pallets new of 1031s for $1 each
and 1010 tape drives 2/$5 so you may want to do a search with them as a
keyword. Lots of surplus shops have their inventory on the web.

>
> Nick
>
>

3076. CX-85

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-17 00:00:00 UTC
From: Grzegorz Sosi&#65533;ski <smadm@strazmiejska.waw.pl>
Message-ID: <8ftnei$qu7$1@orfika.office.polbox.pl>
Source record: 44843

If You have drivers for The Atari CX-85 Numeric Keypad please send me.
Grzegorz from Poland Atari user.

3077. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000517213306.08504.00003726@ng-cs1.aol.com>
Source record: 44646

Everyone,

Don't send anything to me. I am an airhead, I accidently posted to newsgroup instead of send VIA eMail. I know my mistake, you don't have to tell me. I may be young but I am not stupid.

-Jessica-

>Subject: Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?
>From: atarigirl1983@aol.com (AtariGirl1983)
>Date: 5/17/2000 12:16 PM Eastern Daylight Time
>Message-id: <20000517121621.24239.00000324@ng-fy1.aol.com>
>
>Hi,
>
>Oh, absolutely, I would enjoy that. 2.5 is starting to P.O. me. Here is my
>mailing address:
>
>Jessica Cornn
>104 Scruggs Street
>Berea, KY 40403
>
>Would you like anything in return, $ for S/H, etc? Let me know.
>
>-Jessica-
>
>
>>While I got you, if you STILL don't have Mydos AND SpartaDOS, get in
>>touch with me and I'll send you off a care package with manuals and
>>disks, OK? I'm thinking you need Bob Term for your modem with some BBS
>>phone numbers to call, some games, some utilities etc.

3078. Re: Falcon baby

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <AXIU4.252$YF4.58627@nsw.nnrp.telstra.net>
Source record: 44647

Where can I get schematics for the sio to Pc cable from?

Mark Bedingfield

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.3922be7c@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "Mark Bedingfield" <mark@baypc.com.au>
> > Is there a way to use a Falcon or ST's hard drive networked in some
fasion
> > to an 8-Bit, I saw some mention of it but didn't describe in much
detail.
> > Mark Bedingfield
>
> Mark,
>
> You are in luck. There is a program called 800 XLDJ that I have been
> building a good use for. It requires a Atari ST/STE/Falcon (would love to
see
> this tested on an Atari TT) and a SIO2PC. You can find the program at:
>
> http://wwwstud.ira.uka.de/~s_tomczy/dj800.html
>
> All and all, a well done program. If you have any questions, feel
free to
> ask, since I have gone through the trouble of asking most of the questions
> about it one could hope to ask.
>
> Doctor Clu
> Atari 400 w/48K |>== SIO2ST cable ==[| 1040 ST 4 Meg w/AdSpeed User
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

3079. Re: Falcon baby

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3923ad8c@fmlynet.org>
Source record: 44648

FamilyNet HQ: Telnet:\\www.family-bbs.net

When it comes to the schematics to the SIO2ST (SIO2PC same thing) you can get a good description on the Ape interface page that Steve Tucker set up. If you need that, just say the word. .
Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3080. Re: Falcon baby

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3923ad8c@fmlynet.org>
Source record: 44649

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hehehe... when it comes to Gemulator, why would you want to mess with a SIO2ST cable to begin with? But if you have cable to hook to say a external drive, then you could hook the cable through that and then the other to the ST/Falcon.

3081. Infocom's Suspect Game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8g075tini1@news.ihug.co.nz>
Source record: 44650

Hi people, I've had many requests for the game 'Suspect' by Infocom in ATR format. Has anyone got this one. I have it on Atari Floppies, but have been unsuccessful so far at get it onto the PC.

Any help greatly appreciated.

Thanks

Aaron (aka Holmes)
http://homepages.ihug.co.nz/~aaronat/atari.html

3082. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-yfYepp4PJRLi@cth-digital-ts01-s3.cab.cth.com.au>
Source record: 44651

On Sun, 17 May 3900 21:01:29, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> >atarigirl1983@aol.com (AtariGirl1983) opines:
>
> >I formated them in DD using DOS 2.5, if that is possible.
>
> It is unlikely that 2.5 could do DD, but remotely possible if someone applied
> the old 2.0D mod to it...?
>
> You cannot differentiate density by a directory on an empty freshly formatted
> disk (unless using TopDOS which reports density) because both will say "707

Super dos does the same thing

James B

3083. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-JZqvomZHP2WT@cth-digital-ts01-s3.cab.cth.com.au>
Source record: 44652

On Sun, 17 May 3900 13:58:55, Raphael James Espino
<rje@co.umist.ac.uk> wrote:

> sup8pdct@mail.cth.com.au writes:
> That doesn't really help me much, not being and MS-DOS person =)
>
> One thing I've always wondered about is how were sectors/blocks linked
> together. Given that sectors were already clustered into blocks of 8,
> was there still a link from every sector to the next even within a
> block, or were blocks rather than sectors linked together, needing
> only one link for each 8 sectors.

FAT means File Alacation Table. 1 (or more) sectors are used for the
link table. For each CLUSTER, there is 1(?) byte. Some numbers have
special meaning.

ie deleated, bad, EOF, etc. I am not sure if dos 3 had 8bit or 16 bit
FAT or if special numbers are used. I didn't look all that hard.

>
> I guess what it boils down to is why cluster sectors into blocks of 8?
> There must have been some sort of reason for that, however twisted!

Perhaps for the planned 1090XL box with a hard drive installed??

James B

3084. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.958639900@math.tu-berlin.de>
Source record: 44653

atarigirl1983@aol.com (AtariGirl1983) writes:
Hi Jessica,

>Hi,
>Compatibility problems, not having an 800XL (to take advantage of the help
>key), and being slow are may reasons for detesting 3.0

This is not quite fair, even though I never used and never liked Dos 3.0.

First, the help key could be replaced by the Atari (Inverse) key, it should
work the same way.
Second, it's definitely not slow. Deleting a file on Dos 3 takes only a second,
whereas Dos 2 has really to trace the whole file to delete it.

As I said, not that I ever liked it, but let's keep this straight.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3085. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.958640082@math.tu-berlin.de>
Source record: 44654

Raphael James Espino <rje@co.umist.ac.uk> writes:

Hi Raphael,

>> I have had a bit of a look with a sector editor and it looks a lot
>> like a FAT type of file system with 1K clusters. ie Ms dos.

>That doesn't really help me much, not being and MS-DOS person =)

Please check my posting above, it includes a rough description how the
story works.

>One thing I've always wondered about is how were sectors/blocks linked
>together. Given that sectors were already clustered into blocks of 8,
>was there still a link from every sector to the next even within a
>block, or were blocks rather than sectors linked together, needing
>only one link for each 8 sectors.

No, neither. The data blocks aren't linked the way how Dos 2 links sectors.
The linkage and the sector allocation (i.e. the VTOC) are combined into one
thing, the FAT. One byte per block, this byte tells whether the block is
available (0x00) or used (<>0x00) and where to find the next block of the
file (block index) or if the file end has been reached (0xff, or something
like this). The file size in bytes was given in the directory, and was not
available from the FAT alone.

>The 2nd scheme would mean you could squeeze an extra few bytes into 8
>sectors than you could in 2.0/2.5, which might explain why it was done
>that way.

No, it uses the third scheme. (-; Absolutely no linkage bytes per sector at
all.

>However from what I can remember of experiments many
>years ago, each block only seemed to hold 1000 bytes of data, which
>suggests 125 byte sectors like 2.0/2.5.

No, I'm sorry, each block really holds precisely 1024 bytes.

>And then there's sectors
>1024-1040 which can't be used by a standard 2.5, but I guess 3.0 does
>actually use.

Yup.

>I guess what it boils down to is why cluster sectors into blocks of 8?
>There must have been some sort of reason for that, however twisted!

No, a very straight reason. (-; That made the FAT fit into one sector of
128 bytes. 8 * 128 = 1024, i.e. 1024 useable sectors per Dos 3 disk, the
remaining sectors are used for the directory and the FAT, and the boot code,
of course.

>DOS 3.0 is very wasteful for small or medium size files, but is it any
>better at big, disk sized files?

Yes, definitely. It would be much better on HDs, leaving alone the more
canonical file structure. POINT and NOTE how we know it under Dos 2.0 would
be a pain on a HD.

Ok, for today's standards FAT is not a very smart or secure filing system
either, but a Unix "ext2" for the 8 bits is, uhm, a bit overshooting as
well. (-;

I think there's no need to change my position: Dos 3 was in many ways an
improvement and a better solution, except that they forgot that compatibility
is a major issue, and that the waste of up to 7 sectors per file cannot be
tolerated for a storage medium as light-weighted as the 1050's. Nevertheless,
I never actually worked with the Dos 3. Back in that time I had no big idea how
a filing system should look like, or even what this thing is in first
place. (-;

>Or did Atari have plans to introduce
>bigger drives along with the later XL models that would have made the
>waste less of an issue?

I've no idea. Maybe?

>Or is it just because dividing/multiplying by
>1000 is easier for people than by 125? =)

Gee, I guess not. (-; It's harder for a computer. (-:

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3086. Re: Infocom's Suspect Game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <dmj7isgmk5hc9e87sihcq5nodgk3gg5koh@4ax.com>
Source record: 44655

On Thu, 18 May 2000 19:53:19 +1200, "Aaron Wheeler"
<aaronat@ihug.co.nz> drooled an embarassing wet spot in his lap as he
typed:

>Hi people, I've had many requests for the game 'Suspect' by Infocom in ATR
>format. Has anyone got this one. I have it on Atari Floppies, but have
>been unsuccessful so far at get it onto the PC.
>
>Any help greatly appreciated.
>
>Thanks

I've just posted it in alt.binaries.comp.atari8bit. If you have any
trouble getting it from there, or if your provider doesn't carry that
group, E-Mail me (remove "diespamdie!!!" from the address) and I can
send it to you another way.

>
>Aaron (aka Holmes)
>http://homepages.ihug.co.nz/~aaronat/atari.html
>
>

3087. Re: <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3923E2CB.BAFBC19D@mail.uni-mainz.de>
Source record: 44656

```
AtariGirl1983 schrieb:
>
> This is a good example:
>
> Don't Use HTML in a newsgroup! Makes a mess!
>
By the way, the little Atari can read&convert HTML without any problems.
Just try the HTML converter from GMG demo group (Slovak republic I
guess). Nice utility program !! - andreas
```

3088. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3923E68F.8BFAFC1D@mail.uni-mainz.de>
Source record: 44657

David Lloyd schrieb:
>
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> On Sat, 13 May 2000 sup8pdct@mail.cth.com.au wrote:
>
> > On Sun, 13 May 3900 09:28:42, "David A. Paterson" <david_p@storm.ca>
> > wrote:
> >
> > > I seem to recall SuperDos had problems with Indus Drives (foggy memories).
> > > Can anyone confirm or expand on this?
> > >
> >
> > Yes it does. The indus high speed works almost identically to the XF
> > high speed. the only difference is the speed the sector data is
> > received/sent. The command frame is sent at 19200 baud. the xf
> > sends/recieves the sector data at 38400 (approx) baud and the indus
> > send/recieves at 78000 baud (approx). This is where superdos falls
> > over. I have changed superdos to use the indus instead of the xf and
> > it worked fine. A simple matter of changeing the speed byte from $10
> > to $6. of course, everyone knows the indus must be programmed before
> > its high speed works.
>
[snip]

Why not simply say it like that:
- Atari 810 & 1050 & other standard floppies have 19200 Baud
(lets call it single speed!)
- Atari XF551 has 19200 and 38400 Baud (thus single & double speed)
- real sector skewing drives (like Indus, Us-Doubler, Supermax,
german Turbo 1050, german Hyper-XF, etc.) have 19200, 38400 and
approx. 57600 Baud (thus single, double and triple speed)
- cache/track buffering drives (like Happy, Speedy and others) have
19200 Baud (slow/unhappy mode), approx. 38400 Baud (normal mode),
approx. 57600 Baud (emulated US-Doubler mode on Happy, emulated
Turbo 1050 mode on Speedy drives) and finally 76800 Baud with
ultraspeed (or in other words: single, double, triple and quad
speed !!).

Ok, this is not as exact as it could be, but it`s a good overview to
start with. One last thing: the Indus uses Sector skewing (no cache or
track buffering) but still gains 76800Baud ?? Maybe my overview is wrong
here, I thought sector skewing drives only reach triple speed / 57600
Baud... greetings - Andreas

3089. Re: Ft. Apocalypse (Synapse)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3923E735.635F19C7@mail.uni-mainz.de>
Source record: 44658

"Edward S. Baiz Jr." schrieb:
>
> On 15 May 2000 16:19:50 , Andreas Magenheimer wrote:
> >[snip]
> >Hello Lance,
> >I have that Ft. Apocalypse disk already. Still searching for the cart (I
> >love carts!), even though its a 800 only cart. What do you want for it
> >?? greetings - Andreas
>
> I love that game. I could never finish it, but a friend of mine did.
> They do not make games like that much anymore. This is a REAL
> challenge. BTW, my Ft. A. is on tape and takes forever to load.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

Hello Edward,
I finished Ft. Apocalypse several times, but I still love that game.
Go and get the original disk version for a shorter loading time, or try
to get the ultra-rare cartridge... - Andreas

3090. Re: rize with me... MP3 Translator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3923E90A.753D4253@mail.uni-mainz.de>
Source record: 44659

[snip]
>
> Don't laugh. I thought we had covered everything until I saw an 36K file
> unzip to 180 megs!
>
> Good to see you're still with us Andreas!
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

And there was no bug or error in the zip file (so you had to use
PKZIPFIX or others) ?? Wow, what a compression method !!
But I think this program did not work in the compressed mode (it did not
uncompress itself), it had to be unzipped first. For the little Atari
this would not make any sense, since the uncompressed program would
never fit into its memory. What we would need is a good compressed MP3
program, that a) fits into 48 k memory and b) uncompresses itself in
such a way, that it works/plays on the system without any crashes... I
do not believe thats possible - at least not today (maybe tomorrow, who
knows). - Andreas

3091. Re: scott adams cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3923EAEB.E36A8E4D@mail.uni-mainz.de>
Source record: 44660

Greg Goodwin schrieb:
>
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: Video61@webtv.net (Lance Ringquist)
> > scott adams of adventure international fame has kindly given video 61
> > permission to release many of his games to cartridge format.
> > the first one is done its rally speedway.
> > it will be availible in about one week.
> > we are also going to try and produce the adventure games with the
> > graphics.
> > i also wish to thank michael current for help in this endeavor,thanks,
> > lance
> > Video 61 & Atari Sales
> > 22735 Congo ST NE
> > Stacy MN 55079
>
> That's wonderful news!!! Whoo hoo!!
>
Yeah, its great to get the Scott Adams games on cartridge format soon.
But afaik Rally Speedway was already avaiable on cart (I have it !!).
Will there also be games from Adventure International (like Preppie,
Preppie II and many others) and SAGA ?? I loved these Scott Adams
Adventures (especially the graphic versions and comic versions like
Spiderman, Hulk, Fantastic Four, but they surely take to much
memory). - Andreas

3092. Re: Falcon baby

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3923EC3F.E01E10FA@mail.uni-mainz.de>
Source record: 44661

Greg Goodwin schrieb:
>
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "Mark Bedingfield" <mark@baypc.com.au>
> > Is there a way to use a Falcon or ST's hard drive networked in some fasion
> > to an 8-Bit, I saw some mention of it but didn't describe in much detail.
> > Mark Bedingfield
>
> Mark,
>
> You are in luck. There is a program called 800 XLDJ that I have been
> building a good use for. It requires a Atari ST/STE/Falcon (would love to see
> this tested on an Atari TT) and a SIO2PC. You can find the program at:
>
> http://wwwstud.ira.uka.de/~s_tomczy/dj800.html
>
> All and all, a well done program. If you have any questions, feel free to
> ask, since I have gone through the trouble of asking most of the questions
> about it one could hope to ask.
>
> Doctor Clu
> Atari 400 w/48K |>== SIO2ST cable ==[| 1040 ST 4 Meg w/AdSpeed User
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

Ok, so lets ask some questions. The XLDJ uses its very own format (since it is an older program). Is there any converter avaiable, that converts the .DJ images to ATR or XFD standard (and vice versa) ?? Thats the problem for most Atari ST/STE/TT/Falcon users, they can use the DJ but no ATR/XFD images and PC users cannot use their DJ images... Besides, a friend of mine uses the DJ with his TT, another one with ST and STE and a third one with the Falcon, so it is working on all these machines (ok, the Falcon and maybe the TT need a little modification). - andreas magenheimer

3093. Re: HELP - 800XL (DOS preferance)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3923EE75.AAD6A71@mail.uni-mainz.de>
Source record: 44662

"John K. Picken" schrieb:
>
> On Mon, 15 May 2000, Andreas Magenheimer wrote:
>
> > [snip]
> > .... And one final question:
> > MyDOS does not use sector links with Medium/Dual density, how does it
> > refer to the sectors then ??
>
> Atari DOS link bytes consist of six bits for the file number (position
> in the directory 0-63) and ten bits for the next sector address (0-1023).
> MYDOS format uses all sixteen bits for the sector address (0-65535) and
> does not use file numbers so files can obviously still be undeleted.
> Besides allowing for larger sector numbers, this format means you can
> sort or otherwise rearrange the order of files in the directory without
> having to rewrite all the "in use" sectors to update the file numbers.

That sounds great to me, but alas I have not seen any undelete program
for MyDOS (and Atari DOS 2.0 or 2.5 undelete does not work here). Do you
have any sorter program for MyDOS, so one can use the above mentioned
sorting advantages ?!? Hey, it would be great if the 8-Bit Atari world
would only consist of two continents: MyDOS and SpartaDOS. That would
mean much less problems... - Andreas

3094. Re: 1050 Enhanced Density Disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3923F10D.38E55B91@mail.uni-mainz.de>
Source record: 44663

Phantom schrieb:
>
> Is there any emulator or utilties that allows direct access to the 1050
> formatted enhanced density disk while regular PCs with 5.25" disk drive? My
> old 1050 disk drive was broken. Thanks in advance.

Yes, there are some tools, but they are all drive dependant, which means
with some PC drives and this software you can read medium/dual density,
with some drives you cannot. One program I know of, is from ABBUC member
Joerg Gernreich, it appeared on ABBUC magazine. So go and ask Wolfgang
Burger for it. Another program is Deana (or so), where the manual
mentions it could also read dual density. Never tested any of these two
programs... (I prefer using SIO2PC hard+software with original Atari and
original Atari floppy.)
- andreas

3095. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3923F314.B309B82@mail.uni-mainz.de>
Source record: 44664

Richard Cortese schrieb:
>
> John K. Picken <yg473@victoria.tc.ca> wrote in message
> news:Pine.GSO.3.95.iB1.0.1000517154123.25278A-100000@vtn1...
> >
> >
> > On 17 May 2000, AtariGirl1983 wrote:
> >
> > >
> > > I formated them in DD using DOS 2.5, if that is possible. I forgot if
> used
> > > SMARTDos or 2.5 on these, because they are autorun.
> > >
> >
> > You couldn't have formatted in "DD" with DOS 2.5, the DOS just does not
> > support it. The problem is in terminology: DD or Double Density means
> > 256-byte sectors. When Atari brought out the 1050 they saved (according
> > to Bill Wilkinson) about $2 in hardware by coming up with a custom
> > format using 128-byte sectors with 26 sectors per track instead of
> > using 256-byte sectors with the normal 18 sectors per track.
> > Unfortunately, some marketing type came up with the term "1050 Double
> > Density" which, if you remove the "1050" qualifier, is a flat-out lie.
> Problem still is termiology. Reminds me of the "How many bits are there in a
> word" debate.
>
> The people that make disks/disk controllers used to classify density in bits
> per inch and never sector lenght or sectors per track. Their definition was
> always FM/Single density MFM/Double Density. They even listed some of the
> formats there hardware would support, thing like single density, 512 bytes
> per sector, 4 sectors per track.
>
> IMO: It only got its popular meaning after 360k 512 byte per sector IBM
> style format became widely available, then everyone thought double density
> must mean 180k per side. If we were consistant with clasifying disks by
> sector lenght, they we would have to call IBMs quad density or something
> because they use 512 byte sectors to our 256.
>
> But then quad density drives on IBM refered to 80 tracks vs 40 tracks of MFM
> data, so we end up with another misnomer and even the IBM types were
> deviating from their own standards a bit.
>
> But I know what you mean.

By the way, I hear these abbreviations "FM" and "MFM" over and over
again. What do they stand for - or what do they mean ??
(Don`t tell me that FM was/is radio broadcasting and a well known radio
station name, etc. Thats not what I want to know...)
- greetings Andreas Magenheimer

3096. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3923F448.1AB9F609@mail.uni-mainz.de>
Source record: 44665

Rob Brooks schrieb:
>
> Someone should have a go at converting the Beeb version.
>
> Would take some time to disassemble I'm sure but it shouldn't be too
> hard to isolate the system specific stuff.
>
> RB.
>

Maybe we should cooperate in an Atari-Elite interest group and spent some thousand dollars for the guy programming and converting it for the little Atari. Lets think of 100 users, where eveyone spends 100 dollars, thats a total of 10thousand dollars. Enough for a programmer to do it - or not ?? - Andreas magenheimer

P.S. But who has/can support any source codes for Elite ??

3097. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3923FDB4.4060300@classic-games.com>
Source record: 44666

atarigirl1983@aol.com (AtariGirl1983) wrote:

> Hi,
> Compatibility problems, not having an 800XL (to take advantage of the help
> key), and being slow are may reasons for detesting 3.0

Speed was always my biggest reason for liking 3.0. I thought something
had gone terribly wrong the first time I tried to delete a file in 2.5 ;)

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

3098. Re: HELP - 800XL (DOS preferance)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <392403FB.6070006@classic-games.com>
Source record: 44667

Andreas Magenheimer wrote:

> That sounds great to me, but alas I have not seen any undelete program
> for MyDOS (and Atari DOS 2.0 or 2.5 undelete does not work here). Do you
> have any sorter program for MyDOS, so one can use the above mentioned
> sorting advantages ?!? Hey, it would be great if the 8-Bit Atari world
> would only consist of two continents: MyDOS and SpartaDOS. That would
> mean much less problems... - Andreas

Speaking of SpartaDOS and disk formats, I had some info from this NG on
the sparta disk format, which I lost in an HD problem a while back.
Anybody got info on it handy?

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

3099. Infocom's Suspect Game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39241e0d@fmlynet.org>
Source record: 44668

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Aaron Wheeler" <aaronat@ihug.co.nz>
> Hi people, I've had many requests for the game 'Suspect' by Infocom in ATR
> format. Has anyone got this one. I have it on Atari Floppies, but have
> been unsuccessful so far at get it onto the PC.
> Any help greatly appreciated.
> Thanks
> Aaron (aka Holmes)
> http://homepages.ihug.co.nz/~aaronat/atari.html

Hmmm... you've given me something to look into. I have been converting
files from ATR format to the strange DI format of the 800XLDJ in recent times
(thanks of course to ATR utilities on the Atari8.) Give me something to do to
attempt making an ATR file from the Atari8.

Infocom games shouldn't be that difficult to archieve, since they didn't
have any copy protection.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3100. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <si81dccvi6t181@corp.supernews.com>
Source record: 44669

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:3923F314.B309B82@mail.uni-mainz.de...
> By the way, I hear these abbreviations "FM" and "MFM" over and over
> again. What do they stand for - or what do they mean ??
Frequency Modulation and Modified Frequency Modulation.

I'm not that familiar with the terms myself, but my understanding of it is
AM Amplitude Modulation for comparison uses signal strenght to encode level.
FM uses fixed amplitude signal with variable frequency to encode data, and
frequency to level to decode it. I have some really old references where
they just us a 4046 phase locked loop chip to do this decoding.

Modified FM, no clue<grin>. I have very old refs that explain very old
terms, and very new refs that take definitions for granted, but very little
in between.

> (Don`t tell me that FM was/is radio broadcasting and a well known radio
> station name, etc. Thats not what I want to know...)
> - greetings Andreas Magenheimer
>

3101. Re: Of Keyboards & Drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8g10v5$315$1@slb0.atl.mindspring.net>
Source record: 44670

I have had dirt on XF551s also, ate my SpartaDOS original....
Never had the problem anywhere else.

Bob

LLpwhite <llpwhite@cs.com> wrote in message
news:20000517041506.05644.00003492@ng-cp1.news.cs.com...
> >Tyr using a damp disk head cleaner on them. It works wonders. Single
sided
> cleaner on 1050s, dbl sided cleaner on XFs. <
>
> Yes, I had an XF551 that I purchased used maybe 5 or 6 years ago. I
recently
> dug it out for a project, and found it would not read anything. Since I
knew
> that it previously read/write fine, I cleaned the head with 91% Isopropyl
and a
> cotton swab (not common rubbing alcohol!), and it started reading
sporadically.
> Cleaned it again, and it started reading/writing perfectly. This is the
2nd
> XF that has shown this symptom. Have not had the same experience with any
> other type drive -- just the XF551.
> Larry White
>
>

3102. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.958663976@math.tu-berlin.de>
Source record: 44671

Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:

>By the way, I hear these abbreviations "FM" and "MFM" over and over
>again. What do they stand for - or what do they mean ??

>(Don`t tell me that FM was/is radio broadcasting and a well known radio
>station name, etc. Thats not what I want to know...)

Don't laugh, FM really stands for the same thing, "frequency modulation". (-;
MFM is "modified frequency modulation". MFM encoding writes actually two
bits to the surface for one data bit in a way such that no more than three
zero bits or a single one bit can follow each other. That is,

1 1 0 0 1 0 1 0 would be MFM encoded as
1010010 0 1000100

If you analyze this from a mathematical point of view, this is in many ways
a frequency modulation with the double frequency of the data clock rate.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3103. Re: <!-- To use a different cobrand, make sure you have a template for

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000518132623.22422.00000068@ng-cs1.aol.com>
Source record: 44672

Hi,
Seriously? That is awesome bc I know HTML better than BASIC but my point was
the newsgroup is kinda messy when someone writes in HTML.
-Jessica-

>By the way, the little Atari can read&convert HTML without any problems.
>Just try the HTML converter from GMG demo group (Slovak republic I
>guess). Nice utility program !! - andreas

3104. Re: FA: Compumate for Atari 2600 (very rare)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000518132922.22422.00000069@ng-cs1.aol.com>
Source record: 44673

Hi,
That is awesome! Not on my list of items to pick up for my Atari collection.
Still trying to get hardware for my 800.

-Jessica-

>Currently being auctioned on eBay.com
>
>Compumate for Atari 2600 game console
>
>For further details (with photos) :
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=335545688
>
>Located in Melbourne, Australia.
>
>Will freight internationally.
>
>cheers!

3105. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000518133104.22422.00000070@ng-cs1.aol.com>
Source record: 44674

To me, it is slow, but I have never deleted a file in 3.0, so maybe it's just
me :)

Jessica

>Speed was always my biggest reason for liking 3.0. I thought something
>had gone terribly wrong the first time I tried to delete a file in 2.5 ;)
>

3106. Re: HELP - 800XL (DOS preferance)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000518105010.17373B-100000@vtn1>
Source record: 44675

On Thu, 18 May 2000, Andreas Magenheimer wrote:

>
> That sounds great to me, but alas I have not seen any undelete program
> for MyDOS (and Atari DOS 2.0 or 2.5 undelete does not work here). Do you
> have any sorter program for MyDOS, so one can use the above mentioned
> sorting advantages ?!? Hey, it would be great if the 8-Bit Atari world
> would only consist of two continents: MyDOS and SpartaDOS. That would
> mean much less problems... - Andreas
>
>
Undeleting with MYDOS is really easy: change the status byte in the
directory to show the file as normal. That will, of course, screw up the
VTOC and free sector count but VTOCFIX can fix that for you easily.

I've never bothered writing a sort for MYDOS as I don't use it often
enough to make it worth the effort. For files in the root directory,
you could probably sort with TopDOS. In any case, it's very easy to write
a sort for MYDOS: you simply read in the directory and rearrange the
entries as you wish--BUT you must make sure you're doing this on a
MYDOS format disk. MYDOS, in straight single and double density modes,
emulates DOS 2.0 nearly exactly i.e. file numbers are used in the
links so you can't sort the directory. I'd have to do some digging into
the source code but I think MYDOS makes the file number/no file number
decision based on the first byte in the VTOC ($02 = DOS 2, $03+ = MYDOS).

jkp

3107. Re: HELP - 800XL (DOS preferance)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000518105924.17373C-100000@vtn1>
Source record: 44676

On Thu, 18 May 2000, Greg Miller wrote:

> Speaking of SpartaDOS and disk formats, I had some info from this NG on
> the sparta disk format, which I lost in an HD problem a while back.
> Anybody got info on it handy?
>
The SpartaDOS manual has been posted on-line. You might try Tom Hunt's
ftp site. I have a copy somewhere on my HD that I'm working on as I get
time (updating it with the 3.2 stuff included with the RT8 release and
some info of my own).

essentially:

sectors 1-3: boot loader code and DOS disk data tables (first 40 bytes)
sectors 4-x: bit map sectors i.e. the VTOC, number of sectors depends on
disk size and density
sector x+1: first map of the MAIN directory
sector x+2: first directory data sector

With SD, DD, and QD there will only be one bit map, with ED there will be
two.

jkp

3108. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000518110702.17373D-100000@vtn1>
Source record: 44677

On Thu, 18 May 2000, Andreas Magenheimer wrote:

>
> By the way, I hear these abbreviations "FM" and "MFM" over and over
> again.

As (deleted the message too quickly) I think Rick said:
(Modified) Frequency Modulation. The major difference from the user point
of view is that the MFM data transfer rate is double that of FM. So,
1050's actually read and write faster in ED than they do in SD.

You can actually notice the speed difference in SpartaDOS.

jkp

3109. Re: HELP - 800XL (DOS preferance)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000518152145.19675.00000047@ng-cp1.aol.com>
Source record: 44678

>Andreas Magenheimer magea000@mail.uni-mainz.de schrieb:

>That sounds great to me, but alas I have not seen any undelete program
>for MyDOS (and Atari DOS 2.0 or 2.5 undelete does not work here). Do you
>have any sorter program for MyDOS, so one can use the above mentioned
>sorting advantages ?!?

TopDOS 1.5 provides a sort directory and an undelete file capability in double or single density along with batch files and RAM access/alteration. It can't sort 2.0/2.5 because of the file number limk but should do MyDOS.

-Ron

I don't have a solution but I admire the problem.

3110. Re: HELP - 800XL (DOS preferance)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000518153000.19675.00000048@ng-cp1.aol.com>
Source record: 44679

>Greg Miller gmiller@classic-games.com remarks:

>Speaking of SpartaDOS and disk formats, I had some info from this NG on
>the sparta disk format, which I lost in an HD problem a while back.
>Anybody got info on it handy?

try Ken Siders' site:
http://home.columbus.rr.com/ksiders/dos.htm
fairly complete descriptions...

-Ron

I don't have a solution but I admire the problem.

3111. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000518153442.19675.00000050@ng-cp1.aol.com>
Source record: 44680

>sup8pdct@mail.cth.com.au remarks:

>> I guess what it boils down to is why cluster sectors into blocks of 8?
>> There must have been some sort of reason for that, however twisted!
>
>Perhaps for the planned 1090XL box with a hard drive installed??

I had always heard the purpose of DOS 3's structure was to support that double sided drive internal to the planned 1450XLD.

-Ron

I don't have a solution but I admire the problem.

3112. Re: HELP - 800XL (DOS preferance)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000518123406.26874A-100000@vtn1>
Source record: 44681

On 18 May 2000, RHamiIton5 wrote:

>
> TopDOS 1.5 provides a sort directory and an undelete file capability in double
> or single density along with batch files and RAM access/alteration. It can't
> sort 2.0/2.5 because of the file number limk but should do MyDOS.
>
You're right Ron, but it can't, unfortunately, handle MYDOS
subdirectories.

jkp

3113. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000518153726.19675.00000051@ng-cp1.aol.com>
Source record: 44682

>Greg Miller gmiller@classic-games.com remarks:

>Speed was always my biggest reason for liking 3.0. I thought something
>had gone terribly wrong the first time I tried to delete a file in 2.5 ;)

Obviously, you had not used 2.0....

-Ron

I don't have a solution but I admire the problem.

3114. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <PJZU4.402$J5.22827@stones>
Source record: 44683

Hi,

>P.S. But who has/can support any source codes for Elite ??

I've reverse engineered a high percentage of the C64 version,
and had some help from Ian Bell and Christian Pinder who
is converting the BBC version into C on the PC.
(see www.newkind.co.uk).

Aside from getting married 6 months ago, normal working pressures,
2 evenings a week consultancy, working on the re-port of CC65 back
to the Atari 8-bit and a Linux port to 68000 Atari STs, I might get a free
stretch to start porting the code over!

Also, I'm in the process of selling my flat and buying a new house!
Once I'm settled in I'll have a whole room just for computing :-)

Having an 8-bit Atari Elite is a nagging itch that I've had since playing
the Atari ST version (and the C64 version later) over 10 years ago!

Maybe by Christmas... but don't quote me!

Regards,

Mark.

3115. Re: scott adams cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <15341-39248540-104@storefull-177.iap.bryant.webtv.net>
Source record: 44684

hi andreas,
we are working on whomper stomper,preppie I&II.
i also would like to see some graphic advntures done,and we are looking
at some right now.
rally speedway was not a real big ditributed cart here,i only had it
once in my place,then i could get it no more.
i always liked the game,and thought that it was way ahead of its time,
and there is not much else on cart race car wise except pole
position,and pitstop.
so i started with that one.thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3116. Atari Discounts! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8g2igu$2c3$1@user2.teleport.com>
Source record: 44685
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

To take advantage of Discounts or FREE Monitors or FREE Jaguar Video
Cable, you must E-Mail me to Claim it & state what you want in E-Mail.

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with
a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount
with a $200 Purchase. Discounts Apply to Classic Atari 8 Bit, Atari ST
and/or Atari Jaguar. Hardware, Software, Books & Accessories! Shipping
not figured into Discount. Customer pays Shipping. Limited Time offer!
Substitutions considered.

FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega 2
ST or a 1040STe and receive a FREE Monitor. Your Choice of a Color or
MonoChrome Monitor. FREE Monitor when purchasing an Atari 8 Bit
Computer. Buy an Atari 800XL or an Atari 130XE and an Atari 8 Bit Disk
Drive such as an Atari 1050 Drive & receive your choice of any Monitor
in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 of
Atari Jaguar items, receive absolutely FREE, a +NEW in BAG Jaguar
Composite Video/Stereo Audio Cable. Offer Available for Limited Time
only. First Come, First Serve! Subject due to availability! Customer
pays all Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So checkout what's new on my Web
Site. In Fact, check it regularly as my Catalogs are updated regularly.
Customer's are served, first come, first serve! No competing in
auctions. Just Sales, Support & Service! I have 8 different Catalogs, &
my SoftWare Catalogs are my largest. They have the biggest Byte Count.
You should see my inventory! I have TruckLoads of HardWare, Boxes and
Boxes of Software & Libraries of Books & Reference Material for the
Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And
remember, if you can't come see me today, come see me tomorrow!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3117. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8g2it6$31d$1@user2.teleport.com>
Source record: 44686
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3118. Re: <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <rmg7is0rvl13oi8dfok9pvid6j3e37neih@4ax.com>
Source record: 44687

The other Day atarigirl1983@aol.com (AtariGirl1983) wrote:

>This is a good example:
>
>Don't Use HTML in a newsgroup! Makes a mess!

This is a bad example...Don't repost a spam message in full as it 1. helps the spammer and 2. makes an even bigger mess :-)

>
>>Subject: <!-- To use a different cobrand, make sure you have a template for
>>it in /parts/cobrand/ -->
>>From: rBoyLpKp rBoyLpKp@uXlpFhJq.comNOSPAM
>>Date: 5/17/2000 3:29 AM Eastern Daylight Time
>>Message-id: <8ftho0$9vd$1@nslave1.tin.it>

--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3119. Re: <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8fvc5d$2k8@cs.vu.nl>
Source record: 44844

atarigirl1983@aol.com (AtariGirl1983) writes:

>This is a good example:

>Don't Use HTML in a newsgroup! Makes a mess!

>>[snipperdisnip]

Are you serious? This can't be true!

--Ivo

3120. Re: Falcon baby

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-18 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000517212745.14643.00002565@ng-cl1.news.cs.com>
Source record: 44845

Hmm. Wonder if the SIO2ST would work with the "Gemulator"? Anyone ever looked into that? I'm sure that it would "kick it down a notch" (to paraphrase the guy on the Food Channel), but since PC's run so very fast relative to an ST, and the Gemulator is a very, very good emulator...
Larry

3121. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-19 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <392588DE.9030107@classic-games.com>
Source record: 44496

Andre wrote:

> > and had some help from Ian Bell and Christian Pinder who
> > is converting the BBC version into C on the PC.
> > (see www.newkind.co.uk).
>
> Then it should be possible to make a cross compilation from C to Atari-opcode
> or am I wrong?

Easier said than done, and the results likely wouldn't be all that
satisfactory. C is a poor match for the 6502, and C runtime libraries
are very hard to fit in the available RAM.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

3122. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-19 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <d9hV4.368$%5.21586@wards>
Source record: 44497
Cross-posted to: alt.fan.elite,comp.sys.atari.8bit

Hi,

>Is it available?

No, I've only completed most of the reverse engineering,
i.e. coming to understand what's doing what. I'm just
getting into the 3D math but have the main game
features and variables/structures identified.

I haven't started writing any code on the Atari yet!

> Is the vector graphics (which graphics mode) faster than the
>C64-based? I think it should be faster because of higher CPU clock
>and linear video RAM adressing.

We'll have to wait and see!

>Then it should be possible to make a cross compilation from C
> to Atari-opcode or am I wrong?

It wouldn't be fast enough. Christian had written the 3D stuff
using floating point vectors wheras the 6502 code is very optimised!
I wrote a fixed point library to test the speed difference when
I ported the ship rotator onto the Palm Pilot, someone may want
to use this on the 8-bit.

>Have you ever thought about an open source project concerning ELITE?

I'd better check out the legalities of it first ;-)
But I have little worries about giving out the current disassembly
if anyone is seriously interested in beginning the port.

As for open source, the proposed 'Elite club' seems a little
way off but I think that it primarily deals with the games
AFTER Elite and the source code they will release probably
won't be the original Elite as Ian Bell already has the BBC
cassette sources on his site.

My idea for the Atari 8-bit version was to do away with the
basic buy/sell interface of the original versions and have a
graphical interface like the ST version. Agree/Disagree?
Also I'd like to add the Ship ID facility.

Regards,

Mark.

3123. Re: Koronis Rift, how do you beat it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-19 00:00:00 UTC
From: "Ronald A.Laski", "Jr." <nospam@sam-i-am.com>
Message-ID: <MPG.138fc6508842a47c989680@news.midwest.net>
Source record: 44498

In article <20000517074859.17103.00002511@ng-cb1.aol.com>,
rack2000@aol.com says...
> well youd think after 15 years of playing the game i would have beaten it by
> now but im stumped, i get to rift 20 with the best modules to be basicly
> invincable to the saucers with the highest score possible by going through
> every rift and getting all the modules and selling the bad ones. though i cant
> figure out what to do on rift 20. there are a few HULKS there that shoot at you
> i asume you have to just destroy them since trying to loot them does no good,
> but after i destroy them, it indicates one more is behind a mountain, and there
> is NO WAY AROUND it. anyone ever beat it? if so can you give somewhat detailed
> explaination of what you did.
>
I know this isn't gonna help, but a friend of mine beat it... He replayed
the ending for me... I've seen it.. but, as you say, it's been 15 years,
and i can't, for the life of me, remember what you do, or what the ending
was!! sorry! :)

Ron

3124. Re: Falcon baby

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-19 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <mZ1V4.437$YF4.75605@nsw.nnrp.telstra.net>
Source record: 44688

Yes thanks. I havent used my 8-bit for around 5 years (for shame). So all this disk image stuff is getting a little confusing? Is it also possible to read and write to standard flippy disk's for the xl/xe? Ta again

Mark Bedingfield

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:0002.3923ad8c@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> When it comes to the schematics to the SIO2ST (SIO2PC same thing) you can get
> a good description on the Ape interface page that Steve Tucker set up. If you
> need that, just say the word. .
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

3125. Re: Infocom's Suspect Game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-19 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8g29h80h5c@news2.newsguy.com>
Source record: 44689

Thanks for that...much appreciated...

H.

> >Hi people, I've had many requests for the game 'Suspect' by Infocom in
ATR
> >format. Has anyone got this one. I have it on Atari Floppies, but have
> >been unsuccessful so far at get it onto the PC.

> I've just posted it in alt.binaries.comp.atari8bit. If you have any
> trouble getting it from there, or if your provider doesn't carry that
> group, E-Mail me (remove "diespamdie!!!" from the address) and I can
> send it to you another way.

3126. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-43OotBMBDldr@cth-digital-ts01-s3.cab.cth.com.au>
Source record: 44690

On Sun, 18 May 3900 14:48:15, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> Why not simply say it like that:
> - Atari 810 & 1050 & other standard floppies have 19200 Baud
> (lets call it single speed!)
> - Atari XF551 has 19200 and 38400 Baud (thus single & double speed)
> - real sector skewing drives (like Indus, Us-Doubler, Supermax,
> german Turbo 1050, german Hyper-XF, etc.) have 19200, 38400 and
> approx. 57600 Baud (thus single, double and triple speed)

The xf uses sector skewing.
At least supermax and usd only have 19200 and 57600 baud. Big
difference is the command frame is sent at the high baud rate unlike
the xf and indus.
I am not aware of any other speeds used by both these upgrades. I have
dissembled both Supermax and USD. I can let people look at the usd
code is they want it. Supermax still belonges to me.
I have mananged to get both superarchiver and Happy roms as well.
Both where tricky in there own way.

> - cache/track buffering drives (like Happy, Speedy and others) have
> 19200 Baud (slow/unhappy mode), approx. 38400 Baud (normal mode),
> approx. 57600 Baud (emulated US-Doubler mode on Happy, emulated
> Turbo 1050 mode on Speedy drives) and finally 76800 Baud with
> ultraspeed (or in other words: single, double, triple and quad

I didn't know happy could do 76800 baud. does any one has the
dos/programm that does this with the happy drive??

> speed !!).
>
> Ok, this is not as exact as it could be, but it`s a good overview to
> start with. One last thing: the Indus uses Sector skewing (no cache or
> track buffering) but still gains 76800Baud ?? Maybe my overview is wrong
> here, I thought sector skewing drives only reach triple speed / 57600
> Baud... greetings - Andreas

from my tests, the indus sector skew is the same as the usd sector
skew.
The indus command frame is sent at 19200 baud with the high bit set.
The data frame is sent at 78000 baud (approx). The combined times of
both apperantly are about equal to both cammand and data sent at 57600
baud.

P.s. I got my baud rates from the clock out pin on the sio bus. I used a frequency counter.

James B

3127. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-ORLIdBqoggCw@cth-digital-ts01-s3.cab.cth.com.au>
Source record: 44691

On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
> On Thu, 18 May 2000, Andreas Magenheimer wrote:
>
> >
> > > By the way, I hear these abbreviations "FM" and "MFM" over and over
> > > again.
>
> As (deleted the message too quickly) I think Rick said:
> (Modified) Frequency Modulation. The major difference from the user point
> of view is that the MFM data transfer rate is double that of FM. So,
> 1050's actually read and write faster in ED than they do in SD.
>
> You can actually notice the speed difference in SpartaDOS.
>

I read somewhere that FM stores a databit, clockbit, databit, clockbit
etc (at least I think it was called a clockbit)
MFM does away with the clock bit so in affect, storing twice as much.

James B

3128. Re: Lucasfilm Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-19 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8g32cv$f12$2@kohl.informatik.uni-bremen.de>
Source record: 44692

Mindfield <diespamdie!!!mindfield@home.com> wrote:
> Maybe getting the disk images that were recently dug up of these games
> (the real ones with the cool intos) is your best bet.

I acquired cartridges of Ballblazer and Rescue On Fractalus that have
the intros on EBay Germany this year. They are XE carts and work
perfectly on the 800XL/130XE. Both games are still up for auction
at ebay.de, they're in packaging and shrink-wrapped. I guess someone
found a container load of them somewhere. :)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www.tmeyer.de/

3129. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-19 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <39254758.A8F94260@agnld.uni-potsdam.de>
Source record: 44693

Mark Keates wrote:

> Hi,
>
> >P.S. But who has/can support any source codes for Elite ??
>
> I've reverse engineered a high percentage of the C64 version,

Is it available? Is the vector graphics (which graphics mode) faster than the C64-based? I think it should be faster because of higher CPU clock and linear video RAM adressing.

> and had some help from Ian Bell and Christian Pinder who
> is converting the BBC version into C on the PC.
> (see www.newkind.co.uk).

Then it should be possible to make a cross compilation from C to Atari-opcode or am I wrong?

> Aside from getting married 6 months ago, normal working pressures,
> 2 evenings a week consultancy, working on the re-port of CC65 back
> to the Atari 8-bit and a Linux port to 68000 Atari STs, I might get a free
> stretch to start porting the code over!

Have you ever thought about an open source project concerning ELITE?

Thanks,

Andre

3130. Re: Falcon baby (800XLDJ / SIO2ST)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-19 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39258bac@fmlynet.org>
Source record: 44694

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Mark Bedingfield" <mark@baypc.com.au>

> Yes thanks. I havent used my 8-bit for around 5 years (for shame). So all
> this disk image stuff is getting a little confusing? Is it also possible to
> read and write to standard flippy disk's for the xl/xe? Ta again
> Mark Bedingfield

What you will want to do in this case is get your 800xl and hook it to a standard Atari floppy disk drive. Then from the floppy drive, connect the "SIO2ST" cable into the other I/O port, and then from there to the serial port on the ST/Falcon.

The important thing to keep in mind that 800XLDJ virtual drives work great unless you try setting a virtual drive for the same position as the real drive. The two will naturally conflict, so be careful not to do this. This really doesn't harm anything, but the computer will put up a major sputtering fit for a minute and eventually error out most of the time. :)

From the real drive you can copy them onto virtual drives and save them in the strange .DI format. From then on, you can load the disk from the XLDJ and give the real drive a rest.

Doctor Clu

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3131. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-19 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <39258569.1010603@classic-games.com>
Source record: 44695

rhamiiton5@aol.comedy.com (RHamiIton5) wrote:

> >Greg Miller gmiller@classic-games.com remarks:
>
> >Speed was always my biggest reason for liking 3.0. I thought something
> >had gone terribly wrong the first time I tried to delete a file in 2.5 ;)
>
> Obviously, you had not used 2.0....

Nope. My first experience with an Atari computer was when I got a 130XE
with a 1050 and DOS 3.0 at my local Service Merchandise. I kind of took
the fast deletes, appends, etc. for granted.

I switched back to 3.0 in a hurry after I used 2.5 a bit, then finally
switched to MyDOS after I bought a pair of XF551's a couple of years back.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

3132. Re: <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-20 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000519215725.05771.00000207@ng-cu1.aol.com>
Source record: 44499

Just trying to mke a friggin point!

>>This is a good example:
>>
>>Don't Use HTML in a newsgroup! Makes a mess!
>
>This is a bad example...Don't repost a spam message in full as it 1. helps
>the
>spammer and 2. makes an even bigger mess :-)
>>
>>>Subject: <!-- To use a different cobrand, make sure you have a template for
>>>it in /parts/cobrand/ -->
>>>From: rBoyLpKp rBoyLpKp@uXlpFhJq.comNOSPAM
>>>Date: 5/17/2000 3:29 AM Eastern Daylight Time
>>>Message-id: <8ftho0$9vd$1@nslave1.tin.it>
>
>--
>Paul Irvine
>
>"You only get one life, use it well"
>
>www.dellos.freeserve.co.uk

3133. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-20 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000520095415.59783A@ilaskey.compulink.co.uk>
Source record: 44500

In article <PJZU4.402$J5.22827@stones>, mark@mkeates.force9.co.uk (Mark Keates) wrote:
>
> I've reverse engineered a high percentage of the C64 version,
> and had some help from Ian Bell and Christian Pinder who
Not sure how Ian Bell feels now - David Braburn started getting heavy (allegedly) last year on account of Ian Bell putting all the old versions of Elite on his web site for free.

Iain

3134. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-20 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000520095419.59783B@ilaskey.compulink.co.uk>
Source record: 44501

In article <39254758.A8F94260@agnld.uni-potsdam.de>,
stein@agnld.uni-potsdam.de (Andre) wrote:

> Have you ever thought about an open source project concerning ELITE?
Unlikely given David Braburns alleged stance on the title.

Iain

3135. Re: Lucasfilm Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-20 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <AopGsJA3TlJ5Ewnx@lovecraft.demon.co.uk>
Source record: 44502

In article <8g32cv$f12$2@kohl.informatik.uni-bremen.de>, Thomas Meyer
<i03a@zfn.uni-bremen.de> writes
>Mindfield <diespamdie!!!mindfield@home.com> wrote:
>> Maybe getting the disk images that were recently dug up of these games
>> (the real ones with the cool intos) is your best bet.
>
>I acquired cartridges of Ballblazer and Rescue On Fractalus that have
>the intros on EBay Germany this year. They are XE carts and work
>perfectly on the 800XL/130XE. Both games are still up for auction
>at ebay.de, they're in packaging and shrink-wrapped. I guess someone
>found a container load of them somewhere. :)

I can't bid on it :(I'll pay 30DM (+ shipping) for that game... I want
it badly. (Rescue on Fractalus - although I would also pay that for
Ballblazer).

Would the german cartridge work on my PAL 65XE?

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

3136. Wtd: Eastern Front Doc

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-20 00:00:00 UTC
From: Sam N Oben <SamnOBEN@canada.com>
Message-ID: <3926731C.EB83E728@canada.com>
Source record: 44503

Any one know where I can find the document file for Eastern Front.

I have the Eastern Front ATR file though no document file for this
game.
Any help appreciated! Thanks in advance. - Sam OBEN

--
//
//# SamnOBEN@canada.com - junk/spam e-mail will be auto deleted.
\\# My pay date is http://www.sdes.gov.bc.ca/publicat/cheqissu.htm

3137. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-20 00:00:00 UTC
From: Christian <christianNOchSPAM@newkind.co.uk.invalid>
Message-ID: <0223a480.aad7b3fa@usw-ex0105-036.remarq.com>
Source record: 44504

In article <392588DE.9030107@classic-games.com>, Greg Miller
<gmiller@classic-games.com> wrote:
>Andre wrote:
>
>> > and had some help from Ian Bell and Christian Pinder who
>> > is converting the BBC version into C on the PC.
>> > (see www.newkind.co.uk).
>>
>> Then it should be possible to make a cross compilation from C
to Atari-opcode
>> or am I wrong?
>
>Easier said than done, and the results likely wouldn't be all
that
>satisfactory. C is a poor match for the 6502, and C runtime
libraries
>are very hard to fit in the available RAM.
>

Plus, my C code was designed to be readable and portable so I
haven't worried about liberal use of Floating Point etc. You'd
be far better porting the 6502 code.

Christian.

Elite - The New Kind
http://www.newkind.co.uk/elite.html

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3138. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-20 00:00:00 UTC
From: Christian <christianNOchSPAM@newkind.co.uk.invalid>
Message-ID: <009cf000.ab5ddade@usw-ex0105-036.remarq.com>
Source record: 44505

In article <39254758.A8F94260@agnld.uni-potsdam.de>, Andre
<stein@agnld.uni-potsdam.de> wrote:

>Have you ever thought about an open source project concerning
ELITE?

Thanks exactly what I'm doing :-)

Christian.

Elite - The New Kind
http://www.newkind.co.uk/elite.html

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3139. Atari software for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <8gbbq2$r0n$1@uranium.btinternet.com>
Source record: 44506
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax 00+44+(0)1952 462135
http://www.tradeinpost.com
John@tradeinpost.com

3140. t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.392955fd@fmlynet.org>
Source record: 44507

FamilyNet HQ: Telnet:\\www.family-bbs.net

Well this is cute, my friend moved out of town, and when he did, knowing my love for vintage computing, he offered to give me his C-64. In honor to my friend, I accepted his C-64 into my home with open arms dispite the fact that I have considered the Commodore line a direct rival to the Atari for nearly two decades. :)

The computer sits amoungst my Atari8/ST setup rather well. I have a newer style C-64 (in the C-128 stylish case) and the newer 1541 drive. Most of the time I have them covered and unplugged until I want to tinker with them.

I showed my wife briefly the way the two parallel universes of computers.

The Atari 400/800 had no parallel to show, since they were set to compete with the Vic 20.
I set the Atari 800xl next to an older C-64.
Then I set the XEGS next to the newer cased (C-128 looking) C-64.

She thought it was cute.

But all and all, the feel of the system is much like the Atari, and seeing some of its games show to me games that could have just as likely been on the Atari system.

However, there are two things that come to mind when playing with it.
First off how cheap the system felt. Or I should say cheaply made. The keys when pressed do not give a key click to reassure you that a key has been hit.
And Atari users have been forever spoiled by the drive loading sound. You either like the drive loading sound or not (I do). Naturally, like any other computer, the C-64 does not have this, and EGAD that drive is slow!!!
Of course, I understand that there is a drive accelerator cartridge out there, so when a few more gadgets it could be descent.

I did get to see the differences in sound and graphics from loading Archon. The intro music had more voices, in that version the "ARCHON" bounces around at the top of the screen.

Similiar to the Macintosh version, the characters in Archon are surrounded with a strong black outline to their form. This might have been more of what the people at Freefall wanted, but honestly, maybe through bias and years of play on the Atari, I prefer my characters without such an outline.

Alas, considering the Atari8 was originally built in the days of the Vic-20 and continued competing with this computer of another generation of Commodore I have to say I'm impressed. I have fun every so often tinkering on the C-64 to see what could have been on the Atari.

Is it me, or was the C-64 slightly more of a game machine that the Atari?
I think the lack of a disk operating system makes me feel that way.

Anyway, here is my first impression of a C-64. Now if I can only figure
out how to work with the disk drive a little better through Commodore's basic.
(grin)

(Any disk operating system on the Atari has me spoiled here). Hmmm... any
chance of porting MyDos 4.5 to the C-64. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3141. VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <gBbW4.2663$oO1.12845@newsfeed.slurp.net>
Source record: 44508

Hello,

Is there a way to connect an 8-bit computer to a VGA monitor. I know
people have asked this before, but I did not catch the answer. I would
figure there would be some kind of adapter.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3142. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <392954C4.4ECD65F8@mail.uni-mainz.de>
Source record: 44509

RHamiIton5 schrieb:
>
> >sup8pdct@mail.cth.com.au remarks:
>
> >> I guess what it boils down to is why cluster sectors into blocks of 8?
> >> There must have been some sort of reason for that, however twisted!
> >
> >Perhaps for the planned 1090XL box with a hard drive installed??
>
> I had always heard the purpose of DOS 3's structure was to support that double
> sided drive internal to the planned 1450XLD.
>
> -Ron
>
> I don't have a solution but I admire the problem.

Take a look at the DOS 3 (english) manual. It has some notices about the
1450XLD, but as far as I remember, only in that way, that you could use
Side A of a disk with the 1450XLD as drive 1 and side B of this disk
with the 1450XLD as drive 2... The floppy drive of the 1450XLD still
merely supported medium/dual density, but had to write heads... I am
not sure if you would have been 1050 compatible, if treating side b of a
disk like that (using the second write head). Nowadays I could do the
same with an XF551 floppy drive (and an alernative OS that I have
installed), but if I would format side B of a disk (S/M/D) without
flipping it over, just using the second write head, the 1050 would be
unable to read this disk side...
- andreas magenheimer

3143. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39295582.22E15DFB@mail.uni-mainz.de>
Source record: 44510

RHamiIton5 schrieb:
>
> >llpwhite@cs.com (LLpwhite) remarks:
>
> >Format in ED then write a 720-sector VTOC and directory? Or is there some
> >other trick that can be used to get MFM w/720 sectors?
>
> That sounded to me like what he was doing; format 1040 sectors in ED with 2.5
> and then use it with 2.0 which would ignore everything above sector 719 which
> includes the 2nd VTOC. I can't imagine any other secret tricks.
> -Ron
>
> I don't have a solution but I admire the problem.

You can also patch DOS 2.0s in that way, it formats 931 free sectors (or
even up to 963 free sectors), but still uses one VTOC !! Alas, I am not
sure if this will give you FM or MFM... - Andreas

3144. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39295B6C.CBE19804@mail.uni-mainz.de>
Source record: 44511

Hello James,
afaik, 1) the sector skewing drives need two things, to get full highspeed: highspeed-SIO (DOS, Gamedos, etc.) and sector skewing. If you do not use any of these two, you have 19200 Baud, with highspeed SIO only it should be approx. 38400 Baud, and finally with both highspeed SIO and sector skewing it should be approx. 57600 Baud... (by the way, using only sector skewing without highseed SIO will slow the drive down !! try a sector skewing disk on a normal 1050 it appears to work slower than 19200 Baud...)

2) the track/cache buffer drives need only highspeed SIO, they do not need/nor use sector skewing. Since they have an alternative OS (not original 1050, etc. OS) and RAM onboard they do not need sector skewing, but can be programmed to work like such a drive (US-Doubler-emulator for Happy avaiable and 1050 turbo emulator for Speedy avaiable)...

So my overview may look like this:

1) sector skewing drives
a) slow (no highspeed SIO, no sector skewing)
b) only highspeed SIO
c) both highspeed SIO and sector skewing
[d) only sector skewing (no highspeed SIO)]

2) track/cache buffer drives:
a) slow/unhappy mode
b) normal mode (no highspeed SIO)
c) emulated US doubler/Turbo 1050 (sector skewing) mode
d) with highspeed SIO

But finally, my overview should just make things easier, instead of speaking of dozens of different drives, (high)speed modes and Baudrates, we could just speak of 4 different speeds:
- single speed: 19200 Baud
- double speed: 38400 Baud
- triple speed: 57600 Baud
- quad speed: 76800 Baud

Thats all. - Andreas Magenheimer

3145. Re: VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8gbmneiqs1@news.storm.ca>
Source record: 44512

There are two ways to do it:

- Get an interface box that goes between the A8 and the VGA monitor (I forget the common name for them)

- Get a video card with Composite Video In for your PC. That way, you can have the Atari display on your PC screen (either windowed or full screen) plus your copy of APE98.

David P.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message news:gBbW4.2663$oO1.12845@newsfeed.slurp.net...
> Hello,
>
> Is there a way to connect an 8-bit computer to a VGA monitor. I know
> people have asked this before, but I did not catch the answer. I would
> figure there would be some kind of adapter.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

3146. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_959022555@rtfm.mit.edu>
Source record: 44513
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 1, 2000

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Another Usenet FAQ often of interest to 8-bit Atari users is:
Accessing the Internet by Email FAQ / Gerald E. Boyd
mailto:gboyd@netcom.com
http://www.faqs.org/faqs/internet-services/access-via-email/

3147. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <dk5jissm82d80k9kd6f8ricfh18ntic5n5@4ax.com>
Source record: 44514

On Sun, 22 May 2000 08:23:58 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> drooled an embarassing wet spot
in his lap as he typed:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>
> Well this is cute, my friend moved out of town, and when he did, knowing
>my love for vintage computing, he offered to give me his C-64. In honor to my
>friend, I accepted his C-64 into my home with open arms dispite the fact that I
>have considered the Commodore line a direct rival to the Atari for nearly two
>decades. :)

I always loathed my C64 friend. Hated his slow drives, didn't like
the fixed 16 colour graphics... :-)

[...]
> But all and all, the feel of the system is much like the Atari, and
>seeing some of its games show to me games that could have just as likely been
>on the Atari system.

The only real advantage I saw in the C64 is the SID chip; SID sound
produced some rather nice sounding music.

But that's where my interest in the C64 ended... :)

> However, there are two things that come to mind when playing with it.
>First off how cheap the system felt. Or I should say cheaply made. The keys
>when pressed do not give a key click to reassure you that a key has been hit.
>And Atari users have been forever spoiled by the drive loading sound. You
>either like the drive loading sound or not (I do). Naturally, like any other
>computer, the C-64 does not have this, and EGAD that drive is slow!!!
> Of course, I understand that there is a drive accelerator cartridge out
>there, so when a few more gadgets it could be descent.

IIRC, the 1541 runs stock at 2400BPS. With the Epyx FastLoad cart,
it's accellerated I think to 5200BPS. Compare that with the Atari
1050's stock 19,200BPS, the XF551's stock 38,400BPS, and the
doubled-1050's speed of an astounding 57,600BPS -- over 10x the speed
of a 1541 with FastLoad. That's one thing I always _loved_ about my
good ol' Atari.

> I did get to see the differences in sound and graphics from loading
>Archon. The intro music had more voices, in that version the "ARCHON" bounces
>around at the top of the screen.

I also recall seeing Impossible Mission on my friend's C64, which had
the digitized "Welcome! Stay for a while ... stay ... FOREVER!"
playing at the beginning of the game. I always kinda thought that was
neat, and at the time had nothing to compare on the 8-bit Atari.
(However, when I first got Whomper Stomper, I finally had something
that had digitized voice in it)

I don't think there are more voices in the C64 version of Archon
however; the C64 has 3 channels of SID sound, while the 8-bit Atari
has 4 Pokey voices.

> Similiar to the Macintosh version, the characters in Archon are
>surrounded with a strong black outline to their form. This might have been
>more of what the people at Freefall wanted, but honestly, maybe through bias
>and years of play on the Atari, I prefer my characters without such an outline.
>
> Alas, considering the Atari8 was originally built in the days of the
>Vic-20 and continued competing with this computer of another generation of
>Commodore I have to say I'm impressed. I have fun every so often tinkering on
>the C-64 to see what could have been on the Atari.

One thing I didn't like on the C64 was the fact that DOS was built-in
to the 1541 drive, so you couldn't use a nice DOS like the Atari
could. I suppose you could have gone with GEOS and had a
graphical-style interface, but I much preferred Sparta on the 8-bit.

> Is it me, or was the C-64 slightly more of a game machine that the Atari?
>I think the lack of a disk operating system makes me feel that way.

Commodore wanted to market it as a business machine initially (after
all, Commodore's full name is Commodore Business Machines, or CBM) but
they ended up turning it more towards the field of games. I recall
seeing early ads on TV a long time ago touting its multifaceted
capabilities in both home finance, business applications, word
processing and yes, video games. However, it ended up being more of a
video game system than anything.

But then what could you expect, the Tramiels were running the show at
the time.

> Anyway, here is my first impression of a C-64. Now if I can only figure
>out how to work with the disk drive a little better through Commodore's basic.
>(grin)

All I know are the basics:

load "$",8,1:: - Get disk dir
load "*",8,1 - Load first executable
load "filename",8,1 - Load filename

The number 8 can be replaced with 9, 10, etc. depending on drive
number (8=1, 9=2, 10=3, etc.) I don't remember what the ,1 is for,
though, or the two colons at the end of the disk dir command, but I
always recall my friend doing it.

> (Any disk operating system on the Atari has me spoiled here). Hmmm... any
>chance of porting MyDos 4.5 to the C-64. ;)

It's funny what time and distance can do. In my 8-bit days, the
Commodore was unshakably the enemy. I was firmly entrenched in the
Atari camp, and felt it was my obligation to preach its virtues and
soundly denounce anything with the C= symbol. Nowadays, while I still
hold a great deal of loyalty to my beloved Atari machines, I view
things with a certain pragmatism. They all had their good and bad
points. I love emulating _all_ the classic machines, and have
emulators and software for almost all of them. It's great seeing what
all the different machines were like, how they worked, what their
strong and weak points were, and most importantly what it was like
being a part of the 'scene' in those days on those machines by
watching the demos made by different crews on the various platforms.
That's where you saw envelopes pushed and capabilities shown.

And y'know what? I havn't seen any machine outdo the Atari as far as
how far any crew has managed to push their particular machine. I've
never seen an 8-bit machine play 4 channel digital MODs while doing
fullscreen overscan with a large scrolltext and a few other funky
things happening on-screne at once. Except the Atari. (Hell, for
that matter, I've never seen another 8-bit machine play MODs at all!)

Ah, the good ol' days.

>
> Doctor Clu
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

3148. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000522134851.24193B-100000@vtn1>
Source record: 44515

On Mon, 22 May 2000, Andreas Magenheimer wrote:

> You can also patch DOS 2.0s in that way, it formats 931 free sectors (or
> even up to 963 free sectors), but still uses one VTOC !! Alas, I am not
> sure if this will give you FM or MFM... - Andreas
>
It will result in MFM. It's a function of the disk controller based on
the disk density and has nothing to do with the DOS format.

jkp

3149. droids cart for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <8gc6qsahb1@epos.tesco.net>
Source record: 44516

On Ebay :-(, no reserve, Droids by TG software, cart perfect, item
336988730. thanks for looking
--

3150. Re: ELITE for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3929A5EB.4080003@classic-games.com>
Source record: 44517

Andre wrote:

> I can remember a lot of vector graphics demonstrations made by (mostly) polish
> coders that were in REAL-time and very fast also.

Wireframe graphics aren't terribly difficult, even on the 6502. It's just a matter of transforming the points using fixed-point math (on newer machines, floating point is faster than integer math, but fp is horribly expensive to do on the 6502) from world space to view space, then draw the lines connecting them (with Bresenham, presumably). Of course, this assumes you don't want hidden-surface removal.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

3151. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3929AA3A.2060601@classic-games.com>
Source record: 44518

Mindfield wrote:

> The only real advantage I saw in the C64 is the SID chip; SID sound
> produced some rather nice sounding music.

Indeed. Sadly, music written for one system or the other didn't port
well. Compare the excellent 221B Baker St. music on the A8 to the c64
version.

> I also recall seeing Impossible Mission on my friend's C64, which had
> the digitized "Welcome! Stay for a while ... stay ... FOREVER!"
> playing at the beginning of the game. I always kinda thought that was
> neat, and at the time had nothing to compare on the 8-bit Atari.
> (However, when I first got Whomper Stomper, I finally had something
> that had digitized voice in it)

221B Baker St. had digitized voice on the A8. Unfortunately, I was never
able to pick out more than one or two words.

> I don't think there are more voices in the C64 version of Archon
> however; the C64 has 3 channels of SID sound, while the 8-bit Atari
> has 4 Pokey voices.

Yep. SID just has neato features, not extra voices.

> > Similiar to the Macintosh version, the characters in Archon are
> >surrounded with a strong black outline to their form. This might have been
> >more of what the people at Freefall wanted, but honestly, maybe through bias
> >and years of play on the Atari, I prefer my characters without such an outline.

The different graphics systems also made it hard to port things well.
Compare Alternate Reality: The City on the A8 to the inferior C64
version, and Mail Order Monsters on the C64 to the graphically pitiful
Atari port.

> One thing I didn't like on the C64 was the fact that DOS was built-in
> to the 1541 drive, so you couldn't use a nice DOS like the Atari
> could. I suppose you could have gone with GEOS and had a
> graphical-style interface, but I much preferred Sparta on the 8-bit.

The integration of the OS and BASIC was another drawback.

> All I know are the basics:
>
> load "$",8,1:: - Get disk dir
> load "*",8,1 - Load first executable
> load "filename",8,1 - Load filename
>

> The number 8 can be replaced with 9, 10, etc. depending on drive
> number (8=1, 9=2, 10=3, etc.) I don't remember what the ,1 is for,
> though, or the two colons at the end of the disk dir command, but I
> always recall my friend doing it.

The ",1" indicates a "non-relocating" load. If you leave it off, you get
a standard load that places it at the beginning of BASIC RAM and
attempts to adjust the line links for the new memory location. This is
made necessary by poor Microsoft design. Atari BASIC stored the length
of each line, rather than the absolute address of the next line.

> strong and weak points were, and most importantly what it was like
> being a part of the 'scene' in those days on those machines by
> watching the demos made by different crews on the various platforms.
> That's where you saw envelopes pushed and capabilities shown.

I never really got the point of demos. It always seemed like a contest
to see who hung lower. Still does on the PC.
--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

3152. *small* garage sale - 2nd try

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <c1bjisok7ujshi3hq0rmu47g7qi9qm0o5l@4ax.com>
Source record: 44519

Hi folks,

I've been 'requested' by She Who Must Be Obeyed to sell some of my duplicate machines so try and get some space back before I relocate the museum, although I suppose it makes sense since it'll be yours truly who does all the lifting. I've got a small sale set up on the museum site that may or may not interest some of you; most of the collectors will probably snort, but I can but try. If no-one's interested I'll have to go against my instincts and auction the lot.

have a nose at www.binarydinosaurs.co.uk and follow the link to the garage sale. Any problems LMK.

cheers

witchy
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

3153. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3929f9bb$1$1412$53a6d03e@news.erinet.com>
Source record: 44520

This is the longest thread I've ever seen.
I counted 94 in the thread.
I just had to say something.
Russg

3154. Re: rally speedway is done

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <17735-3929F8D5-27@storefull-177.iap.bryant.webtv.net>
Source record: 44521

rally speedway is finished.
it runs on any 16k machine.
i would like to thank Aaron wheeler for supplying a original owners
manual.
to order this fine cartridge just go to our web site at,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3155. Re: MIO Source Code

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8gd33u$52d$1@nntp9.atl.mindspring.net>
Source record: 44522

What? Are you trying to start a riot?? I want some too.... If you manage to get it again, I can send you a box of DISKETTES to back it up on. :)

John K. Picken <yg473@victoria.tc.ca> wrote in message news:Pine.GSO.3.95.iB1.0.1000521025559.29851A-100000@vtn1...
>
> Okay: One of you guys was kind enough to send me the source code for the
> MIO ROM about two years ago.
>
> Not okay: It died in a hard drive crash along with the mail including your
> name.
>
> If you have it, would you br kind enough to send it again?
>
> TIA
>
> jkp
>
>

3156. Re: The fan of the BlackBoxes Power Supply, can I silence it???

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8gd3kkddl1@slb6.atl.mindspring.net>
Source record: 44523

Just replace the fan with something quiet. You must have bad bearings or a balance problem in your current fan. Take some new fans and plug them into +12volts. Use the best one you have .
To isolate the fan use rubber grommets and enlarge the mounting holes in the case. You probably can't unplug the fan if it has a rotation sensor, but I haven't seen many power supplies with them. More likely that you thermalled out with no air flow....

Bob

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:8fu1jocna3@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I'm using a mini tower to power my BlackBox (and hold a hard drive and some
> disk mechanisms). But the fan's humming cancels out certain frequencies when
> the TV is on.
>
> I once tried to disconnect the fan totally. It might have been coinsidence but
> after that my mini tower refused to work.
>
> So now I came up with this new idea.
>
> I believe most of the sould is not created by the fan itself but by the metal
> case of the tower vibrating at the same frequency. So now the plan is to
> mechanically isolate the fan from the case.
>
> Anybody ever tried this?
>
> What do you guys and girls think? Would a thin rubber ring help? Or do I have
> to replace the metal screws too? (metal conducts vibrations very well)
>
> The only other solution would be to have a second fan rotate/vibrate at the
> same speed but with a phase shifted so that they would cancel each other out.
> Anybody have a clue how we might realise that. :-))
>
> CU Mathy van Nisselroy
>

3157. Re: Mega ST4 and Laser printer question

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-22 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <959101664-039151AEicMi@sweet3.freeserve.co.uk>
Source record: 44524

Hi Adrian

>Got my paws on the Desktop Publishing setup the other week and just had a chance to
>look at it today. I got everything I think, but want to know if it's possible to boot
>without the laser connected - I haven't got enough room down here to plug it in! When I
>boot the ST it just loops trying to find the laser printer.......

I take it its an Atari laser, maybe the diablo emulator is barfing, disable the
accessory and try again.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3158. SEALED - VIC-20, Atari & C-64 software a whole bunch for auction

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <mslW4.431$773.2474@typhoon.tampabay.rr.com>
Source record: 44525
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64.marketplace

I have several items, all in great shape and going VERY cheap!

It all comes from a computer store that shut its doors in 1983. The remaining inventory was kept in storage until now. It's for auction on eBay. Ends in 2 days (5/24). Check it out here:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=hughfalk@mindspring.com

If the link doesn't work, it's because your viewer is truncating the link. The URL in your browser should end with hughfalk@mindspring.com

3159. Re: The fan of the BlackBoxes Power Supply, can I silence it???

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <uglW4.325$m91.2591@typhoon.tampabay.rr.com>
Source record: 44526

I want some of that stuff yer smok'in.

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:8fu1jocna3@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I'm using a mini tower to power my BlackBox (and hold a hard drive and
some
> disk mechanisms). But the fan's humming cancels out certain frequencies
when
> the TV is on.
>
> I once tried to disconnect the fan totally. It might have been
coinsidence but
> after that my mini tower refused to work.
>
> So now I came up with this new idea.
>
> I believe most of the sould is not created by the fan itself but by the
metal
> case of the tower vibrating at the same frequency. So now the plan is to
> mechanically isolate the fan from the case.
>
> Anybody ever tried this?
>
> What do you guys and girls think? Would a thin rubber ring help? Or do I
have
> to replace the metal screws too? (metal conducts vibrations very well)
>
> The only other solution would be to have a second fan rotate/vibrate at
the
> same speed but with a phase shifted so that they would cancel each other
out.
> Anybody have a clue how we might realise that. :-))
>
> CU Mathy van Nisselroy
>
>

3160. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000522220925.20092.00000802@ng-xb1.aol.com>
Source record: 44527

> Andreas Magenheimer magea000@mail.uni-mainz.de schrieb:

>> That sounded to me like what he was doing; format 1040 sectors in ED with
>2.5
>> and then use it with 2.0 which would ignore everything above sector 719
>which
>> includes the 2nd VTOC. I can't imagine any other secret tricks.
>> -Ron
>
>You can also patch DOS 2.0s in that way, it formats 931 free sectors (or
>even up to 963 free sectors), but still uses one VTOC !! Alas, I am not
>sure if this will give you FM or MFM... - Andreas

Actually it formats 1040 sectors of which it can manage 976 in the VTOC; set aside the boot & directory sectors and you are left with 963 usable for data. BUT it is NOT 2.0 compatible because it shifts meaning of the bits in the VTOC during the expansion. The 931 version may not share this problem if it does not use bytes below number $0A in the VTOC.

-Ron

I don't have a solution but I admire the problem.

3161. Re: Where's American Techna-Vision? SIO cable source?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8gd4ug$93k$1@freenet9.carleton.ca>
Source record: 44528

"Nick Kennedy" (nkennedy@tcainternet.com) writes:
> Is American Techna-Vision still around? They used to be a
> good source of serial (SIO) cables.
>
> If they're not around any more, what's the next best place
> to get SIO cables?

Nick,

Last time I talked to Ralph Maddox to make a purchase he
made it pretty clear that ATV was gone for good. ;(

Best has SIO cables but none of those great 10 for 10
deals.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3162. Re: Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <759kis8979leqst0c2frdpa052cs1gdtqc@4ax.com>
Source record: 44529

On Mon, 22 May 2000 16:44:26 -0500, Greg Miller
<gmiller@classic-games.com> drooled an embarassing wet spot in his lap
as he typed:

>Indeed. Sadly, music written for one system or the other didn't port
>well. Compare the excellent 221B Baker St. music on the A8 to the c64
>version.

True enough. SID sound had a more synthy sound to it, making it a
little more 'real world' sounding in a sense. I always found the pure
tones of the 8-bit a little too clean. The noise generator on the
8-bit kinda made up for that tho, and it was still possible to create
some nice music.

>221B Baker St. had digitized voice on the A8. Unfortunately, I was never
>able to pick out more than one or two words.

Early digitized sound on the 8-bit was fairly abominable. The only
alternative to actual speach in a game was the ubiquitous SAM, but
that just sounded _too_ cheap. Later digitization was more robust; I
recall getting the Parrot demo and was very impressed to hear audio
clips from Nu Shooz 'n stuff.

>The different graphics systems also made it hard to port things well.
>Compare Alternate Reality: The City on the A8 to the inferior C64
>version, and Mail Order Monsters on the C64 to the graphically pitiful
>Atari port.

This I think was because of the fact that the Atari used a display
list to construct its display. This allowed both for the mixing of
graphic modes as well as using display list interrupts to achieve up
to 128 colours on screen at once. Phillip Price made fantastic use of
this in his AR games, using multiple DLIs to provide gradiated skies
and mountains, varicoloured shop signs and amazing in-store scenes.
Plus of course his mixing of the graphical screen in the middle with
text modes above and below. Exceptionally clever. The C64 wasn't
capable of such things; everything was done in one graphics mode with
16 colours.

>The integration of the OS and BASIC was another drawback.

It was useful in that it saved time booting up DOS (you didn't have
to) but placing it in firmware before such things as flash ROMs
existed fixed their DOS so that it was irreplaceable.

>The ",1" indicates a "non-relocating" load. If you leave it off, you get
>a standard load that places it at the beginning of BASIC RAM and

>attempts to adjust the line links for the new memory location. This is
>made necessary by poor Microsoft design. Atari BASIC stored the length
>of each line, rather than the absolute address of the next line.

Ah, how little Microsoft has changed over the years. :-) Too much PC
experience.

>I never really got the point of demos. It always seemed like a contest
>to see who hung lower. Still does on the PC.

In a sense that's quite the case. But it comes down to both a
showcase of the demo coder's talents, as well as a showcase of the
machine's capabilities, particularily with respect to how far it can
be pushed and how many tricks can be employed to make it do things its
designers never intended it to do. The 8-bit Atari is an ideal
example of this because of how many tricks you can do with display
lists and other interrupts. Were it not for the demo scene, we'd
never have seen the 8-bit play 4 channel digital music MODs, remove
borders (overscan), play digital sound at all without turning ANTIC
off to squeeze the last ounce of processor speed out to do it, or so
many of the effects many games adopted as the result of the discovery
of these advances in pushing that little machine to its limits.

Hell, many games and even game companies wouldn't have existed had it
not been for the demo scene. The Atari ST game company known as
Thalion (who made a number of excellent games for the ST, including No
Second Prize, which featured the fastest filled vectors I've ever
seen) was borne of ex-demo coders.

Mainly, demo coders came about first as a means of learning to
program, then as a means to make their computers do cool things to
showcase to gaming companies in the hopes they would get hired away
for their skills. Of course, there's *tons* of comparing who's got
the absolute most well-hard set of rocks in the world, with each crew
trying to outdo the other, but what the hell... it pushes other crews
to do better, and come out with better demos with more tricks and cool
stuff, and the gaming world as a whole benefits from new tricks when
they become incorporated into commercial software titles.

3163. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: nguyenpatrick@hotmail.com
Message-ID: <8gdbr1$hm7$1@carroll.library.ucla.edu>
Source record: 44530

In article <0000.392955fd@fmlynet.org>, "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

WARNING: I was always an Atari person until I got my PC starting with a
VCS/2600, then 1200XL, and then 1040STf.

That being said, I preferred the character art of the C64 in Archon than the
Atari 8-bit version. The characters were more defined and looked more
realistic. The C64 had more useful pixels and colors. I know Atari
people will point out GTIA and 256 colors... But practically all
those modes were worthless of real gaming. They looked awesome in
demos (which killed the demos of the C64) but you don't buy a computer
for demos. However, I still prefer the Atari version to actually play. The
speed was so much better and the Atari had overscanning. I always that that
was a huge advantage for the Atari. Look at the LucasArts games...
Ballblazer sucked big time on the C64. It was slow as molasses and had a
huge-ass border around the game.

To compare the Atari 8-bit to the Vic-20 is a huge disservice. If anything,
it's shocking how similar the Atari 8-bit is in performance to the C64
considering that Commodore had four additional years to better the Atari.

I think the main reason why the Commodore had better (cross that, make it
"more") games was because it was attracting the best programmers because of
its market share. The Atari then started getting all the crappy, sloppy ports
of the C64 versions. Games were made first for the C64 and a smaller
programming team would be assigned the task of porting the game. The
company I most hated was EA because they loved the C64 and treated Atari
like a second-class machine. I still remember the campaigns to get
certain games released for the Atari. Look at games that were tailored for
Atari hardware and you see huge advantages. I always showed off the LucasArts
games (Ballblazer, Rescue from Fractulus, etc.) because they blew away the C64
versions.

>
> I did get to see the differences in sound and graphics from loading
>Archon. The intro music had more voices, in that version the "ARCHON" bounces
>around at the top of the screen.
>
> Similiar to the Macintosh version, the characters in Archon are
>surrounded with a strong black outline to their form. This might have been
>more of what the people at Freefall wanted, but honestly, maybe through bias
>and years of play on the Atari, I prefer my characters without such an outline.
>
> Alas, considering the Atari8 was originally built in the days of the
>Vic-20 and continued competing with this computer of another generation of

>Commodore I have to say I'm impressed. I have fun every so often tinkering on
>the C-64 to see what could have been on the Atari.
>
> Is it me, or was the C-64 slightly more of a game machine that the Atari?
>I think the lack of a disk operating system makes me feel that way.
>
> Anyway, here is my first impression of a C-64. Now if I can only figure
>out how to work with the disk drive a little better through Commodore's basic.
>(grin)
>
>
> (Any disk operating system on the Atari has me spoiled here). Hmmm... any
>chance of porting MyDos 4.5 to the C-64. ;)
>
> Doctor Clu
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>

3164. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.959070578@math.tu-berlin.de>
Source record: 44531

rhamiiton5@aol.comedy.com (RHamiIton5) writes:

>>You can also patch DOS 2.0s in that way, it formats 931 free sectors (or
>>even up to 963 free sectors), but still uses one VTOC !! Alas, I am not
>>sure if this will give you FM or MFM... - Andreas

>Actually it formats 1040 sectors of which it can manage 976 in the VTOC; set
>aside the boot & directory sectors and you are left with 963 usable for data.

>BUT it is NOT 2.0 compatible because it shifts meaning of the bits in the VTOC
>during the expansion. The 931 version may not share this problem if it does
>not use bytes below number $0A in the VTOC.

Not really. If used in a clever way, the bits do not have to shift their
meaning. The extra bits at the beginning of the VTOC would have to be used for
the spare sectors at the end of the disk, the ones above 931. That's how my
"private" Dos 2.XL works. (-; But that's more than just a tiny adjustment by
a few peeks and pokes. It was a re-design of the FMS kernal.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3165. Re: VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <392A3CEC.11A3A44E@siemens.at>
Source record: 44532

"Edward S. Baiz Jr." wrote:
> Is there a way to connect an 8-bit computer to a VGA monitor. I know
> people have asked this before, but I did not catch the answer. I would
> figure there would be some kind of adapter.

The one I use is the VGA-801. You'll find it at www.mat-co.com for 69$.

Gerhard

3166. Re: MIO Source Code

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000523013904.12255A-100000@vtn1>
Source record: 44533

Well, if I don't get it again, I'll make my disassembly available. It's
far from complete as far as analysis goes as I was mostly just interested
in the disk handler portions and even that's still incomplete.

Trouble is SIO2PC is so easy to use I sort of gave up on a project to use
the MIO with 512-byte sectors.

jkp

3167. Re: chinese i-ching forecast anything http://iching.126.com

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <qdikis44cdv07mto3rt1g9hrlbp6old593@4ax.com>
Source record: 44534

The other Day <anonymous@abc.com> wrote:

>provided forecast Fortune/Stock Exchange/Contract
>Signing/Partnership/Official/ Lawsuit /Calamity and more.....
http://spam.126.com

Isn't that also known as insider trading :-)

Spam off!
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3168. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <s1mkissr2mn70n12kpcumq6bldir7psa62@4ax.com>
Source record: 44535

The other Day Greg Miller <gmiller@classic-games.com> wrote:

>Mindfield wrote:
>
>> The only real advantage I saw in the C64 is the SID chip; SID sound
>> produced some rather nice sounding music.
>
>Indeed. Sadly, music written for one system or the other didn't port
>well. Compare the excellent 221B Baker St. music on the A8 to the c64
>version.

God I hate 'ports'...The bane of every generation of computers and
consoles. Spend the extra time and cash on the system....(as if eh)

>> I also recall seeing Impossible Mission on my friend's C64, which had
>> the digitized "Welcome! Stay for a while ... stay ... FOREVER!"
>> playing at the beginning of the game. I always kinda thought that was
>> neat, and at the time had nothing to compare on the 8-bit Atari.
>> (However, when I first got Whomper Stomper, I finally had something
>> that had digitized voice in it)

Surely you had Tumble bugs with the "We gotcha"

Out long before IM :-)

--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3169. Re: t impression: Of the C-64 and Archon (longish)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <qiikis86bjegtqovn4ho5vv5jcn3hr2l62@4ax.com>
Source record: 44536

The other Day "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
wrote:

> Well this is cute, my friend moved out of town, and when he did, knowing
>my love for vintage computing, he offered to give me his C-64. In honor to my
>friend, I accepted his C-64 into my home with open arms dispite the fact that I
>have considered the Commodore line a direct rival to the Atari for nearly two
>decades. :)

No no....Love them both :-)
>
> The computer sits amoungst my Atari8/ST setup rather well. I have a
>newer style C-64 (in the C-128 stylish case) and the newer 1541 drive. Most of
>the time I have them covered and unplugged until I want to tinker with them.

Do tinker, there's some fun stuff on there.

> But all and all, the feel of the system is much like the Atari, and
>seeing some of its games show to me games that could have just as likely been
>on the Atari system.

The early ports were very similar but the extended sprite abilities
meant titles like Green Beret were almost abandoned for the Atari.

>
> However, there are two things that come to mind when playing with it.
>First off how cheap the system felt. Or I should say cheaply made. The keys
>when pressed do not give a key click to reassure you that a key has been hit.
>And Atari users have been forever spoiled by the drive loading sound. You
>either like the drive loading sound or not (I do). Naturally, like any other
>computer, the C-64 does not have this, and EGAD that drive is slow!!!

Yep, the drive was VERY slow, some turbo tape loaders were much
faster..Go figure. With time they had X25 loader hardware etc but the
base drive was indeed a sloth..

As for the hardware's quality I have to agree, the Atari's felt like a
computer and looked like one where the C64 looked more 'toy'.

> I did get to see the differences in sound and graphics from loading
>Archon. The intro music had more voices, in that version the "ARCHON" bounces
>around at the top of the screen.

I'd rate the graphic's on the Atari as being better in technical
terms, I would have wished for the sound chip and the better sprites
of the C64 but with the other Atari custom.

> Alas, considering the Atari8 was originally built in the days of the
>Vic-20 and continued competing with this computer of another generation of
>Commodore I have to say I'm impressed. I have fun every so often tinkering on
>the C-64 to see what could have been on the Atari.

That's the spirit, I so often see direct comparisons with the C64 but
they fail to take into account the age difference between them. For
it's day the Atari was far in advance of the competition and in
certain departments overshadowed the C64 in hardware usability but the
age difference allowed for a few changes.
>
> Is it me, or was the C-64 slightly more of a game machine that the Atari?
>I think the lack of a disk operating system makes me feel that way.

I think it was marketed more as a games machine, later on Commodore
tried to market the Amiga as a business machine and made a right mess
of that. Certainly the C64 has that games computer begging to be a
console feel which was exploited more with carts later on in its life,
infact Commodore released a 'console' version towards the C64's end.

The Atari just feels like a computer that also happens to have some
great games where the C64 just feels like it happens to have a
keyboard as more of a add-on/gimmick item.
>
> Anyway, here is my first impression of a C-64. Now if I can only figure
>out how to work with the disk drive a little better through Commodore's basic.
>(grin)

Don't bother...Use a nice Fastloader cart and any custom loaders it
offers :-)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3170. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-URmmd3oCnSYv@host-216-226-193-53.interpacket.net>
Source record: 44537

On Sun, 22 May 3900 18:08:12, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
> Hello James,
> afaik, 1) the sector skewing drives need two things, to get full
> highspeed: highspeed-SIO (DOS, Gamedos, etc.) and sector skewing.
> If you do not use any of these two, you have 19200 Baud, with highspeed
> SIO only it should be approx. 38400 Baud, and finally with both
> highspeed SIO and sector skewing it should be approx. 57600 Baud... (by
> the way, using only sector skewing without highseed SIO will slow the
> drive down !! try a sector skewing disk on a normal 1050 it appears to
> work slower than 19200 Baud...)

Been there done that. Drive waits for next sector to come up, but
still sends the data at 19200 baud
There is actually a slightly faster std format for single density. You
will however need usd or compatiable drive and spartados to do it. I
cannot remember excatly how it is done.
Std sector layout for single density is
1,3,5,7,9,11,13,15,17,2,4,6,8,10,12,14,16,18,G
Fast format is something like this
1,G,18,16,14,12,10,8,6,4,2,17,15,13,11,9,7,5,3.
Where G is the iinter record gap, the length of which is about one
sector.
I cannot say for certain I have the gap in the right spot.

>
> 2) the track/cache buffer drives need only highspeed SIO, they do not
> need/nor use sector skewing. Since they have an alternative OS (not
> original 1050, etc. OS) and RAM onboard they do not need sector skewing,
> but can be programmed to work like such a drive (US-Doubler-emulator for
> Happy avaiable and 1050 turbo emulator for Speedy avaiable)...
>
> So my overview may look like this:
>
> 1) sector skewing drives
> a) slow (no highspeed SIO, no sector skewing)
> b) only highspeed SIO
> c) both highspeed SIO and sector skewing
> [d) only sector skewing (no highspeed SIO)]
>
> 2) track/cache buffer drives:
> a) slow/unhappy mode

> b) normal mode (no highspeed SIO)
> c) emulated US doubler/Turbo 1050 (sector skewing) mode
> d) with highspeed SIO
>
> But finally, my overview should just make things easier, instead of
> speaking of dozens of different drives, (high)speed modes and Baudrates,
> we could just speak of 4 different speeds:
> - single speed: 19200 Baud
> - double speed: 38400 Baud
> - triple speed: 57600 Baud
> - quad speed: 76800 Baud

That is your way of putting things. Not mine

James B

3171. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-434KEdckdBJ8@host-216-226-193-53.interpacket.net>
Source record: 44538

On Sun, 22 May 3900 17:39:48, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
> RHamiIton5 schrieb:
> >
> > >sup8pdct@mail.cth.com.au remarks:
> >
> > >> I guess what it boils down to is why cluster sectors into blocks of 8?
> > >> There must have been some sort of reason for that, however twisted!
> > >
> > >Perhaps for the planned 1090XL box with a hard drive installed??
> >
> > I had always heard the purpose of DOS 3's structure was to support that double
> > sided drive internal to the planned 1450XLD.
> >
> > -Ron
> >
> > I don't have a solution but I admire the problem.
>
> Take a look at the DOS 3 (english) manual. It has some notices about the
> 1450XLD, but as far as I remember, only in that way, that you could use
> Side A of a disk with the 1450XLD as drive 1 and side B of this disk
> with the 1450XLD as drive 2... The floppy drive of the 1450XLD still
> merely supported medium/dual density, but had to write heads... I am
> not sure if you would have been 1050 compatible, if treating side b of a
> disk like that (using the second write head). Nowadays I could do the
> same with an XF551 floppy drive (and an alernative OS that I have
> installed), but if I would format side B of a disk (S/M/D) without
> flipping it over, just using the second write head, the 1050 would be
> unable to read this disk side...
> - andreas magenheimer

I can do almost the same with a simple switch on the side select line
inside the xf551drive with out the new OS.

James B

3172. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-fgXeLdH42XO6@host-216-226-193-53.interpacket.net>
Source record: 44539

On Sun, 22 May 3900 20:22:35, Mindfield
<diespamdie!!!mindfield@home.com> wrote:

> All I know are the basics:
>
> load "$",8,1:: - Get disk dir
> load "*",8,1 - Load first executable
> load "filename",8,1 - Load filename
>
> The number 8 can be replaced with 9, 10, etc. depending on drive
> number (8=1, 9=2, 10=3, etc.) I don't remember what the ,1 is for,
> though, or the two colons at the end of the disk dir command, but I
> always recall my friend doing it.

One thing I read about C64 drives I read somewhere is that they must
be programmed to respond to different drive numbers each time they are
turned on. Not like the atari drives with the little slide switches.

James B

3173. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8ge14hdcs1@flood.xnet.com>
Source record: 44540

sup8pdct@mail.cth.com.au wrote:

: One thing I read about C64 drives I read somewhere is that they must
: be programmed to respond to different drive numbers each time they are
: turned on. Not like the atari drives with the little slide switches.

Not really true. The drive numbers -can- be changed in software. If you want to change them in hardware, on the original 1541 you have to make a slight hardware mod (cut a solder trace or two.) On later drives they installed DIP switches.

--
Jason Compton jcompton@xnet.com

3174. Re: Start/select/option key problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Mike Burkhart <burkhart@phri.nyu.edu>
Message-ID: <392A5BAD.3176D4E2@phri.nyu.edu>
Source record: 44541

```
>
> >
> > Atari Bob wrote:
> >
> > > START, SELECT and OPTION are sensed by the GTIA chip - all other keys are
> > > picked up by POKEY (except RESET). You may have a bad GTIA....
> > >
> > > Bob
> > >
> >
> > Okay. I know I can order a GTIA from B&C or Best, but replacing it is another
> >
> > issue (I have an 800XL which I suspect also has a bad GTIA). Can someone
> > point
> > me to some references on how to replace these chips? Thanks in advance,
>
> If your 800xl is all socketed, replacement is easy. Simply use a small
> flat blade screw driver to leaver the chip out of the socket, NOT the
> socket from the board.
> Take note of which end the notch on the chip is. All chips will have
> the notch either on the left or at the rear end. The GTIA chip is the
> lower left 40pin one numbered CO14805 for NTSC and CO14889 for PAL.
> If the chip is soldered to the board, much more work is involved. One
> way is to use a sharp knife and cut all the pins then clean out all
> the holes and solder in a new chip.
>
> James B
```

I replaced the GTIA and that did the trick. The 800 works fine.
Thanks for the tips Bob and James

3175. Atari 2600 Mario Bros New In Box!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Gary's TV <garystv@brightok.net>
Message-ID: <m6yW4.639$ux.95810@newshog.newsread.com>
Source record: 44542
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

http://page.auctions.yahoo.com/auction/26872568

http://auctions.yahoo.com/user/sega_master_system

3176. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <392AC000.90105@classic-games.com>
Source record: 44543

Mindfield wrote:

> On Mon, 22 May 2000 16:44:26 -0500, Greg Miller
> <gmiller@classic-games.com> drooled an embarassing wet spot in his lap
> as he typed:
> >The integration of the OS and BASIC was another drawback.
>
> It was useful in that it saved time booting up DOS (you didn't have
> to) but placing it in firmware before such things as flash ROMs
> existed fixed their DOS so that it was irreplaceable.

No, I mean the OS, not DOS. They wrote the OS and BASIC almost as a
single program.

> In a sense that's quite the case. But it comes down to both a
> showcase of the demo coder's talents, as well as a showcase of the
> machine's capabilities, particularily with respect to how far it can
> be pushed and how many tricks can be employed to make it do things its
> designers never intended it to do. The 8-bit Atari is an ideal
> example of this because of how many tricks you can do with display
> lists and other interrupts. Were it not for the demo scene, we'd
> never have seen the 8-bit play 4 channel digital music MODs, remove
> borders (overscan), play digital sound at all without turning ANTIC
> off to squeeze the last ounce of processor speed out to do it, or so
> many of the effects many games adopted as the result of the discovery
> of these advances in pushing that little machine to its limits.

But does that really matter? If it never gets used in a game, utility,
or application, what's been accomplished?

> Hell, many games and even game companies wouldn't have existed had it
> not been for the demo scene. The Atari ST game company known as
> Thalion (who made a number of excellent games for the ST, including No
> Second Prize, which featured the fastest filled vectors I've ever
> seen) was borne of ex-demo coders.

Indeed. I remember a while back when Future Crew attempted to become a
game developer. Unfortunately, the only game I saw from them was
extremely unimpressive.

> Mainly, demo coders came about first as a means of learning to
> program, then as a means to make their computers do cool things to
> showcase to gaming companies in the hopes they would get hired away
> for their skills. Of course, there's *tons* of comparing who's got
> the absolute most well-hard set of rocks in the world, with each crew
> trying to outdo the other, but what the hell... it pushes other crews

> to do better, and come out with better demos with more tricks and cool
> stuff, and the gaming world as a whole benefits from new tricks when
> they become incorporated into commercial software titles.

I've never really noticed much of that happening in practice. It's not
totally unheard of, of course.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

3177. Re: t impression: Of the C-64 and Archon (longish)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <392AC2E3.9080106@classic-games.com>
Source record: 44544

Paul Irvine wrote:

> I'd rate the graphic's on the Atari as being better in technical
> terms, I would have wished for the sound chip and the better sprites
> of the C64 but with the other Atari custom.

Personally, I wish Atari had added the 7800's sprite-free video chip
onto the XE models, along with the ability to switch the video chips
along the lines of the C128. The 7800 was a true graphical marvel.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

3178. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <392AC18D.90501@classic-games.com>
Source record: 44545

> realistic. The C64 had more useful pixels and colors. I know Atari
> people will point out GTIA and 256 colors... But practically all
> those modes were worthless of real gaming. They looked awesome in
> demos (which killed the demos of the C64) but you don't buy a computer
> for demos. However, I still prefer the Atari version to actually play. The

I disagree. Games designed first for the Atari typically looked far
better on the Atari than games designed for the 64 did on the 64. That's
why I bought an Atari in the first place.

> I think the main reason why the Commodore had better (cross that, make it
> "more") games was because it was attracting the best programmers because of
> its market share. The Atari then started getting all the crappy, sloppy ports
> of the C64 versions. Games were made first for the C64 and a smaller
> programming team would be assigned the task of porting the game. The
> company I most hated was EA because they loved the C64 and treated Atari
> like a second-class machine. I still remember the campaigns to get
> certain games released for the Atari. Look at games that were tailored for
> Atari hardware and you see huge advantages. I always showed off the LucasArts
> games (Ballblazer, Rescue from Fractulus, etc.) because they blew away the C64
> versions.

Absolutely. Trip Hawkins (former CEO of EA) hated Atari. It was a
personal thing. As a result, the companies he bought typically stopped
developing Atari versions of their software immediately. Remember when
Hawkins left EA to form 3DO? Remember the lie about the Jaguar having
two 32-bit CPUs in an attempt to discredit the Jag as a "64-bit"
machine? He despised Atari. He also had a lot of friction with Origin
for quite a while, which is how the evil "Pirt Snikwah" got into one of
the Ultima games.

--
http://www.classic-games.com/
Smarter than God? No, but I'm smarter than he was when he was my age.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

3179. Re: Mega ST4 and Laser printer question

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <39qliskifho7bcu3j7mv7no7v75f4ir8mj@4ax.com>
Source record: 44546

You are in an empty room with Steve Sweet
<steve@sweet3.freeserve.co.uk>. There's a rock in the middle with "Y2"
written on. A hollow voice says:

>Hi Adrian
>
>>Got my paws on the Desktop Publishing setup the other week and just had a chance to
>>look at it today. I got everything I think, but want to know if it's possible to boot
>>without the laser connected - I haven't got enough room down here to plug it in! When I
>>boot the ST it just loops trying to find the laser printer.......
>
>I take it its an Atari laser, maybe the diablo emulator is barfing, disable the
>accessory and try again.

Yup, it's the SMC803 Laser; I've got the wee interface box that plugs
into the Megafile in place, but obviously it needs the laser on the
other end to handshake properly or summat.....how do I disable said
accessory? :)
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

3180. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.392b17fe@fmlynet.org>
Source record: 44547

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Greg Miller <gmiller@classic-games.com>
> Paul Irvine wrote:
>> I'd rate the graphic's on the Atari as being better in technical
>> terms, I would have wished for the sound chip and the better sprites
>> of the C64 but with the other Atari custom.
> Personally, I wish Atari had added the 7800's sprite-free video chip
> onto the XE models, along with the ability to switch the video chips
> along the lines of the C128. The 7800 was a true graphical marvel.

Yeh.. when they work. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3181. Re: VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-23 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <m3DW4.975$S14.4185@newsfeed.slurp.net>
Source record: 44548

On 22 May 2000 11:43:04 , "David A. Paterson" wrote:
>There are two ways to do it:
>
> - Get an interface box that goes between the A8 and the VGA monitor (I
>forget the common name for them)

That sounds ok. I will look for it.

> - Get a video card with Composite Video In for your PC. That way, you can
>have the Atari display on your PC screen (either windowed or full screen)

Do not own a PC, but I do own a Hades 060. I doubt it would work that
way. Good idea though....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3182. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8gfmlf$ke6$1@nnrp1.deja.com>
Source record: 44549

In article <3923a958.11146393@news.supernews.com>,
rob@syroxdev.co.uk (Rob Brooks) wrote:
> Hi,
>
> I've replaced the 3086 now and it's made no difference.
> The drive will still power up and seek but there it behaves as if the
> SIO cable is not plaugged in.
>
> What other chips could I replace to try and fix it?
>
> Thanks in advance (again).
>
> Rob Brooks

Can you see the head move out to track zero at power up? It should
step in and then back out. If not, you've got a blown track zero
sensor. Only other thing that I can suggest is that you shoot some
contact cleaner on the drive select switches, work them and set them
both to the left looking from the rear.
I fought one drive for a month, it kept thinking it was D1: even
though I set it for D2: dozens of times, until I used the contact
cleaner on it. Its still working fine as D2:

Sent via Deja.com http://www.deja.com/
Before you buy.

3183. Re: Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <f3bmiskqjo2ds083731q7i8jff28g81un9@4ax.com>
Source record: 44550

On Tue, 23 May 2000 12:29:36 -0500, Greg Miller
<gmiller@classic-games.com> drooled an embarassing wet spot in his lap
as he typed:

>No, I mean the OS, not DOS. They wrote the OS and BASIC almost as a
>single program.

Well that's a little silly, isn't it?

Er ... right. Microsoft. Silly's a *good* thing. A *good* thing...
(repeat 10x)

>But does that really matter? If it never gets used in a game, utility,
>or application, what's been accomplished?

It's not even whether it ever *does* get used in a program. The fact
is, it's there for the using. If someone uses it, fantastic. If not,
it still made the machine do something no one ever thought it could
do. For the demo coder, it's the thrill of exploration, of discovery,
of doing something no one else thought of, or that no one else thought
could be done. I've been there, done that, and it's a pretty damn
giddy feeling, lemme tell ya... :-)

Anyway, the accomplishment is in the discovery. What use it gets put
to after that is largely irrelevant to the coder. What good's digging
up old bones and reconstructing them into skeletal dinosaurs if they
can't bisect you and swallow your torso whole? Point is, it's the
discovery and the knowledge gained from it. That, when you get right
down to it, it might be utterly useless in any practical sense is
moot.

>Indeed. I remember a while back when Future Crew attempted to become a
>game developer. Unfortunately, the only game I saw from them was
>extremely unimpressive.

They attempted on the PC tho... where pushing the envelope means
requiring users to upgrade their entire system...

>I've never really noticed much of that happening in practice. It's not
>totally unheard of, of course.

Naturally not. The main reasons many things never got incorporated
into commercial software titles was either because the effects or
routines themselves were too processor intensive to be used in
conjunction with the myriad other things a game would have going at
the same time, or because simply no one picked up on the how-to.

3184. Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000523212605.23275.00001006@ng-fy1.aol.com>
Source record: 44551

Hi Everyone,

I just happened to find this and wanted to share it. Really good, makes you
think twice about criticizing an Atari cartridge! Sorry if this offends anyone
by copying and pasting into this newsgroup, but I thought it was really good.
Nothing new, I am sure, but are we not here to educate?

-Jessica-

In article <384t4t$p16@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K.
Heller) writes:
>VGR (Craig Pell) (vgriscep@wam.umd.edu) wrote:
>: John Earney posted it here, on rec.games.video.classic, and (evidently)
>: Tim Duarte saw it and loved it (as did everyone else) and rightly concluded
>: it needed to be appear in "The 2600 Connection." :)
> Well....post it!

From: jearney@harp.aix.calpoly.edu (John Earney)
Subject: Re: Backups and copiers
Date: Fri, 03 Jun 1994 08:18:37 GMT

In article <2siq94$sc2@narnia.ccs.neu.edu> tower@ccs.neu.edu (Chad Tower)
writes:
> I have seen a lot of talk recently about making backups of games, and
>having copiers for them. Why would someone want to back up a game? Do they
>get erased or something? I have played on almost every system imaginable, and
>have never had the actual game erased (although on Baseball Stars for the NES,
>the data got erased all the time). Can someone help me understand this?

its easy. they want to make a quick buck off you being scared that your
game is going to get erased. I don't think its even legal to make a
backup copy of a ROM (but of course who would care with an atari game.)
I read in some software copyright law book that ROMs are considered
"durable" and so making a backup copy isn't necessary (like it is with
magnetic media.)

backing up an atari cartridge is absurd. the games are stored in ROM.
that's solid state (one chunk of silicon with different concentrations
of ions implanted into it to make transistors.) you cannot corrupt the
data because you can't move the ions around in the silicon lattice
(just like its impossible to move the colors around in a chunk of granite.
you can't do it unless you break it up into pieces.) the metal pins on
the ROM package are connected to certain places on the silicon by tiny wires.
plastic (or ceramic) is poured over all that and formed into the ROM package.
its all one chuck of plastic and metal with no holes, no spaces, and no
mechanically unstable parts! the ROM is then soldered into place on the

little printed circuit board (PCB) and then mounted in the plastic casing
of the cartridge.

there are only 2 ways that I can think of that an atari cart can go bad.

1) if a large voltage or static charge is taken across a transistor on the
silicon chip then the transistor will get "fried" (caused by so
many electrons moving through a small space at once that the physical
properties of the silicon are changes in that area of the chip.)
this will permanently damage the chip and your game won't work.

2) there is corrosion on the metal contacts on the game's PCB that keeps
electrons from flowing easily from the atari console to the game's
PCB.
that can be fixed by cleaning off the corrosion with a pencil eraser,
a Qtip with alcohol, or a very fine sandpaper if its _really_ bad.

I have over 2,000 atari carts and I've only found a couple that don't work
after they're cleaned.

exactly how durable are atari carts? I thought I'd see for myself...

I took a combat cart that was made in the 32nd week of 1981 (you can tell
by reading a little number code printed on the ROM) and did some experiments
on it to see what how much abuse it could take and still work.

1) I took the cart and dropped it out of my 2nd story window onto the cement
5 times. the plastic part of the cart was in pieces, but the game
still worked.

2) I put the cartridge back together as best I could and put it out in the
street. it got run over by a jeep. took it inside and it still
worked. at this point there was nothing left but the PCB with the
ROM soldered on it (and a metal cover that went over the ROM.)

3) I then put the PCB in boiling water for 5 minutes, took it out and
immediately packed it in a snowball that I made out of frost from my
freezer. after 5 minutes in the frost ball, I broke all the ice off
it and plugged it into my atari... It worked!

4) I have this magnet that's so strong that if you hold it within about 1.5
feet from a TV screen all the color gets sucked to one side of the
screen! well, I took that magnet and rubbed it all over the PCB and
ROM. plugged it in... and it worked!

5) next I took a lighter and held the ROM right above the flame. I left it
there for a few minutes until the ROM was smoking and giving off
a nasty smell. I cleaned off all the suit and plugged it in and
it still worked.

6) okay, no more mr. niceguy! I took it outside and had 3 cars run over it,
I threw it up as high as I could and had it land on the cement twice,
and I threw it down onto the cement as hard as I could twice. at
this point the metal cover that goes over the ROM had broken off, the

PCB was chipped on all the corners, the ROM was smashed onto the PCB
so that the pins were all squished on one side and were being pulled
out of the solder on the other side. I had to straighten out the pins
so that none were touching each other and I had to hold the PCB
together in one place so that the metal contacts would be in the right
place when I plugged the game in. guess what... it _still_ worked!!

7) it had taken heat extremes, shock, and magnetism. next up was
electricity. I took the atari power supply (9V, 500mA) and connected
some alligator clips to the output terminals of the power supply.
then I rubbed the other end of the alligator clips across the metal
contacts on the game's PCB. I tried a bunch of different
combinations and always had both alligator clips touching the PCB
contacts so that electricity would be flowing. I plugged the game
back in and much to my surprise it still worked!

8) I grabbed my hammer, laid the game down on the cement and gave it a good
smack. the ROM cracked right in half breaking the silicon wafer.
I plugged the game in and of course it had died on that one.

it took all that abuse to ruin a 13 year old atari game. I'd say they're
pretty damn durable!

--
_galen_komatsu__gkomatsu@uhunix.uhcc.hawaii.edu__ar592@cleveland.freenet.edu_
XTC Nakajima Michiyo nin Revolution Atari2600 KOF'94
"I've got your Balloons, Jerk..."

3185. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8gfc1p$4kr$1@flood.xnet.com>
Source record: 44552

Mindfield <diespamdie!!!mindfield@home.com> wrote:
: On Tue, 23 May 2000 12:29:36 -0500, Greg Miller
: <gmiller@classic-games.com> drooled an embarassing wet spot in his lap
: as he typed:

:>No, I mean the OS, not DOS. They wrote the OS and BASIC almost as a
:>single program.

: Well that's a little silly, isn't it?

It's also not at all true. The C64 Kernal and C64 BASIC are two separate programs. You can ditch BASIC and retain the Kernal. Just because both were loaded when the computer was switched on doesn't mean anything.

--
Jason Compton jcompton@xnet.com

3186. Re: 5200 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <3wGW4.90432$55.1916794@news2.rdc1.on.home.com>
Source record: 44553

> You wish to deprive the Author of Rainbow money he's worked so hard for.
> you want his kids and wife to starve and him to be outta a job and
homeless
> see it's not just a game emulator you want what you want is against the
LAW
> it's called piracy.....
> Please don't do it.....

I hope he has a day job....

3187. Re: The fan of the BlackBoxes Power Supply, can I silence it???

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <KfHW4.73$fk6.3509@nsw.nnrp.telstra.net>
Source record: 44554

Good idea to replace the fan asap. At the moment it is not dissapating the
heat properly, this causes components in the PSU to overheat and eventually
die a grizzly death, possible causing data loss if youhappen to be using it.
The noise is the sound of buggered bearings.

Mark Bedingfield

Atari Bob <ataribob@mindspring.com> wrote in message
news:8gd3kkddl1@slb6.atl.mindspring.net...
> Just replace the fan with something quiet. You must have bad bearings or a
> balance problem in your current fan. Take some new fans and plug them into
> +12volts. Use the best one you have .
> To isolate the fan use rubber grommets and enlarge the mounting holes in
> the case. You probably can't unplug the fan if it has a rotation sensor,
but
> I haven't seen many power supplies with them. More likely that you
> thermalled out with no air flow....
>
> Bob
>
> Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
> news:8fu1jocna3@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > I'm using a mini tower to power my BlackBox (and hold a hard drive and
> some
> > disk mechanisms). But the fan's humming cancels out certain frequencies
> when
> > the TV is on.
> >
> > I once tried to disconnect the fan totally. It might have been
> coinsidence but
> > after that my mini tower refused to work.
> >
> > So now I came up with this new idea.
> >
> > I believe most of the sould is not created by the fan itself but by the
> metal
> > case of the tower vibrating at the same frequency. So now the plan is
to
> > mechanically isolate the fan from the case.
> >
> > Anybody ever tried this?
> >
> > What do you guys and girls think? Would a thin rubber ring help? Or do

I
> have
> > to replace the metal screws too? (metal conducts vibrations very well)
> >
> > The only other solution would be to have a second fan rotate/vibrate at
> the
> > same speed but with a phase shifted so that they would cancel each other
> out.
> > Anybody have a clue how we might realise that. :-))
> >
> > CU Mathy van Nisselroy
> >
>
>

3188. Re: Mega ST4 and Laser printer question

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: taj16@dreamscape.com
Message-ID: <simki26o189@corp.supernews.com>
Source record: 44555

On 23 May 2000 20:24:28 , Witchfinder wrote:
>You are in an empty room with Steve Sweet
><steve@sweet3.freeserve.co.uk>. There's a rock in the middle with "Y2"
>written on. A hollow voice says:
>
>>Hi Adrian
>>
>>>Got my paws on the Desktop Publishing setup the other week and just had a chance to
>>>look at it today. I got everything I think, but want to know if it's possible to boot
>>>without the laser connected - I haven't got enough room down here to plug it in! When I
>>>boot the ST it just loops trying to find the laser printer.......
>>
>>I take it its an Atari laser, maybe the diablo emulator is barfing, disable the
>>accessory and try again.
>
>Yup, it's the SMC803 Laser; I've got the wee interface box that plugs
>into the Megafile in place, but obviously it needs the laser on the
>other end to handshake properly or summat.....how do I disable said
>accessory? :)

The control box gets its power from the laser printer; the printer has to
be connected and powered up before your computer will access the hard
drive. Put the hard drive first in the daisy chain, disconnect the
controller box, and boot up. If you want to print something, power down,
connect the controller box to the hard drive, connect the printer to the
controller box, make sure the printer is switched on, and power up
everything else. Make sure the drive is ready before powering up the
computer, whether the laser is connected or not.

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

Keep your shoulder to the wheel, your ear to the ground, your eye on the
ball, your nose to the grindstone, your feet on the floor, and your hands
to yourself. Now, try to do some work in that position!

3189. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-dkdnd1woZkJN@host-216-226-193-53.interpacket.net>
Source record: 44556

On Sun, 17 May 3900 14:16:37, rob@syroxdev.co.uk (Rob Brooks) wrote:

> Hi,
>
> I've replaced the 3086 now and it's made no difference.
> The drive will still power up and seek but there it behaves as if the
> SIO cable is not plaugged in.
>
> What other chips could I replace to try and fix it?
>
> Thanks in advance (again).
>
the next chip is the 6532 RIOT. A 40 pin device.

James B

3190. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <392BB74C.4622707F@ix.netcom.com>
Source record: 44557

Rob Brooks wrote:
>
> Hi,
>
> I've replaced the 3086 now and it's made no difference.
> The drive will still power up and seek but there it behaves as if the
> SIO cable is not plaugged in.

Hmmm... Sounds like the SIO connector pins might have a cold solder joint at the board. Try reheating all of the pins of both connectors and add just a small bit of solder to refresh the connections. They do break from plugging and unplugging the SIO cables. I've had to do that many times on various drives.

> What other chips could I replace to try and fix it?
>
> Thanks in advance (again).
>
> Rob Brooks
>
> On Tue, 09 May 2000 11:04:26 GMT, rob@syroxdev.co.uk (Rob Brooks)
> wrote:
>
> >Hi,
> >
> >Further to my request for assistance with my "dead" 1050 drive I've
> >been trying to find a 3086 chip that buffers the serial ports on the
> >back of the drive.
> >
> >I've checked both RS Componants and Maplins (I live in the UK) and
> >neither have this exact device.
> >
> >Is there a generic component that I may purchase and fit in place of
> >the 3086 so that I can eliminate the possibility that it is a fault?
> >
> >Many Thanks.
> >
> >Rob Brooks.

--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ#: 33390750
AOL-IM: Eliice1954

3191. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <392BB8FF.51325C8C@ix.netcom.com>
Source record: 44558

sup8pdct@mail.cth.com.au wrote:
>
> On Sun, 17 May 3900 01:17:20, atarigirl1983@aol.com (AtariGirl1983)
> wrote:
>
> > Hi Ron,
> >
> > The exterior is that of an 810, I have never gutted it to find out, but I have
> > a bunch of programs on 3M DS, DD disks (copied myself) that work really well
>
> The disks say DS DD. That doesn't mean they are Formatted in DD. More
> likely they are formated in single density.
>
> James B

When you read the directory of a freshly formatted disk, how many total
free sectors do you get? If it's 707 it SSSD, 1040 it's SSED, 1440 SSDD.
If you get anything over 707 you have an enhanced 810 drive (Happy or
other enhancement). The OEM 810 could only do SSSD. The drive also has a
full size (about 2 1/2" tall drive mechanism). If the drive mechanism is
1/2 height, is is definitely modified.
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ#: 33390750
AOL-IM: Eliice1954

3192. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: jonf@support.cix.co.uk
Message-ID: <memo.20000524125626.249B@jonf.compulink.co.uk>
Source record: 44559

In article <20000523212605.23275.00001006@ng-fy1.aol.com>,
atarigirl1983@aol.com (AtariGirl1983) wrote:

> Hi Everyone,
>
> I just happened to find this and wanted to share it. Really good,
> makes you
> think twice about criticizing an Atari cartridge! Sorry if this
> offends anyone
> by copying and pasting into this newsgroup, but I thought it was really
> good. Nothing new, I am sure, but are we not here to educate?
>
> -Jessica-
snip
>
> it took all that abuse to ruin a 13 year old atari game. I'd say
> they're pretty damn durable!
> _____________________________________
> --
> _galen_komatsu__gkomatsu@uhunix.uhcc.hawaii.edu__ar592@cleveland.freenet
> .edu_
> XTC Nakajima Michiyo nin Revolution Atari2600 KOF'94
> "I've got your Balloons, Jerk..."
>
>
>
>
>
Never had a problem with carts, they either work and work well, or I
recive them in a 'dead' condition. i have never had one die on me,
though one or two have proved 'tempremental'. The wonder of plug & play
also appeals.
However on cassette and disk, thats another problem. As time goes by the
media just rots, degrades call it what you will. Disk is way more
convenient than casette, but finding soft sectored double density disks is
getting tricky. It would be nice if a new production batch came out, or an
alternative media and drive(1.44mb, HD floppy, but even thats getting
phased out) to come out with software to 'rip' the old software to the new
media. However two problems, :-
1) the retro market is too fractured for serious production to be
considered.
2) Licencing and copyright.

Its good to see a company tranfering some of the games to cart (durability
problems fixed) also many of the origional disks for my atari seem to be

surviving way past the expected life span but there will come a day when the plastic they are made of will fail, that concerns me. Thats why i am interested in making back-ups while I can.

JP

3193. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <392bf124.169759224@news.supernews.com>
Source record: 44560

Track zero seek is fine.
Imagine the drive just not being connected to the computer.
It's just like that.

Cheers.

Rob.

On Wed, 24 May 2000 04:43:29 GMT, melee5@my-deja.com wrote:

>In article <3923a958.11146393@news.supernews.com>,
> rob@syroxdev.co.uk (Rob Brooks) wrote:
>> Hi,
>>
>> I've replaced the 3086 now and it's made no difference.
>> The drive will still power up and seek but there it behaves as if the
>> SIO cable is not plaugged in.
>>
>> What other chips could I replace to try and fix it?
>>
>> Thanks in advance (again).
>>
>> Rob Brooks
>
>
> Can you see the head move out to track zero at power up? It should
>step in and then back out. If not, you've got a blown track zero
>sensor. Only other thing that I can suggest is that you shoot some
>contact cleaner on the drive select switches, work them and set them
>both to the left looking from the rear.
> I fought one drive for a month, it kept thinking it was D1: even
>though I set it for D2: dozens of times, until I used the contact
>cleaner on it. Its still working fine as D2:
>
>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

3194. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <392ef186.169856919@news.supernews.com>
Source record: 44561

I think it's probably going to end up being something as trivial as a
dry joint or something.

Bah!

RB.

On Wed, 24 May 2000 07:04:44 -0400, Robert S Ely <rely@ix.netcom.com>
wrote:

>Rob Brooks wrote:
>>
>> Hi,
>>
>> I've replaced the 3086 now and it's made no difference.
>> The drive will still power up and seek but there it behaves as if the
>> SIO cable is not plaugged in.
>
>
> Hmmm... Sounds like the SIO connector pins might have a cold solder
>joint at the board. Try reheating all of the pins of both connectors and
>add just a small bit of solder to refresh the connections. They do break
>from plugging and unplugging the SIO cables. I've had to do that many
>times on various drives.
>
>
>
>
>
>> What other chips could I replace to try and fix it?
>>
>> Thanks in advance (again).
>>
>> Rob Brooks
>>
>> On Tue, 09 May 2000 11:04:26 GMT, rob@syroxdev.co.uk (Rob Brooks)
>> wrote:
>>
>> >Hi,
>> >
>> >Further to my request for assistance with my "dead" 1050 drive I've
>> >been trying to find a 3086 chip that buffers the serial ports on the
>> >back of the drive.
>> >
>> >I've checked both RS Componants and Maplins (I live in the UK) and

>> >neither have this exact device.
>> >
>> >Is there a generic component that I may purchase and fit in place of
>> >the 3086 so that I can eliminate the possibility that it is a fault?
>> >
>> >Many Thanks.
>> >
>> >Rob Brooks.

3195. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <392df15b.169814233@news.supernews.com>
Source record: 44562

Ooooooooooooooooooo. Scary. :)

RB

On Wed, 24 May 2000 07:25:40 GMT, sup8pdct@mail.cth.com.au wrote:

>On Sun, 17 May 3900 14:16:37, rob@syroxdev.co.uk (Rob Brooks) wrote:
>
>> Hi,
>>
>> I've replaced the 3086 now and it's made no difference.
>> The drive will still power up and seek but there it behaves as if the
>> SIO cable is not plaugged in.
>>
>> What other chips could I replace to try and fix it?
>>
>> Thanks in advance (again).
>>
>the next chip is the 6532 RIOT. A 40 pin device.
>
>James B
>

3196. lyNet Dallas BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.392c151e@fmlynet.org>
Source record: 44563

FamilyNet HQ: Telnet:\\www.family-bbs.net

> Call the Dallas area's NEWEST BBS!
> This is an ad for NEW the FAMILYNET HQ BBS in the Dallas Texas!
> NOTE: This BBS is being rebuilt from scratch with BBBS software!
> Fully Telnetable telnet://family-bbs.net
> Web Interface Available http://www.family-bbs.net
> ftp://www.family-bbs.net
> news-server nntp://www.family-bbs.net
> FamilyNet International is incorporated as a Non-Profit corporation.
> During Construction Phase (rebuilding this system will take a while)
> partially or non-built features are markes with a (*).
> * FamilyNet International - The G rated Network that cares.
> * Atari Support.
> * Free Internet E-Mail address and mail for users!
> * Home of the International Bible Conference (BIBLE).
> * NOW!!! Over 60!!!! Gig Online with NO! SLOW! CD ROMS!!!!
> * Now! Available - "Filtered" Internet Newsgroups!
> * Multiline Operation (BBBS).
> * FREE BBS.
> * Over 20,000 files with no download restrictions!
> * Over 860 Message Areas.
> * Dial in Telnet out on the internet (for partners)!
> * Extensive Christian Downloads/Message base areas.
> * FTP access to downloads - see descript.ion file for details on files.
> * Abled message bases and files.
> * Crafting Conferences and message bases.
> * Genealogy Conferences / File Areas.
> * Spacebase/Space/UFO.
> * Ham Radio Files and Message Bases.
> * SurvivalNet file areas.
> * OS2 Message bases / File Areas.
> * Novell File Areas.
> * Windows Message Bases / File Areas.
> * Aviation Support / Message & File Areas.
> * Amiga / Commodore Support.
> * Full Commodore C64 and C128 Support. Message Bases and File Areas.
> * TI-99 Support.
> * Railroading Message Bases and files.
> * Internet USENET groups (NNTP server available!!!)
> * HUGE Sports Message Base selection.
> * Over 1100 Download File Areas.
> *() Online games (Including Tradewars and Global Warfare!)
> Call FamilyNet International Inc. Today!

> (972) 496-0650 - V.34 33.6kbs
> telnet://www.family-bbs.net
> http://www.family-bbs.net
> nttp://www.family-bbs.net
> ftp://www.family-bbs.net
>[For more information on FamilyNet International *THE* G rated network, FREQ
> FMLYNET.ZIP from 1:124/5009 or 8:8/0]
> Visit our web home page at:
> http://www.fmlynet.org/dallas.html

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3197. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000524145006.14616.00000025@ng-ff1.aol.com>
Source record: 44564

Hi,
I get 1040, so that clarifies my case, does it not? Anyway, I was wrong as well, it is in ED instead of DD. Whatever, I am still trying to learn this crap.
-Jessica-

>When you read the directory of a freshly formatted disk, how many total
>free sectors do you get? If it's 707 it SSSD, 1040 it's SSED, 1440 SSDD.
>If you get anything over 707 you have an enhanced 810 drive (Happy or
>other enhancement). The OEM 810 could only do SSSD. The drive also has a
>full size (about 2 1/2" tall drive mechanism). If the drive mechanism is
>1/2 height, is is definitely modified.
>--
>Robert S Ely
>rsely@dhs.state.nj.us
>rely@ix.netcom.com
>ICQ#: 33390750
>AOL-IM: Eliice1954

3198. Can Anyone Name This Educational Game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: grot2@excite.com
Message-ID: <pb6ois81pjj5kr61bhrvf80l2scjfipfvo@4ax.com>
Source record: 44565

Hi all,

I've been searching for this for some time now, to no avail. I can't figure out the name of a game that an old friend of mine had running on, I think, a 2600.

The game concept was that somebody's TV set had gone on the fritz, and infected people with the "fuzz". Infected people (showing as black hats) would infect normal people (white hats) by bumping into them. Special crystals lying on the ground would change infected people back to normal. The crystals would multiply by themselves. Uninfected people would pick up crystals, and drop them when infected people were near.

Trains would run between the U.S. cities, carrying both normal and infected people.

The player would try to eliminate the contagion through strategic placement of crystals. Progress could be monitored at terminals in state capital cities.

The educational point of the game was to have kids learn what the state capitals were.

Anyone have any idea?

Many thanks,
Adam

3199. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000524144604.14616.00000024@ng-ff1.aol.com>
Source record: 44566

Hi JP,
Totally agree with you RE: making backups of disks. The old flippies are kind of clumsy. I have to go to the local goodwill to find flippies anymore (usualy, if they have a box, $1 for a 10 pack). Drives me nuts. Anymore, you are expected to keep all your docs on your hard drive, since the 1.44MB disks are slowly phasing out. What about portability? Should everyone get a laptop? Or perhaps some new form of data transfer will be created. Just as long as data transfer is available, I don't care. Anyhoo, I have rambled on.

-Jessica-

>Never had a problem with carts, they either work and work well, or I
>recive them in a 'dead' condition. i have never had one die on me,
>though one or two have proved 'tempremental'. The wonder of plug & play
>also appeals.
>However on cassette and disk, thats another problem. As time goes by the
>media just rots, degrades call it what you will. Disk is way more
>convenient than casette, but finding soft sectored double density disks is
>getting tricky. It would be nice if a new production batch came out, or an
>alternative media and drive(1.44mb, HD floppy, but even thats getting
>phased out) to come out with software to 'rip' the old software to the new
>media. However two problems, :-
>1) the retro market is too fractured for serious production to be
>considered.
>2) Licencing and copyright.
>
>Its good to see a company tranfering some of the games to cart (durability
>problems fixed) also many of the origional disks for my atari seem to be
>surviving way past the expected life span but there will come a day when
>the plastic they are made of will fail, that concerns me. Thats why i am
>interested in making back-ups while I can.
>
>JP

3200. Re: Can Anyone Name This Educational Game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <392c257b.179074888@news.pipeline.com>
Source record: 44567

Sounds like Agent U.S.A. for the Atari computers.

John

On Wed, 24 May 2000 18:46:02 GMT, grot2@excite.com wrote:

>Hi all,
>
>I've been searching for this for some time now, to no avail. I can't
>figure out the name of a game that an old friend of mine had running on,
>I think, a 2600.
>
>The game concept was that somebody's TV set had gone on the fritz, and
>infected people with the "fuzz". Infected people (showing as black
>hats) would infect normal people (white hats) by bumping into them.
>Special crystals lying on the ground would change infected people back
>to normal. The crystals would multiply by themselves. Uninfected
>people would pick up crystals, and drop them when infected people were
>near.
>
>Trains would run between the U.S. cities, carrying both normal and
>infected people.
>
>The player would try to eliminate the contagion through strategic
>placement of crystals. Progress could be monitored at terminals in
>state capital cities.
>
>The educational point of the game was to have kids learn what the state
>capitals were.
>
>Anyone have any idea?
>
>Many thanks,
>Adam

3201. Re: anyone identify this game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: Fash Bishing <rods@the.lake.like>
Message-ID: <8gh7hb$3ap$1@uranium.btinternet.com>
Source record: 44568

> Sounds like Trains to me
> --
> Paul Irvine
>
thanks, thats the one

> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

3202. Re: Can Anyone Name This Educational Game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <wbXW4.11853$C9.212931@news1.online.no>
Source record: 44569

Sure does! And for Apple and C64 I presume, since most of the Spinnaker
titles were released on those three computers.

John Hardie <jhardie@pipeline.com> wrote in message
news:392c257b.179074888@news.pipeline.com...
> Sounds like Agent U.S.A. for the Atari computers.
>
> John
>
> On Wed, 24 May 2000 18:46:02 GMT, grot2@excite.com wrote:
>
> >Hi all,
> >
> >I've been searching for this for some time now, to no avail. I can't
> >figure out the name of a game that an old friend of mine had running on,
> >I think, a 2600.
> >
> >The game concept was that somebody's TV set had gone on the fritz, and
> >infected people with the "fuzz". Infected people (showing as black
> >hats) would infect normal people (white hats) by bumping into them.
> >Special crystals lying on the ground would change infected people back
> >to normal. The crystals would multiply by themselves. Uninfected
> >people would pick up crystals, and drop them when infected people were
> >near.
> >
> >Trains would run between the U.S. cities, carrying both normal and
> >infected people.
> >
> >The player would try to eliminate the contagion through strategic
> >placement of crystals. Progress could be monitored at terminals in
> >state capital cities.
> >
> >The educational point of the game was to have kids learn what the state
> >capitals were.
> >
> >Anyone have any idea?
> >
> >Many thanks,
> >Adam
>

3203. 2 Alternative Party -- Event for computers with personality

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: Kristoffer Lawson <setok@fishpool.com>
Message-ID: <8ghg4o$6r7$6@news.bbnetworks.net>
Source record: 44570

2 Alternative Party ... Computer Party ... or something

This is a supremely official advertisement about the rebel of all computer parties, the 2 Alternative Party. Are you tired of the boring conformists who spend all their precious youth at mindbogglingly mainstream computing events? Events which don't even deserve to use the term "party"? Events where machines with personality are oppressed beyond all recognition and without glory?
The 2 Alternative Party is a venemous strike against the majority. Where devoted users can take part, whether they own a Spectrum, MSX, Altair, Cray or any other weird and wonderful combination of chips. Nothing about the party is normal. Nothing would be shown on Top of the Pops. It wouldn't even be allowed to appear on Fashion TV during an advertisement break as a tiny subliminal message with the picture distorted.
Unique competitions will be organized, including: ST-01 Music Competition, Obscure Music Competition, Source Code Graphics Competition, Obscure Machine Competition and the highlight of the party: the all-machine Demo Competition.
If you feel different -- special even -- mark the dates 7th July to 9th July into your calendar brain implant. Then add a note to be in Helsinki, Finland at that time and finally burn the text "2 Alternative Party" into your neural pathways with big, friendly, pink letters.

For more information:

WWW: http://www.fishpool.com/alternative-party/
EMail: Kristoffer Lawson (Setok/Aggression), setok@fishpool.com

PS. You may pass this on to friends.

--
- ---------- = = ---------//--+
| / Kristoffer Lawson | www.fishpool.fi|.com
+-> | setok@fishpool.com | - - --+------
|-- Fishpool Creations Ltd - / |
+-------- = - - - = --------- /~setok/

3204. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000524190032.01749.00000064@ng-co1.aol.com>
Source record: 44571

>Robert S Ely rely@ix.netcom.com remarked:

> If it's 707 it SSSD, 1040 it's SSED, 1440 SSDD. If you get anything over 707 you
>have an enhanced 810 drive (Happy or other enhancement). The OEM 810 could
>only do SSSD. The drive also has a full size (about 2 1/2" tall drive mechanism).
>If the drive mechanism is 1/2 height, is is definitely modified.
>--
>Robert S Ely

Actually an empty SSDD disk will also report 707 free; it is the size of the sector and NOT the number of them which has increased in double density. IIRC, DOS 2.5 reports 999+ free in SSED even though the count is 1010 available of the 1040 raw formatted sectors. For double sided, MyDOS reports 1428 free in either SD or DD; once again it is the number of bytes in the sector rather than the quantity.

-Ron

I don't have a solution but I admire the problem.

3205. Re: HELP - 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000524190740.01749.00000066@ng-co1.aol.com>
Source record: 44572

>atarigirl1983@aol.com (AtariGirl1983) clarifies:

>I get 1040, so that clarifies my case, does it not? Anyway, I was wrong as
>well, it is in ED instead of DD.

Boy, that is one MODIFIED 810! I have seen them do a DD mod, but never ED on the 810. I have also never seen ANY DOS report 1040 free in ED; that is the theoretical max before you lose the overhead like directory, boot, and VTOC which DOS keeps for its own use.

-Ron

I don't have a solution but I admire the problem.

3206. Arcadia 2001/LeisureVision Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: Tivadar <reicher6@pilot.msu.edu>
Message-ID: <8gi89a$1pto$1@msunews.cl.msu.edu>
Source record: 44573
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I am looking for the following Arcadia 2001/Leisure Vision games

Pleiades
Funky Fish
Route 16
The End
Super Gobbler
R2D Tank
Grand Slam Tennis
Tennis: Yannick Noah
Soccer
Space Mission
3D Soccer (Fussball)

I'll pay cash or I have stuff for trade (almost any system).

Tempest
reicher6@pilot.msu.edu

3207. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-24 00:00:00 UTC
From: Christopher Kmiec <ckmiec@mediaone.net>
Message-ID: <392CAB10.C3E06188@mediaone.net>
Source record: 44574

Just to add a couple of comments from a C64 user who likes his 130XE just fine:

1. Back in 1982 when the C64 was introduced, I remember Atari 8-bit being much more expensive, and being sold as a game machine with a keyboard, whereas the C64 was sold as a home computer. If the Atari was priced competively, I'm sure it would have gained a bigger popularity.

2. Since the Atari 800 was designed in 1979, C64 had 3 years of extra knowledge, which I think made it a tad more flexible system, with great memory organization and full-screen editor. But since it also had to keep some of the compatibility with the VIC-20, it got the SLOW drives and BASIC 2.0.

3. While we may argue what is better, loadable DOS and dumb drives as in Atari, or smart drives that had their own DOS as in C64, I sure like the speed of even the standard 1050 as compared to the C1541. But modern solutions, such as CMD drives or even the 3.5" 1581 drives are very fast.

4. In the pet peaves department, I could never get used to the cursor keys on the Atari.

All in all, I really like the multi-color abilities of the Atari, and the SID from C64.

By the way, for a fun disccusion of 6502-based computers vs. Z80-based computers (Sinclair Spectrum in particular), follow this link:

http://www.ffd2.com/fridge/speccy/flamefest

Chris Kmiec

3208. Re: Can Anyone Name This Educational Game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: grot2@excite.com
Message-ID: <s4qois02mh8m0vruogebmsr104363bgbtn@4ax.com>
Source record: 44575

In article <wbXW4.11853$C9.212931@news1.online.no>, "Vidar \"Hawk\"
Olavesen" <olavese@online.no> wrote:

>Sure does! And for Apple and C64 I presume, since most of the Spinnaker
>titles were released on those three computers.
>
>John Hardie <jhardie@pipeline.com> wrote in message
>news:392c257b.179074888@news.pipeline.com...
>> Sounds like Agent U.S.A. for the Atari computers.
>>
>> John

Bingo! Thanks, guys.

Adam

3209. How many carts in big black boxes ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8gi5cbdnr1@nnrp1.deja.com>
Source record: 44576

How many cartridge games came in the huge black boxes with the nice
artwork ? Over time I've acquired these:

Star Raiders
Defender
Space Invaders
Asteroids
Missle Command
Pac-Man
Centipede
Galaxian
Music Composer (I know, not really a game).

Any others? Remember, disks or cassettes don't count.

Gene

Sent via Deja.com http://www.deja.com/
Before you buy.

3210. Re: Read This, It will make you think twice about criticizing an Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.392ce80c@fmlynet.org>
Source record: 44577

FamilyNet HQ: Telnet:\\www.family-bbs.net

3211. Re: What Exactly Is The 3086 Chip In The 1050 Disc Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-2Wp3HqVv8b4E@cth-digital-ts01-s14.cab.cth.com.au>
Source record: 44578

On Sun, 24 May 3900 15:23:39, rob@syroxdev.co.uk (Rob Brooks) wrote:

>
> Ooooooooooooooooooo. Scary. :)
>
You better believe it. It requires nearves of steel to replace that
one.:)

James B

>
>
> On Wed, 24 May 2000 07:25:40 GMT, sup8pdct@mail.cth.com.au wrote:
>
> >On Sun, 17 May 3900 14:16:37, rob@syroxdev.co.uk (Rob Brooks) wrote:
> >
> >> Hi,
> >>
> >> I've replaced the 3086 now and it's made no difference.
> >> The drive will still power up and seek but there it behaves as if the
> >> SIO cable is not plaugged in.
> >>
> >> What other chips could I replace to try and fix it?
> >>
> >> Thanks in advance (again).
> >>
> >the next chip is the 6532 RIOT. A 40 pin device.
> >
> >James B
> >
>

3212. Problems Copying Discs From PC to 1050 via 65XE - Help Please - Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <392d1eca.246992678@news.supernews.com>
Source record: 44579

Hi,

Because I'm new to all this malarky I'm having some problems with what
I assume are some really rudimentary tasks.

I've got the Full Disc version of Ballblazer (for example) , the one
with the intro as it loads and i'm having problems copying it.

I'm using MyDOS4.53/4 and the "Duplicate Disk" command.

I type "J"

I type "1,2" followed by RETURN

The atari reads sectors from the PC with the SIO2PC cable for a short
time and then fires up the 1050 which I have switched to device 2.
A rapid series of head stepping sounds comes from the 1050 as if it's
formatting the disc and after a short while this stops.

MyDOS doesn't report any errors but when I check out the floppy by
hitting "2" on the atari I get a directory listing with 708 bytes
free.

It looks exactly like a formatted disc.

Please would someone tell me what i'm doing wrong and also would
someone suggest a way of getting this ATR file to a floppy.

Many Thanks,

RB.

3213. Re: Problems Copying Discs From PC to 1050 via 65XE - Help Please - Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <392e2225.247851847@news.supernews.com>
Source record: 44580

When I say "708 bytes" I mean "708 Sectors".
Sorry about that.
:)

On Thu, 25 May 2000 12:50:23 GMT, rob@syroxdev.co.uk (Rob Brooks)
wrote:

>
>Hi,
>
>Because I'm new to all this malarky I'm having some problems with what
>I assume are some really rudimentary tasks.
>
>I've got the Full Disc version of Ballblazer (for example) , the one
>with the intro as it loads and i'm having problems copying it.
>
>I'm using MyDOS4.53/4 and the "Duplicate Disk" command.
>
>I type "J"
>
>I type "1,2" followed by RETURN
>
>The atari reads sectors from the PC with the SIO2PC cable for a short
>time and then fires up the 1050 which I have switched to device 2.
>A rapid series of head stepping sounds comes from the 1050 as if it's
>formatting the disc and after a short while this stops.
>
>MyDOS doesn't report any errors but when I check out the floppy by
>hitting "2" on the atari I get a directory listing with 708 bytes
>free.
>
>It looks exactly like a formatted disc.
>
>Please would someone tell me what i'm doing wrong and also would
>someone suggest a way of getting this ATR file to a floppy.
>
>Many Thanks,
>
>RB.
>

3214. Re: The fan of the BlackBoxes Power Supply, can I silence it???

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8gj91lecj1@nets3.rz.RWTH-Aachen.DE>
Source record: 44581

Howdy Mark, Bob, folks

Hmm, it always made this much noise. Couldn't it just be the fact that the empty case (no motherboard and carts and stuff, just 3 drives and an HD make it sound more hollow? It sound so "metally".

CU Mathy van Nisselroy

>Good idea to replace the fan asap. At the moment it is not dissapating the
>heat properly, this causes components in the PSU to overheat and eventually
>die a grizzly death, possible causing data loss if youhappen to be using it.
>The noise is the sound of buggered bearings.
>
>Mark Bedingfield

>> Just replace the fan with something quiet. You must have bad bearings or a
>> balance problem in your current fan. Take some new fans and plug them into
>> +12volts. Use the best one you have .
>> To isolate the fan use rubber grommets and enlarge the mounting holes in
>> the case. You probably can't unplug the fan if it has a rotation sensor,
>but
>> I haven't seen many power supplies with them. More likely that you
>> thermalled out with no air flow....
>>
>> Bob
>>
>> Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
>> news:8fu1jocna3@nets3.rz.RWTH-Aachen.DE...
>> > Howdy folks
>> >
>> > I'm using a mini tower to power my BlackBox (and hold a hard drive and
>> some
>> > disk mechanisms). But the fan's humming cancels out certain frequencies
>> when
>> > the TV is on.
>> >
>> > I once tried to disconnect the fan totally. It might have been
>> coinsidence but
>> > after that my mini tower refused to work.
>> >
>> > So now I came up with this new idea.
>> >
>> > I believe most of the sould is not created by the fan itself but by the
>> metal
>> > case of the tower vibrating at the same frequency. So now the plan is

>to
>> > mechanically isolate the fan from the case.
>> >
>> > Anybody ever tried this?
>> >
>> > What do you guys and girls think? Would a thin rubber ring help? Or do
>I
>> have
>> > to replace the metal screws too? (metal conducts vibrations very well)
>> >
>> > The only other solution would be to have a second fan rotate/vibrate at
>> the
>> > same speed but with a phase shifted so that they would cancel each other
>> out.
>> > Anybody have a clue how we might realise that. :-))
>> >
>> > CU Mathy van Nisselroy
>> >
>>
>>
>
>

3215. Re: Where's American Techna-Vision? SIO cable source?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8gj96aecj2@nets3.rz.RWTH-Aachen.DE>
Source record: 44582

Howdy folks

> Last time I talked to Ralph Maddox to make a purchase he
> made it pretty clear that ATV was gone for good. ;(
>
> Best has SIO cables but none of those great 10 for 10
> deals.

Best Electronics sells SIO cables from 1 foot to 6 foot I belief.
But B&C and Video 61 might sell them too.

CU Mathy van Nisselroy

3216. Re: Problems Copying Discs From PC to 1050 via 65XE - Help Please - Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000525081851.12915C-100000@vtn1>
Source record: 44583

On Thu, 25 May 2000, Rob Brooks wrote:

> MyDOS doesn't report any errors but when I check out the floppy by
> hitting "2" on the atari I get a directory listing with 708 bytes
> free.
>
> It looks exactly like a formatted disc.

First, have a look at the directory on the original. It's not necessarily a standard DOS format so you may see the same (or similar) thing. A lot of old software used boot disks which were not DOS formatted; some like Print Shop even had their own formats/DOS.

With MYDOS, force DUP.SYS into a full sector-copy mode by specifying a range of sectors in your J command. I think the entry in response to the "J" prompt is: "1,2 (1-720)" but I don't use MYDOS enough any more to be certain as to the parentheses, etc. Alternatively, try using a straight sector copy program like MyCopyR!

jkp

3217. Re: Problems Copying Discs From PC to 1050 via 65XE - Help Please - Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <392f4d04.258828945@news.supernews.com>
Source record: 44584

Thanks for the reply.

I understand a little better now what I must do.
The only problem is I cannot find any documentation for MyDos that
will tell me the syntax for the sector range and i've had no luck with
all the conbinations i've tried.

Also a quick zip though all known search engines has drawn a blank on
a program called mycopyr.

Can anyone direct me to a complete and detailed explanation of how the
"J" command in MYDOS works please?

TIA

RB.

On Thu, 25 May 2000 08:25:52 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On Thu, 25 May 2000, Rob Brooks wrote:
>
>> MyDOS doesn't report any errors but when I check out the floppy by
>> hitting "2" on the atari I get a directory listing with 708 bytes
>> free.
>>
>> It looks exactly like a formatted disc.
>
>First, have a look at the directory on the original. It's not necessarily
>a standard DOS format so you may see the same (or similar) thing. A lot
>of old software used boot disks which were not DOS formatted; some like
>Print Shop even had their own formats/DOS.
>
>With MYDOS, force DUP.SYS into a full sector-copy mode by specifying a
>range of sectors in your J command. I think the entry in response to
>the "J" prompt is: "1,2 (1-720)" but I don't use MYDOS enough any more
>to be certain as to the parentheses, etc. Alternatively, try using a
>straight sector copy program like MyCopyR!
>
>jkp
>

3218. Re: 800 XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: Fash Bishing <rods@the.lake.like>
Message-ID: <8gjpqa$6br$1@uranium.btinternet.com>
Source record: 44585

luke millman <snookems@snookems.worldonline.co.uk> wrote in message
news:392c08e3@news.server.worldonline.co.uk...
> Im in the united kingdom and have an atari 800XL with 1050 disk drive an
> loads of software.I also have folders full of atari users.I was gonna
throw
> it all out but i can see people collect these computers
>
so instead of throwing it away, you decided to sell it after you found out
you might be able to make some cash off some dedicated Atari user..
i hope your sale fails...

3219. Re: 800 XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000525141131.26063.00000038@ng-cu1.aol.com>
Source record: 44586

Hi,
Many of the users of this BBS agree that if someone wants/needs it, give it to them or trade. I have found this out by the eagarness of my fellow users to send me programs, etc. I have been offered surplus hardware as well. If you want to sell, try eBay.

-Jessica-

>so instead of throwing it away, you decided to sell it after you found out
>you might be able to make some cash off some dedicated Atari user..
>i hope your sale fails...

3220. Re: //...Advice For New Immigrants,,,

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: ksinner@ticon.net
Message-ID: <slrn8iqsa9.lm.ksinner@localhost.localdomain>
Source record: 44587

On 07 May 2000 16:45:17 GMT, AtariGirl1983 <atarigirl1983@aol.com> wrote:
>>Man, is this ever off-topic!
>
>You said it!

And factually erroneous as well.

--
The penguins are not what they seem ...

3221. Re: Problems Copying Discs From PC to 1050 via 65XE - Help Please - Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000525125837.7541A-100000@vtn1>
Source record: 44588

On Thu, 25 May 2000, Rob Brooks wrote:

>
> Also a quick zip though all known search engines has drawn a blank on
> a program called mycopyr.
>
I doubt you'd find it with a search engine. I don't think Fast ftp Search
includes UMich. You should be able to find it there.

> Can anyone direct me to a complete and detailed explanation of how the
> "J" command in MYDOS works please?

Download MYDOS 4.50. That's the last version for which full docs were
released. There aren't enough differences between 4.53 and 4.50 to
worry about.

jkp

3222. Re: 800 XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000525130407.7541B-100000@vtn1>
Source record: 44589

On Thu, 25 May 2000, Fash Bishing wrote:

> luke millman <snookems@snookems.worldonline.co.uk> wrote in message
> news:392c08e3@news.server.worldonline.co.uk...
> > Im in the united kingdom and have an atari 800XL with 1050 disk drive an
> > loads of software.I also have folders full of atari users.I was gonna
> throw
> > it all out but i can see people collect these computers
> >
> so instead of throwing it away, you decided to sell it after you found out
> you might be able to make some cash off some dedicated Atari user..
> i hope your sale fails...
>

Wrong attitude. Better he sells it at a reasonable price to someone
who will enjoy using it than he throws it out. After all, no one's
going to oblige us by producing replacement parts for 8-bit Ataris.

jkp

3223. Re: Problems Copying Discs From PC to 1050 via 65XE - Help Please - Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000525160921.14990.00000129@ng-xb1.aol.com>
Source record: 44590

>rob@syroxdev.co.uk (Rob Brooks) asks:

>Can anyone direct me to a complete and detailed explanation of how the
>"J" command in MYDOS works please?

Mr Picken provided correct syntax for the MyDOS "J" Duplicate Disk command:
1,2(1-720)
one comma two paren one dash 720 paren
The required parameters are source drive and destination drive separated by a comma. The options are "/N" for do NOT format the destination and "(first - last)" to force a range of sectors in lieu of using the VTOC. Examples: 1,3/N(360-368) or 1,2(1-1040)

Try this site for sector copiers:
http://www.newbreedsoftware.com/xlsearch/

-Ron

I don't have a solution but I admire the problem.

3224. Re: Problems Copying Discs From PC to 1050 via 65XE - Help Please - Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <392d90cc$0$73586@news.voyager.net>
Source record: 44591

From the MyDOS 4.5 main.doc:

****
J. Duplicate a Diskette

The "J" command copies all the information from one diskette to another. The information to be copied form the source diskette is determined by specifying a starting and an ending sector number. If the range is not stated, the sectors marked as in use in the DOS bit map (on the VTOC sectors) are copied. The VTOC may be constructed by Atari DOS 2, any version of MYDOS or any other compatible operating system.

Specifying a sector range is done by adding two numbers separated by a dash and enclosed in parentheses to the end of the drive specification(s). For example, to copy sectors 19 through 54 (tracks 1 through 3) from drive 1 to drive 3 without formatting the diskette in drive 3, the command line could be "1,3/N(19-54)". To copy the entire disk from drive 1 to drive 2 after formatting the diskette in drive 2 the command could be "1,2(1-720)". This is the

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proper way to duplicate a non-MYDOS compatible diskette (of course, copies of "copy protected" disks will not normally be usable after copying but data disks for some word processors and games can be backed up this way). Enhanced density disks may be duplicated in the same manner: "1,2(1-1040)".

If the destination disk is already a properly formatted diskette, the "/N" modifier may be entered after either drive number to skip the formatting of the destination drive. Otherwise, the destination diskette will be formatted before the data from the source is copied to it. That is, either "1/N,2" or "1,2/N" will copy from drive 1 to drive 2 without first formatting the diskette in drive 2.

Note that the "J" command, like that in ATARI DOS 2, will use all of available memory to duplicate the diskette: this means that if memory has been saved using the MEM.SAV file, it will no longer be valid. Any pending program cannot be restarted after a "C" or "J" command.

3225. Re: Problems Copying Discs From PC to 1050 via 65XE - Help Please - Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8gk5i8$t02$1@nnrp1.deja.com>
Source record: 44592

You won't find very much Atari 8-bit specific stuff in the big search
engines. You should try XL-Search, it turned up two entries
for "mycopyr". Get to it at-

http://www.newbreedsoftware.com/xlsearch/

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

In article <392f4d04.258828945@news.supernews.com>,
rob@syroxdev.co.uk (Rob Brooks) wrote:
>
>
> Also a quick zip though all known search engines has drawn a blank on
> a program called mycopyr.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3226. Re: //...Advice For New Immigrants,,,

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000525185224.04702.00000119@ng-ff1.aol.com>
Source record: 44593

Who pays these people to spam with this crap??? Really off topic, and I don't really care about new immigration info, this BBS connects all over the world, anywhere there is a modem. AND, obviously, the person was hinting at US immigration.
-Jessica

>>>Man, is this ever off-topic!
>>
>>You said it!
>
>And factually erroneous as well.
>

3227. Re: 800 XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000525185520.04702.00000120@ng-ff1.aol.com>
Source record: 44594

Hi,
VERY wrong attitude, better to sell than to die in a dumpster. An 800 XL has more worth than to be treated that way. Fine machine, then again, I say that about all Ataris.
-Jessica

>> so instead of throwing it away, you decided to sell it after you found out
>> you might be able to make some cash off some dedicated Atari user..
>> i hope your sale fails...
>>
>
>Wrong attitude. Better he sells it at a reasonable price to someone
>who will enjoy using it than he throws it out. After all, no one's
>going to oblige us by producing replacement parts for 8-bit Ataris.
>
>jkp

3228. FA: Atari Tech manuals & More

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: neogeoman@my-deja.com
Message-ID: <8gkduf$367$1@nnrp1.deja.com>
Source record: 44595

I'm moving to Japan, and I'm (sadly) selling nearly everything I own to get there. I've got the following up for auction - click to check it out.

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=neogeoman

Atari 8-bit tech manuals
Atari ST tech manuals
PC Engine CD ROM System, super system card, manuals, etc.
Core Grafx unit - MINT condition, in a box.
NEO GEO FREAK magazines
PC Engine Magazines
PC Engine games
Mint in a box new-style Famicom system
Japanese naked-woman art and photo books (tasteful!)
Japanese playstation magazines
etc, etc etc!!!

Thanks for looking,

Lawrence.

Sent via Deja.com http://www.deja.com/
Before you buy.

3229. MIO problem when saving configuration with miocfg.com

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8gkd8dnch1@bob.news.rcn.net>
Source record: 44596

When I try to save the mio configuration to a file with miocfg.com, the MIO partitions disappear and I get a "No MIO in system" followed by error 144 messages as the SpartaDOS CP tries to exit to the current drive prompt.

If anyone has any ideas or knows of an MIO diagnostic program I would appreciate any info.

_____
Get Your Private, Free E-mail at http://services.dropmail.com/

3230. Re: //...Advice For New Immigrants,,,

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sirieedgo1162@corp.supernews.com>
Source record: 44597

Just a by the by. We refer to ourselves as a "newsgroup" in order to distinguish us and where we take place, from web boards and bbs's of old. One of those, ~Americans encompasses both south and north, so you have to be a little more specific. If you call us a bbs, some people will start thinking long distance phone calls.

AtariGirl1983 <atarigirl1983@aol.com> wrote in message news:20000525185224.04702.00000119@ng-ff1.aol.com...
> Who pays these people to spam with this crap??? Really off topic, and I don't
> really care about new immigration info, this BBS connects all over the world,
> anywhere there is a modem. AND, obviously, the person was hinting at US
> immigration.
> -Jessica
>
> >>>Man, is this ever off-topic!
> >>
> >>You said it!
> >
> >And factually erroneous as well.
> >
>
>

3231. Re: MIO problem when saving configuration with miocfg.com

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <392df0b6$1$1409$53a6d03e@news.erinet.com>
Source record: 44598

Uhm, Nelson.
Could it be you're using the 'loader' program instead of the saver.
I have miocng.com and mio.com. One saves, the other loads. Anyway
if you try to save with the loader program, seems like that might be the
problem.
I also have bswap, for swapping mio (or BB) drives from Sparta.
And finally, there's one called 'huh.com'. This is supposed to report
what the mio config is.
Actually because I got confused by the mio.com and miocng.com, which
program did which, I changed the names to miosave and mioget for
my usage.
Russg

3232. Re: Mega ST4 and Laser printer question

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <392DF276.35B3D1DB@qnet.com>
Source record: 44599

I had a SLM that the controller box had its own power supply. So I could leave the printer off and the controller would still get power. A local Atari dealer had done the mod and it worked great.

Don

"Thomas J. Andrews" wrote:

> On 26 May 2000 02:14:43 , "Sheldon H. Winick" wrote:
> >Adrian,
> >
> >Open up your AUTO folder and you'll see the Diablo/SLM emulator file.
> >Rename the file (change the filename extension from PRG to PRX) so it won't
> >Autoboot. If you want to reconnect the SLM later, just rename the file back
> >to PRG so it will autoboot and recognize that the laser printer is attached.
> >
> >What's happening is the system is hanging trying to find the SLM which isn't
> >attached, preventing it from booting properly.
> >
>
> I have my system set up with Desk Manager so I can select any of several
> boot configurations. If by mistake I select "LASER" when I have the
> printer and controller box disconnected, all that happens is I get a
> message "SLM not found" and the Diablo emulator is disabled. The rest of
> the boot proceeds normally.
>
> The software isn't the problem. If the controller box is connected to the
> DMA port and the printer isn't connected to the controller or the printer
> isn't powered up, DMA isn't possible. This is because of the circuit
> design of the controller box. There was a device called Phantom of the
> Laser that would compensate for this problem, but it's extremely hard to
> find these days.
>
> --
> TJ
> Keeper of the Flame
> &
> Atari Computer Enthusiast of Syracuse
>
> Keep your shoulder to the wheel, your ear to the ground, your eye on the
> ball, your nose to the grindstone, your feet on the floor, and your hands
> to yourself. Now, try to do some work in that position!

3233. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8gksgk$qp6$1@user2.teleport.com>
Source record: 44600
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3234. Atari Discounts! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8gks12pah1@user2.teleport.com>
Source record: 44601
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To take advantage of Discounts or FREE Monitors or FREE Jaguar Video Cable, you must E-Mail me to Claim it & state what you want in E-Mail.

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount with a $200 Purchase. Discounts Apply to Classic Atari 8 Bit, Atari ST and/or Atari Jaguar. Hardware, Software, Books & Accessories! Shipping not figured into Discount. Customer pays Shipping. Limited Time offer! Substitutions considered.

FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega 2 ST or a 1040STe and receive a FREE Monitor. Your Choice of a Color or MonoChrome Monitor. FREE Monitor when purchasing an Atari 8 Bit Computer. Buy an Atari 800XL or an Atari 130XE and an Atari 8 Bit Disk Drive such as an Atari 1050 Drive & receive your choice of any Monitor in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 of Atari Jaguar items, receive absolutely FREE, a +NEW in BAG Jaguar Composite Video/Stereo Audio Cable. Offer Available for Limited Time only. First Come, First Serve! Subject due to availability! Customer pays all Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3235. Re: Problems Copying Discs From PC to 1050 via 65XE - Help Please - Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000525222106.20487A-100000@vtn1>
Source record: 44602

On 25 May 2000, RHamiIton5 wrote:

> Mr Picken provided correct syntax for the MyDOS "J" Duplicate Disk command:
> 1,2(1-720)

Two points:

a. good to know my memory's at least as good as that in my computers :)

b. when the h*ll did I become "Mr"? jkp will do.

jkp

3236. Re: Mega ST4 and Laser printer question

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <n6lX4.4956$793.310085@bgtnsc05-news.ops.worldnet.att.net>
Source record: 44603

Adrian,

Open up your AUTO folder and you'll see the Diablo/SLM emulator file.
Rename the file (change the filename extension from PRG to PRX) so it won't
Autoboot. If you want to reconnect the SLM later, just rename the file back
to PRG so it will autoboot and recognize that the laser printer is attached.

What's happening is the system is hanging trying to find the SLM which isn't
attached, preventing it from booting properly.

Easiest way to get to the AUTO folder to to plug in the laser printer and
boot normally. If that's not possible, you can force the system to boot
from floppy disk by holding down the option key on bootup. Then run your
hard drive software from floppy and create a "C" icon (make sure its a
capital "C" -- the Atari system associates a lower case "c" with a
cartridge), then open a window for drive "C" and then you'll be able to get
to the AUTO folder.

Sheldon

"Witchfinder" <adrian@home.ta> wrote in message
news:2clgis8r0jt3a5getv6foj5k6c4tiknklv@4ax.com...
> Hi folks,
>
> Got my paws on the Desktop Publishing setup the other week and just
> had a chance to look at it today. I got everything I think, but want
> to know if it's possible to boot without the laser connected - I
> haven't got enough room down here to plug it in! When I boot the ST it
> just loops trying to find the laser printer.......
>
> cheers!
> --
> Adrian/Witchfinder
> www.snakebiteandblack.co.uk - Goth and alternative 80's disco
> www.binarydinosaurs.co.uk - home of the 80's Computer Collection
> adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
> No user serviceable parts inside.

3237. Re: Mega ST4 and Laser printer question

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: taj16@dreamscape.com
Message-ID: <sirr6judo1123@corp.supernews.com>
Source record: 44604

On 26 May 2000 02:14:43 , "Sheldon H. Winick" wrote:
>Adrian,
>
>Open up your AUTO folder and you'll see the Diablo/SLM emulator file.
>Rename the file (change the filename extension from PRG to PRX) so it won't
>Autoboot. If you want to reconnect the SLM later, just rename the file back
>to PRG so it will autoboot and recognize that the laser printer is attached.
>
>What's happening is the system is hanging trying to find the SLM which isn't
>attached, preventing it from booting properly.
>

I have my system set up with Desk Manager so I can select any of several boot configurations. If by mistake I select "LASER" when I have the printer and controller box disconnected, all that happens is I get a message "SLM not found" and the Diablo emulator is disabled. The rest of the boot proceeds normally.

The software isn't the problem. If the controller box is connected to the DMA port and the printer isn't connected to the controller or the printer isn't powered up, DMA isn't possible. This is because of the circuit design of the controller box. There was a device called Phantom of the Laser that would compensate for this problem, but it's extremely hard to find these days.

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

Keep your shoulder to the wheel, your ear to the ground, your eye on the ball, your nose to the grindstone, your feet on the floor, and your hands to yourself. Now, try to do some work in that position!

3238. Re: //...Advice For New Immigrants,,,

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000526004006.07195.00000148@ng-cc1.aol.com>
Source record: 44605

Uh, sorry.

>
>Just a by the by. We refer to ourselves as a "newsgroup" in order to
>distinguish us and where we take place, from web boards and bbs's of old.
>One of those, ~Americans encompasses both south and north, so you have to be
>a little more specific. If you call us a bbs, some people will start
>thinking long distance phone calls.

3239. Atari 7800 Fatal Run Xenophobe & Planet Smashers For Auction On Yahoo

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: "Mr. Lee" <garystv@brightok.net>
Message-ID: <sknX4.11071$LM4.772053@monger.newsread.com>
Source record: 44606
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

http://page.auctions.yahoo.com/user/sega_master_system

3240. Re: 800 XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sis335ilo129@corp.supernews.com>
Source record: 44607

Hey,

Never let a good Atari system die! I store my older Atari in special
storage boxes in a cool dry closet. An Atari should be either stored away,
given away, or sold to an Atari enthusiast.

AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000525185520.04702.00000120@ng-ff1.aol.com...
> Hi,
> VERY wrong attitude, better to sell than to die in a dumpster. An 800 XL
has
> more worth than to be treated that way. Fine machine, then again, I say
that
> about all Ataris.
> -Jessica
>
> >> so instead of throwing it away, you decided to sell it after you found
out
> >> you might be able to make some cash off some dedicated Atari user..
> >> i hope your sale fails...
> >>
> >
> >Wrong attitude. Better he sells it at a reasonable price to someone
> >who will enjoy using it than he throws it out. After all, no one's
> >going to oblige us by producing replacement parts for 8-bit Ataris.
> >
> >jkp
>
>
Wally

3241. Netherlands only: 1050 te koop

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bfc672$6f355200$6cb879c3@richard>
Source record: 44608

Hoi Nederlandse Atari freaks (zijn die er nog?)

Mocht je zitten te springen om een 1050 drive, heb ik er eventueel nog
eentje voor je.

Mail me op rdouwes@hetnet.nl

Richard

3242. Any polish dudes or dudettes here ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <YwqX4.12959$C9.232365@news1.online.no>
Source record: 44609

I am asking because I know they were many 8-bit games and demos from Poland long after everybody else dropped coding for it. Anybody have most of those titles ? That would be cool to have on a FTP server or a website.

To begin with, can someone send me all the names of games released in Poland (as many as possible)

I would love to get them up on my pages, so ATR's would be highly appreciated. I would like the names of the games that was released commercially too, but if they still around to buy, no ATR's, I rather buy the game if possible.

Thanks and take Atarian care

3243. Re: MIO problem when saving configuration with miocfg.com

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000526013415.11114A-100000@vtn1>
Source record: 44610

On Thu, 25 May 2000, Nelson Nieves wrote:

> When I try to save the mio configuration to a file with miocfg.com, the MIO
> partitions disappear and I get a "No MIO in system" followed by error 144
> messages as the SpartaDOS CP tries to exit to the current drive prompt.
>

Probably you've already tried this but I'll toss it out just in case, have
you tried re-copying the original .com file onto your boot disk?

jkp

3244. Re: MIO problem when saving configuration with miocfg.com

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000526013718.11114B-100000@vtn1>
Source record: 44611

On Thu, 25 May 2000, Russg wrote:

> Could it be you're using the 'loader' program instead of the saver.

The program that is included with the Tool Kit does both based on your
command switches.

jkp

3245. Re: Problems Copying Discs From PC to 1050 via 65XE - Help Please - Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <392e5ae8.573930@news.supernews.com>
Source record: 44612

Thanks to everyone who posted regarding my difficulty in reading plain
text. :)

It seems that if you put a space between the destination drive and the
(start sector-end sector) it doesn't want to know.

"1,2(1-720)" works just fine and I was able to dump my ATR file to a
floppy with no problems.

Thanks again.

RB.

On Thu, 25 May 2000 08:25:52 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On Thu, 25 May 2000, Rob Brooks wrote:
>
>> MyDOS doesn't report any errors but when I check out the floppy by
>> hitting "2" on the atari I get a directory listing with 708 bytes
>> free.
>>
>> It looks exactly like a formatted disc.
>
>First, have a look at the directory on the original. It's not necessarily
>a standard DOS format so you may see the same (or similar) thing. A lot
>of old software used boot disks which were not DOS formatted; some like
>Print Shop even had their own formats/DOS.
>
>With MYDOS, force DUP.SYS into a full sector-copy mode by specifying a
>range of sectors in your J command. I think the entry in response to
>the "J" prompt is: "1,2 (1-720)" but I don't use MYDOS enough any more
>to be certain as to the parentheses, etc. Alternatively, try using a
>straight sector copy program like MyCopyR!
>
>jkp
>

3246. Re: 800 XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <2rnsisoqg53n5fqaq97109o8inb3prs97m@4ax.com>
Source record: 44613

The other Day "John K. Picken" <yg473@victoria.tc.ca> wrote:

>Wrong attitude. Better he sells it at a reasonable price to someone
>who will enjoy using it than he throws it out. After all, no one's
>going to oblige us by producing replacement parts for 8-bit Ataris.
>
>jkp
>
Would be nice if he or she replied to emails from those interested in
purchasing it tho :-)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3247. Re: //...Advice For New Immigrants,,,

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <4unsiss6f0a2p3q1uaf5km17jb8dtmlbmk@4ax.com>
Source record: 44614

The other Day "Richard Cortese" <ricortes@netmagic.net> wrote:

>Just a by the by. We refer to ourselves as a "newsgroup" in order to
>distinguish us and where we take place, from web boards and bbs's of old.
>One of those, ~Americans encompasses both south and north, so you have to be
>a little more specific. If you call us a bbs, some people will start
>thinking long distance phone calls.

Noooo....can you imagine what my phone bill was like in those days on
a 300baud built by myself modem..

Nope, this is a nice multi-country newsgroup.. ;-)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3248. Re: Any polish dudes or dudettes here ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <g4osisctctqs9047guslc68ocgc3s8988c@4ax.com>
Source record: 44615

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

Re Vidar's search for everything Polish atari8bit wise..

>I would love to get them up on my pages, so ATR's would be highly
>appreciated. I would like the names of the games that was released
>commercially too, but if they still around to buy, no ATR's, I rather buy
>the game if possible.
>
>Thanks and take Atarian care
>
Best of luck there Vidar..

Slightly related, with you searching for the real item rather than an
image it made me think if a company called Computer Exchange in London
who are selling in the Retro section a boxed cart of Star Raiders for
60.00UK pounds!!!!

(I thought it was a typo!!)

I got mine for 7.00UK a couple of years ago..

I think they want the same price as they want for an Atari Pong
machine...
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3249. Searching the csa8 archives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000526080732.29151.00000238@ng-fd1.news.cs.com>
Source record: 44616

I sometimes search through the csa8 archives at deja.com looking for info on specific topics (for instance, I found a wealth of info about and Percom and Indus drives there last year.) I have found discussion threads going back to the early-mid-1990's. Now I can find nothing prior to 1999? Has anyone had this same experience? It looks as if the earlly threads are gone. Any other place they might be accessed?
Larry

3250. Re: //...Advice For New Immigrants,,,

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sisr0qp1o111@corp.supernews.com>
Source record: 44617

Paul Irvine <mclane@btinternet.com> wrote in message
news:4unsiss6f0a2p3q1uaf5km17jb8dtmlbmk@4ax.com...
> The other Day "Richard Cortese" <ricortes@netmagic.net> wrote:
>
> >Just a by the by. We refer to ourselves as a "newsgroup" in order to
> >distinguish us and where we take place, from web boards and bbs's of old.
> >One of those, ~Americans encompasses both south and north, so you have to
be
> >a little more specific. If you call us a bbs, some people will start
> >thinking long distance phone calls.
>
> Noooo....can you imagine what my phone bill was like in those days on
> a 300baud built by myself modem..
>
> Nope, this is a nice multi-country newsgroup.. ;-)
> --
> Paul Irvine

Not to mention "BUSY SIGNALS"!

Gawd! I remember trying to get a CONNECT 300 BAUD to the semi famous, semi popular Itsy Bitsy BBS in the early 80's. It was fairly late in its career by then, so it was run on ~a 10 meg Corvus HD.Sometimes I would start trying right after I got off work, and not be able to connect until 2-3 AM.

Itsy Bitsy had recieved several reviews and had a write up in "Free Software for Your Atari", so it had callers from all over the world.

I was limited to 30 minutes, so if I tried to D/L a file longer then ~7k I would be logged off in the middle of the down load.

3251. Re: MIO problem when saving configuration with miocfg.com

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8gm8r1$q14$1@bob.news.rcn.net>
Source record: 44618

I replied to your e-mail address instead of to the group before. Sorry about
that.

The way my MIO is setup is:

D1: Hard Drive Partition
D2: is the MIO 1-meg RAM drive
D3: Floppy #3
D4: Floppy #4
D5: Floppy #2
D6: Floppy #1
D7: Hard Drive Partition
D8: Hard Drive Partition

I found the original Toolkit disk from ICD and tried miocfg.com from there.
This time it saved the file to the D1: drive, but, D7: thru D8: disappear. I
get error 144 if I try to access them. BTW, hiting the reset key brings the
MIO back to normal. The MIO never losses it's configuration. I can save the
MIO configuration to the hard drive from the MIO menu just fine. I just want
to have a backup on file in case I reformat the hard drive.

"John K. Picken" <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000526013415.11114A-100000@vtn1...
>
>
> On Thu, 25 May 2000, Nelson Nieves wrote:
>
> > When I try to save the mio configuration to a file with miocfg.com, the
MIO
> > partitions disappear and I get a "No MIO in system" followed by error
144
> > messages as the SpartaDOS CP tries to exit to the current drive prompt.
> >
>
> Probably you've already tried this but I'll toss it out just in case, have
> you tried re-copying the original .com file onto your boot disk?
>
>
> jkp
>
>

3252. Re: Searching the csa8 archives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000526160453.11555.00000267@ng-bg1.aol.com>
Source record: 44619

Whooaaa.... I certainly am disappointed to learn that wealth of stuff may be gone! And it appears to be so on my recent researchings.

>llpwhite@cs.com (LLpwhite) remarked:

>I sometimes search through the csa8 archives at deja.com looking for info on
>specific topics (for instance, I found a wealth of info about Percom...

>I had found discussion threads going back to the early-mid-1990's. Now I can
>find nothing prior to 1999? Has anyone had this same experience?

-Ron

I don't have a solution but I admire the problem.

3253. Re: Searching the csa8 archives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: buseyl@my-deja.com
Message-ID: <8gmtt5sir1@nnrp1.deja.com>
Source record: 44620

In article <20000526080732.29151.00000238@ng-fd1.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:
> I sometimes search through the csa8 archives at deja.com looking for info on
> specific topics (for instance, I found a wealth of info about and Percom and
> Indus drives there last year.) I have found discussion threads going back to
> the early-mid-1990's. Now I can find nothing prior to 1999? Has anyone had
> this same experience? It looks as if the earlly threads are gone. Any other
> place they might be accessed?
> Larry
>

Deja is in the process of moving their servers. Parts of their archive are
unavailable at the moment. If you give it a few days they should have
everything in order.

Liam Busey

Sent via Deja.com http://www.deja.com/
Before you buy.

3254. Re: Arcadia 2001/LeisureVision Games Wanted/ Got some!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: Alex Kidd <sunshine853@hotmail.com>
Message-ID: <siu0f45b5pj71@corp.supernews.com>
Source record: 44621
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I'm looking for most of those myself.
But I do have a boxed soccer, and
maybe 10 duplicate Arcadia's (most
boxed) should anyone else be interested.
LMK what you may have same system
or other "oddball" systems
contact
sunshine853@hotmail.com

"Tivadar" <reicher6@pilot.msu.edu> wrote in message
news:8gi89a$1pto$1@msunews.cl.msu.edu...
> I am looking for the following Arcadia 2001/Leisure Vision games
>
> Pleiades
> Funky Fish
> Route 16
> The End
> Super Gobbler
> R2D Tank
> Grand Slam Tennis
> Tennis: Yannick Noah
> Soccer
> Space Mission
> 3D Soccer (Fussball)
>
>
> I'll pay cash or I have stuff for trade (almost any system).
>
> Tempest
> reicher6@pilot.msu.edu
>
>

3255. Atari Graphics and Arcade Game Design disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-26 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-5B1BEA.21253526052000@news.northcoast.com>
Source record: 44622

I'm in search of the software that came with the book
Atari Graphics and Arcade Game Design by Stanton. Actually, it didn't
come with the book -- you had to send away for the disks. Which,
I suspect, is why they are so hard to find.

If you have them, please drop me a note.

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

3256. Re: Re: //...Advice For New Immigrants,,,

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-27 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <d8juis0baffm984r4sni4102tdimtl5tdt@4ax.com>
Source record: 44623

On Fri, 26 May 2000 05:33:54 -0000, "Richard Cortese"
<ricortes@netmagic.net> drooled an embarassing wet spot in his lap as
he typed:

>Paul Irvine <mclane@btinternet.com> wrote in message
>news:4unsiss6f0a2p3q1uaf5km17jb8dtmlbmk@4ax.com...
>> The other Day "Richard Cortese" <ricortes@netmagic.net> wrote:
>>
>> >Just a by the by. We refer to ourselves as a "newsgroup" in order to
>> >distinguish us and where we take place, from web boards and bbs's of old.
>> >One of those, ~Americans encompasses both south and north, so you have to
>be
>> >a little more specific. If you call us a bbs, some people will start
>> >thinking long distance phone calls.
>>
>> Noooo....can you imagine what my phone bill was like in those days on
>> a 300baud built by myself modem..
>>
>> Nope, this is a nice multi-country newsgroup.. ;-)
>> --
>> Paul Irvine
>
>Not to mention "BUSY SIGNALS"!
>
>Gawd! I remember trying to get a CONNECT 300 BAUD to the semi famous, semi
>popular Itsy Bitsy BBS in the early 80's. It was fairly late in its career
>by then, so it was run on ~a 10 meg Corvus HD.Sometimes I would start trying
>right after I got off work, and not be able to connect until 2-3 AM.
>
>Itsy Bitsy had recieved several reviews and had a write up in "Free Software
>for Your Atari", so it had callers from all over the world.
>
>I was limited to 30 minutes, so if I tried to D/L a file longer then ~7k I
>would be logged off in the middle of the down load.
>

~7k? 300 baud modems back then got somewhere in the neighbourhood of
28 bytes per second, which rounded out to approximately 1.7k per
minute, so a 7k file would've taken you approximately 4 minutes to
transfer.

'Course, that's just semantics; it _seemed_ like half an hour. I
remember starting a download that totalled about 150k, falling asleep
at my keyboard at like 1am, and waking up to find it was done. (Let's
see, 150,000 bytes at 28 bytes per second ... an hour and a half!

Good God, I can't believe I survived that. :-)

3257. Re: Re: //...Advice For New Immigrants,,,

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sivdcdv75pj77@corp.supernews.com>
Source record: 44624

```
Mindfield <diespamdie!!!mindfield@home.com> wrote in message
news:d8juis0baffm984r4sni4102tdimtl5tdt@4ax.com...
> On Fri, 26 May 2000 05:33:54 -0000, "Richard Cortese"
> <ricortes@netmagic.net> drooled an embarassing wet spot in his lap as
> he typed:
>
> >Paul Irvine <mclane@btinternet.com> wrote in message
> >news:4unsiss6f0a2p3q1uaf5km17jb8dtmlbmk@4ax.com...
> >> The other Day "Richard Cortese" <ricortes@netmagic.net> wrote:
> >>
> >> >Just a by the by. We refer to ourselves as a "newsgroup" in order to
> >> >distinguish us and where we take place, from web boards and bbs's of
old.
> >> >One of those, ~Americans encompasses both south and north, so you have
to
> >be
> >> >a little more specific. If you call us a bbs, some people will start
> >> >thinking long distance phone calls.
> >>
> >> Noooo....can you imagine what my phone bill was like in those days on
> >> a 300baud built by myself modem..
> >>
> >> Nope, this is a nice multi-country newsgroup.. ;-)
> >> --
> >> Paul Irvine
> >
> >Not to mention "BUSY SIGNALS"!
> >
> >Gawd! I remember trying to get a CONNECT 300 BAUD to the semi famous,
semi
> >popular Itsy Bitsy BBS in the early 80's. It was fairly late in its
career
> >by then, so it was run on ~a 10 meg Corvus HD.Sometimes I would start
trying
> >right after I got off work, and not be able to connect until 2-3 AM.
> >
> >Itsy Bitsy had recieved several reviews and had a write up in "Free
Software
> >for Your Atari", so it had callers from all over the world.
> >
> >I was limited to 30 minutes, so if I tried to D/L a file longer then ~7k
I
> >would be logged off in the middle of the down load.
> >
```

>
> ~7k? 300 baud modems back then got somewhere in the neighbourhood of
> 28 bytes per second, which rounded out to approximately 1.7k per
> minute, so a 7k file would've taken you approximately 4 minutes to
> transfer.

Yeap, 99% sure Itsy was run in BASIC, so by the time you logged in,
navigated the menu system, started a download, you already blew about 5
minutes. I still remember the name of one of the files I tried to get 15+
years later <it was 9k> I tried so many times.
>
> 'Course, that's just semantics; it _seemed_ like half an hour. I
> remember starting a download that totalled about 150k, falling asleep
> at my keyboard at like 1am, and waking up to find it was done. (Let's
> see, 150,000 bytes at 28 bytes per second ... an hour and a half!
> Good God, I can't believe I survived that. :-)

Itsy would log you off right in the middle of a download, had it happen
dozens of times. It was good in someways since it was so popular of a BBS,
but kind of implies the sysop had it checking for how long you had been
online no less then after every xmodem block. The actual file transfers were
so slow, I wouldn't be surprised if he was checking time online after every
PUT and the xmodem checksum had to have been calculated in BASIC vs a USR().

I still really liked that BBS though. He had an Atari character graphic
space shuttle take off on screen at login. Eventually I moved over to
Compucat which was another popular BBS and one of the first online stores.
They were fairly popular since they advertized in ANTIC and IIRC, when HES
came out with a 300 baud modem for the C64 they included Computcat with the
documentation as one of the bbs's to try calling.
>
>

3258. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-27 00:00:00 UTC
From: raleigh345@aol.comQQQQ
Message-ID: <20000527103904.24640.00000221@ng-da1.aol.com>
Source record: 44625

> atarigirl1983@aol.com (AtariGirl1983) wrote:

>I just happened to find this and wanted to share it. Really good, makes you
>think twice about criticizing an Atari cartridge!

In 1984, my Basic Cartridge got fried while I was using it in my Atari
400. I needed it for my budget program, so I had to buy another. They cost a
fantastic 80 bucks at the time (figure backwards, allowing for inflation, and
see how much that is now.) You have to remember, that was a little before
Tramiel bought the company, when Warner Amex was still trying to screw
everybody.

At this point I never allow myself to be dependent upon anything that
can't be backed up.

Raleigh
* If God is everywhere, how can Jesus go back to be with his Father? Isn't his
Father already here?

3259. Two New Sparta DOS Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-27 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8gp1ih$8np$1@nnrp1.deja.com>
Source record: 44626

For Sparta DOS users, especially those with MIO's and Black Box's:
I've just released RCOPY and RDELETE. These are recursive utilities
that have the ability to operate on all the files and subdirectories in
a directory tree. RCOPY is great at mirroring a directory tree from
one hard drive to another. RDELETE is great for deleting all files and
subdirectories in a directory tree. Get to them at-

http://members.xoom.com/cc65foratari/cc65projects.html

Please note that the xoom server is sometimes overloaded, so if you
can't get the web page at first, just keep trying. The files are in
ZIP archives, so if you want to unzip them on an Atari 8-bit computer
you also might want to download the unzipper at-

http://cth.tzo.com/featured/unzip/unzip.html

BTW- The unzipper works with many different types of DOS.

Take Atarian Care! (We miss you, Mike S.)
Tom

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

3260. Re: CX-85

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-27 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000527131605.14039.00000428@ng-cl1.aol.com>
Source record: 44627

>"Grzegorz Sosiï¿½ski" smadm@strazmiejska.waw.pl remarks:

>If You have drivers for The Atari CX-85 Numeric Keypad please send me.

Here is the BASIC poker for the CX-85 handler; it has been reassembled for $620 (1568) to avoid conflict with the 1030 code at $600 (1536). It was written as a vertical blank routine by Brenner in an old Computer Shopper. Line 280 contains the assignments of the Key Codes (not ATASCII) for DEL, 4, 5, 6, NO, 7, 8, 9, YES on the numeric pad. Line 290 defines 1, 2, 3, 0, Period, RETURN, Minus, ESC; you could redefine with new key codes in the proper location. After it is poked, you could make an executable file in DOS with a K Binary Save from address $620 to $686 with initialize address of $672; and then possibly make it an AUTORUN.SYS file. It could also be reassembled for the cassette buffer at 1021 ($3FD) to allow other uses for page 6 if a tape is not in use.

```
100 ? "Caution DO NOT reinstall before a System Reset!":DIM R$(1), M$(4)
110 BUF=1568: INPUT R$: RESTORE 200
120 FOR L = 0 TO 103: READ B: POKE BUF + L, B: NEXT L
200 DATA 174, 17, 208, 240, 6, 202, 142, 111
210 DATA 6, 240, 47, 174, 121, 2, 236, 113
220 DATA 6, 208, 5, 173, 111, 6, 208, 34
230 DATA 173, 112, 6, 240, 5, 206, 112, 6
240 DATA 240, 24, 238, 111, 6, 142, 113, 6
250 DATA 238, 112, 6, 173, 3, 210, 201, 1
260 DATA 240, 2, 162, 16, 189, 93, 6, 141
270 DATA 252, 2, 76, 90, 6
280 DATA 52, 24, 29, 27, 35, 51, 53, 48, 43
290 DATA 31, 30, 26, 50, 34, 12, 14, 28, 155
300 DATA 0, 0, 0, 173, 36, 2, 141, 91, 6
310 DATA 173, 37, 2, 141, 92, 6, 162, 6
320 DATA 160, 32, 169, 7, 76, 92, 228
400 RESTORE 420: FOR L = 1 TO 4: READ B: M$(L,L)=CHR$(B)
410 NEXT L: INSTALL = USR(ADR(M$))
420 DATA 104, 76, 114, 6
```

Type it in; type "RUN"; press "ENTER" twice.
good luck,

-Ron

I don't have a solution but I admire the problem.

3261. Final garage sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-27 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <4t30js0ldkfik8shutgrvg109ou5e8u28c@4ax.com>
Source record: 44628
Cross-posted to: uk.comp.sys.mac,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair

'ello,

Since the first sale was such a success (except for a poor ol' pair of
Amstrad CPC6128s) I'm selling the stuff I didn't think would sell in
the first one :) You'll see what I mean if you have a look.

http://www.binarydinosaurs.co.uk and follow the link.

No Sinclair or Atari stuff in there this time I'm afraid, but I know
some of you are collectors of other stuff too.

cheers!
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

3262. Re: 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-27 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <JO7kF9DrnDM5EwsA@lovecraft.demon.co.uk>
Source record: 44629

In article <8RNQ4.165$wY3.3238@typhoon.tampabay.rr.com>, Jim Smith
<jsmith@j-com.net> writes
>http://www.atariworld.com/files/atr/r/RescueOnFractulus.zip

I get 'LOAD ERROR' on Xformer2000...

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

3263. Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-27 00:00:00 UTC
From: Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid>
Message-ID: <31e00bae.f4fbd1ee@usw-ex0103-018.remarq.com>
Source record: 44630

Well, just got an 800 emulator, and the first time I loaded Star Raiders, it was like being six years old again with my ol' 800 with the cassette drive and TV. It's been a long time, and I've just downloaded my old games and plan on playing all night until I pass out.

Sorry to sound like a geek, but I've been in Bill Gates' world for quite some time, and now I've been reminded how computers OUGHT to be!

P.S. If anyone here is selling their old 800, drop me a line.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3264. Re: MIO problem when saving configuration with miocfg.com

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-27 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <39306566.FBF66738@sisna.com>
Source record: 44631

Silence is deadly?

The MIO rom is configured to read d8 as a Ram drive, in order to format it out you need to swap it to another drive i.e. D6: or 7, 5,4 3 ect. then reset it to d8:. Not sure what you are attempting on the MIO, if for Atari 8-bit will work fine but to a PC, have no expierence there as I do not use the cables ect.

For other users of the MIO, generally if you have a problem with the MIO keeping the
drive information you have set the problem lies within the 50 pin cable from the Mio to the computer.

bob

3265. Re: 800 XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-27 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <39306911.8F00E574@sisna.com>
Source record: 44632

Sorry again, silence is deadly?

Replacement parts for the Atari 8-bit computer are readily available. I have a few hundred, parts, some used, but working. Will test them and guarantee them. Some new will state price when asked for new or used and if available.

In both I have parts for Atari 800XL, 130XE, 1200XL, Disk drives, 810, 1050, Indus, Percom. 810 (from mech. to chips) 1050 from complete lower boards to upper mech. used but in good working condition. Indus, lower boards, chips. Percom drive mech., chips ect. Ask and ye shall receive.

bob

3266. Re: 800 XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-27 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <393069CA.F5686FA9@sisna.com>
Source record: 44633

You just have to be smarter than the builder of the Atari 8-bit. There are substitute
IC's out there that work perfectly, and drive modifications that replace what Atari thought they had a monopoly on available today. You just have to be initiative and look around for what you need.

bob

3267. walkthrough for empire of the overmind

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: mickster <mickster@geneseo.net>
Message-ID: <8gs2th$r9d$1@news3.infoave.net>
Source record: 44446

If any one has this or knows where I can download the solution for Empire of the Overmind by Avalon hill, I would greatly appreciate it.

thanks in advance.

p.s. Please email any replies allong with posting in this group.

3268. Re: DD Dos needed...

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8gs4m8$37j$1@sshuraaa-i-1.production.compuserve.com>
Source record: 44447

And no, I don't know why my reply was truncated and I don't
remember the rest other than DOSes can be found on most ftp sites
such as umich.

Rick D.

--

3269. Re: The fan of the BlackBoxes Power Supply, can I silence it???

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8gs6u6$37j$3@sshuraaa-i-1.production.compuserve.com>
Source record: 44448

Hmm, it always made this much noise. Couldn't it just be the
fact that the
empty case (no motherboard and carts and stuff, just 3 drives and
an HD make it
sound more hollow? It sound so "metally".

CU Mathy van Nisselroy

Yes, an empty case can make noise. Make sure all of the screws
are in place and tight. If you lean close to the fan and the
sound gets louder, then the fan might need replacing. Using
grommets to isolate the fan is a good idea. Also, some
insulation(a small pillow) in the empty area of the case can
provide dampening(just dont block air flow).

Rick D.

--

3270. Re: Searching the csa8 archives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8gs6ko$37j$2@sshuraaa-i-1.production.compuserve.com>
Source record: 44449

Larry wrote:
I sometimes search through the csa8 archives at deja.com looking
for info on
specific topics (for instance, I found a wealth of info about and
Percom and
Indus drives there last year.) I have found discussion threads
going back to
the early-mid-1990's. Now I can find nothing prior to 1999? Has
anyone had
this same experience? It looks as if the earlly threads are
gone. Any other
place they might be accessed?
Larry

It would be an immeasurable loss. I know I have almost 25 megs
worth of the csa8b archive in raw form, but no place to put it.

Rick D.

--

3271. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: Edward Williams <zsystems@classicnet.net>
Message-ID: <sj38k8ei5pj42@corp.supernews.com>
Source record: 44450

no Hasbro has NO plans to revive any interest in the 8-bit or ST line
we keep harassing Hasbro to relinquish all rights into the public domain
on these systems.
But who knows.

Edward Williams
Arkansas Museum of Computing

In article <22c8bbfc.7f07ab17@usw-ex0101-006.remarq.com>, Chicago_Consultant
<terrapin42NOteSPAM@hotmail.com.invalid> wrote:

> In article <ovbY4.6563$4X5.10079@newsfeed.slurp.net>,
> ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
>>Back then the thing was not
>>improving the computer but improving the programs. You could
> buy a
>>computer and not have it be obsolete in a month or two. Things
> were
>>great with Bill to mess things up. That is why I still have and
> use my
>>400, 800xl, 130xe, 810, 1050 plus tons of software.
>
> My thoughts exactly. And the software wasn't outrageously
> expensive, either. And, shoot, you could write almost any
> application you wanted in BASIC, which took little time to learn
> (and you could learn as you went.)
>
> Waxing a bit nostalgic here, I remember when you had several
> systems to choose from, and each had its strengths and
> weaknesses. The Commodores were good sound and game machines,
> the Atari was a good all-around home computer, the IBM PC was
> for business and high-end applications, the Apple II sucked, and
> there were other little companies that, although success varied,
> had a fighting chance in the marketplace (Tandy, Zenith, Kaypro,
> etc.) Nowadays, it's PC, Mac, or Unix. And with the Macs being
> higher in price, Unix being a bit advanced for the average
> schlep, and Billy Gates' *ahem* "marketing strategies", we know
> who the winner is here. Maybe the Microsoft breakup will get
> things back in order. Maybe not.
>
> -=thE sUrReaL mONk=-
>
> P.S. Does anyone know if Hasbro has any plans to develop new
> Atari systems?

>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
> The fastest and easiest way to search and participate in Usenet - Free!
>

3272. Re: YM2149 chip availability

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sj3acesl5pj74@corp.supernews.com>
Source record: 44451

Saw it forsale on some UK ST suppliers, but they wanted ~$20 for it. Saw it in some chip suppliers pages, but no prices listed.

Seems like it is listed as "software compatible with the GI-8991<? forgot> chip" which may still be available from Radio Shack.

Just do a web search for the part number, it turns up about 25 listings.

George V <abc@123.com> wrote in message news:4383jsg824140qm42gpu96q64v5sd10qgh@4ax.com...
> Is this chip available anywhere?
>
> Want to connect them to a 68hc11 for simple projects to program.
>
> Nice thing about them is they can also be used for general purpose
> I/O.
>
> Thanks.
>
> George V

3273. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000528195203.17831.00000654@ng-co1.aol.com>
Source record: 44452

>atarigirl1983@aol.com (AtariGirl1983) says;

> One tried to die on me one time, smacked it real good and it was fixed.
> I have to do that to my BASIC cart
>all the time.

You might want to remove the screw on the back and verify that the chips are
properly seated.

-Ron

I don't have a solution but I admire the problem.

3274. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000528183545.28384A-100000@vtn1>
Source record: 44453

On 28 May 2000, RHamiIton5 wrote:

> >atarigirl1983@aol.com (AtariGirl1983) says;
>
> > One tried to die on me one time, smacked it real good and it was fixed.
> > I have to do that to my BASIC cart
> >all the time.
>
> You might want to remove the screw on the back and verify that the chips are
> properly seated.
>

Does sound a bit more scientific ;-)

jkp

3275. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: Pakrat <pakrat@bright.net>
Message-ID: <3931863D.MD-1.4.4.pakrat@bright.net>
Source record: 44454

> Well, just got an 800 emulator, and the first time I loaded Star
> Raiders, it was like being six years old again with my ol' 800
> with the cassette drive and TV. It's been a long time, and I've
> just downloaded my old games and plan on playing all night until
> I pass out.
>
> Sorry to sound like a geek, but I've been in Bill Gates' world
> for quite some time, and now I've been reminded how computers
> OUGHT to be!

And with this message, I announce that I am back as well. However, I never succumbed to the PC or Mac crowds. I am typing this from my Amiga 2000 (also have an Amiga 4000 and an SGI Iris Indigo), and my Atari 130XE is still set up and only about 4 feet away as I type this.

I finally got around to installing an email client that also handles newsgroups (Microdot II, yes it is actually called that :o)), and I've spent the last few hours getting caught up on 9 different newsgroups, including this one. The program is a demo version, so it quits after 30 minutes. I had to keep re-running it to get it all done. I'm going to send in the registration for it hopefully Monday.

My Atari system consists of:

Atari 130XE, with the CSS US+ OS, SpartaDOS X 4.20, with Action!
and an R-time 8 plugged in on top
CSS Black Box with the printer spooler
3.5" CSS modified XF551 720K drive
5.25" CSS modified 360K drive
Maxtor 320M SCSI hard drive, divided into about 22 16M partitions
Citizen GSX-230 high speed 24 pin dot matrix printer
Magnavox 13" color composite and Y/C color monitor (I use it in split Y/C, very sharp) Amdek 410 TTL monitor, which I used to use with
an
Atari XEP-80 80 column card, before it died
Motorola 28.8 Modem which I use with Ice-T

I haven't done as much with it in the last two years as I might have wanted, but life kind of got in the way... :o)

Yes, I am back. It has been far too long.

////Pakrat

If you didn't care what happpened to me
And I didn't care for you
We would zig zag our way through the boredom and pain

Occasionally glancing up through the rain
Wondering which of the buggers to blame
And watching for pigs on the wing.

Pink Floyd, ANIMALS

3276. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sj3to2au5pj179@corp.supernews.com>
Source record: 44455

Hi AtariGirl1983,

I recommend that anyone use ONLY Revision A or Revision C copies of Basic and avoid Revision B altogether! I have Revision A that I bought for my old Atari 400 and kept them. When I bought an Atari 800XL I tried using Revision B that was built into it which gave me fits. I borrowed a friend's Revision C cartridge to try it out, which it worked great, I relunctantly returned it to him.

AtariGirl1983 <atarigirl1983@aol.com> wrote in message news:20000528215834.06314.00000685@ng-cd1.aol.com...
> This would be my Revision B copy of Basic, Revision C does not give me that
> problem. Besides, I removed the screw from the back and could not crack the
> cartridge open. The "left cartridge" plate got in the way, and it must have
> been soldered to the cartridge because it would not budge. Thanks for the
> "scientific" advice. Works fine if you have a soldering iron in your home.
> -Jessica
>
Atari's cartridges are highly durable, but they should have a decent program on them to make them worth using.

Amateur Atari historian and Devout Atari game player,
Wally

3277. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000528213343.24121A-100000@vtn1>
Source record: 44456

On 29 May 2000, AtariGirl1983 wrote:

> This would be my Revision B compy of Basic, Revision C does not give me that
> problem....

Since you have both, avoid Revision B like the plague. Revision A had a
bug that B was supposed to fix. In fact, in "fixing" it, they made it
worse. Revision C is the properly "fixed" version.

jkp

3278. Re: Searching the csa8 archives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000527200813.16347.00000425@ng-fe1.news.cs.com>
Source record: 44634

>Deja is in the process of moving their servers. Parts of their archive are unavailable at the moment. If you give it a few days they should have everything in order. <

Hope that's it -- sure would be a shame to lose all the old info.
Larry

3279. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000527232657.22529.00000666@ng-cr1.aol.com>
Source record: 44635

Geez, that is a shame. Have never had a dead cartridge. One tried to die on me one time, smacked it real good and it was fixed. I have to do that to my BASIC cart all the time.
-Jessica

>In 1984, my Basic Cartridge got fried while I was using it in my Atari
>400. I needed it for my budget program, so I had to buy another. They cost a
>fantastic 80 bucks at the time (figure backwards, allowing for inflation, and
>see how much that is now.) You have to remember, that was a little before
>Tramiel bought the company, when Warner Amex was still trying to screw
>everybody.
>
> At this point I never allow myself to be dependent upon anything that
>can't be backed up.
>
> Raleigh
>* If God is everywhere, how can Jesus go back to be with his Father? Isn't
>his
>Father already here?
>

3280. Re: Re: 400/800/XL ... look for BALLBLAZER (LucasFilm full version)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <6of1jsko93g563a2b3cegqcvm3ca04p0t7@4ax.com>
Source record: 44636

On Sat, 27 May 2000 22:11:07 +0100, Edward Scissorhands
<EdwardS@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>In article <8RNQ4.165$wY3.3238@typhoon.tampabay.rr.com>, Jim Smith
><jsmith@j-com.net> writes
>>http://www.atariworld.com/files/atr/r/RescueOnFractulus.zip
>
>I get 'LOAD ERROR' on Xformer2000...
>
>Richard

Well now there's yer problem... yer using something written by Derek
Mihoka. :-)

Try Atari800(win) or XL-It! I think you'll find them rather more
robust than anything from Emulators, Inc.

3281. RamboXL Doc's

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: CybrSlider <cybrslider@home.com>
Message-ID: <2o3Y4.3328$m7.334715@news1.rdc2.tx.home.com>
Source record: 44637

Hello all,

I must say, it's been quite awhile since I've done anything with an Atari computer. I sold most of my stuff recently and that got me all nostalgic. I kept a 130XE, 1050 and XF551 drives, and a black box. I fired them all up the other day. What a blast! Except for one thing, the 130XE keyboard really bites! Which brings me to the point of my message. I would like to upgrade an 800XL to 256k memory. I have a RamboXL PCB and the ram chips. I just don't have the doc's that tell me how to do it. I've done the upgrade several times but, that was many moons ago. Does anyone know where I might be able to get ahold of the doc's for this upgrade? Any help would be greatly appreciated. Thanks!

David

3282. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <qmg1jsc2u8uent2808ko0a9d57giigbmdk@4ax.com>
Source record: 44638

On Sat, 27 May 2000 23:20:17 -0700, Chicago_Consultant
<terrapin42NOteSPAM@hotmail.com.invalid> drooled an embarassing wet
spot in his lap as he typed:

>Well, just got an 800 emulator, and the first time I loaded Star
>Raiders, it was like being six years old again with my ol' 800
>with the cassette drive and TV. It's been a long time, and I've
>just downloaded my old games and plan on playing all night until
>I pass out.
>
>Sorry to sound like a geek, but I've been in Bill Gates' world
>for quite some time, and now I've been reminded how computers
>OUGHT to be!

When I upgraded to the ST, I always kinda regretted selling my entire
8-bit system. When I'd heard about Derek Mihoka and his ST-XFormer, I
got all misty-eyed and homesick, so naturally I nabbed it, eager to
get back into all those classics and keep with the 'scene' 'n stuff.
'Course, that was a big letdown 'cos it didn't support P/M graphics,
DOS executables, or practically anything but the simplest of Basic
programs. :-(So I had to get my 8-bit fix with Speccy! emulating a
computer I'd never seen or used.

Fast Forward to three years ago, entering the nefarious world of Billy
Gates and his band of merry mice, and discovering the wealth of
emulators available -- including my favourite, the Atari 8-bit! Since
then I've amassed a rather large collection of stuff, kept as up to
date as I could with all major 8-bit emulators, and generally had a
great ol' time with it. It's not like having a _real_ 8-bit,
especially when I still can't get an emulator to run anything with
SpartaDOS (my DOS of choice) but it's getting there. Hey, I can play
the Alternate Reality games, at least... which occupied more of my
8-bit life than I'd care to mention. Now, if I could, by some utter
miracle, find those crappy games I wrote in Basic and Turbo Basic that
only ever got uploaded to local BBSs, I'd be in sheer heaven.

>
>P.S. If anyone here is selling their old 800, drop me a line.
>
>* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
>The fastest and easiest way to search and participate in Usenet - Free!

Mindfield
"When mice were vermin and computers made sense."

3283. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: Brix <Brix@Plush.DELETETHIS.de>
Message-ID: <MPG.139b46b346a235499899e0@news.netsurf.de>
Source record: 44639

In article <392CAB10.C3E06188@mediaone.net>, Christopher Kmiec says...

> 3. While we may argue what is better, loadable DOS and dumb drives as in
> Atari, or smart drives that had their own DOS as in C64, I sure like the
> speed of even the standard 1050 as compared to the C1541. But modern
> solutions, such as CMD drives or even the 3.5" 1581 drives are very
> fast.

It's not that you cannot program a 1541 drive :-)
If you want your own dos, you can still program your 1541's.

I agree with you regarding the CMD solutions..
The Harddisc by CMD has a built-in SCSI-Interface which makes it possible to connect an IOmega Zipdrive, MO-drives, SCSI-CDROM Drives or SCSI-Harddiscs to your C-64.. especially a Zipdrive is way cool for an 8bit machine!

And, yes.. it is extremely fast. Especially the RAMlink 16Megabyte Ramdrive (accu buffered) by CMD boots nearly any kind of software in less than a second.

> All in all, I really like the multi-color abilities of the Atari, and
> the SID from C64.

One thing I was always jealous of was the great amount of colours the Atari had.
Anyway, a few Graphicmodes on the C64 make extremely good resolutions and very colorful graphics possible. At least this calm my jealousy down a bit :-)
You should try to watch the demos "Krestology 1+2 /Crest" and "Deus ex machina /Crest" to get a good impression. "Deus ex machina" will be released in a few weeks I hope (at least DK/Crest promised that).
It was inroduced at the mekka Symposium Party 2000 (about easter) and won the competition.
Just have a look at http://www.scs-trc.net to get the files.

-Wanja-

3284. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ovbY4.6563$4X5.10079@newsfeed.slurp.net>
Source record: 44640

On 27 May 2000 23:20:17 , Chicago_Consultant wrote:
>Well, just got an 800 emulator, and the first time I loaded Star
>Raiders, it was like being six years old again with my ol' 800
>with the cassette drive and TV. It's been a long time, and I've
>just downloaded my old games and plan on playing all night until
>I pass out.
>
>Sorry to sound like a geek, but I've been in Bill Gates' world
>for quite some time, and now I've been reminded how computers
>OUGHT to be!

Oh yes I love to see messages like this. I have always said the 8-bit years were the best. I still believe that. Back then the thing was not improving the computer but improving the programs. You could buy a computer and not have it be obsolete in a month or two. Things were great with Bill to mess things up. That is why I still have and use my 400, 800xl, 130xe, 810, 1050 plus tons of software.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3285. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000528152024.07116.00000517@ng-cc1.aol.com>
Source record: 44641

Being a child of the 90's, I have no coprehension of the days when the SOFTWARE was what you wanted to make more powerful, not the computer. I only know what it is like to buy a new computer once a year (which I do NOT, except for my Atari collection, not as expensive, ya know, and I keep all of my computers). It must have been nice to only have to buy a piece of software (though I am sure it was outrageously priced) to have a powerful and much more useful computer. I know the feeling to groan over a three year old computer in my high school's computer lab which takes forever to load Netscape, as compared with my one year old computer I have at home. Back in the day, as many of you put it, I don't guess you were spoiled by faster computers, but faster software. Then again, isn't it the software which makes the computer? Bill Gate$, you suck! Take Windoze and shove it (hehe :?)). I guess it had to come sometime, though.
-Jessica

>Oh yes I love to see messages like this. I have always said the 8-bit
>years were the best. I still believe that. Back then the thing was not
>improving the computer but improving the programs. You could buy a
>computer and not have it be obsolete in a month or two. Things were
>great with Bill to mess things up. That is why I still have and use my
>400, 800xl, 130xe, 810, 1050 plus tons of software.
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
>PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>
>---

3286. Re: MIO problem when saving configuration with miocfg.com

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000528124428.9033A-100000@vtn1>
Source record: 44642

On Sat, 27 May 2000, BobKlaas wrote:

> The MIO rom is configured to read d8 as a Ram drive...

On my 256k MIO, it always comes up as D6: and to format it, I first
deselect the printer buffer and then set disk type and size.

> For other users of the MIO, generally if you have a problem with the MIO
> keeping the
> drive information you have set the problem lies within the 50 pin cable
> from the Mio to the computer.

Often unplugging and replugging the cable will help and, though
it seems weird, doing the same with the SIO cable can help. The
problem is compounded on the 130XE because of the extra adapter card
needed to fit the Enhanced Cartridge Interface.

Also, a bad or flakey battery in the RealTime 8 can screw up the MIO.

jkp

3287. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid>
Message-ID: <22c8bbfc.7f07ab17@usw-ex0101-006.remarq.com>
Source record: 44643

In article <ovbY4.6563$4X5.10079@newsfeed.slurp.net>,
ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
>Back then the thing was not
>improving the computer but improving the programs. You could
buy a
>computer and not have it be obsolete in a month or two. Things
were
>great with Bill to mess things up. That is why I still have and
use my
>400, 800xl, 130xe, 810, 1050 plus tons of software.

My thoughts exactly. And the software wasn't outrageously
expensive, either. And, shoot, you could write almost any
application you wanted in BASIC, which took little time to learn
(and you could learn as you went.)

Waxing a bit nostalgic here, I remember when you had several
systems to choose from, and each had its strengths and
weaknesses. The Commodores were good sound and game machines,
the Atari was a good all-around home computer, the IBM PC was
for business and high-end applications, the Apple II sucked, and
there were other little companies that, although success varied,
had a fighting chance in the marketplace (Tandy, Zenith, Kaypro,
etc.) Nowadays, it's PC, Mac, or Unix. And with the Macs being
higher in price, Unix being a bit advanced for the average
schlep, and Billy Gates' *ahem* "marketing strategies", we know
who the winner is here. Maybe the Microsoft breakup will get
things back in order. Maybe not.

-=thE sUrReaL mONk=-

P.S. Does anyone know if Hasbro has any plans to develop new
Atari systems?

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3288. Happy 1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <1efY4.28835$sB3.10612@news.indigo.ie>
Source record: 44644

Hi,I have a mint Happy 1050 for sale,which gives you true double density warp speed read and write and enables you to back up all of your original disks comes complete with power supply, sio cable and all happy software.....Offers in ﷺ pounds sterling please

3289. schematics of Mega ST2 power supply

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-28 00:00:00 UTC
From: Maarten Kuivenhoven <M.Kuivenhoven@net.HCC.nl>
Message-ID: <393186D6.ED62AD13@net.HCC.nl>
Source record: 44645

Hi there,

Does anyone have a electronic drawing of the power supply of the Mega
ST2 (220 volt version)

thanks

Maarten :-)

3290. Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <tqc3js0t8d1tl91ale35u1sm94i77t1fhb@4ax.com>
Source record: 44457

On Sun, 28 May 2000 16:07:48 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) drooled an embarassing wet spot in his lap as he typed:

>Oh yes I love to see messages like this. I have always said the 8-bit >years were the best. I still believe that. Back then the thing was not >improving the computer but improving the programs. You could buy a >computer and not have it be obsolete in a month or two. Things were >great with Bill to mess things up. That is why I still have and use my >400, 800xl, 130xe, 810, 1050 plus tons of software.

That's 'cos back then, computers didn't 'evolve' like modern PCs do. You didn't get a new sound card or video card or RAM upgrade or whatever 'cos the latest games needed them. There were such upgrades (or more accurately, hacks, as in the Gumby upgrade) available, but they were purely elective, and even then, generally only for the seasoned hacker. So, lacking upgradability, it forced programmers to use their imaginations, stretch the limits and boundaries of the 8-bit, find workarounds for the barriers they faced. That managed to produce some of the coolest stuff around.

These days it's not about pushing the envelope to make better games on existing hardware. It's about pushing the envelope to make better computers that work with existing games...

Rubbish.

>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
>PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>

3291. Re: Happy 1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000528201710.17831.00000663@ng-co1.aol.com>
Source record: 44458

>"David Matthews" mathu@indigo.ie says:

>Hi,I have a mint Happy 1050 for sale,

>Offers in ï¿½ï¿½ pounds sterling please

What would the shipping cost likely amount to for transport to the middle of
the US (Oklahoma)?

-Ron

I don't have a solution but I admire the problem.

3292. FS: Brand New Atari Jaguar Units, Games and Accessories

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <QBjY4.5948$6x.150963@news0.telusplanet.net>
Source record: 44459
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed link rather than your
reply button

- Last Updated 05/28/00
- New items added, Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade.
These packages are ideal for new collector's or somebody wanting to start or
add to their Atari collection. If you have any questions, please feel free
to ask. I am also willing to trade for certain items, please see my list at
the end of this post. All prices quoted are in U.S. funds with the buyer
paying shipping.

If you are interested in any of these items, please respond to me by using
this automated link
jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the
NOSPAM first). Or email me if you would like a current listing of items I
have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision,
Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex,
Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (all contain one controller, RF Box and
AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $50
- Atari Jaguar with CyberMorph cartridge $40
- Atari Jaguar (No Cart) $30

** Atari Jaguar Accessories - New**
==========
- Jaguar unit alone (No power supply, controller or accessories) $20
- Team Tap (4 Player adapter) $30
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $15
- RF Switch Box $10

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or shrink-wrapped/sealed titles
for:
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working first generation Dish Network receiver
- A working 4000 series Dish Network receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7 and 12 thru 20
- Rarer Star Trek Items by Playmates

3293. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8gsgeg$bq1@cs.vu.nl>
Source record: 44460

Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid> writes:

>Well, just got an 800 emulator, and the first time I loaded Star
>Raiders, it was like being six years old again with my ol' 800
>with the cassette drive and TV. It's been a long time, and I've
>just downloaded my old games and plan on playing all night until
>I pass out.

>Sorry to sound like a geek, but I've been in Bill Gates' world
>for quite some time, and now I've been reminded how computers
>OUGHT to be!

You're not a geek. Last saturday I _finally_ connected my 8-bit atari
again (had to take it away afterwards though, because of lack of space)
and I played, believe it or not, my first ever bought game, Boulder
Dash, of cassette! And it stil worked. The tape is bloody 16 years old
(game of the year by that time). Waited all the 14 minutes of loading
time and it was, just like the old days, well worth the wait.

--Ivo

3294. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000528215834.06314.00000685@ng-cd1.aol.com>
Source record: 44461

This would be my Revision B compy of Basic, Revision C does not give me that problem. Besides, I removed the screw from the back and could not crack the cartridge open. The "left cartridge" plate got in the way, and it must have been soldered to the cartridge bc it would not budge. Thanks for the "scientific" advice. Works fine if you have a soldering iron in your home.
-Jessica

>> > One tried to die on me one time, smacked it real good and it was fixed.
>> > I have to do that to my BASIC cart
>> >all the time.
>>
>> You might want to remove the screw on the back and verify that the chips
>are
>> properly seated.
>>
>
>Does sound a bit more scientific ;-)
>
>jkp

3295. Re: Happy 1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000528220231.06314.00000686@ng-cd1.aol.com>
Source record: 44462

I don't work at the post or anything, but I know that across the US it is about $12 priority, less if parcel post, so who knows with airmail (dare not ship VIA ground, takes weeks). That's just my 2 cents on the matter.
-Jessica

>>"David Matthews" mathu@indigo.ie says:
>
>>Hi,I have a mint Happy 1050 for sale,
>
>>Offers in ï¿½ï¿½ pounds sterling please
>
>What would the shipping cost likely amount to for transport to the middle of
>the US (Oklahoma)?
>
>-Ron
>
>I don't have a solution but I admire the problem.

3296. Re: Happy 1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <_KmY4.114004$55.2530076@news2.rdc1.on.home.com>
Source record: 44463

Why do some ppl feel the need to respond to something when they have NOTHING USEFUL TO SAY!
That's just my two cents on the matter...
AtariGirl1983 <atarigirl1983@aol.com> wrote in message news:20000528220231.06314.00000686@ng-cd1.aol.com...
> I don't work at the post or anything, but I know that across the US it is about
> $12 priority, less if parcel post, so who knows with airmail (dare not ship VIA
> ground, takes weeks). That's just my 2 cents on the matter.
> -Jessica
>
> >>"David Matthews" mathu@indigo.ie says:
> >
> >>Hi,I have a mint Happy 1050 for sale,
> >
> >>Offers in ﾟﾟ pounds sterling please
> >
> >What would the shipping cost likely amount to for transport to the middle of
> >the US (Oklahoma)?
> >
> >-Ron
> >
> >I don't have a solution but I admire the problem.
>
>

3297. Re: Happy 1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <hp4e81BntkM5Ewbs@lovecraft.demon.co.uk>
Source record: 44464

In article <20000528220231.06314.00000686@ng-cd1.aol.com>, AtariGirl1983
<atarigirl1983@aol.com> writes
>I don't work at the post or anything, but I know that across the US it is about
>$12 priority, less if parcel post, so who knows with airmail (dare not ship VIA
>ground, takes weeks). That's just my 2 cents on the matter.
>-Jessica

A 1050 shipping to Oklahoma would cost around ï¿½18 less the PSU. With the
PSU, it is too heavy to airmail.

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

3298. Re: Happy 1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <f5RRoDCCukM5Ew8m@lovecraft.demon.co.uk>
Source record: 44465

In article <_KmY4.114004$55.2530076@news2.rdc1.on.home.com>, Jeremy
<1iquid@home.com> writes
>Why do some ppl feel the need to respond to something when they have NOTHING
>USEFUL TO SAY!
>That's just my two cents on the matter...

Pot, kettle, black ;)

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

3299. C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <8gu81g$vi9$1@slb7.atl.mindspring.net>
Source record: 44466

Is there a C compiler available for the 8bit?

--
X-No-Archive: Yes

3300. Re: Happy 1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <ov74jss80imj542bk20kur4f1rlkomdvn6@4ax.com>
Source record: 44467

The other Day "Jeremy" <1iquid@home.com> wrote:

>Why do some ppl feel the need to respond to something when they have NOTHING
>USEFUL TO SAY!
>That's just my two cents on the matter...

My god, don't be so grumpy that man...

I can see what you mean but would it not have been easier to let it
pass rather than do the above over a post that was actually trying to
help in one way or another.

Now come on, deep breath...Now smile :-)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3301. Re: C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sj5ats9u5pj23@corp.supernews.com>
Source record: 44468

Several. IIRC, you can find a few at the archive.umich.edu and maybe a Pascal or two.

IMO: They are only good for translating the simplist code or maybe the first two weeks of a programming class.

They are subsets of the C language and frequently have Atari specific calls to make them more useful. Kind of "There is no PMGraphics(2); in ANSI C" kind of thing.

Richard Heldmann <heldmann@ix.netcom.com> wrote in message news:8gu81g$vi9$1@slb7.atl.mindspring.net...
> Is there a C compiler available for the 8bit?
>
> --
> X-No-Archive: Yes
>
>
>

3302. Re: Happy 1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000529152930.04654.00000911@ng-ff1.aol.com>
Source record: 44469

Because WE'RE BORED. Chill out, man. Tis a fact that it is $12, so shut up about about it. Talk about useless postings. Sorry to stir up any pssness about wasting space on the newsgroup, but deal wit it!

>Why do some ppl feel the need to respond to something when they have NOTHING
>USEFUL TO SAY!
>That's just my two cents on the matter...

3303. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000529153447.04654.00000914@ng-ff1.aol.com>
Source record: 44470

I agree, I have found revision C is much more useful. On revision B, I would type in something CORRECTLY and sometimes it would give me an error. Thanks to an Atari friend, I could get my paws on Revision C.
Jessica

>> This would be my Revision B compy of Basic, Revision C does not give me
>that
>> problem....
>
>Since you have both, avoid Revision B like the plague. Revision A had a
>bug that B was supposed to fix. In fact, in "fixing" it, they made it
>worse. Revision C is the properly "fixed" version.
>
>jkp
>

3304. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000529154446.04654.00000915@ng-ff1.aol.com>
Source record: 44471

Wally,
Revision B is what came with my Atari 800, so I had no choice for a while, frustrating as all get out, had to smack to use, then had problems when it was in use. Terrible program. For a while, I was using PET BASIC before one of my Atari friends gave me a copy of Revision C. PET Basic AKA MS Basic, was a little better than Revision B, but I got frustrated (again) when I discovered there are certain things that you can only do in Atari basic, or you mast change the syntax to use it in MS basic. UGH, was really glad when I got revision C.
Jessica

>I recommend that anyone use ONLY Revision A or Revision C copies of Basic
>and avoid Revision B altogether! I have Revision A that I bought for my old
>Atari 400 and kept them. When I bought an Atari 800XL I tried using
>Revision B that was built into it which gave me fits. I borrowed a friend's
>Revision C cartridge to try it out, which it worked great, I relunctantly
>returned it to him.
>
>AtariGirl1983 <atarigirl1983@aol.com> wrote in message
>news:20000528215834.06314.00000685@ng-cd1.aol.com...
>> This would be my Revision B copy of Basic, Revision C does not give me
>that
>> problem. Besides, I removed the screw from the back and could not crack
>the
>> cartridge open. The "left cartridge" plate got in the way, and it must
>have
>> been soldered to the cartridge because it would not budge. Thanks for the
>> "scientific" advice. Works fine if you have a soldering iron in your
>home.
>> -Jessica
>>
>Atari's cartridges are highly durable, but they should have a decent program
>on them to make them worth using.
>
>Amateur Atari historian and Devout Atari game player,
>Wally
>

3305. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10005292226280.143-100000@TT030>
Source record: 44472

On 28 May 2000, Pakrat wrote:

-snip-

> I haven't done as much with it in the last two years as I might have
> wanted, but life kind of got in the way... :o)
>
> Yes, I am back. It has been far too long.

I guess I can stop forwarding you the ineresting posts from here now?

hehe

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

3306. FA:L.E. Systems Disk copy system & Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-29 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39334E87.B9775122@qnet.com>
Source record: 44473

I have the following system for auction on Ebay. It includes a Atari 800 and the L.E. System

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=345382869

NO RESERVE. This is a real auction. Bidding starts at $5.00

3307. Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8h1dcb$3a2$1@bob.news.rcn.net>
Source record: 44396

I just don't see why people say they have to buy a new computer every year. I was able to keep my '286 for more than five, my current Pentium 100 is about five years old, and will be netted to a new machine I plan to build in a month or two.

On the other hand, until I gave it up this past December to people who are still using it, consider the fact that my Atari system was bought in 1983.

On another topic, give the devil his due. Sure, Windows is cludgy, buggy, bloated, etc. But where else is there an OS that runs on the variety of hardware that Windows is able to use? Next time you look at Linux, which I admire for its stability and its open-code approach, take a look at the lists of hardware and peripherals that will and won't run under it. Or, look at the variety of hardware that can run under a specific version of Mac OS. Limited, isn't it? Finally, look at the problems associated with running an OS or software even for the variety of Atari 8-bit models. I think we just found one saving grace for Microsoft and Gates!

No! Don't Shoot! :-)

Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid> wrote in message news:081726f6.b2b2b69a@usw-ex0103-023.remarq.com...
> In article <8u77jsg9oqo8rij384a7jue8atoi9s6fbl@4ax.com>,
> Mindfield <diespamdie!!!mindfield@home.com> boldly proclaimed
> from his soapbox:
>
> >It wasn't so much that software got faster as the years went on
> as it
> >was that it software got _better_. Classic 8-bit systems
> weren't
> >upgradable in the modern sense of the word, so developers had to
> work
> >with what the machine was capable of. The upside to that was
> that
> >developers knew everyone had the same machine (more or less) so,
> aside
> >from RAM differences (16k 600KLs, 48K 400/800s, 64K 800XL/65XEs,
> 128k
> >130XEs, etc.) programmers could write anything they wanted
> within the
> >confines of the machine's abilities and know it'd work on
> everyone's
> >system.
> >
> >The real cool stuff came about ironically *because* the system

> wasn't
> >upgradable. The machine's finite limitations forced programmers
> to
> >get creative with workarounds or hacks and tricks to get around
> >certain obstacles.
>
> What I find ironic is that an astronomically greater percentage
> of households have computers now, even though they are far less
> user-friendly and obsolescence occurs in a matter of months,
> sometimes weeks, rather than in a matter of years. Can you
> imagine what things would be like if other consumer products
> follwed this trend? You'd buy a brand-new car, and in a year
> would have to buy a new one, or severely upgrade your current
> vehicle, just to accomodate the newest gasoline or faster roads!
> You'd be buying a new stereo every year to be compatible with the
> latest CD technology and higher radio bandwidth! And, hey, is
> your telephone Y2K ready? Better bring it in for a $600 upgrade.
>
> You have to wonder whether the public's lust for
> bigger-better-faster will ever subside, at least as far as PCs
> are concerned. Frankly, I think my 350 MHz, 64M Ram, 10G HD, 4x
> DVD-ROM, and 17" monitor is more than enough for what I need to
> do. I don't know WHY we need a 1 GHz processor, but I'm sure the
> software companies' Marketing dept.'s will tell us why. Don't
> know what we ever did without them...
>
> -=thE SUrrEaL MOnk=-
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network
*
> The fastest and easiest way to search and participate in Usenet - Free!
>

3308. Re: How many carts in big black boxes ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000530190811.25089.00000048@ng-me1.news.cs.com>
Source record: 44397

```
>...How many cartridge games came in the huge black boxes with the nice artwork
<

As I recall, all the early carts came that way.
Dig Dug isn't on your list, and I'm sure it came in the big box.
Larry
```

3309. Re: Where are articles on fixing Atari video? (Was Re: Monitor for Atari 130xe UK Pal)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000530193422.08459.00000763@ng-cq1.aol.com>
Source record: 44398

>charleswilliamgreen@my-deja.com asks:

>I've seen references in this newsgroup to articles which explain how to
>add or enhance the separate chroma/luminance signals in some of the
>Atari models; however, I don't know how to locate these articles.

They were articles by Bob Woolley in Atari Classics; and are on Clarence's
site:
http://www.redshift.com/~cdyson/atari.html

-Ron

I don't have a solution but I admire the problem.

3310. Re: Creating Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000530194049.08459.00000765@ng-cq1.aol.com>
Source record: 44399

>terrapin42NOteSPAM@hotmail.com.invalid asks:

>Okay, now that I have an emulator, I need to know how to create
>virtual Atari disks and copy files from my hard drive on to them.
>Is there a utility available which can do this?

Try Ken's page; one .ZIP file contains all of the utilities to easily manage
those ATR's.
http://home.columbus.rr.com/ksiders/atari.htm

-Ron

I don't have a solution but I admire the problem.

3311. How to tell which Atari Basic Revision that you have

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sj8l7mm75pj24@corp.supernews.com>
Source record: 44400

The memory address that identifies which Basic that you have is 43234.

So when you start your Atari up, at the READY prompt, type in this command:
PRINT PEEK (43234)

You will get a value of 162 if it is Rev A Basic.

You will get a value of 96 if it is Rev B Basic.

You will get a value of 234 if it is Rev C Basic.

Amateur Atari historian and Devout Atari game player,
Wally

3312. Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sj8n14ka5pj156@corp.supernews.com>
Source record: 44401

Alan Sharkis <asharkis@erols.com> wrote in message
news:8h1dcb$3a2$1@bob.news.rcn.net...
> I just don't see why people say they have to buy a new computer every
year.
> I was able to keep my '286 for more than five, my current Pentium 100 is
> about five years old, and will be netted to a new machine I plan to build
in
> a month or two.

I have two paths. I keep 2 current W/98 systems networked so I can see if there is such a thing as latest greatest, but from those it drops down to my circa 1987 Tandy 1000TX, 8 mHz 286. I really don't have anything in between.

My EPROM burner is still in the Tandy. As the saying goes, anything you could do with your computer when it was new, you can still do 10 years later. The EPROM burner works as well as ever.

The talk about extra ram got me to upgrade a stock 1050 to 256 bytes of 6810s. I plugged a USD ROM into it and it seems to work fine. I think I have ~4 different version of 1050 ROMs; Tandon EPROMs, Atari ROMs, maybe one labeled AWC but I have to read it first to make sure.

Problems that were interesting to me 15 years ago are still interesting to me now. Completely pointless, all my copy protected software has deteriorated or been tossed. A real drive will never work as well as an APE/SIO2PC, but it is a hobby.

3313. Re: Searching the csa8 archives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <8gv40l$9ku$1@nnrp1.deja.com>
Source record: 44474

Rick,
Hey, if you want, I can set up my ftp server, and if you ftp it to
me, I will burn it onto a cd for you. If you want, just shoot me an
email.
--
isaac davis
isaac@dontforgetthemilk.com

In article <8gs6ko$37j$2@sshuraaa-i-1.production.compuserve.com>,
Rick D <74766.1561@CompuServe.COM> wrote:
> Larry wrote:
> I sometimes search through the csa8 archives at deja.com looking
> for info on
> specific topics (for instance, I found a wealth of info about and
> Percom and
> Indus drives there last year.) I have found discussion threads
> going back to
> the early-mid-1990's. Now I can find nothing prior to 1999? Has
> anyone had
> this same experience? It looks as if the earlly threads are
> gone. Any other
> place they might be accessed?
> Larry
> ---
> It would be an immeasurable loss. I know I have almost 25 megs
> worth of the csa8b archive in raw form, but no place to put it.
>
>
> Rick D.
>
>
> --
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3314. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <m3EY4.8005$4X5.19406@newsfeed.slurp.net>
Source record: 44475

On 28 May 2000 12:56:43 , Chicago_Consultant wrote:
>
>My thoughts exactly. And the software wasn't outrageously
>expensive, either. And, shoot, you could write almost any
>application you wanted in BASIC, which took little time to learn
>(and you could learn as you went.)

That is why I was buying about 5 titles a month. That carried over to
my ST days as well.

>P.S. Does anyone know if Hasbro has any plans to develop new
>Atari systems?

I am not sure, but I wish they would. I still do not know why they have
not picked up the Lynx. It certainly would hold up well against GameBoy
Color.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3315. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000529222106.14831.00000970@ng-xb1.aol.com>
Source record: 44476

>atarigirl1983@aol.com (AtariGirl1983) believes:

>Revision B is what came with my Atari 800, so I had no choice for a while,

Actually I do not believe Rev B was ever released on a cart which could be used
in the 800; It was on a chip internal to the 800XL, IIRC.

-Ron

I don't have a solution but I admire the problem.

3316. Re: YM2149 chip availability

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: bryede@TAKE_THIS_OUT.aug.com
Message-ID: <39335859.44347565@news.aug.com>
Source record: 44477

On Sun, 28 May 2000 16:33:00 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>Saw it forsale on some UK ST suppliers, but they wanted ~$20 for it. Saw it
>in some chip suppliers pages, but no prices listed.
>
>Seems like it is listed as "software compatible with the GI-8991<? forgot>
>chip" which may still be available from Radio Shack.

It is the same as the more common General Instruments AY-3-8910 which
shouldn't be too hard to find on the surplus market.

3317. ICD Multi-IO and Hard Drive on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: bryede@TAKE_THIS_OUT.aug.com
Message-ID: <3933597a.44636793@news.aug.com>
Source record: 44478

Hey,

Just thought I'd let everyone know that I've posted my 256K MIO and
Hard Drive on Ebay (ending tomorrow, May 30), as well as some other
rare Atari stuff.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=343440858
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=343449408

Thanks for reading!
-Bry

3318. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sj6jniko5pj64@corp.supernews.com>
Source record: 44479

Hi R.H.,

I know this stuff---

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
news:20000529222106.14831.00000970@ng-xb1.aol.com...
> >atarigirl1983@aol.com (AtariGirl1983) believes:
>
> >Revision B is what came with my Atari 800, so I had no choice for a
while,
>
> Actually I do not believe Rev B was ever released on a cart which could be
used
> in the 800; It was on a chip internal to the 800XL, IIRC.
>
> -Ron
>
> I don't have a solution but I admire the problem.

--- Warner's Atari issued Rev B in two formats:
(1) As a built-in Basic on 600XL and 800XL computers.
(2) As a special request order item for 400/800 and 1200XL computers.

--- Tramiel's Atari issued Rev C in both formats for XE series computers and
ALL previous Atari 8-Bit Computers.

Amateur Atari historian and Devout Atari game player,
Wally

3319. Re: How many carts in big black boxes ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <39337334.117424CB@t-online.de>
Source record: 44480

Hi!

You forgot Microsoft Basic.

Andre

ejgnandt@my-deja.com schrieb:

> How many cartridge games came in the huge black boxes with the nice
> artwork ? Over time I've acquired these:
>
> Star Raiders
> Defender
> Space Invaders
> Asteroids
> Missle Command
> Pac-Man
> Centipede
> Galaxian
> Music Composer (I know, not really a game).
>
> Any others? Remember, disks or cassettes don't count.
>
> Gene
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3320. Re: Happy 1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <J2LY4.118704$55.2650077@news2.rdc1.on.home.com>
Source record: 44481

Yes, you're right, and I thought of that while I was posting this, but oh
well. i was in a grumpy mood...

Edward Scissorhands <EdwardS@lovecraft.demon.co.uk> wrote in message
news:f5RRoDCCukM5Ew8m@lovecraft.demon.co.uk...
> In article <_KmY4.114004$55.2530076@news2.rdc1.on.home.com>, Jeremy
> <1iquid@home.com> writes
> >Why do some ppl feel the need to respond to something when they have
NOTHING
> >USEFUL TO SAY!
> >That's just my two cents on the matter...
>
> Pot, kettle, black ;)
>
> Richard
>
>
> --
> Edward Scissorhands |\ _,,,---,,_
> Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -.
;-;;,
> E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\
`'::.
> Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--'
`-'_)Morticia

3321. Re: C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <o3LY4.118705$55.2650127@news2.rdc1.on.home.com>
Source record: 44482

There are Cross compilers that will run on a PC and compile for the 6502

Richard Heldmann <heldmann@ix.netcom.com> wrote in message
news:8gu81g$vi9$1@slb7.atl.mindspring.net...
> Is there a C compiler available for the 8bit?
>
> --
> X-No-Archive: Yes
>
>
>

3322. Re: C Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8h05fb$82$1@nnrp1.deja.com>
Source record: 44483

Yes, here are a few that come to mind-

Native C Compilers:
Deep Blue C
DVC
LightSpeed C
ACEC C
CC8
C/65
CC65

Cross Compilers:
C65
CC65

All of them implement K&R to some degree. Some are better than others
in that respect. For more info check out-

http://members.xoom.com/cc65foratari/
ftp://ftp.spudster.org/cth/Programming
ftp://ftp.spudster.org/cth/Programming/C/

In article <8gu81g$vi9$1@slb7.atl.mindspring.net>,
"Richard Heldmann" <heldmann@ix.netcom.com> wrote:
> Is there a C compiler available for the 8bit?
>
> --
> X-No-Archive: Yes
>
>

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

3323. Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <8u77jsg9oqo8rij384a7jue8atoi9s6fbl@4ax.com>
Source record: 44484

On 28 May 2000 19:20:24 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>Being a child of the 90's, I have no coprehension of the days when the SOFTWARE
>was what you wanted to make more powerful, not the computer. I only know what
>it is like to buy a new computer once a year (which I do NOT, except for my
>Atari collection, not as expensive, ya know, and I keep all of my computers).
>It must have been nice to only have to buy a piece of software (though I am
>sure it was outrageously priced) to have a powerful and much more useful
>computer. I know the feeling to groan over a three year old computer in my
>high school's computer lab which takes forever to load Netscape, as compared
>with my one year old computer I have at home. Back in the day, as many of you
>put it, I don't guess you were spoiled by faster computers, but faster
>software. Then again, isn't it the software which makes the computer? Bill
>Gate$, you suck! Take Windoze and shove it (hehe :?)). I guess it had to come
>sometime, though.
>-Jessica

It wasn't so much that software got faster as the years went on as it
was that it software got _better_. Classic 8-bit systems weren't
upgradable in the modern sense of the word, so developers had to work
with what the machine was capable of. The upside to that was that
developers knew everyone had the same machine (more or less) so, aside
from RAM differences (16k 600KLs, 48K 400/800s, 64K 800XL/65XEs, 128k
130XEs, etc.) programmers could write anything they wanted within the
confines of the machine's abilities and know it'd work on everyone's
system.

The real cool stuff came about ironically *because* the system wasn't
upgradable. The machine's finite limitations forced programmers to
get creative with workarounds or hacks and tricks to get around
certain obstacles. Mixing graphics modes, using display list
interrupts to dynamically switch colour palettes every scan line (or
every few), overscanning, figuring out how to tweak digital sound
samples so a routine could be written to play them *without* having to
turn Antic off to get the most processor speed, etc.
Modern PCs don't get that because the modern programming ethic is that
if it's too slow, it's not their software, it's your hardware.
Coupled with software companies' lust for money and fast releases and
even faster ports, programmers just don't *have* to get creative
anymore -- so they don't. Which is a shame... 'cos I sincerely doubt
any modern PC has *ever* been pushed to its full potential. Or even
near it.

Just take a look at any demo coding group's efforts on classic systems
compared to mdoern systems. Sure, modern demos look much nicer, but
given each machine's capabilities, which ones are more impressive?
The PC demos that use hardware 3D accelleration, or the old demos that
didn't but still managed to achieve effects you never thought possible
on those little machines?

3324. Re: How many carts in big black boxes ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <yxNY4.15932$C9.287300@news1.online.no>
Source record: 44485

Maybe not, he said games and if you are about to take into account the other carts, Pilot Programming Language and Music Composer should be added too then.

Andre <Chrodegang@t-online.de> wrote in message news:39337334.117424CB@t-online.de...
> Hi!
>
> You forgot Microsoft Basic.
>
> Andre
>
> ejgnandt@my-deja.com schrieb:
>
> > How many cartridge games came in the huge black boxes with the nice
> > artwork ? Over time I've acquired these:
> >
> > Star Raiders
> > Defender
> > Space Invaders
> > Asteroids
> > Missle Command
> > Pac-Man
> > Centipede
> > Galaxian
> > Music Composer (I know, not really a game).
> >
> > Any others? Remember, disks or cassettes don't count.
> >
> > Gene
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>

3325. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000530093351.04666.00001005@ng-ff1.aol.com>
Source record: 44486

Hey R.H. and Wally,
I think it DID come on a cart at some point, one of the bizzare things in my Atari system (like the 810 that can do enhanced density). A friend of mine taught me a way to check, and it came out as being a revision B, probably kinda rare. Anyhoo, what else is new? Another weird thing in my Atari collection.
Jessica

>--- Warner's Atari issued Rev B in two formats:
>(1) As a built-in Basic on 600XL and 800XL computers.
>(2) As a special request order item for 400/800 and 1200XL computers.
>
>--- Tramiel's Atari issued Rev C in both formats for XE series computers and
>ALL previous Atari 8-Bit Computers.
>
>Amateur Atari historian and Devout Atari game player,
>Wally

3326. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_959695614@rtfm.mit.edu>
Source record: 44487
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 27, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by Qualcomm
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
```

http://www.faqs.org/faqs/internet-services/access-via-email/

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit

3327. Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid>
Message-ID: <081726f6.b2b2b69a@usw-ex0103-023.remarq.com>
Source record: 44488

In article <8u77jsg9oqo8rij384a7jue8atoi9s6fbl@4ax.com>,
Mindfield <diespamdie!!!mindfield@home.com> boldly proclaimed
from his soapbox:

>It wasn't so much that software got faster as the years went on
as it
>was that it software got _better_. Classic 8-bit systems
weren't
>upgradable in the modern sense of the word, so developers had to
work
>with what the machine was capable of. The upside to that was
that
>developers knew everyone had the same machine (more or less) so,
aside
>from RAM differences (16k 600KLs, 48K 400/800s, 64K 800XL/65XEs,
128k
>130XEs, etc.) programmers could write anything they wanted
within the
>confines of the machine's abilities and know it'd work on
everyone's
>system.
>
>The real cool stuff came about ironically *because* the system
wasn't
>upgradable. The machine's finite limitations forced programmers
to
>get creative with workarounds or hacks and tricks to get around
>certain obstacles.

What I find ironic is that an astronomically greater percentage
of households have computers now, even though they are far less
user-friendly and obsolescence occurs in a matter of months,
sometimes weeks, rather than in a matter of years. Can you
imagine what things would be like if other consumer products
follwed this trend? You'd buy a brand-new car, and in a year
would have to buy a new one, or severely upgrade your current
vehicle, just to accomodate the newest gasoline or faster roads!
You'd be buying a new stereo every year to be compatible with the
latest CD technology and higher radio bandwidth! And, hey, is
your telephone Y2K ready? Better bring it in for a $600 upgrade.

You have to wonder whether the public's lust for
bigger-better-faster will ever subside, at least as far as PCs
are concerned. Frankly, I think my 350 MHz, 64M Ram, 10G HD, 4x
DVD-ROM, and 17" monitor is more than enough for what I need to

do. I don't know WHY we need a 1 GHz processor, but I'm sure the
software companies' Marketing dept.'s will tell us why. Don't
know what we ever did without them...

-=thE SUrrEaL MOnk=-

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3328. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sj7rq21l5pj31@corp.supernews.com>
Source record: 44489

Hi AtariGirl1983,

This is how to tell which Revision _ Basic that you have:

AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000530093351.04666.00001005@ng-ff1.aol.com...
> Hey R.H. and Wally,
> I think it DID come on a cart at some point, one of the bizzare things in
my
> Atari system (like the 810 that can do enhanced density). A friend of
mine
> taught me a way to check, and it came out as being a revision B, probably
kinda
> rare. Anyhoo, what else is new? Another weird thing in my Atari
collection.
> Jessica
>
> >--- Warner's Atari issued Rev B in two formats:
> >(1) As a built-in Basic on 600XL and 800XL computers.
> >(2) As a special request order cartridge for 400/800 and 1200XL
> > computers.
> >
> >--- Tramiel's Atari issued Rev C in both formats for XE series computers
and
> >ALL previous Atari 8-Bit Computers.
> >
> >Amateur Atari historian and Devout Atari game player,
> >Wally
>
>
The memory address that identifies which Basic that you have is 43234.

So when you start your Atari up, at the READY prompt, type in this command:
PRINT PEEK (43234)

You will get a value of 162 if it is Rev A Basic.

You will get a value of 96 if it is Rev B Basic.

You will get a value of 234 if it is Rev C Basic.

Amateur Atari historian and Devout Atari game player,
Wally

3329. Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39340c2e@fmlynet.org>
Source record: 44490

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid>
> Well, just got an 800 emulator, and the first time I loaded Star
> Raiders, it was like being six years old again with my ol' 800
> with the cassette drive and TV. It's been a long time, and I've
> just downloaded my old games and plan on playing all night until
> I pass out.

I still compute till I passout. My wife thinks it's cute.

> Sorry to sound like a geek, but I've been in Bill Gates' world
> for quite some time, and now I've been reminded how computers
> OUGHT to be!

Yes, I agree, the Atari 8-bit line is a fun and sleak computer. Use it for
checking E-mail localling, BBS'ing, playing games. Much much fun to be had.
And Star Raiders is still the best of the all. Set up a section of the house
dedicated to being a Star Raiders flight simulator.
As far as the windows world... never bought into that for my home. Managed
to skirt it with my Atari8,AtariST,Macintosh, & Newton. ;)

> P.S. If anyone here is selling their old 800, drop me a line.

Lot's of luck! Atari 800's can take a bit to find. But well worth it when
you do. In the mean time, you can gear up with an Atari 800XL... usually
fairly easy to find.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3330. Where are articles on fixing Atari video? (Was Re: Monitor for Atari 130xe UK Pal)

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: charleswilliamgreen@my-deja.com
Message-ID: <8h10bb$l65$1@nnrp1.deja.com>
Source record: 44491

Hi,

I've seen references in this newsgroup to articles which explain how to add or enhance the separate chroma/luminance signals in some of the Atari models; however, I don't know how to locate these articles. Can someone please point me to them?

Thanks,

Charles Green CharlesWGreenIII@NetScape.Net

In article <20000509135619.08595.00001810@ng-fp1.aol.com>, rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> ... One thing to consider is that the NTSC 800XL & 130XE did NOT (See Bob
> Woolley's AC articles) have connections to the chroma or luminance pins of the
> monitor jack - only the composite video and audio.

Sent via Deja.com http://www.deja.com/
Before you buy.

3331. Percom drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39341a3d@fmlynet.org>
Source record: 44492

FamilyNet HQ: Telnet:\\www.family-bbs.net

Do you fix percom drives?

Doctor Clu

> From: BobKlaas <bobkla19@sisna.com>
> Sorry again, silence is deadly?
> Replacement parts for the Atari 8-bit computer are readily available. I
> have a few hundred, parts, some used, but working. Will test them and
> guarantee them. Some new will state price when asked for new or used and
> if available.
> In both I have parts for Atari 800XL, 130XE, 1200XL, Disk drives, 810,
> 1050, Indus, Percom. 810 (from mech. to chips) 1050 from complete lower
> boards to upper mech. used but in good working condition. Indus, lower
> boards, chips. Percom drive mech., chips ect. Ask and ye shall
> receive.
> bob

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3332. Re: Mildly OT: ZIP format inventor dies at 37

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39341a3d@fmlynet.org>
Source record: 44493

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Richard Cortese" <ricortes@netmagic.net>
>>
>> I found the following in c.s.cbm
>>
>> CU Mathy van Nisselroy
> Note to self, clean up my house.

Geezz.. no doubt!

Wonder how many bugs his computers had. ;)

>> > Despite his success as a software engineer, Katz had troubles in his
>> >personal life. Authorities obtained a search warrant in 1997 after Katz's
>> >Mequon neighbors complained about odors, insects and mice at his luxury
>> >condominium.
>> > Authorities said they found knee-deep garbage and decaying food at
> the
>> >condo. Katz's lawyers paid the city of Mequon about $8,000 for the cost
> of
>> >the cleanup, pest exterminators and legal fees.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3333. Creating Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid>
Message-ID: <17d7a6cc.fd66f237@usw-ex0103-023.remarq.com>
Source record: 44494

Okay, now that I have an emulator, I need to know how to create
virtual Atari disks and copy files from my hard drive on to them.
Is there a utility available which can do this?

-=tHe sURReaL mOnK=-

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3334. ATARI 1050 DISKDRIVE WANTED

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-30 00:00:00 UTC
From: TEJ <m@m.com>
Message-ID: <eVUY4.9185$aa7.51072@nlnews00.chello.com>
Source record: 44495

Hi,

I am looking for a functioning ATARI 1050 DISKDRIVE to connect with my ATARI
800 XL.

Can someone help me!?

I live in the Netherlands.

Hope to hear from you!?

Mark
mark.justus@asz.nl

3335. Re: Percom drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <dHZY4.534$iS1.390@newsfeed.slurp.net>
Source record: 44402

On 30 May 2000 11:32:06 , "Greg Goodwin" wrote:
>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Do you fix percom drives?
>
> Doctor Clu

What is wrong with yours???

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3336. Re: Creating Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <fHZY4.535$iS1.390@newsfeed.slurp.net>
Source record: 44403

On 30 May 2000 12:30:28 , Chicago_Consultant wrote:
>Okay, now that I have an emulator, I need to know how to create
>virtual Atari disks and copy files from my hard drive on to them.
>Is there a utility available which can do this?

Yes there is yes. I have such a program for my Atari clone computer.
For PC computers I believe the program is called APE.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3337. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <m5q8jso1r7c3nhuh2fmj4ra14mfmfugb35@4ax.com>
Source record: 44404

On Tue, 30 May 2000 07:44:05 -0700, Chicago_Consultant
<terrapin42NOteSPAM@hotmail.com.invalid> drooled an embarassing wet
spot in his lap as he typed:

>What I find ironic is that an astronomically greater percentage
>of households have computers now, even though they are far less
>user-friendly and obsolescence occurs in a matter of months,
>sometimes weeks, rather than in a matter of years. Can you
>imagine what things would be like if other consumer products
>follwed this trend? You'd buy a brand-new car, and in a year
>would have to buy a new one, or severely upgrade your current
>vehicle, just to accomodate the newest gasoline or faster roads!
>You'd be buying a new stereo every year to be compatible with the
>latest CD technology and higher radio bandwidth! And, hey, is
>your telephone Y2K ready? Better bring it in for a $600 upgrade.
>
>You have to wonder whether the public's lust for
>bigger-better-faster will ever subside, at least as far as PCs
>are concerned. Frankly, I think my 350 MHz, 64M Ram, 10G HD, 4x
>DVD-ROM, and 17" monitor is more than enough for what I need to
>do. I don't know WHY we need a 1 GHz processor, but I'm sure the
>software companies' Marketing dept.'s will tell us why. Don't
>know what we ever did without them...

But then we come to the question of whether it's the public's lust for
bigger-better-faster-more, or whether it's the market that force fed
the public new technology *creating* this lust. Creating markets is
nothing new. Microsoft practically pioneered it. Look at their tech
support department. Thousands strong, making money by the truckload,
and overloaded with people having problems paying through the nose on
a per-incident basis for help. Why? Because Microsoft couldn't write
a useable manual if their very existence depended upon it -- and they
don't _want_ to. Why should they, when their tech support department
brings in untold riches?

Granted, bigger-better-faster-more brings with it additional
complexity, which itself brings more confusion and less user
friendliness because there's so much more you have to learn to get the
most out of it. But consider this: strip away the fancy graphics and
environmental audio sound to its bare essentials: video and audio.
Strip away all those "labour-saving" shortcuts and tips. Get rid of
the superfluous fluff that most people don't use, and never will. Now
take what's left and ask yourself if you could do it on your old
Atari. How many "yes" answers did you come up with? Now ask yourself
if Windows is all that and a bag of chips. Maybe you don't have to

type as much. Maybe you are presented everything in a graphical
manner instead of a more abstract WYSIWYG style.

But then, maybe we're not as dumb as we look. Not that Microsoft
wants to believe that. (Everybody say it with me: "Microsoft BOB!")

>
>-=thE SUrrEaL MOnk=-
>
>* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
>The fastest and easiest way to search and participate in Usenet - Free!

BTW, I want a 1GHz processor. But then, I like doing 3D rendering and
really processor hungry stuff. :-)

3338. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <o8r8jssjji2djp4l6qpbmjm7dcluri8193@4ax.com>
Source record: 44405

On Tue, 30 May 2000 17:53:50 -0400, "Alan Sharkis"
<asharkis@erols.com> drooled an embarassing wet spot in his lap as he
typed:

>I just don't see why people say they have to buy a new computer every year.
>I was able to keep my '286 for more than five, my current Pentium 100 is
>about five years old, and will be netted to a new machine I plan to build in
>a month or two.
>
>On the other hand, until I gave it up this past December to people who are
>still using it, consider the fact that my Atari system was bought in 1983.
>
>On another topic, give the devil his due. Sure, Windows is cludgy, buggy,
>bloated, etc. But where else is there an OS that runs on the variety of
>hardware that Windows is able to use? Next time you look at Linux, which I
>admire for its stability and its open-code approach, take a look at the
>lists of hardware and peripherals that will and won't run under it. Or,
>look at the variety of hardware that can run under a specific version of Mac
>OS. Limited, isn't it? Finally, look at the problems associated with
>running an OS or software even for the variety of Atari 8-bit models. I
>think we just found one saving grace for Microsoft and Gates!

I don't know about that. How much of Windows are you going to use? I
mean, taken as a whole, how much of it could you eliminate without
losing any useful functionality that you need or want? Okay, now
that'll vary for everyone. Myself, I use a lot -- but then, I also do
a lot. 3D modelling, lots of artwork, word processing, DTP, emulation,
music composition, and lots of other stuff that requires tons of stuff
laying about to be used at one time or another. I guess I'm what
you'd call a power user. But I could still strip enough of this
bloated whale away to make a whole new OS.

Now, maybe I couldn't have 900+ fonts on my 8-bit. Maybe I couldn't
emulate synths, make MODs/XMs, or do 3D rendering on my 8-bit, but
that's a product of the machine's era -- few people did in those days,
and those who did usually worked for big production companies or
special effects houses in Hollywood. Point is, it's easy to look
backwards and say, "That machine could never do what mine does now!"
But back then we didn't even think about alternate operating systems,
digital music composition, 3D modelling, or any other such modern
concepts. We didn't think about them because for the most part, they
didn't exist, and no one had thought about them yet. But what we DID
need and want to do was still possible. Simpler needs and wants,
certainly -- for simpler times. But what I'm trying to get at is, is
it all *necessary?* Do we NEED to support 40 different video cards,

60 different sound card manufacturers, millions of types of monitors,
modems, keyboards, printers, scanners, and a host other peripherals?
This glut of manufacturers needlessly complicates things and are what
make the PC scene such a confusing and often frustrating mess that as
often as not causes more calls to tech support centers than could
possibly be imagined.

Back on the Atari -- or pretty much any platform -- it didn't matter
who made your peripherals. You plugged them in, and they worked.
Simple as that.

These days, plug and pray isn't just a smart-ass remark.

>No! Don't Shoot! :-)
>
>
>Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid> wrote in message
>news:081726f6.b2b2b69a@usw-ex0103-023.remarq.com...
>> In article <8u77jsg9oqo8rij384a7jue8atoi9s6fbl@4ax.com>,
>> Mindfield <diespamdie!!!mindfield@home.com> boldly proclaimed
>> from his soapbox:
>>
>> >It wasn't so much that software got faster as the years went on
>> as it
>> >was that it software got _better_. Classic 8-bit systems
>> weren't
>> >upgradable in the modern sense of the word, so developers had to
>> work
>> >with what the machine was capable of. The upside to that was
>> that
>> >developers knew everyone had the same machine (more or less) so,
>> aside
>> >from RAM differences (16k 600KLs, 48K 400/800s, 64K 800XL/65XEs,
>> 128k
>> >130XEs, etc.) programmers could write anything they wanted
>> within the
>> >confines of the machine's abilities and know it'd work on
>> everyone's
>> >system.
>> >
>> >The real cool stuff came about ironically *because* the system
>> wasn't
>> >upgradable. The machine's finite limitations forced programmers
>> to
>> >get creative with workarounds or hacks and tricks to get around
>> >certain obstacles.
>>
>> What I find ironic is that an astronomically greater percentage
>> of households have computers now, even though they are far less
>> user-friendly and obsolescence occurs in a matter of months,
>> sometimes weeks, rather than in a matter of years. Can you

>> imagine what things would be like if other consumer products
>> follwed this trend? You'd buy a brand-new car, and in a year
>> would have to buy a new one, or severely upgrade your current
>> vehicle, just to accomodate the newest gasoline or faster roads!
>> You'd be buying a new stereo every year to be compatible with the
>> latest CD technology and higher radio bandwidth! And, hey, is
>> your telephone Y2K ready? Better bring it in for a $600 upgrade.
>>
>> You have to wonder whether the public's lust for
>> bigger-better-faster will ever subside, at least as far as PCs
>> are concerned. Frankly, I think my 350 MHz, 64M Ram, 10G HD, 4x
>> DVD-ROM, and 17" monitor is more than enough for what I need to
>> do. I don't know WHY we need a 1 GHz processor, but I'm sure the
>> software companies' Marketing dept.'s will tell us why. Don't
>> know what we ever did without them...
>>
>> -=thE SUrrEaL MOnk=-
>>
>> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network
>*
>> The fastest and easiest way to search and participate in Usenet - Free!
>>
>

3339. New In Box Atari 2600 Game System With 32 Games Built In!

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: "Mr. Lee" <garystv@brightok.net>
Message-ID: <vx0Z4.599$YY2.58705@newshog.newsread.com>
Source record: 44406
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

http://page.auctions.yahoo.com/auction/27426617

http://page.auctions.yahoo.com/user/sega_master_system

New Never Used Tested Works Great

3340. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000531020518.15015.00000121@ng-cr1.aol.com>
Source record: 44407

Hey,
A bit of advice: look on eBay, I have seen several of the 800's up for bids. The prices are terrible, one is up with 3 810 disk drives, interface, and programs for $80. I bid on it myself, when the bid was at like $10. Call me cheap, but I bid $60 on it. Oh well, am getting 3 800XL computers, 1200XL, 1050, 850, 1027, 410, and a 1010 for $60. So, I can see what some of my fellow posting friends mean when they are hard to come by. A bit of irony- got my 800 at goodwill with cables, pac man, space invaders, and basic (revision B, ugh) for $10. Kinda sad that people do not look around for the best deal. Anyway, good luck my man.
Jessica
-Don't call me a hick because I live in Kentucky-
Cornn

>
> Lot's of luck! Atari 800's can take a bit to find. But well worth it
>when
>you do. In the mean time, you can gear up with an Atari 800XL... usually
>fairly easy to find.
>
> Doctor Clu

3341. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000531021612.15015.00000122@ng-cr1.aol.com>
Source record: 44408

>I don't know about that. How much of Windows are you going to use? I
>mean, taken as a whole, how much of it could you eliminate without
>losing any useful functionality that you need or want?

I hate windows because of internet explorer, cookies, and MS word. I like windows because of the other things I can do. My mom and I have a business to run on eBay and I could never do that on an 8bit. Tell Bill Gates to buy a vacum or sweep up his crumbs and we will be on OK terms. And why does windows have to be so annoying?

Okay, now
>that'll vary for everyone. Myself, I use a lot -- but then, I also do
>a lot. 3D modelling, lots of artwork, word processing, DTP, emulation,
>music composition, and lots of other stuff that requires tons of stuff
>laying about to be used at one time or another. I guess I'm what
>you'd call a power user. But I could still strip enough of this
>bloated whale away to make a whole new OS.

You got it. I use my PC for everything except for using the toilet, it seems. But, I am leaning away from my PC as I have discovered the 8bit system.
>
>Now, maybe I couldn't have 900+ fonts on my 8-bit. Maybe I couldn't
>emulate synths, make MODs/XMs, or do 3D rendering on my 8-bit, but
>that's a product of the machine's era -- few people did in those days,
>and those who did usually worked for big production companies or
>special effects houses in Hollywood. Point is, it's easy to look
>backwards and say, "That machine could never do what mine does now!"

Get a printer interface, man. Makes pretty, unusual fonts.

>But back then we didn't even think about alternate operating systems,
>digital music composition, 3D modelling, or any other such modern
>concepts. We didn't think about them because for the most part, they
>didn't exist, and no one had thought about them yet. But what we DID
>need and want to do was still possible. Simpler needs and wants,
>certainly -- for simpler times. But what I'm trying to get at is, is
>it all *necessary?* Do we NEED to support 40 different video cards,
>60 different sound card manufacturers, millions of types of monitors,
>modems, keyboards, printers, scanners, and a host other peripherals?

Nope, many of them don't do anything different than their competition.

>This glut of manufacturers needlessly complicates things and are what
>make the PC scene such a confusing and often frustrating mess that as
>often as not causes more calls to tech support centers than could
>possibly be imagined.

It is confusing. Not much you can do to clear the air.

>Back on the Atari -- or pretty much any platform -- it didn't matter
>who made your peripherals. You plugged them in, and they worked.
>Simple as that.

And if they didn't, you could always drop them three feet off the ground and
the dust would come loose :)

>These days, plug and pray isn't just a smart-ass remark.

I still think it is funny but it is the truth.
>
>>No! Don't Shoot! :-)

I'm not armed, peace man.

-Jessica

3342. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000531022004.15015.00000123@ng-cr1.aol.com>
Source record: 44409

You know, remember when MS DOS came out and there were all these minor upgrades
that were expensive. Most of us could still not figure out how to use it.
That's how little Billy got his money. BTW, I may be 16 but I remember DOS.
Kinda hurt my little hands to be pressing the F command keys all the time.
After all, I was 5.
-jessica

>But then we come to the question of whether it's the public's lust for
>bigger-better-faster-more, or whether it's the market that force fed
>the public new technology *creating* this lust. Creating markets is
>nothing new. Microsoft practically pioneered it. Look at their tech
>support department. Thousands strong, making money by the truckload,
>and overloaded with people having problems paying through the nose on
>a per-incident basis for help. Why? Because Microsoft couldn't write
>a useable manual if their very existence depended upon it -- and they
>don't _want_ to. Why should they, when their tech support department
>brings in untold riches?
>
>Granted, bigger-better-faster-more brings with it additional
>complexity, which itself brings more confusion and less user
>friendliness because there's so much more you have to learn to get the
>most out of it. But consider this: strip away the fancy graphics and
>environmental audio sound to its bare essentials: video and audio.
>Strip away all those "labour-saving" shortcuts and tips. Get rid of
>the superfluous fluff that most people don't use, and never will. Now
>take what's left and ask yourself if you could do it on your old
>Atari. How many "yes" answers did you come up with? Now ask yourself
>if Windows is all that and a bag of chips. Maybe you don't have to
>type as much. Maybe you are presented everything in a graphical
>manner instead of a more abstract WYSIWYG style.
>
>But then, maybe we're not as dumb as we look. Not that Microsoft
>wants to believe that. (Everybody say it with me: "Microsoft BOB!")
>
>
>
>>
>>-=thE SUrrEaL MOnk=-
>>
>>* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
>>The fastest and easiest way to search and participate in Usenet - Free!
>
>BTW, I want a 1GHz processor. But then, I like doing 3D rendering and
>really processor hungry stuff. :-)

3343. Re: ATARI 1050 DISKDRIVE WANTED

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bfcaeb$40aa6f60$c53079c3@richard>
Source record: 44410

TEJ <m@m.com> schreef in artikel
<eVUY4.9185$aa7.51072@nlnews00.chello.com>...
> Hi,
>
> I am looking for a functioning ATARI 1050 DISKDRIVE to connect with my
ATARI
> 800 XL.
>
> Can someone help me!?
>
> I live in the Netherlands.
>
> Hope to hear from you!?
>
> Mark
> mark.justus@asz.nl

Kheb een 1050 voor je, net toevallig vorige week op deze NG aangeboden
(niet gezien)?

Mail me maar even prive: rdouwes@hetnet.nl

3344. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <tit9jsgi6rll5s978b3sleqsup40bovh8p@4ax.com>
Source record: 44411

On 31 May 2000 06:20:04 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>You know, remember when MS DOS came out and there were all these minor upgrades
>that were expensive. Most of us could still not figure out how to use it.
>That's how little Billy got his money. BTW, I may be 16 but I remember DOS.
>Kinda hurt my little hands to be pressing the F command keys all the time.
>After all, I was 5.
>-jessica

:-) I remember DOS as if it was yesterday.

Er... actually, it was. I still use DOS for stuff that Windows is too
sluggish or too annoying to do. Plus, once I outgrew DOS 2.5, I went
with SpartaDOS and was forever a CLI convert.

Of course, back then I completely ignored the IBM-type machines.

3345. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <jit9js09ngpkqn4hn5ivgdnv2i3kj4e449@4ax.com>
Source record: 44412

On 31 May 2000 06:16:12 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>I hate windows because of internet explorer, cookies, and MS word. I like

Word is good, but bloody slow. (Word 2000 is anyway) I never use IE;
I use Netscrape, which has its own problems -- but it's not made by
Microsoft, which is the important thing. :-)

>windows because of the other things I can do. My mom and I have a business to
>run on eBay and I could never do that on an 8bit. Tell Bill Gates to buy a
>vacum or sweep up his crumbs and we will be on OK terms. And why does windows
>have to be so annoying?

Probably because its developers are annoying. :-) And sure, maybe
web surfing is beyond the realm of the 8-bit -- but then, the web
didn't exist during the 8-bit's reign, and the Internet was still
something used primarily by university students who poked around in
Unix.

As for Bill's crumbs -- he'd need one hell of a powerful vaccuum and a
mint in bags... :-)

>You got it. I use my PC for everything except for using the toilet, it seems.
>But, I am leaning away from my PC as I have discovered the 8bit system.

I guess you could literally say I started with the 8-bit when you were
still in diapers. :-) But it's always held my attention, and I try
and keep up with the latest in 8-bit emulation (for lack of a real
8-bit system). I still prefer that simpler machine... the games were
more fun to play, the environment was simpler, and overall the machine
had a kind of magic to it that doesn't fade over time...

>Get a printer interface, man. Makes pretty, unusual fonts.

I had a P:R: Connection and an SMM801 printer back in the day. Noisy
bugger, it was, and it was used primarily for printing out my BBS log.
:-) Didn't have any funky fonts in it tho... it was yer basic, 9-pin
Atari dot matrix printer.

>Nope, many of them don't do anything different than their competition.

Which is my point. Some of them are vastly inferior -- my boss got me
a new computer to play with at work, and it's a major cheap-ass piece
o' garbage. Celery 466, crappy SIS 3D video card that only does D3D
(when all the games he wants to play on it are OpenGL or Glide),
no-name sound card -- cheap components all around. They could all
safely (and mercifully) be eliminated as far as I'm concerned. Keep

the decent manufacturers around -- a handful, and things would be a
whole lot less annoying in the PC world.

>And if they didn't, you could always drop them three feet off the ground and
>the dust would come loose :)

Or play shotput. Back in the day, the XM301 modem (that ancient 300
baud wonder) was also known around my area as the "hammerball" 'cos
when it stopped working (as it inevitably would) you could grab it by
its SIO cable, swing it round your head and see how far you could toss
it. :-)

>>These days, plug and pray isn't just a smart-ass remark.
>
>I still think it is funny but it is the truth.

And probably always will be.

>-Jessica

3346. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000531081720.26075.00001134@ng-cu1.aol.com>
Source record: 44413

```
>>You know, remember when MS DOS came out and there were all these minor
>upgrades
>>that were expensive. Most of us could still not figure out how to use it.
>>That's how little Billy got his money. BTW, I may be 16 but I remember DOS.
>>Kinda hurt my little hands to be pressing the F command keys all the time.
>>After all, I was 5.
>>-jessica
>
>:-) I remember DOS as if it was yesterday.
>
>Er... actually, it was. I still use DOS for stuff that Windows is too
>sluggish or too annoying to do. Plus, once I outgrew DOS 2.5, I went
>with SpartaDOS and was forever a CLI convert.
>
>Of course, back then I completely ignored the IBM-type machines.
```

The IBM's were the only ones I was refering to. I used SpartaDOS yesterday, too.

3347. Computer Eyes for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000531082440.21367.00000324@ng-cu1.aol.com>
Source record: 44414

Does anyone know anything about Computer Eyes for Atari 8-bit? I have a bid on one at eBay. Looked intriguing. Here is what I don know about it:

Similar to a digicam
In B/W
...and that's about it.

If anyone ever had or has one of these or knows anything about one, let me know as I would like to learn more about this as I am in the market for one.

Jessica

3348. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3935418d@fmlynet.org>
Source record: 44415

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Mindfield <diespamdie!!!mindfield@home.com>

> But what I'm trying to get at is, is
> it all *necessary?* Do we NEED to support 40 different video cards,
> 60 different sound card manufacturers, millions of types of monitors,
> modems, keyboards, printers, scanners, and a host other peripherals?

A very good question. One I think every computer user must ask.

I remember being in college and the computer science folk were working with upgraded 386 computers. Meanwhile, the guy down the hall that only wanted to play games and word process had a powerful 486 computer. We thought to ourselves, what a waste of computer. ;)

Getting bang for the buck... I can see if a person wanted to get a powerful PC over an Atari Hades clone for much less the price. However, if all I wanted to do was check E-mail, and I had the choice of a low end PC or ST for $5... guess which way I would go. :)

And is it worth spending $1000 for a computer. Do you get bang for the buck these days? Will a computer continue to be useful long enough to make it worth it?

> This glut of manufacturers needlessly complicates things and are what
> make the PC scene such a confusing and often frustrating mess that as
> often as not causes more calls to tech support centers than could
> possibly be imagined.

I think computer companies make it neccessary to have tech support around. Makes for a booming economy and more jobs. For this I'm happy that 90% decide to live in the PC world. Not that I would. ;)

> Back on the Atari -- or pretty much any platform -- it didn't matter
> who made your peripherals. You plugged them in, and they worked.
> Simple as that.
> These days, plug and pray isn't just a smart-ass remark.

Macintoshs are pretty much plug and play. But then you pay more for it. In my opinion, worth every extra bit.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3349. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: 1 bit short of 8 <8@8.8.8.8>
Message-ID: <8h3htd$2a1$1@uranium.btinternet.com>
Source record: 44416

Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid> wrote in message
news:31e00bae.f4fbd1ee@usw-ex0103-018.remarq.com...
> Well, just got an 800 emulator, and the first time I loaded Star
> Raiders, it was like being six years old again with my ol' 800
> with the cassette drive and TV. It's been a long time, and I've
> just downloaded my old games and plan on playing all night until
> I pass out.
>
can honestly say, having owned just about every games system upto the new
Dreamcast as well as various pc's, i have never, ever played a game (of the
same type) that is as addictive as Star Raiders was for me, rescue on fraqs
is the only game to come close..

3350. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <mt0bjs47macui75cirjba1bjj67m2ftlp8@4ax.com>
Source record: 44417

On Tue, 31 May 2000 08:39:44 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> drooled an embarassing wet spot
in his lap as he typed:

> A very good question. One I think every computer user must ask.
>
> I remember being in college and the computer science folk were working with
>upgraded 386 computers. Meanwhile, the guy down the hall that only wanted to
>play games and word process had a powerful 486 computer. We thought to
>ourselves, what a waste of computer. ;)

I've always been a gamer. But then I also do all kinds of other
things on my machine, too, so I tend to get the most out of what I
have. Not that an upgrade wouldn't be nice...

>
> Getting bang for the buck... I can see if a person wanted to get a powerful
>PC over an Atari Hades clone for much less the price. However, if all I wanted
>to do was check E-mail, and I had the choice of a low end PC or ST for $5...
>guess which way I would go. :)

True enough. But for me, I want a system I can grow into. If I get
an overpowered system, it may be a waste for what I'm doing _now_, but
I *always* manage to find ways to get the most out of the system
eventually. This P166/MMX -- the first PC I ever bought and still own
(though there are very nearly no original parts left in it anymore)
and use, was more than enough at the time that I bought it (two and a
half years ago), but I've long since exceeded its capabilities and
need to upgrade at some point.

On the other hand, my dad, who's just now getting into computers, has
the same system as I do and it's WAY more than he'll ever need for
quite some time to come. Presently for him, it's something to
practise on, and something to learn to type on. :-)

> And is it worth spending $1000 for a computer. Do you get bang for the
>buck these days? Will a computer continue to be useful long enough to make it
>worth it?

Depends on what you use it for. Whenever someone asks me what sort of
computer they should get, I always ask them what they're planning on
doing with it, then tell them what they should get based on that. No
point in getting them to go out and by a PIII-800MHz coppermine when
all they want to do is surf the web and word process. But if they
want to do 3D modelling, animation, high-end gaming, running a LAN,
etc. then I'd tell them to get something high end.

It's all in what you do with what you have that determines its worth.

> I think computer companies make it neccessary to have tech support around.
> Makes for a booming economy and more jobs. For this I'm happy that 90%
>decide to live in the PC world. Not that I would. ;)

I got a PC simply because it's the most widely supported and stands to
survive a long time, in spite of its kludginess, backwardness, and the
fact that it has Bill Gates running the show. Having long been a
staunch and outspoken supporter of Atari and watching the Tramiels let
me down time after time, I figured it was time to move on to something
more genuinely supported. I've never really liked Macs tho... call it
a personal preference.

> Macintoshs are pretty much plug and play. But then you pay more for it.
>In my opinion, worth every extra bit.

True, but for the longest time Macs were that way because the only
manufacturer of Mac peripherals was Apple, 'cos Apples used
non-standard ports. The standardization of their ports was a smart
move for Apple IMHO and garnered them some additional popularity.

>
> Doctor Clu
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

3351. Re: Computer Eyes for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <vu0bjsg4k1n1om21ofrov7p79t6n6i8th4@4ax.com>
Source record: 44418

On 31 May 2000 12:24:40 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>Does anyone know anything about Computer Eyes for Atari 8-bit? I have a bid on
>one at eBay. Looked intriguing. Here is what I don know about it:
>
>Similar to a digicam
>In B/W
>...and that's about it.
>
>If anyone ever had or has one of these or knows anything about one, let me know
>as I would like to learn more about this as I am in the market for one.
>
>Jessica

That's all it really is. It's an image digitizer that can capture
still images in graphics mode 9 (16 fixed grayscale shades, 96x192
resolution -- I think that's what Gr.9 was. Same as mode 11, but mode
11 had 16 fixed colours)

3352. Re: Computer Eyes for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000531180149.04678.00001223@ng-ff1.aol.com>
Source record: 44419

>That's all it really is. It's an image digitizer that can capture
>still images in graphics mode 9 (16 fixed grayscale shades, 96x192
>resolution -- I think that's what Gr.9 was. Same as mode 11, but mode
>11 had 16 fixed colours)

Ok, thank you, I just didn't know such a thing existed until I happened to see
it on eBay.
Jessica

3353. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000531181831.04678.00001227@ng-ff1.aol.com>
Source record: 44420

>True enough. But for me, I want a system I can grow into. If I get
>an overpowered system, it may be a waste for what I'm doing _now_, but
>I *always* manage to find ways to get the most out of the system
>eventually. This P166/MMX -- the first PC I ever bought and still own
>(though there are very nearly no original parts left in it anymore)
>and use, was more than enough at the time that I bought it (two and a
>half years ago), but I've long since exceeded its capabilities and
>need to upgrade at some point.
>
>On the other hand, my dad, who's just now getting into computers, has
>the same system as I do and it's WAY more than he'll ever need for
>quite some time to come. Presently for him, it's something to
>practise on, and something to learn to type on. :-)
>
I have always managed to overuse my PC. It usualy crashes about once a week,
though my computer is only a year old, and still has 3 GB of space on it.

>Depends on what you use it for. Whenever someone asks me what sort of
>computer they should get, I always ask them what they're planning on
>doing with it, then tell them what they should get based on that. No
>point in getting them to go out and by a PIII-800MHz coppermine when
>all they want to do is surf the web and word process. But if they
>want to do 3D modelling, animation, high-end gaming, running a LAN,
>etc. then I'd tell them to get something high end.
>
>It's all in what you do with what you have that determines its worth.

I agree. My mother is looking for something very powerful for she is a college
teacher and she is beginning to teach online courses. That requires a fast
processor and something that can handle javascript well. However, I just
basicly type, do DTP, surf, etc. on my PC (sometimes not even that, I just save
the high tech stuff for the PC, the simple stuff for the Atari), so I would
need just a simple computer. The Atari fits that category, though it does not
have net surfing capabilities.

>I got a PC simply because it's the most widely supported and stands to
>survive a long time, in spite of its kludginess, backwardness, and the
>fact that it has Bill Gates running the show. Having long been a
>staunch and outspoken supporter of Atari and watching the Tramiels let
>me down time after time, I figured it was time to move on to something
>more genuinely supported. I've never really liked Macs tho... call it
>a personal preference.

Exactly why I got one, other than I needed it for school, being one of my high
schools' tech nerds. I am just about required to build a web page once a week

when school is in session, esp. when I am in a computer class, like as in one each semester. Required for my "major" in high school so I can graduate. Some stupid thing Kentucky instituted for all students. I also got a PC because I did not know anything about old computers at the time, other than MS DOS :)

>True, but for the longest time Macs were that way because the only
>manufacturer of Mac peripherals was Apple, 'cos Apples used
>non-standard ports. The standardization of their ports was a smart
>move for Apple IMHO and garnered them some additional popularity.

And, the iMac, whic has inspired just about every other electronics company to make items with fruity colored shells. They even have mouse covers and buttons so that you can have a colorful mouse, scanner button covers, and a lot more things that are utterly useless. Obviously, compatibility has something to do with it, but Apple knows that it helps to be cute :), sadly.

Jessica

3354. Re: Computer Eyes for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000531190121.22674.00000985@ng-cr1.aol.com>
Source record: 44421

Can't get there. Where is it? Sure the URL is correct?

><mild plug>
>I have a partial list of oddball hardware online at:
>http://www.geocities.com/sunsetstrip/alley/1878/hardfaq.htm
>
>Not complete; in need of a re-write; and really in need of pictures.
>
>David P.
>
>"AtariGirl1983" <atarigirl1983@aol.com> wrote in message
>news:20000531180149.04678.00001223@ng-ff1.aol.com...
>> >That's all it really is. It's an image digitizer that can capture
>> >still images in graphics mode 9 (16 fixed grayscale shades, 96x192
>> >resolution -- I think that's what Gr.9 was. Same as mode 11, but mode
>> >11 had 16 fixed colours)
>>
>> Ok, thank you, I just didn't know such a thing existed until I happened to
>see
>> it on eBay.
>> Jessica
>>
>>
>
>
>
>
>
>
>
>
>

3355. Re: Computer Eyes for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8h44s4$g84$1@news.storm.ca>
Source record: 44422

<mild plug>
I have a partial list of oddball hardware online at:
http://www.geocities.com/sunsetstrip/alley/1878/hardfaq.htm

Not complete; in need of a re-write; and really in need of pictures.

David P.

"AtariGirl1983" <atarigirl1983@aol.com> wrote in message
news:20000531180149.04678.00001223@ng-ff1.aol.com...
> >That's all it really is. It's an image digitizer that can capture
> >still images in graphics mode 9 (16 fixed grayscale shades, 96x192
> >resolution -- I think that's what Gr.9 was. Same as mode 11, but mode
> >11 had 16 fixed colours)
>
> Ok, thank you, I just didn't know such a thing existed until I happened to
see
> it on eBay.
> Jessica
>
>

3356. Re: ICD Multi-IO and Hard Drive on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: palmeric@hotmail.com
Message-ID: <39350099.41627995@news.freewwweb.com>
Source record: 44423

Do you have any other MIO setups for sale?

On Tue, 30 May 2000 06:05:10 GMT, bryede@TAKE_THIS_OUT.aug.com (Bryan Edewaard) wrote:

>Hey,
>
> Just thought I'd let everyone know that I've posted my 256K MIO and
>Hard Drive on Ebay (ending tomorrow, May 30), as well as some other
>rare Atari stuff.
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=343440858
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=343449408
>
>Thanks for reading!
> -Bry

3357. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000531162616.21297A-100000@vtn1>
Source record: 44424

On Wed, 31 May 2000, Mindfield wrote:

> :-) I remember DOS as if it was yesterday.
>
> Er... actually, it was. I still use DOS for stuff that Windows is too
> sluggish or too annoying to do. Plus, once I outgrew DOS 2.5, I went
> with SpartaDOS and was forever a CLI convert.

I frequently get called upon by members of my Atari user group to "fix" their Windoze boxes. Probably 70-90% of the time, DOS saves my butt when it comes to finding lost files etc. If I get called upon to work on an ST, the first thing I do is grab a CLI from the club library, whichever one can best emulate MS-DOS.

Wouldn't you just love to see some of SpartaDOS' innovations in MS-DOS?

jkp

3358. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000531163350.21297B-100000@vtn1>
Source record: 44425

On Tue, 31 May 2000, Greg Goodwin wrote:

> And is it worth spending $1000 for a computer. Do you get bang for the
> buck these days? Will a computer continue to be useful long enough to make it
> worth it?

I'd say you do get really good bang for the buck today. My first computer cost me $1000 (Canadian) back in 1979. That got me a 16K TRS-80 Model 1 with a really cheap cassette deck and a black and white monitor that was essentially just a cheap portable TV without a tuner. Adding a floppy drive would have cost somewhere around $800 more.

The problem with today's computers is not the value they provide but rather the sales job done on people who have no real idea of what they "need" in the way of capability and performance. Sort of like a bunch of people in a retirement home being sold Ferraris to use for weekly grocery shopping.

jkp

3359. Re: Computer Eyes for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8h4b9bhem1@news.storm.ca>
Source record: 44426

Whoops! Forgot the pesky little underline! Teach me a lesson.

Here's the real thing:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Sorry 'bout that...

David P.

"AtariGirl1983" <atarigirl1983@aol.com> wrote in message
news:20000531190121.22674.00000985@ng-cr1.aol.com...
> Can't get there. Where is it? Sure the URL is correct?
>
> ><mild plug>
> >I have a partial list of oddball hardware online at:
> >http://www.geocities.com/sunsetstrip/alley/1878/hardfaq.htm
> >
> >Not complete; in need of a re-write; and really in need of pictures.
> >
> >David P.
> >
> >"AtariGirl1983" <atarigirl1983@aol.com> wrote in message
> >news:20000531180149.04678.00001223@ng-ff1.aol.com...
> >> >That's all it really is. It's an image digitizer that can capture
> >> >still images in graphics mode 9 (16 fixed grayscale shades, 96x192
> >> >resolution -- I think that's what Gr.9 was. Same as mode 11, but mode
> >> >11 had 16 fixed colours)
> >>
> >> Ok, thank you, I just didn't know such a thing existed until I happened
to
> >see
> >> it on eBay.
> >> Jessica
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>

3360. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8h4bcv$hi5$1@news.storm.ca>
Source record: 44427

"John K. Picken" <yg473@victoria.tc.ca> wrote
> Wouldn't you just love to see some of SpartaDOS' innovations in MS-DOS?
>
> jkp

Hmm... isn't that a contradiction in terms: innovation in MS-DOS??

Oh yes, you're suggesting they lift it from somewhere else. That would
stand for innovation in MS-DOS

David P.

3361. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid>
Message-ID: <02a84fad.ba5efaff@usw-ex0104-026.remarq.com>
Source record: 44428

In article <20000531181831.04678.00001227@ng-ff1.aol.com>,
atarigirl1983@aol.com (AtariGirl1983) wrote:
>And, the iMac, whic has inspired just about every other
electronics company to
>make items with fruity colored shells. They even have mouse
covers and buttons
>so that you can have a colorful mouse, scanner button covers,
and a lot more
>things that are utterly useless. Obviously, compatibility has
something to do
>with it, but Apple knows that it helps to be cute :), sadly.

Although I am not, nor have I ever been, a Mac user, I
personally think the iMac designs are quite awesome and
innovative. Geez, that was half of Atari's appeal -- they had
some of the best-looking boxes in computer history! From the
early 70's through the 80's, Atari machines drew people in from
their great architecture and artwork. Set your browser on
www.atari-history.com and check it out yourself... wish I could
get my paws on an old Computer Space machine, or an AtariTel
video phone that never made it to the market.

-=thE SUrReAl MOnk=-

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3362. Re: schematics of Mega ST2 power supply

Newsgroup: comp.sys.atari.8bit
Date: 2000-05-31 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <959880368-727883AEicMi@sweet3.freeserve.co.uk>
Source record: 44429

Hi Maarten

>Does anyone have a electronic drawing of the power supply of the Mega
>ST2 (220 volt version)

Its simple enough, draw your own, there's very little to it.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3363. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000601115730.12023.00000637@ng-fy1.aol.com>
Source record: 44346

Geez, all I was ever refering to was MS DOS. MyDos, SpartaDos, and the like
(for atari) I can understand. MS Dos is a real pain.

Jessica

>NOT SO!
>
>Use SpartaDos to get started, then take the A+ course (about $2900) for the
>rest :-)
>
>AtariGirl1983 <atarigirl1983@aol.com> wrote in message
>news:20000531221629.06464.00001210@ng-cd1.aol.com...
>> >Hmm... isn't that a contradiction in terms: innovation in MS-DOS??
>> >
>>
>> HeeHee, good point. Mysterious program, you have to be psychic to know
>how to
>> use it, and then, well good luck.
>>
>> Jessica

3364. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000601115954.12023.00000638@ng-fy1.aol.com>
Source record: 44347

What is your point? If there is a joke here, I don't get it.

>jeez, youse guys you didnt you know that ms-dos is the dry cleaners of the
>computing industry?
>yup the bios routines have the same garantee as my dry cleaner....
>
>in by 9 out by 5 ;')

3365. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000601120246.12023.00000639@ng-fy1.aol.com>
Source record: 44348

Nothing new to me. It is just that MS Dos is so hard to understand, and if you do not know the filename to open, you have to be psychic to figure it out, in my MS DOS experience anyway.
Jessica

P.S: BTW, the ONLY DOS I am refering to is Microsoft. Every other DOS I have used has been fine.

>It wasn't bad for its day, it just overstayed its welcome a bit ;-)
>Microsoft bought in MSDOS from the Seattle Computer Company (and don't
>they feel sick about it now..)
>
>In fact, MS buy in vast amounts of their stuff including Powerpoint, IE
>and I'm pretty sure Access too.
>
>Iain

3366. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: Pakrat <pakrat@syntax.error>
Message-ID: <39364D27.MD-1.4.4.pakrat@syntax.error>
Source record: 44349

> On 31 May 2000 06:16:12 GMT, atarigirl1983@aol.com (AtariGirl1983)
> drooled an embarassing wet spot in his lap as he typed:
>
> >I hate windows because of internet explorer, cookies, and MS word. I like

I hate Windows and PCs, period. I got my 800 in '83 precisely because at the time, the PC was very overpriced, extremely limited sound and graphics wise, and there was nothing even remotely creative being done with them. The 800, on the other paw, was precisely what I was looking for in a computer. :o)

> Probably because its developers are annoying. :-) And sure, maybe
> web surfing is beyond the realm of the 8-bit -- but then, the web
> didn't exist during the 8-bit's reign, and the Internet was still
> something used primarily by university students who poked around in
> Unix.

Atari 8 bits not being able to surf the web? Whoops, I'll have to tell my 130XE that it was hallucinating when I was surfing the WWW with Ice-T, and telnetting to a Sun Microsystems site to use Lynx. No graphics or sound, but it was definitely on the Web. One can even download things via Zmodem, and before I got this Amiga, it was my only way to get on to the Internet. I processed all my email with it as well. My Amiga 2000 030/25, by the way, is my second most powerful system (the 4000 is the first, but it is currently broken), and at 12 years old, is one of my newest systems as well. I still see no need at all to go PC, especially when a G3 accelerator is due to be released. If I need Java, or some other newfangled feature, I'll just install Linux or emulate a PowerMac. Or install the new Amiga OS, if it ever materializes for my system.

I see no reason to emulate an 8-bit, when the real thing is soooo much more stable and preferable. <grin>

--
////Pakrat

Pakrat <at> bright <dot> net

3367. Re: Gremlin Grabber Docs

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <8h67g2$7ia$1@barcode.tesco.net>
Source record: 44350

--

"N P Turton" <nigel.turton@pcgroups.demon.co.uk> wrote in message
news:01bfcba6$3c3b6b80$1f020a0a@pca_wo_c031...

If anyone can help, I would also appreciate a set.

Richard

> Im after the documentation for the Gremlin Grabber ISP plate, any help
> would be greatly apreciated
>

3368. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: jonf@support.cix.co.uk
Message-ID: <memo.20000601210823.230D@jonf.compulink.co.uk>
Source record: 44351

In article <8h5sqdaad1@plutonium.compulink.co.uk>,
ilaskey@cix.compulink.co.uk () wrote:

> In article <20000531022004.15015.00000123@ng-cr1.aol.com>,
> atarigirl1983@aol.com (AtariGirl1983) wrote:
snip
> MS weren't *that* big until Win3 and more notably Win3.1 came
> out. Then it started to become the huge monster we see today.
>
> Iain
>
>
Actualy I never had any problems with 3.1, its when the bloat started that
i started having problems. I now treat windows like an atomic element, the
bigger/heavier they are, the more unstable they are. Currently waiting to
see if windows millenium will be the melt down.
Thats why I play games on my Atari and my Amiga, and the nostalgia feeling
is also great. After all, many of these games were loud, trashy, fun, easy
to play but difficult to master, what more do you want? I work with PCs
all days, so the change is also good. Half Life may be great, but it
keeps crashing on my machine (bad display card?). I have played M.U.L.E.
and Zybex much more that any game over the past few months, and shall
proberbly continue to do so for some time. But gulf strike and powermonger
are looking at me menacingly from the Amiga shelf, And I only got the
amiga 'cause it came with the 1084 monitor I bought for the 130XE.

Just my few pence worth

JP

3369. intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <6847-3936AB66-13@storefull-246.iap.bryant.webtv.net>
Source record: 44352

what disk or software do i need to go online with my atari 65xe and 1050 disk drive? also where can i obtain or buy it? thank you much.
larry5@webtv.net

3370. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <FkAZ4.2954$kV6.101293@newsread1.prod.itd.earthlink.net>
Source record: 44353

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.392b17fe@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: Greg Miller <gmiller@classic-games.com>
> > Paul Irvine wrote:
> >> I'd rate the graphic's on the Atari as being better in technical
> >> terms, I would have wished for the sound chip and the better sprites
> >> of the C64 but with the other Atari custom.
> > Personally, I wish Atari had added the 7800's sprite-free video chip
> > onto the XE models, along with the ability to switch the video chips
> > along the lines of the C128. The 7800 was a true graphical marvel.

I have spent a little time comparing the C-64 and Atari and the list I came
up with was:

- ANTIC (Much better... DLI's are clean and easy, and all those graphics
modes)
- Colors (Hands down the atari wins...)
- Clock speed (Yes I know that in some modes the difference is marginal,
but it exists)
- Basic... Atari basic is much nicer than the basic that shipped with
the 64. You can actually access many different graphics modes without
using
pokes...

The C-64 had the following advantages (As I see it) over the Atari 8 bits:
- Sprites (They beat PM graphics hands down)
- SID (Sounds much nicer usually)
- Multicolor Character modes. I've wished many times that I could just
do a (Poke CHARADDR+4096,SOMECOLOR) (4096 is an offset to the
palette for each memory block). In the style of the C-64/ Ohio Scientific
C4P/ Heaps of other machines.

Disk drives:
Sorry guys! I have to disagree with y'all here, Both the C64 and the Atari
transfer rates for disk drives sucked eggs. My first machine was an OSI
C1P. It loaded files faster than lightning. It used a parallel interface
and
the standard drives used MPI drive mechanisms with fast step rates...
The atari (And commodore) seemed dog slow in respect.... Why you would
hang a drive with a 150000 bps MFM (Is that right or was it M2FM) on
a serial bus and clock it at 19200 bps eludes me...

In summary I would add that the Atari and Commodore are capable of
different genre's of games and both perform in that genre fairly well.

Sprite based games are great on the 64... (Try porting to PM graphics...)
3D games are much better on the atari... Look at any of the Lucasfilm games
for proof.

As for Archon... I had the most fun playing another person at that... The
visual
differences didn't matter a hell of a lot to me... either on the Atari or
C64 versions. The fact that the other person I was playing against managed
to toast
my <Higher power> character with one of those slashers/pole guys did :-)

Now for a question:
How does the 7800 video hardware compare ? Does anyone have a URL ?

Cheers
Pete

3371. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000601202830.14917A@ilaskey.compulink.co.uk>
Source record: 44354

In article <20000601120246.12023.00000639@ng-fy1.aol.com>,
atarigirl1983@aol.com (AtariGirl1983) wrote:

> Nothing new to me. It is just that MS Dos is so hard to understand,
He he - you should try a Unix system then! I found MSDOS a doddle myself
but maybe that's me. I still drop back to it from Windows a lot of the
time.

Iain

3372. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid>
Message-ID: <06665de0.58895f3a@usw-ex0102-016.remarq.com>
Source record: 44355

In article <memo.20000601210823.230D@jonf.compulink.co.uk>,
jonf@support.cix.co.uk (Jon-Paul) cried out:

>Actualy I never had any problems with 3.1, its when the bloat
started that
>i started having problems. I now treat windows like an atomic
element, the
>bigger/heavier they are, the more unstable they are. Currently
waiting to
>see if windows millenium will be the melt down.

The fact that 3.1x was so stable was that it wasn't a true OS (as
previously discussed in another posting.) Microsoft had MS-DOS
down pat (as much as you all hate MS-DOS, it was the best OS for
PCs). MS-DOS was stable, and so anything that worked on top of
it was equally stable. I haave to say I miss Win 3.1... a bit
quirky, but was pretty frill-free and got the job done.

And WHAT THE G#%G35!F#@? IS UP WITH WIN 98??? All it is a less
stable, more space-hogging, more unnecessary bells-and-whistles
version of Win 95. It's the biggest scam I've ever seen
perpetrated on the PC community yet. Are there ANY happy 98
users out there? I didn't think so. I use a dual-boot
Win95/Win2K, and would never let 98 touch my hard drive!

I think I'm going to go crawl off in a corner and pretend it's
1982, and I have my Atari 800 once again... ah, fantasy...

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3373. Atari Discounts! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8h79fcdjo1@user2.teleport.com>
Source record: 44356
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

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I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And remember, if you can't come see me today, come see me tomorrow!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3374. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8h79vienm1@user2.teleport.com>
Source record: 44357
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3375. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: jurgen@southwest.com.au
Message-ID: <3935bb42.418489195@news.southwest.com.au>
Source record: 44430

>can honestly say, having owned just about every games system upto the new
>Dreamcast as well as various pc's, i have never, ever played a game (of the
>same type) that is as addictive as Star Raiders was for me, rescue on fraqs
>is the only game to come close..

Star Raiders was great - and to think they fitted it on a 8K ROM!

3376. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000531221629.06464.00001210@ng-cd1.aol.com>
Source record: 44431

>Hmm... isn't that a contradiction in terms: innovation in MS-DOS??
>

HeeHee, good point. Mysterious program, you have to be psychic to know how to use it, and then, well good luck.

Jessica

3377. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000531222849.06464.00001217@ng-cd1.aol.com>
Source record: 44432

>Although I am not, nor have I ever been, a Mac user, I
>personally think the iMac designs are quite awesome and
>innovative. Geez, that was half of Atari's appeal -- they had
>some of the best-looking boxes in computer history! From the
>early 70's through the 80's, Atari machines drew people in from
>their great architecture and artwork. Set your browser on
>www.atari-history.com and check it out yourself... wish I could
>get my paws on an old Computer Space machine, or an AtariTel
>video phone that never made it to the market.
>
>-=thE SUrReAl MOnk=-
>
>* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
>The fastest and easiest way to search and participate in Usenet - Free!

Hey, I never said the design wasn't awesome. I wish they could put an atari in
that cute of a box! I agree about the sleek design of the 8 bits, very cool
for the day, klunky like a typewriter now, esp. 400/800. Not to say that it
isn't cool, but an 800 XL and the 10-products are vey sleek, even compared to
some modern machines.

Jessica

3378. FA: 7 StarPath Games Incl. Phaser Patrol NEW in BOX! Tested

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: "Mr. Lee" <garystv@brightok.net>
Message-ID: <3pkZ4.790$YY2.82543@newshog.newsread.com>
Source record: 44433
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

These 7 Star Path home video games can be played on a Super Charger game system and in the Atari 2600 format. It bolsters the Atari 2600 system into a powerful cassette driven game-playing tool! The box says that you need a cassette player to use these games. These video games are classic collector's items. Notice the period subject matter that is featured "Communist Mutants From Space", and "Escape From the MINDMASTER". Also, check out the great graphics on each of the boxes.
The 7 games are:
1. Communist Mutants From Space
2. Escape From The MINDMASTER Game Only No Box
3. Fireball
4. Killer Satellites
5. Phaser Patrol
6. Suicide Mission
7. Dragonstomper

http://page.auctions.yahoo.com/auction/27236197

http://page.auctions.yahoo.com/user/sega_master_system

3379. supra hard drive interface....

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: sloopy malibu <sloopym@home.com>
Message-ID: <3935DBBB.6CCF243C@home.com>
Source record: 44434

```
i am looking for a supra harddrive interface... (or a k-productsone..)
the rom has gone bad on mine and i need a replacement....
thanks...

sloopy.
--
sloopym@home.com------------------------------sloopy_m@mydeja.com
/|\ Atari, power without the price...Linux M68k, Thought Different!
800 - 1200XL // foo! Hi Critter! Power Macintosh, Think Different!
\X/ amiga, multi-tasking done right.
```

3380. Gremlin Grabber Docs

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: N P Turton <nigel.turton@pcgroups.demon.co.uk>
Message-ID: <01bfcba6$3c3b6b80$1f020a0a@pca_wo_c031>
Source record: 44435

Im after the documentation for the Gremlin Grabber ISP plate, any help would be greatly apreciated

3381. Of Disk Drives (Again)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: Hall/Dobson <soba@istar.ca>
Message-ID: <UsrZ4.10058$lp.321322@cac1.rdr.news.psi.ca>
Source record: 44436

I posted a message a couple weeks ago asking for help with malfunctioning disk drives. (The thread has since vanished.) Anyway, there were a couple of responses (for which, thanks), suggesting I try cleaning the heads. I did this but to no effect. As far as I could see the heads looked clean, and there was no residue or discoloration on the swabs after cleaning. (Would it be otherwise if they were dirty?)

I discovered one of the drives had a broken drive belt but the others (several 1050s and an XF551) remain inoperable for unknown reasons. None of the drives will boot or read data from a disk even though the disks rotate and the heads move. Any more suggestions? (The drive select switches are correctly set, and I've tried using both I/O ports on all of them.)

Also, of my two working drives the speeds are way too high, 344 for the 1050 and 358 for the XF551. I watched a tech adjust the speed many years ago and thought, Hey that's pretty simple. There was a screw he turned and that was it. But now I can't find the blasted thing. Anyone able to point me in the right direction? (I have some simple BASIC programs that will check the speeds.)

As always, I'm grateful for any help.

Ed

3382. Re: Of Disk Drives (Again)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <lZyfQXAIxkN5EwQ3@lovecraft.demon.co.uk>
Source record: 44437

In article <UsrZ4.10058$Ip.321322@cac1.rdr.news.psi.ca>, Hall/Dobson
<soba@istar.ca> writes

>Also, of my two working drives the speeds are way too high, 344 for the 1050
>and 358 for the XF551. I watched a tech adjust the speed many years ago and
>thought, Hey that's pretty simple. There was a screw he turned and that was
>it. But now I can't find the blasted thing. Anyone able to point me in the
>right direction? (I have some simple BASIC programs that will check the
>speeds.)

XF551s have weak boards, and these can crack with little hairline
cracks.

Still doesn't put me off wanting one though ;)

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

3383. Re: Of Disk Drives (Again)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <sjsZ4.17381$C9.322179@news1.online.no>
Source record: 44438

Since you tried so many drives, maybe try another computer ?

Hall/Dobson <soba@istar.ca> wrote in message
news:UsrZ4.10058$Ip.321322@cac1.rdr.news.psi.ca...
> I posted a message a couple weeks ago asking for help with malfunctioning
> disk drives. (The thread has since vanished.) Anyway, there were a
couple
> of responses (for which, thanks), suggesting I try cleaning the heads. I
> did this but to no effect. As far as I could see the heads looked clean,
> and there was no residue or discoloration on the swabs after cleaning.
> (Would it be otherwise if they were dirty?)
>
> I discovered one of the drives had a broken drive belt but the others
> (several 1050s and an XF551) remain inoperable for unknown reasons. None
of
> the drives will boot or read data from a disk even though the disks rotate
> and the heads move. Any more suggestions? (The drive select switches are
> correctly set, and I've tried using both I/O ports on all of them.)
>
> Also, of my two working drives the speeds are way too high, 344 for the
1050
> and 358 for the XF551. I watched a tech adjust the speed many years ago
and
> thought, Hey that's pretty simple. There was a screw he turned and that
was
> it. But now I can't find the blasted thing. Anyone able to point me in
the
> right direction? (I have some simple BASIC programs that will check the
> speeds.)
>
> As always, I'm grateful for any help.
>
> Ed
>
>

3384. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8h5jpl$4d$1@bob.news.rcn.net>
Source record: 44439

NOT SO!

Use SpartaDos to get started, then take the A+ course (about $2900) for the rest :-)

AtariGirl1983 <atarigirl1983@aol.com> wrote in message news:20000531221629.06464.00001210@ng-cd1.aol.com...
> >Hmm... isn't that a contradiction in terms: innovation in MS-DOS??
> >
>
> HeeHee, good point. Mysterious program, you have to be psychic to know how to
> use it, and then, well good luck.
>
> Jessica

3385. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8h5kcs$58b$1@bob.news.rcn.net>
Source record: 44440

Well, perhaps all of that will change with the anticipated growing
popularity of so-called Web appliances.

Something rather interesting came up lately, BTW. Seems that AOL and
Gateway have invested heavily in such an appliance, which will use a
non-Intel processor and a modified Linux (maybe a subset) as an OS. The
machine will have no hard drive, and should be ideal for non-geeks.

But what's interesting to me, aside from the disertion from the classical
Wintel is the fact that that processor runs cool enough to not need a fan.
I have no idea of its speed.

At any rate, the device will sell for <$500 to start, and the way things are
going, will probably get cheaper, smaller, and smarter along the way. That
should satisfy the people who don't want, need, or can't learn to use
computers and make tons of money for the marketers in the process.
John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000531163350.21297B-100000@vtn1...
>
>
> On Tue, 31 May 2000, Greg Goodwin wrote:
>
> > And is it worth spending $1000 for a computer. Do you get bang for
the
> > buck these days? Will a computer continue to be useful long enough to
make it
> > worth it?
>
> I'd say you do get really good bang for the buck today. My first computer
> cost me $1000 (Canadian) back in 1979. That got me a 16K TRS-80 Model 1
> with a really cheap cassette deck and a black and white monitor that was
> essentially just a cheap portable TV without a tuner. Adding a floppy
> drive would have cost somewhere around $800 more.
>
> The problem with today's computers is not the value they provide but
> rather the sales job done on people who have no real idea of what they
> "need" in the way of capability and performance. Sort of like a bunch of
> people in a retirement home being sold Ferraris to use for weekly grocery
> shopping.
>
> jkp
>
>

3386. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: sloopy malibu <sloopym@home.com>
Message-ID: <39365E26.40D14BD4@home.com>
Source record: 44441

jeez, youse guys you didnt you know that ms-dos is the dry cleaners of the
computing industry?
yup the bios routines have the same garantee as my dry cleaner....

in by 9 out by 5 ;')

sloopy.
--
sloopy malibu--------------------------------sloopy_m@my-deja.com
/|\ Atari, power without the price...Linux M68k, Thought Different!
800 - 1200XL // foo! Hi Critter! Power Macintosh, Think Different!
\X/ amiga, multi-tasking done right.

AtariGirl1983 wrote:
>
> >Hmm... isn't that a contradiction in terms: innovation in MS-DOS??
> >
>
> HeeHee, good point. Mysterious program, you have to be psychic to know how to
> use it, and then, well good luck.
>
> Jessica

3387. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8h5sqdaad1@plutonium.compulink.co.uk>
Source record: 44442

In article <20000531022004.15015.00000123@ng-cr1.aol.com>,
atarigirl1983@aol.com (AtariGirl1983) wrote:

> You know, remember when MS DOS came out and there were all these minor
> upgrades that were expensive. Most of us could still not figure out how
> to use it. That's how little Billy got his money.
Not quite. MS weren't *that* big until Win3 and more notably Win3.1 came
out. Then it started to become the huge monster we see today.

Iain

3388. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8h5sqeaae1@plutonium.compulink.co.uk>
Source record: 44443

In article <8h4bcv$hi5$1@news.storm.ca>, david_p@storm.ca (David A. Paterson) wrote:
> Hmm... isn't that a contradiction in terms: innovation in MS-DOS??
It wasn't bad for its day, it just overstayed its welcome a bit ;-)
Microsoft bought in MSDOS from the Seattle Computer Company (and don't they feel sick about it now..)

In fact, MS buy in vast amounts of their stuff including Powerpoint, IE and I'm pretty sure Access too.

Iain

3389. Re: Of Disk Drives (Again)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjd19mhm5ri37@corp.supernews.com>
Source record: 44444

Hall/Dobson <soba@istar.ca> wrote in message
news:UsrZ4.10058$Ip.321322@cac1.rdr.news.psi.ca...
> I discovered one of the drives had a broken drive belt but the others
> (several 1050s and an XF551) remain inoperable for unknown reasons. None
of
> the drives will boot or read data from a disk even though the disks rotate
> and the heads move. Any more suggestions? (The drive select switches are
> correctly set, and I've tried using both I/O ports on all of them.)

It takes quite a bit of fiddling and I will probably omit a few things.

But take the cover off the drive, first boot it w/o the computer attached.

If the track zero sensor is bad, the head will march accross the disk on
every boot, but never return to the outside. With the computer attached,
turn on the computer which will poll the drive and listen for I/O sounds.
Track zero sensor will have the same stepping across the disk problems with
cycling the power on the computer as it did cycling the drives power.

Watch the rotation of the disk under both set ups. If the drive active LED
lights up and the disk isn't rotating, then it is a problem with drive motor
or most likely a fault in the 12V power supply. They used a voltage doubling
circuit in the 1050 and the diodes in it overheat and break loose.

Since the drive is trying to spin up, that means its RAM, ROM, and processor
are probably OK.

>
> Also, of my two working drives the speeds are way too high, 344 for the
1050
> and 358 for the XF551. I watched a tech adjust the speed many years ago
and
> thought, Hey that's pretty simple. There was a screw he turned and that
was
> it. But now I can't find the blasted thing. Anyone able to point me in
the
> right direction? (I have some simple BASIC programs that will check the
> speeds.)

Since you are getting a value for RPM, that is a good indication that the
serial I/O is working fine, i.e. good 3086 transistor array and probably
6532 and controller, but that speed is really disturbing.

A properly adjusted 1050 is 288 RPM and an XF551 is kind of hard wired at
300 RPM, I have never even heard of an XF that needed its speed adjusted.

Kind of odd that both the 1050 and XF are both off by the same 60 RPM don't you think? This really makes me think the problem is not with the drives, but maybe a funky disk or POKEY chip in your 800. I think I have only had 2 POKEY chips go out in the last 15 years, but they do fail and some seem to be stronger then others.

But if it was me, first thing I would do is get a fresh disk and try formating it in the drives.

3390. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-01 00:00:00 UTC
From: Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid>
Message-ID: <09566bfe.193e6242@usw-ex0103-023.remarq.com>
Source record: 44445

ilaskey@cix.compulink.co.uk belted out in a nasal, Jerry
Lewis-like tone:

>Not quite. MS weren't *that* big until Win3 and more notably
Win3.1 came
>out. Then it started to become the huge monster we see today.

And to think these weren't even stand-alone OS's. It took
Microsoft until 1995 to have a standard GUI OS (NT was earlier, I
know, but was hardly a standard in the PC world), when Apple
released the first in 1984! Why the PC world didn't flock to
OS/2, I'll never know.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3391. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <ps9ejs044kbtd21sa7t8m33ecr39721ra2@4ax.com>
Source record: 44358

On Thu, 1 Jun 2000 23:45:04 +0100, Edward Scissorhands
<EdwardS@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

[...]
>Nothing like this happens now. There's no disparity between machines,
>like a BBC B having excellent sound and poor Sprites, or Sinclair's
>machine with appaling graphics and sound still managing to steal a large
>chunk of the market. There's no excitement.

Naturally. All of the excitement has been burried deep by rampant
confusion over which sound or video card is better than the others,
which ones are compatible, what processor to buy, how much RAM, what
motherboard, case, various peripherals, monitor, and so on. As if
that weren't enough, there's Windows to add to the confusion and
frustration of the PC platform. That in itself is an entire set of
volumes worth of dross. It's hard to get excited about anything when
you're busy working out how to work the bloody thing without GPFing or
watching Explorer up and spontaneously die on you. Then, too, you
have the general failure rate of modern hardware. (The "They don't
make 'em like they used to" factor) I bought my PC two and a half
years ago. Since then, it's been outdated roughly twenty times, two
hard drives have died, my motherboard blew a circuit, and my monitor
curled up into a fetal position and sucked its thumb. The motherboard
and monitor were under warranty so I had them replaced. The hard
drives were at my expense -- I'd had enough of dealing with the
distrputable fellow who, while replacing my stuff well enough, didn't
disabuse me of the notion that he shouldn't have to be doing that in
the first place.

Excitement? The most excitement I get out of my PC is when I learn a
new version of Atari800Win is out.

>Only one computer at the time could seriously rival the Atari,
>technically, and the Enterprise was a failure.

But slick looking. If they got rid of those damned red and green keys
and the built-in joystick, that thing would have been the sweetest
looking machine in existence. Notebook-thin, jet black... kind of
like the NeXT-Cube's little cousin twice removed.

>For all that they should have done, Atari did everyone pretty good
>service with the 8-bit range. They got it right first time and it's
>still a pleasing machine to use, well made, well designed and even, in
>the case of the XEs, quite modern in design.

I loved all the 8-bit machines I owned, from the 600XL up to my (at the time) monster 320XE. I still regret getting rid of it all those years ago. Particularily the programs I wrote which probably never made it beyond the local BBSes I uploaded them to. They were crap, but they were *mine!* :-)

>
>They never could let go... even when Commodore introduced the terrible
>C64 GS, Atari's XEGS was the better product, offering expansion to a
>true computer (and it didn't look like a skateboard).
>
>So, now I'm sticking with Atari. I'm planning on relearning everything I
>should have learned when I was too busy swapping Jupiter ACE's for
>Sinclair QLs, and reading spec sheets and old reviews to see what
>computers I had missed out. (Memotech RS128, Coleco Adam, and MSX 2
>stuff).

I'm doing all of that -- but through the miracle of emulation. I'm learning about all the classic machines that I'd never even heard of. Back in the day, my world was Atari, and the only other machine in existence worthy of calling direct competition was the C64. The only other machines were Commodore's older offerings, the Coleco ADAM (which I must admit to wanting before I got my first computer), and the Timex-Sinclair ZX81 -- which wasn't really competition for much more than a scientific calculator. The first I'd ever even HEARD of another 8-bit machine was when I got a Speccy emulator on my Atari ST and began revenously collecting SNAps. Now I'm learning all about the BBCs, Amstrads, Sinclairs, Memotechs, and so on down the lines. It's great fun to see what I missed out on -- but none of them will ever compare all the many, many months I spent playing the Alternate Reality series on my Atari. Or M.U.L.E., or Seven Cities of Gold, or the Lucasfilm games, or...

>
>Long live Atari! *laughs*

Somewhere, high up on a lonely shelf deep within the recesses of Hasbro Interactive HQ, a stack of papers all bearing Fuji symbols thank you, then promptly pass out. (Hey, it's marginally more life than the current fate of CBM! :-)

>
>Richard

3392. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000602011046.07122.00001452@ng-cc1.aol.com>
Source record: 44359

>Naturally. All of the excitement has been burried deep by rampant
>confusion over which sound or video card is better than the others,
>which ones are compatible, what processor to buy, how much RAM, what
>motherboard, case, various peripherals, monitor, and so on.

Does it really matter what type of processor, ram, etc? It is so confusing! Simplicity is power. As the itallians say, "What can I take away to make it better? What makes this the way it is? Emphasize that aspect." Today's computers have so much junk on them that they don't need, therefore comprimising the power and charecter of the PC, and of course, the simplicity.

>As if
>that weren't enough, there's Windows to add to the confusion and
>frustration of the PC platform.

Uh Huh, ya, tell me something new. No brainer :)

>That in itself is an entire set of
>volumes worth of dross. It's hard to get excited about anything when
>you're busy working out how to work the bloody thing without GPFing or
>watching Explorer up and spontaneously die on you.

Try deleting explorer completely from your system so that you can switch over to Netscape. Can't do it! And, for one, Microsoft creates too many updates. Sure, it looks nice and can do a little more than a potato, but why pay $200 for a new version of windows? Just so that your computer can crash (esp. if your isp is AOL)? Is it really worth it?

>Then, too, you have the general >failure rate of modern hardware. >(The "They
don't
>make 'em like they used to" factor) I bought my PC two and a half
>years ago. Since then, it's been outdated roughly twenty times, two
>hard drives have died, my motherboard blew a circuit, and my monitor
>curled up into a fetal position and sucked its thumb. The motherboard
>and monitor were under warranty so I had them replaced. The hard
>drives were at my expense -- I'd had enough of dealing with the
>distrputable fellow who, while replacing my stuff well enough, didn't
>disabuse me of the notion that he shouldn't have to be doing that in
>the first place.

It is frustrating to keep replacing parts on your PC. I had a really cheap modem in my PC. I have had my Cybermax PC for less than a year and have had to replace the modem twice. The last time it broke, back in October, I finally replaced it with a US Robotics 56K modem and it has worked ever since.

Last month, Windows decided to crash for three days. I went through 5 boot up disks until a friend gave me one she KNEW would work. Sure enough, it did, but this is really crazy to go though this much of a mess to fix a computer. They don't make them like they used to--yep!

>Somewhere, high up on a lonely shelf deep within the recesses of
>Hasbro Interactive HQ, a stack of papers all bearing Fuji symbols
>thank you, then promptly pass out. (Hey, it's marginally more life
>than the current fate of CBM! :-)

Atari needs to return to its rich computing heritage (sounds kinda hokey, don't it?). Why don't they make a PC? I am sure if they get the right programmers, they can succeed. They should make it durable like an 8bit, "powerful" like a modern PC, connect it to the net, but yet come up with creative design and layout. If they do (which I doubt) I will be on of the first in line to get it. I'm not asking for it to be a clone of a modern PC, but get the power and strength and charecter in one machine. Nice dream, huh?

Jessica

3393. Xformer 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8h7d790pkb@news1.newsguy.com>
Source record: 44360

I noticed that when a program does a reset while running in the Xformer, it reboots instead of doing a reset.

I am trying to play Goonies and at the start it does a reset after the intro screen the Xformer reboots. Is there a way to play these games in the emulator?

_____
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3394. Re: Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000602012211.07122.00001457@ng-cc1.aol.com>
Source record: 44361

Iain,

I would but I can't, if you catch my drift. Can't because I share my PC with my parents (my folks hate Microsoft, but they need it for work. My dad would just rather have blue screen programs, like WordPerfect before Corel bought it).

Jessica

>He he - you should try a Unix system then! I found MSDOS a doddle myself
>but maybe that's me. I still drop back to it from Windows a lot of the
>time.

3395. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000602011825.07122.00001455@ng-cc1.aol.com>
Source record: 44362

>And WHAT THE G#%G35!F#@? IS UP WITH WIN 98??? All it is a less
>stable, more space-hogging, more unnecessary bells-and-whistles
>version of Win 95. It's the biggest scam I've ever seen
>perpetrated on the PC community yet. Are there ANY happy 98
>users out there? I didn't think so. I use a dual-boot
>Win95/Win2K, and would never let 98 touch my hard drive!
>
>I think I'm going to go crawl off in a corner and pretend it's
>1982, and I have my Atari 800 once again... ah, fantasy...

Yep, WIN 98 is that, too many bells and whistles. I just have WIN 98 because that is what came on my PC, but that doesn't mean I don't hate it. What you said about MS DOS: Stable, yes, but still complicated. Get a menu, for god's sakes! Give me some way to find the filename of a program that I do not know the filename of!

As for crawling over into a corner, that sounds nice but I can't really do that without entering a former life or something. I wasn't even concieved in 1982. But still, it never hurts to pretend...

Jessica

3396. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000602012459.07122.00001461@ng-cc1.aol.com>
Source record: 44363

That would be really nice, would it not?? But I don't think AOL (just about the only ISP in my area with a local number, other that EarthLink and a few local ISP's) will let me on from an Atari.

Jessica

>You should check your ISP and see if they allow shell accounts. That is the
>easiest way to do it, just log in using a modem.
>
>If you don't have a shell account, RS232 interface, or some sort or a modem,
>it gets a little more complicated: Starts to involve a PC and an SIO2PC
>cable.
>
>
>lawrence chapman <larry5@webtv.net> wrote in message
>news:6847-3936AB66-13@storefull-246.iap.bryant.webtv.net...
>> what disk or software do i need to go online with my atari 65xe and 1050
>> disk drive? also where can i obtain or buy it? thank you much.
>> larry5@webtv.net
>>

3397. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000602013001.07122.00001462@ng-cc1.aol.com>
Source record: 44364

I never knew that I could serf the web with an 8bit. Just out of the question since one of my friends had a Mac Classic from 1993 that she tried to get on the web, but the local isp cracked up (as in HAha crack up {funny}, not disenegration). This was in 1996, maybe things have changed, become more accomadating for us Atarians.

Jessica

>Atari 8 bits not being able to surf the web? Whoops, I'll have to tell
>my 130XE that it was hallucinating when I was surfing the WWW with
>Ice-T, and telnetting to a Sun Microsystems site to use Lynx. No
>graphics or sound, but it was definitely on the Web. One can even
>download things via Zmodem, and before I got this Amiga, it was my
>only way to get on to the Internet. I processed all my email with it
>as well. My Amiga 2000 030/25, by the way, is my second most
>powerful system (the 4000 is the first, but it is currently broken),
>and at 12 years old, is one of my newest systems as well. I still see
>no need at all to go PC, especially when a G3 accelerator is due to be
>released. If I need Java, or some other newfangled feature, I'll just
>install Linux or emulate a PowerMac. Or install the new Amiga OS, if
>it ever materializes for my system.
>
>I see no reason to emulate an 8-bit, when the real thing is soooo
>much more stable and preferable

3398. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <VtJZ4.139250$55.2956664@news2.rdc1.on.home.com>
Source record: 44365

>that weren't enough, there's Windows to add to the confusion and
>frustration of the PC platform. That in itself is an entire set of
>volumes worth of dross. It's hard to get excited about anything when
>you're busy working out how to work the bloody thing without GPFing or
>watching Explorer up and spontaneously die on you. Then, too, you

>Try deleting explorer completely from your system so that you can switch
over
>to Netscape. Can't do it! And, for one, Microsoft creates too many
updates.

Why all the Microsoft bashing? Because they do what they do well?
Confusion and frustration? I'm sorry, but Windows is the easiest OS to
install and use out of every OS, and yes, I have had my little problems with
windows, but in comparison to other OSes, it runs GREAT.
And Nestcape? hah! Microsoft IE is FAR superiour on every level. Netscape
rarley displays web pages properly... load a page in Netscape and then try
the same page in IE and you'll see how it's supposed to look.
I think alternate OSes are neat, and I had linux on my old PC, but when I
tried to install it on my new PC...not gonna happen...no AGP support...no
ethernet unless I recompile the kernel or link in a Deamon, etc...
Windows? Installed perfect in 15 mins... (I know newer distros of Linux have
support, just making a point)

Updates are a good thing. Bug fixes n stuff. You may argue that there
shouldn't be bugs, but..have you ever tried to program? There will always be
bugs... At least it works and is up to date with the latest hardware..
Windows does have the benifit of having vendors write drivers...I'll admit
that...

3399. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjemofhb5ri108@corp.supernews.com>
Source record: 44366

It was interesting for a little while, but all the graphical web browsers kind of made it tough to get around now. A lot of people don't even offer shell accounts anymore.

This is one of those "Walked 20 miles to school in the snow while barefoot" kind of stories, so you are welcome to ignore it.

But circa late 80s-1990 I did everything via a shell account. Typically connected to Portal<it had its own weird interface> or netmagic and read news with rn, tin, or pine. I would FTP to archive.umich.edu with I *think* a 386SX I was using at the time to get atari files, then phone back with my Atari and download them at 2400 baud.

There were several times in my life where technology was "magic" to me.

When I built my first crystal radio set in about the 5th grade.

When I built my first home brew computer ~1977 it was based on the Radio Electronics 1802 articles.

First night I built my illegal HBO 2 gHz downconverter out of a coffee can and watched free HBO<Alien was the first movie> with the TV set sitting on my dryer and me laying on the floor of my laundry room: I needed line of site to the transmitter.

The first time I connected to a bbs with an Atari at 300 baud.

When one of the people in my user group turned me on to the internet. The magic was the first night I figured out ftp get and put.

AtariGirl1983 <atarigirl1983@aol.com> wrote in message news:20000602012459.07122.00001461@ng-cc1.aol.com...
> That would be really nice, would it not?? But I don't think AOL (just about
> the only ISP in my area with a local number, other that EarthLink and a few
> local ISP's) will let me on from an Atari.
>
> Jessica
>
> >You should check your ISP and see if they allow shell accounts. That is the
> >easiest way to do it, just log in using a modem.
> >
> >If you don't have a shell account, RS232 interface, or some sort or a modem,
> >it gets a little more complicated: Starts to involve a PC and an SIO2PC

> >cable.
> >
> >
> >lawrence chapman <larry5@webtv.net> wrote in message
> >news:6847-3936AB66-13@storefull-246.iap.bryant.webtv.net...
> >> what disk or software do i need to go online with my atari 65xe and
1050
> >> disk drive? also where can i obtain or buy it? thank you much.
> >> larry5@webtv.net
> >>
>

3400. intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3937740d@fmlynet.org>
Source record: 44367

FamilyNet HQ: Telnet:\\www.family-bbs.net

Larry,
I have found the best way to get on the internet with an Atari 400/800/
..etc... is to use Bobterm or Ice-T terminal programs and then log on either
through a local dialup BBS with telnet access (rare) or try using the SIO2PC
Ape interface software by Steve Tucker. Some great advances going on there.

3401. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <B762Y5Gr+3N5EwGz@lovecraft.demon.co.uk>
Source record: 44368

In article <8h7ksl$467$1@dailyplanet.wam.umd.edu>, Jack H. Lee
<eplicon@wam.umd.edu> writes
>Chicago_Consultant (terrapin42NOteSPAM@hotmail.com.invalid) wrote:
>
>: And to think these weren't even stand-alone OS's. It took
>: Microsoft until 1995 to have a standard GUI OS (NT was earlier, I
>: know, but was hardly a standard in the PC world), when Apple
>: released the first in 1984!
>
>If I recall, it was actually Xerox that developed the first GUI, and they
>sued Apple over what they felt was infringement? I think the lawsuit came
>about when Apple sued Microsoft over Windows first, then Xerox said that
>was suit was meaningless because Apple copied Xerox...
>
1979 - Messers Jobs and Woz visit Palo Alto Research Center and see
Xerox's Star/Alto/800 (depending on what story you read. I go with Star)
workstations.

1981 - Apple releases the first commercially marketed computer with a
GUI. The term marketed is used loosely, as the Lisa with Twiggy drives
(whoever on the Atari Historical page called them Ziggy drives listens
to too much Bowie, methinks) - a variable speed 5.25" that can store 1Mb
- is a sales failure, despite being supplied with a full suite of
programs as a complete package at $9,995, the Lisa fails.

January 24th, 1984. The Apple Mac is launched. Despite having an
appalling 128K RAM, people buy the thing and the GUI becomes an accepted
way of using a computer. Lisa is still being sold, but is soon tweaked
into compliance with the Mac market as the Mac XL - a 1Mb Mac (which
most only had 512K) with no sound capability beyond a beep.

1985-6. Everyone else does something similar. GEM, TOS, Workbench, Risc
OS, GEOS, various Unix shells (some of which I am sure had been around
longer), Windows for the PC. Even Apple release a 'clone' - GS/OS for
the 16bit Apple IIgs makes it better than an SE, as it was cheaper,
offered colour and better sound, and until they decided to clock it back
to 2Mhz, it was faster.

Incidentally, Apple's claim over Microsoft was partially successful -
it's why everything still runs in a Program Manager to this day,
mimicing that first Windows 2.0/3.0 layout where all your programs ran
within a window.

Richard (former Apple nut...)

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

3402. Re: Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <1s6fjscgs6h6u2e4qmljih5bgn682t4l48@4ax.com>
Source record: 44369

On Fri, 2 Jun 2000 00:11:47 -0000, "Richard Cortese"
<ricortes@netmagic.net> drooled an embarassing wet spot in his lap as
he typed:

>The first time I connected to a bbs with an Atari at 300 baud.

Can't identify with the others (I wasn't around in the crystal radio
days :-) but this one definitely rings true. I had a 65XE, one 1050
drive, and an XM301 modem. The BBS was, unfortunately, a Commodore
one 'cos the only other person I knew who was 'connected' was a C=
buddy of mine. That led to LD boards in the states which eventually
led to a lone BBS that had Atari files on it. That in itself led to
local boards for me, and that's where it all started to get fun.

>When one of the people in my user group turned me on to the internet. The
>magic was the first night I figured out ftp get and put.

Did that on my Atari ST. Pine for news, Elm for my mail, Lynx for my
web surfing and running my own Speccy-based web page (I was really
into Speccy emulation on the ST 'cos the only ST-based 8-bit emulator
-- XFormer -- blew chunks and couldn't run anything useful) and TSCH
for my shell. Lotsa fun. :-)

3403. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <t77fjsc71btls3e8k5280p7unq45ts209t@4ax.com>
Source record: 44370

On 02 Jun 2000 05:10:46 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>Does it really matter what type of processor, ram, etc? It is so confusing!
>Simplicity is power. As the itallians say, "What can I take away to make it
>better? What makes this the way it is? Emphasize that aspect." Today's
>computers have so much junk on them that they don't need, therefore
>comprimising the power and charecter of the PC, and of course, the simplicity.

Atari developers were typically concerned more with "Now how do I get
around THAT obstacle?" They always pushed the envelopes and made it
sing and dance in ways no one ever even considered. They had to --
Ataris weren't upgradable in the modern sense of the word, so it was
either work within the confines of the Atari's capabilities, or try
and find ways to expand those capabilities -- or rather, make those
capabilities work in ways never thought possible. I never thought it
was possible to play digital sound on the 8-bit without turning Antic
off -- then suddenly I'm confronted with the Veronica demo playing a 4
channel music MOD not only with Antic on, but with a scrolltext and
stuff going on on-screen! THAT'S progress! But then the Atari wasn't
filled with all sorts of superfluous stuff. It did what it did with a
minimal suite of programs because it didn't have the resources to run
with loads of bells and whistles.

Windows is a perfect example of why just because you can do something
doesn't necessarily mean you _should_. PCs are capable of lots of
things these days, but how much of it is necssary? How much did they
add that maybe we could have done without?

>Try deleting explorer completely from your system so that you can switch over
>to Netscape. Can't do it! And, for one, Microsoft creates too many updates.
>Sure, it looks nice and can do a little more than a potato, but why pay $200
>for a new version of windows? Just so that your computer can crash (esp. if
>your isp is AOL)? Is it really worth it?

Actually, I was speaking of Windows Explorer -- the integrated desktop
shell -- rather than Internet Explorer. Not that it matters, neither
are very stable, and both are things you're stuck with. (Although
there ARE Windows shell replacements out there such as LiteStep and
derivatives -- unfortunately they're VERY complicated to use and
maintain)

>It is frustrating to keep replacing parts on your PC. I had a really cheap
>modem in my PC. I have had my Cybermax PC for less than a year and have had to
>replace the modem twice. The last time it broke, back in October, I finally

>replaced it with a US Robotics 56K modem and it has worked ever since.

USR is a good company, as is Supra. I'd trust those brands.

>Last month, Windows decided to crash for three days. I went through 5 boot up
>disks until a friend gave me one she KNEW would work. Sure enough, it did, but
>this is really crazy to go though this much of a mess to fix a computer. They
>don't make them like they used to--yep!

I've had Windows completely fail on me a few times, requiring a
reformat and reinstall of the entire OS. The fact is, the more you
have that could potentially screw up, the greater the chances of it
actually happening.

>Atari needs to return to its rich computing heritage (sounds kinda hokey, don't
>it?). Why don't they make a PC? I am sure if they get the right programmers,
>they can succeed. They should make it durable like an 8bit, "powerful" like a
>modern PC, connect it to the net, but yet come up with creative design and
>layout. If they do (which I doubt) I will be on of the first in line to get
>it. I'm not asking for it to be a clone of a modern PC, but get the power and
>strength and charecter in one machine. Nice dream, huh?

They tried making XT clones way back and failed pretty miserably.
About the only marginally successful semi-PC-compatible machine they
ever made was the Portfolio palmtop PC. I owned one and loved the
thing. Unfortunately, the only advertising Atari ever did for it was
completely incidental -- it was the computer used to eventually foil
the T2000's plans in Terminator II: Judgement Day.

>
>Jessica
>
>

3404. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: nospam@erols.com
Message-ID: <m31z2g2rrd.fsf@erols.com>
Source record: 44371

"Jeremy" <1iquid@home.com> writes:

> Why all the Microsoft bashing? Because they do what they do well?
> Confusion and frustration? I'm sorry, but Windows is the easiest OS to
> install and use out of every OS, and yes, I have had my little problems with
> windows, but in comparison to other OSes, it runs GREAT.
> And Nestcape? hah! Microsoft IE is FAR superiour on every level. Netscape
> rarley displays web pages properly... load a page in Netscape and then try
> the same page in IE and you'll see how it's supposed to look.
> I think alternate OSes are neat, and I had linux on my old PC, but when I
> tried to install it on my new PC...not gonna happen...no AGP support...no
> ethernet unless I recompile the kernel or link in a Deamon, etc...
> Windows? Installed perfect in 15 mins... (I know newer distros of Linux have
> support, just making a point)

Huh? Linux supports AGP just fine, ethernet too. RH 6.0 found my
TNT, ethernet, scsi, mouse just fine. RH 5.2 found it just fine too.
Maybe you had bad luck when you tried Linux before. With most of the
modern distros there isn't much need to recompile the kernel unless
you need to support something really funky.

Write complex software in 95/98 using most any of the C/C++ compilers,
MS or Borland, and you'll end up needing to reboot a couple times a
day. NT is a little better, but you'll probably still end up having
to forcibly terminate the development environment to escape suddenly
broken programs- but do it under Linux (or other *nix'es) and you'll
see things work like they're supposed to and you won't need reboots to
clear strange states (except maybe if you're doing kernel/driver
hacking...)

But the selection of browsers is a matter of taste. I like how
Netscape works- to each their own.

Honestly, once the basic learning curve is over, I find Linux vastly
easier to use & it sure is nice to not be forced into a GUI all the
time. But this is an issue of taste too, some like GUI's for
everything, some don't.

I'll tell you one thing though, Unix handles high process loads much
better than Windows- and if lots of stuff has to run in the
background, it offers many more options for managing things. The
Win32 scheduler is dreadful. As an experiement, write a program that
starts a process at realtime priority and includes a counter that
watches loops/second. When its running, start IE (or Netscape),
scroll some webpage and don't curse too loudly when you see what the

low priority browser process does to the realtime process priority scheduling...

> Updates are a good thing. Bug fixes n stuff. You may argue that there
> shouldn't be bugs, but..have you ever tried to program? There will always be
> bugs... At least it works and is up to date with the latest hardware..
> Windows does have the benifit of having vendors write drivers...I'll admit
> that...

My only beef with the NT service pack approach is you're always having to reapply them when you change settings and files are recopied (AGAIN!) from the cd, but at least the frequency isn't too high.

But, back to the topic, I found Windows extremely booring; you're always having to buy something (or find it) if you want to do something different- or sit down and write it. That, and the same bugs/weirdnesses all the time, or at least a commandline architecture stuck in the DOS 3.3 era and a GUI that looks OK but you can't really get away from unless you want DOS.

When I discovered Linux a couple years ago, I was excited again. Open, plentiful commands you can easily stick together to do stuff, a decent command line shell, all kinds of software, Emacs- it was like discarding the training wheels and finally realizing what riding a bike is all about.

Gregm

3405. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: rob@syroxdev.co.uk
Message-ID: <3938a9af.7412136@news.supernews.com>
Source record: 44372

On Thu, 01 Jun 2000 21:12:05 GMT, "Peter Laing"
<snailboy1REMOVECAPSTOREPLY@earthlink.net> wrote:

>- Clock speed (Yes I know that in some modes the difference is marginal,
> but it exists)

How does this work?
Is there documentation that descibes the cpu hits of various modes?

TIA.

RB.

3406. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000602082925.09742.00000417@ng-mf1.aol.com>
Source record: 44373

Because some of us think that windows is a really terrible platform, we could do better. And, many of us hate Internet explorer because it came preinstalled on our PC's. Perhaps we need Netscape for some purpose other than web browsing? Like web page building or it is the browser compatible with whatever you are doing (eClassrooms are one of the many things I can think of). Many of us agree in regards to the piracy ruling on MS. Can we just not like it?

>>that weren't enough, there's Windows to add to the confusion and
>>frustration of the PC platform. That in itself is an entire set of
>>volumes worth of dross. It's hard to get excited about anything when
>>you're busy working out how to work the bloody thing without GPFing or
>>watching Explorer up and spontaneously die on you. Then, too, you
>
>>Try deleting explorer completely from your system so that you can switch
>over
>>to Netscape. Can't do it! And, for one, Microsoft creates too many
>updates.
>
>Why all the Microsoft bashing? Because they do what they do well?
>Confusion and frustration? I'm sorry, but Windows is the easiest OS to
>install and use out of every OS, and yes, I have had my little problems with
>windows, but in comparison to other OSes, it runs GREAT.
>And Nestcape? hah! Microsoft IE is FAR superiour on every level. Netscape
>rarley displays web pages properly... load a page in Netscape and then try
>the same page in IE and you'll see how it's supposed to look.
>I think alternate OSes are neat, and I had linux on my old PC, but when I
>tried to install it on my new PC...not gonna happen...no AGP support...no
>ethernet unless I recompile the kernel or link in a Deamon, etc...
>Windows? Installed perfect in 15 mins... (I know newer distros of Linux have
>support, just making a point)
>
>Updates are a good thing. Bug fixes n stuff. You may argue that there
>shouldn't be bugs, but..have you ever tried to program? There will always be
>bugs... At least it works and is up to date with the latest hardware..
>Windows does have the benifit of having vendors write drivers...I'll admit
>that...

3407. Re: Xformer 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3937A652.3633739@erols.comX>
Source record: 44374

First thing to do is not use a crappy emulator like XFormer (unless you're doing disk based stuff)

Get Atari800Win or the DOS version. Much better, more compatible and great sound, all the things XFormer lacks

Nelson Nieves wrote:

> I noticed that when a program does a reset while running in the Xformer, it
> reboots instead of doing a reset.
>
> I am trying to play Goonies and at the start it does a reset after the intro
> screen the Xformer reboots. Is there a way to play these games in the
> emulator?
>
> ____
> Get Your Private, Free E-mail at http://services.dropmail.com/

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

3408. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <qibUJ4AOF7N5EwjI@lovecraft.demon.co.uk>
Source record: 44375

In article <t77fjsc71btls3e8k5280p7unq45ts209t@4ax.com>, Mindfield
<diespamdie!!!mindfield@home.com> writes

>I never thought it
>was possible to play digital sound on the 8-bit without turning Antic
>off -- then suddenly I'm confronted with the Veronica demo playing a 4
>channel music MOD not only with Antic on, but with a scrolltext and
>stuff going on on-screen! THAT'S progress!

It looks like I should have a couple of 1050s soon... where can I get
demos for my 800XL? I used to order them from Page 6, and I'd like to
get the Hobby-Tronic BIG demo amongst others...

(Yes. I've been out of the Atari scene that long...)

>They tried making XT clones way back and failed pretty miserably.
>About the only marginally successful semi-PC-compatible machine they
>ever made was the Portfolio palmtop PC. I owned one and loved the
>thing.

Shame it wasn't an Atari design, really ;)

>Unfortunately, the only advertising Atari ever did for it was
>completely incidental -- it was the computer used to eventually foil
>the T2000's plans in Terminator II: Judgement Day.

Atari were fairly obsessed about product placement. I think there's a
big Atari logo in the background of Bladerunner too, or something
similar to that movie.

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

3409. Re: Xformer 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <2ycT9FBTG7N5EwBS@lovecraft.demon.co.uk>
Source record: 44376

In article <3937A652.3633739@erols.comX>, Stephen Knox
<gooch@erols.comX> writes
>First thing to do is not use a crappy emulator like XFormer (unless you're doing
>disk based stuff)
>
>Get Atari800Win or the DOS version. Much better, more compatible and great
>sound, all the things XFormer lacks

Yes, get Atari800Win! It's happy under Windows 2000, and I tried Xformer
- all the games I wanted didn't work, they're actually as good as my old
130XE under Atari800Win :)

And it's freeware ;)

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

3410. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjfi0uo25ri63@corp.supernews.com>
Source record: 44377

Jeremy <1iquid@home.com> wrote in message
news:VtJZ4.139250$55.2956664@news2.rdc1.on.home.com...
> >that weren't enough, there's Windows to add to the confusion and
> >frustration of the PC platform. That in itself is an entire set of
> >volumes worth of dross. It's hard to get excited about anything when
> >you're busy working out how to work the bloody thing without GPFing or
> >watching Explorer up and spontaneously die on you. Then, too, you
>
> >Try deleting explorer completely from your system so that you can switch
> over
> >to Netscape. Can't do it! And, for one, Microsoft creates too many
> updates.
>
> Why all the Microsoft bashing? Because they do what they do well?

On several levels, they deserve it. I was still actively programming in the mid to late 80s so I had a subscription to Dr. Dobb's. The rumored motto at MS was "DOS isn't done until 1 2 3 won't run".

Dr. Dobb's exposed several practices at MS that were IMO reprehensible. They were pushing their apps like Excel and Word over the industry leaders at the time like Lotus. In order to beat Lotus MS used inside information passed from the OS group to the application writters to make illegal calls/undocumented calls to the OS. They also deliberately wrote the various incarnations of the OS for incompatibilty with other apps such that the best they could do was patch their products.

While they were breaking everyone elses apps, DOS continued to bloat because they had to leave in all the illegal calls to there apps made to the OS in each subsequent version of DOS. Businesses had the option of using Excel or losing productivity when 123 wouldn't work.

This practice continued right through Windows, Dr. Dobb's even had column in every issue ~"Undocumented Windows" where much of the column was just taking apart MS apps and looking at the illegal calls.

> Confusion and frustration? I'm sorry, but Windows is the easiest OS to
> install and use out of every OS, and yes, I have had my little problems
with
> windows, but in comparison to other OSes, it runs GREAT.

Actually it has only gotten easier since ~W95, and that was by incorporating similar hardware diagnostics that I saw on Linux first. Prior to copying the Linux install procedure, you still had all the disk swapping and hardware selection.

> And Nestcape? hah! Microsoft IE is FAR superiour on every level. Netscape
> rarley displays web pages properly... load a page in Netscape and then try
> the same page in IE and you'll see how it's supposed to look.

I can't really tell much difference between the two to be honest. But this was another case of MS extended the language such that everything else lost compatibility with its product, then gave their junk away to drive everyone else out of the market.

> I think alternate OSes are neat, and I had linux on my old PC, but when I
> tried to install it on my new PC...not gonna happen...no AGP support...no
> ethernet unless I recompile the kernel or link in a Deamon, etc...
> Windows? Installed perfect in 15 mins... (I know newer distros of Linux
have
> support, just making a point)

Newer distributions of Red Hat are supposed to be quite good.

But Windows is not that great in comparison to other GUIs once you get used to them. I have used GEM on both the IBM and ST, I have used DR DOS 6.0 shell/GUI, bit of OS/2, even spent a few hours clicking on a Mac. If you spend some time in those other OS, Windows with all its problems like memory leaks and lockups makes it seem inferior to smaller and simple GUIs.

3411. ValForth Documentation

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: William Forbes <wforbes@third-wave.com>
Message-ID: <3937D5DB.CC9FEE71@third-wave.com>
Source record: 44378

Hi,
I am looking for documentation for ValForth's ValDOS, Display Formatter,
and
Text Compression & Text Formatting. I recently obtained the original
diskettes
from Bravo Sierra (Ben Smith runs a smooth running and great place to
get Atari
stuff), but without docs. If you have copies of the docs and are
willing to part
with them, send me an email. -Thanks, Bill

3412. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid>
Message-ID: <04d91864.8322e2c4@usw-ex0103-023.remarq.com>
Source record: 44379

In article <20000602011825.07122.00001455@ng-cc1.aol.com>,
atarigirl1983@aol.com (AtariGirl1983) squealed:

>Yep, WIN 98 is that, too many bells and whistles. I just have
WIN 98 because
>that is what came on my PC, but that doesn't mean I don't hate
it. What you
>said about MS DOS: Stable, yes, but still complicated. Get a
menu, for god's
>sakes! Give me some way to find the filename of a program that
I do not know
>the filename of!

That was never a problem if you kept your directories logically
organized. Simply using "dir" and "cd" was sufficient for me.
If you think about your hard drive as a filing cabinet, it's not
hard... I hate to think what would happen to you if you lost
your shortcuts! ;)

I have GOT to get off these computer nostalgia newsgroups and
websites... now I'm going to put MS-DOS and Win3.11 on my home
computer! I'll have a three-OS PC... the poor wife will be
completely lost! :)

-=THe sUrReAL monK=-

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3413. FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8h8idk$6s2$2@korweta.task.gda.pl>
Source record: 44380

Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=348408994

j131

3414. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: sloopy malibu <sloopym@home.com>
Message-ID: <3937CF57.3DEF66ED@home.com>
Source record: 44381

and i thought i was born a couple years too late ;')

sloopy.
--
sloopym@home.com--------------------------------sloopy_m@mydeja.com
/|\ Atari, power without the price...Linux M68k, Thought Different!
800 - 1200XL // foo! Hi Critter! Power Macintosh, Think Different!
\X/ amiga, multi-tasking done right.

AtariGirl1983 wrote:
>
> As for crawling over into a corner, that sounds nice but I can't really do that
> without entering a former life or something. I wasn't even concieved in 1982.
> But still, it never hurts to pretend...
>
> Jessica

3415. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Pakrat <pakrat@planet.markia>
Message-ID: <3937AC61.MD-1.4.4.pakrat@planet.markia>
Source record: 44382

> "John K. Picken" <yg473@victoria.tc.ca> wrote
> > Wouldn't you just love to see some of SpartaDOS' innovations in MS-DOS?
> >
> > jkp
>
> Hmm... isn't that a contradiction in terms: innovation in MS-DOS??
>
> Oh yes, you're suggesting they lift it from somewhere else. That would
> stand for innovation in MS-DOS
>
> David P.

One of the main things I'd like to see in SpartaDOS is re-entrant I/O,
in other words, the ability to read and write several files
simultaneously, like the Atari ST, the Amiga, for example.

--
////Pakrat I don't do Windows.

Pakrat <at> bright <dot> net

3416. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Pakrat <pakrat@planet.markia>
Message-ID: <3937ACB5.MD-1.4.4.pakrat@planet.markia>
Source record: 44383

> >Hmm... isn't that a contradiction in terms: innovation in MS-DOS??
> >
>
> HeeHee, good point. Mysterious program, you have to be psychic to know how to
> use it, and then, well good luck.

And we all know what MS-DOS stands for? "More of the Same Dumb Old
Sh#@".

--
////Pakrat I don't do Windows.

Pakrat <at> bright <dot> net

3417. Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <7mIQ4oCCw$N5EwBz@lovecraft.demon.co.uk>
Source record: 44384

```
In article <3937AC61.MD-1.4.4.pakrat@planet.markia>, Pakrat
<pakrat@planet.markia> writes
>> "John K. Picken" <yg473@victoria.tc.ca> wrote
>> > Wouldn't you just love to see some of SpartaDOS' innovations in MS-DOS?
>> >
>> > jkp
>>
>> Hmm... isn't that a contradiction in terms: innovation in MS-DOS??
>>
>> Oh yes, you're suggesting they lift it from somewhere else. That would
>> stand for innovation in MS-DOS
>>
>> David P.
>
>One of the main things I'd like to see in SpartaDOS is re-entrant I/O,
>in other words, the ability to read and write several files
>simultaneously, like the Atari ST, the Amiga, for example.

It took until Windows 3.1 to do that, and Mac OS was no better... 7.1
IIRC.

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'\_)Morticia
```

3418. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8h92j2$f65$1@bob.news.rcn.net>
Source record: 44385

You make some interesting points, but missed one essential one.

PCs were dull historically. Except for the Junior, they were all supposed to be business machines. Even the CP/M machines that preceeded them were made with that philosophy in mind. OTOH, the Apples, CBMs, Trash 80s and CoCos were produced for the home and/or educational market and were supposed to have more pizazz.

It was only recently, when employers found out that most of their employees were using the computers to play games and relax a little on the job, thus improving their productivity in the long run, that there was any interest in selling machines with any multimedia capabilities to businesses. (Of course, those employees had already started buying such machines to use at home.) And, in the workplace, mulitimedia meant dazzling presentations and, eventually, catchy Web sites. (My guess, BTW, is that dazzling presentations and catchy Web sites have made most people blas&#65533; by now, anyway.)

Just an addition that I think is worth mentioning ...

Mindfield <diespamdie!!!mindfield@home.com> wrote in message news:ps9ejs044kbtd21sa7t8m33ecr39721ra2@4ax.com...
> On Thu, 1 Jun 2000 23:45:04 +0100, Edward Scissorhands
> <EdwardS@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
> lap as he typed:
>
> [...]
> >Nothing like this happens now. There's no disparity between machines,
> >like a BBC B having excellent sound and poor Sprites, or Sinclair's
> >machine with appaling graphics and sound still managing to steal a large
> >chunk of the market. There's no excitement.
>
> Naturally. All of the excitement has been burried deep by rampant
> confusion over which sound or video card is better than the others,
> which ones are compatible, what processor to buy, how much RAM, what
> motherboard, case, various peripherals, monitor, and so on. As if
> that weren't enough, there's Windows to add to the confusion and
> frustration of the PC platform. That in itself is an entire set of
> volumes worth of dross. It's hard to get excited about anything when
> you're busy working out how to work the bloody thing without GPFing or
> watching Explorer up and spontaneously die on you. Then, too, you
> have the general failure rate of modern hardware. (The "They don't
> make 'em like they used to" factor) I bought my PC two and a half
> years ago. Since then, it's been outdated roughly twenty times, two

> hard drives have died, my motherboard blew a circuit, and my monitor
> curled up into a fetal position and sucked its thumb. The motherboard
> and monitor were under warranty so I had them replaced. The hard
> drives were at my expense -- I'd had enough of dealing with the
> distrputable fellow who, while replacing my stuff well enough, didn't
> disabuse me of the notion that he shouldn't have to be doing that in
> the first place.
>
> Excitement? The most excitement I get out of my PC is when I learn a
> new version of Atari800Win is out.
>
> >Only one computer at the time could seriously rival the Atari,
> >technically, and the Enterprise was a failure.
>
> But slick looking. If they got rid of those damned red and green keys
> and the built-in joystick, that thing would have been the sweetest
> looking machine in existence. Notebook-thin, jet black... kind of
> like the NeXT-Cube's little cousin twice removed.
>
> >For all that they should have done, Atari did everyone pretty good
> >service with the 8-bit range. They got it right first time and it's
> >still a pleasing machine to use, well made, well designed and even, in
> >the case of the XEs, quite modern in design.
>
> I loved all the 8-bit machines I owned, from the 600XL up to my (at
> the time) monster 320XE. I still regret getting rid of it all those
> years ago. Particularily the programs I wrote which probably never
> made it beyond the local BBSes I uploaded them to. They were crap,
> but they were *mine!* :-)
>
> >
> >They never could let go... even when Commodore introduced the terrible
> >C64 GS, Atari's XEGS was the better product, offering expansion to a
> >true computer (and it didn't look like a skateboard).
> >
> >So, now I'm sticking with Atari. I'm planning on relearning everything I
> >should have learned when I was too busy swapping Jupiter ACE's for
> >Sinclair QLs, and reading spec sheets and old reviews to see what
> >computers I had missed out. (Memotech RS128, Coleco Adam, and MSX 2
> >stuff).
>
> I'm doing all of that -- but through the miracle of emulation. I'm
> learning about all the classic machines that I'd never even heard of.
> Back in the day, my world was Atari, and the only other machine in
> existence worthy of calling direct competition was the C64. The only
> other machines were Commodore's older offerings, the Coleco ADAM
> (which I must admit to wanting before I got my first computer), and
> the Timex-Sinclair ZX81 -- which wasn't really competition for much
> more than a scientific calculator. The first I'd ever even HEARD of
> another 8-bit machine was when I got a Speccy emulator on my Atari ST

> and began revenously collecting SNAps. Now I'm learning all about the
> BBCs, Amstrads, Sinclairs, Memotechs, and so on down the lines. It's
> great fun to see what I missed out on -- but none of them will ever
> compare all the many, many months I spent playing the Alternate
> Reality series on my Atari. Or M.U.L.E., or Seven Cities of Gold, or
> the Lucasfilm games, or...
>
> >
> >Long live Atari! *laughs*
>
> Somewhere, high up on a lonely shelf deep within the recesses of
> Hasbro Interactive HQ, a stack of papers all bearing Fuji symbols
> thank you, then promptly pass out. (Hey, it's marginally more life
> than the current fate of CBM! :-)
>
> >
> >Richard
>

3419. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8h93qekfo1@bob.news.rcn.net>
Source record: 44386

```
Let's not forget one thing, though, Richard. Microsoft was not alone in
doing all those nasty things. The industry was full of it, and still is.

Richard Cortese <ricortes@netmagic.net> wrote in message
news:sjfi0uo25ri63@corp.supernews.com...
> Jeremy <1iquid@home.com> wrote in message
> news:VtJZ4.139250$55.2956664@news2.rdc1.on.home.com...
> > >that weren't enough, there's Windows to add to the confusion and
> > >frustration of the PC platform. That in itself is an entire set of
> > >volumes worth of dross. It's hard to get excited about anything when
> > >you're busy working out how to work the bloody thing without GPFing or
> > >watching Explorer up and spontaneously die on you. Then, too, you
> >
> > >Try deleting explorer completely from your system so that you can
switch
> > over
> > >to Netscape. Can't do it! And, for one, Microsoft creates too many
> > updates.
> >
> > Why all the Microsoft bashing? Because they do what they do well?
>
> On several levels, they deserve it. I was still actively programming in
the
> mid to late 80s so I had a subscription to Dr. Dobb's. The rumored motto
at
> MS was "DOS isn't done until 1 2 3 won't run".
>
> Dr. Dobb's exposed several practices at MS that were IMO reprehensible.
They
> were pushing their apps like Excel and Word over the industry leaders at
the
> time like Lotus. In order to beat Lotus MS used inside information passed
> from the OS group to the application writters to make illegal
> calls/undocumented calls to the OS. They also deliberately wrote the
various
> incarnations of the OS for incompatibilty with other apps such that the
best
> they could do was patch their products.
>
> While they were breaking everyone elses apps, DOS continued to bloat
because
> they had to leave in all the illegal calls to there apps made to the OS in
> each subsequent version of DOS. Businesses had the option of using Excel
```

or
> losing productivity when 123 wouldn't work.
>
> This practice continued right through Windows, Dr. Dobb's even had column
in
> every issue ~"Undocumented Windows" where much of the column was just
taking
> apart MS apps and looking at the illegal calls.
>
> > Confusion and frustration? I'm sorry, but Windows is the easiest OS to
> > install and use out of every OS, and yes, I have had my little problems
> with
> > windows, but in comparison to other OSes, it runs GREAT.
>
> Actually it has only gotten easier since ~W95, and that was by
incorporating
> similar hardware diagnostics that I saw on Linux first. Prior to copying
the
> Linux install procedure, you still had all the disk swapping and hardware
> selection.
>
> > And Nestcape? hah! Microsoft IE is FAR superiour on every level.
Netscape
> > rarley displays web pages properly... load a page in Netscape and then
try
> > the same page in IE and you'll see how it's supposed to look.
>
> I can't really tell much difference between the two to be honest. But this
> was another case of MS extended the language such that everything else
lost
> compatibility with its product, then gave their junk away to drive
everyone
> else out of the market.
>
> > I think alternate OSes are neat, and I had linux on my old PC, but when
I
> > tried to install it on my new PC...not gonna happen...no AGP
support...no
> > ethernet unless I recompile the kernel or link in a Deamon, etc...
> > Windows? Installed perfect in 15 mins... (I know newer distros of Linux
> have
> > support, just making a point)
>
> Newer distributions of Red Hat are supposed to be quite good.
>
> But Windows is not that great in comparison to other GUIs once you get
used
> to them. I have used GEM on both the IBM and ST, I have used DR DOS 6.0
> shell/GUI, bit of OS/2, even spent a few hours clicking on a Mac. If you
> spend some time in those other OS, Windows with all its problems like

memory
> leaks and lockups makes it seem inferior to smaller and simple GUIs.
>
>

3420. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8h93m5jpb1@bob.news.rcn.net>
Source record: 44387

> Why all the Microsoft bashing? Because they do what they do well?
> Confusion and frustration? I'm sorry, but Windows is the easiest OS to
> install and use out of every OS, and yes, I have had my little problems
with
> windows, but in comparison to other OSes, it runs GREAT.
> And Nestcape? hah! Microsoft IE is FAR superiour on every level. Netscape
> rarley displays web pages properly... load a page in Netscape and then try
> the same page in IE and you'll see how it's supposed to look.
> I think alternate OSes are neat, and I had linux on my old PC, but when I
> tried to install it on my new PC...not gonna happen...no AGP support...no
> ethernet unless I recompile the kernel or link in a Deamon, etc...
> Windows? Installed perfect in 15 mins... (I know newer distros of Linux
have
> support, just making a point)

They tell me BeOS goes in like a charm, but the lack of apps written for it, outside of multimedia, is really sad. Linux will improve; some of the latest distributions install more easily, and the 2.4 kernel is supposed to take care of such things as lack of support for AGP, USB, bidirectional parallel ports, SoundBlaster Live, etc.

But when will all of this happen? The guys who are responsible for bringing out new kernel versions are not under deadlines or promises of vast riches, so they want to do something quaint -- not release it until they get it right! Meanwhile, Linux sits there, not really ready for prime time.

> Updates are a good thing. Bug fixes n stuff. You may argue that there
> shouldn't be bugs, but..have you ever tried to program? There will always
be
> bugs... At least it works and is up to date with the latest hardware..

This is true, but it's an odd mix. Some older bugs seem to persist through updates even as the majority of newer ones get fixed. There's always the potential for a new update introducing a new bug. Didn't we have that in the Atari community with BASIC Revision B?

And then, there's the pressure on hardware manufacturers to comply with de facto standards set by Intel and MS. That's not necessarily a bad thing, no matter what the Justice Department says. But there's another approach, and I hope it gets more play.

Did you read about the new Web appliance that will be partnered by Gateway and AOL? It will use a specialized Linux as an OS and a microprocessor that's not made by Intel, or AMD, or any of the other big ones. But that microprocessor has two amazing properties that might just push it, or a

derivative, into computers one day. It's microcode can be changed, and it runs so cool that the Web appliance in which it will be used will not need a fan.

Yes, Microsoft/Intel has produced some amazingly double-edged swords, and I truly believe that, split-up or not, it might be topped by relative unknowns in the forseeable future.

C'mon, Opera!

> Windows does have the benifit of having vendors write drivers...I'll admit
> that...
>
>
>
>
>

3421. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8h94fo$nq8$1@bob.news.rcn.net>
Source record: 44388

I'll go you one better. I used AOL a few years back, and asked repeatedly for them to carry several newsgroups, alt.binaries.comp.atari8bit among them. They downright refused.

But that shouldn't surprise me. In the late 80's or whenever AOL started, I thought that it was just another online service like CIS or GEnie. So, I asked them a dumb question, "Could you provide a file area for Atari 8-bit?"

Their answer was that if they couldn't make a profit by writing acess software for a platform and selling mega numbers of accounts to users of that platform, they wouldn't give it a file area.

Shell accounts with typical ISPs? They're getting pretty rare. Maybe there's no profit in maintaining them, either. But perhaps we should do some research and list the ISPs and other services that provide them _AS A DIALUP_ in the next comp.sys.atari.8bit FAQ.

AtariGirl1983 <atarigirl1983@aol.com> wrote in message news:20000602012459.07122.00001461@ng-cc1.aol.com...
> That would be really nice, would it not?? But I don't think AOL (just about
> the only ISP in my area with a local number, other that EarthLink and a few
> local ISP's) will let me on from an Atari.
>
> Jessica
>
> >You should check your ISP and see if they allow shell accounts. That is the
> >easiest way to do it, just log in using a modem.
> >
> >If you don't have a shell account, RS232 interface, or some sort or a modem,
> >it gets a little more complicated: Starts to involve a PC and an SIO2PC
> >cable.
> >
> >
> >lawrence chapman <larry5@webtv.net> wrote in message
> >news:6847-3936AB66-13@storefull-246.iap.bryant.webtv.net...
> >> what disk or software do i need to go online with my atari 65xe and 1050
> >> disk drive? also where can i obtain or buy it? thank you much.
> >> larry5@webtv.net
> >>
>

3422. Re: t impression: Of the C-64 and Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-02 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <9QUZ4.3456$1d5.34101@newsread2.prod.itd.earthlink.net>
Source record: 44389

Hi Rob,

Rob Brooks <rob@syroxdev.co.uk> wrote in message
news:3938a9af.7412136@news.supernews.com...
> On Thu, 01 Jun 2000 21:12:05 GMT, "Peter Laing"
> <snailboy1REMOVECAPSTOREPLY@earthlink.net> wrote:
>
> >- Clock speed (Yes I know that in some modes the difference is marginal,
> > but it exists)
>
> How does this work?

Antic cycle steals for the various modes. When Antic is fetching data from
memory the 6502 is halted. The higher the resolution the more bandwidth
Antic uses, the greater the performance hit. By Resolution I dont mean
map size, If you use a Graphics 0 style screen it causes antic to fetch
character
data too.

You can test this for yourself by coding something like:

```
10 graphics 3+16
20 for i=1 to 60000
30 next i
```

And timing how long it takes...If it's too quick for you and your stopwatch
then increase the 60000

Then just change the graphics mode in line 10
```
10 graphics 8+16
```

re run the program, and be ready with a stop watch... While this is
very crude it will give you an idea.

> Is there documentation that descibes the cpu hits of various modes?

Recently somebody ran some much better tests on the newsgroup
and actually figured out the equivalent 6502 clock speed, if your lucky they
may see this and repost the details.

Cheers
Pete

3423. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8hb3ra$2b$2@flood.xnet.com>
Source record: 44296

Jeremy <1iquid@home.com> wrote:

: I find it slightly amusing that the DOJ find MS guilty of antitrust laws
: when it's a good bet that all/many of their systems use MS software...

That means absolutely nothing, Gatesboy.

Or, were you under the impression that the judges and prosecutors who broke up AT&T and Standard Oil didn't use telephones or petroleum products?

--
Jason Compton jcompton@xnet.com

3424. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <dk4ijs89a689vobevodo4v2ruuf0sllbm2@4ax.com>
Source record: 44297

On Fri, 02 Jun 2000 07:36:21 GMT, "Jeremy" <1iquid@home.com> drooled
an embarassing wet spot in his lap as he typed:

>Why all the Microsoft bashing? Because they do what they do well?
>Confusion and frustration? I'm sorry, but Windows is the easiest OS to
>install and use out of every OS, and yes, I have had my little problems with
>windows, but in comparison to other OSes, it runs GREAT.

In order to install Windows 98, I tried unsuccessfully to do it over
top of Win95 OSR2 THREE times. I then had to format my entire hard
drive and install it fresh - and because mine is a Win98 Upgrade CD, I
had to do the old "md C:\WinNT" trick to get the upgrade CD to work
like a New Install CD before it'd think I had a qualifying product
installed and would continue with the upgrade.

And then Win98 finallly worked -- inasmuch as it DOES work. I still
get crashes several times per day (Explorer dying, mostly, but
applications will often stop responding for no apparently good reason,
or the entire system will freeze) And it's nothing to do with having
insufficient resources. I'm running on 64 megs of RAM, 31 gigs of
hard drive space, a 16mb V3 video card and a meagre (but sufficient)
P166 overclocked to 188MHz. I actually had a more stable system
running under Win95. I'm hoping the added stability of WinME will
help when it's released...

>And Nestcape? hah! Microsoft IE is FAR superiour on every level. Netscape
>rarley displays web pages properly... load a page in Netscape and then try
>the same page in IE and you'll see how it's supposed to look.

I hadn't had any problems with Netscape, and I find it runs a lot more
stable than Explorer does. I've never had a problem with improper
display, either; I've used Explorer from time to time and seen no
differences in the way the pages were displayed. Heck, I've designed
pages using Frontpage that look quite the same in Explorer as
Netscape. I'm working on pages now for a book publisher, and the only
problem I encountered was using dynamic positioning of text; it's an
unsupported feature of Netscape. Not a big problem, though; tables
work fine for positioning.

>I think alternate OSes are neat, and I had linux on my old PC, but when I
>tried to install it on my new PC...not gonna happen...no AGP support...no
>ethernet unless I recompile the kernel or link in a Deamon, etc...
>Windows? Installed perfect in 15 mins... (I know newer distros of Linux have
>support, just making a point)

Try Corel Linux... looks very sweet, has a killer GUI shell, and
support of all the modern conveniences.

>
>Updates are a good thing. Bug fixes n stuff. You may argue that there
>shouldn't be bugs, but..have you ever tried to program? There will always be
>bugs... At least it works and is up to date with the latest hardware..
>Windows does have the benifit of having vendors write drivers...I'll admit
>that...

It's not a question of whether or not there should be bugs; those are
to be expected. It's the sheer volume of bugs and the destructive
nature of some of them. One of the ones I found deals with
multifunction mice; I have an A4 Tech 4 button dual wheel mouse, and
the thumb button is assigned to hold CONTROL down. If you click it
while a context menu is open, the app the context menu appears in will
stop responding. (Including Windows Explorer) This is the same bug
you can invoke if you double-click on an icon to open it while a
context menu is open.

It about how much testing is done on a piece of software before it's
released. Look at some game manufacturers. A lot of the time you go
and buy a game that *cannot* be completed without some patch or bug
fix. There has to be more quality control and standards of testing in
place these days. Games and apps are far more complex than they used
to be, but the testing process doesn't seem to have advanced enough to
keep in line with that. That's the real problem. Read the recent
debacle on Win2K ... 65,000 "issues" listed.

3425. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <lpnnLrFweRO5Ew7X@lovecraft.demon.co.uk>
Source record: 44298

In article <8hb3ra$2b$2@flood.xnet.com>, Jason Compton
<jcompton@typhoon.xnet.com> writes
>Jeremy <1iquid@home.com> wrote:
>
>: I find it slightly amusing that the DOJ find MS guilty of antitrust laws
>: when it's a good bet that all/many of their systems use MS software...
>
>That means absolutely nothing, Gatesboy.
>
>Or, were you under the impression that the judges and prosecutors who
>broke up AT&T and Standard Oil didn't use telephones or petroleum
>products?

I'm not sure about Standard Oil, but AT&T had the US (and some
worldwide) communications networks by the balls. The consumer can't go
out and install their own phoneline (I suppose they can't refine their
own oil, either, but I don't know why Standard Oil was broken up -
wasn't that British Petroleum as well?). People can choose what software
they put on their computer, and market forces are not the same as taking
something absolutely vital and beyond the reach of the consumer and
controlling it totally.

You don't like MS, you buy something else. Sure, it's not compatible
with MS products, but then, AtariWriter wasn't compatible with
AppleWorks. *shrugs* I think Microsoft, for whatever reason, does
deserve to have been as successful.

Ultimately the break up of MS will make it a stronger company. People
generally don't want to change - I know my Dell would run a billion
times faster with Linux or BeOS (and I'm familiar with BeOS, I used to
run a BeBox) but what is here works, I can give people files without
problems, so why change? Ultimately this PC is a tool for doing certain
tasks, not a statement of my individuality or lifestyle.

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

3426. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8hb5b0$n22$1@bob.news.rcn.net>
Source record: 44299

I don't doubt what you said. I was once steered to a site that was supposed to list ISPs that offered shell accounts. That it did. But not one of them offered their service as a dial-up.

If a person has an Atari 8-bit and can't or won't use a PC as a proxy server under A.P.E. '98 or Tom Hunt's proxy program, he's still out of luck.

ItzjustMike <itzjustmike@aol.com> wrote in message news:20000603023402.08888.00001237@ng-cf1.aol.com...
> << To me, such a list sounds very tough to build, and even harder to >>
>
> I went to a site - thelist.internet.com and found several ISP's in my local
> dial up area that offered shell accounts for as little as $7.95 to as much as
> $19.95 a month depending on usage.
>

3427. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <ah6ijscjsmf7b75v8asj6de5qn1b2b3sf2@4ax.com>
Source record: 44300

On 02 Jun 2000 04:47:46 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>Richard,
>
>Thanks for the commentary. Makes you think... An atari has charecter,
>something you just don't see anymore (besides the iMac). Much more attractive
>than anything it its day, and much,much more powerful.
>The main reason I ever got into Atari was curiousity. But what stuck me was
>charecter, functionability (hey, I write term papers on my 800. The only
>comment I ever get on it is: "-5 pts.: did not use Times New Roman font. Hey,
>my printer doesn't do TNR! I refuse to use my PC! My dad was busy writing his
>friggin novel on my PC. I had no choice! {heehee, not lying about the novel
>part :)}), and, of course, games.

Kinda stupid you'd get docked for not using a particular font. That
has nothing to do with the presentation itself! Awell.. in any event
I never did much word processing for lack of any specific need to. I
did do a lot of gaming, programming and stuff like that tho...

As for the iMac... I dunno about character. It LOOKS funky, but it's
still a Mac. :-)

>Pac-man, arguably the most boring game ion the world, looks so much different
>on an 8bit than on a 2600. Graphics are so much more crisp and dynamic as
>compared to its predecesor. Gotta love that 8bit, man!

The 8-bit had much better graphic capabilities than the 2600, and
better sound capabilities, but that's to be expected. Then there's
the fact that Pac Man was universally panned on the 2600 anyway; they
COULD have made it much better than it was. Look at Ms. Pac Man and
you'll see a vast improvement, despite it being the same platform.

3428. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <1s5ijsglh6vtc1j8vpdp69ni307tukijlt@4ax.com>
Source record: 44301

On Fri, 2 Jun 2000 15:40:50 -0400, "Alan Sharkis" <asharkis@erols.com>
drooled an embarassing wet spot in his lap as he typed:

>You make some interesting points, but missed one essential one.
>
>PCs were dull historically. Except for the Junior, they were all supposed
>to be business machines. Even the CP/M machines that preceeded them were
>made with that philosophy in mind. OTOH, the Apples, CBMs, Trash 80s and
>CoCos were produced for the home and/or educational market and were supposed
>to have more pizazz.
>
>It was only recently, when employers found out that most of their employees
>were using the computers to play games and relax a little on the job, thus
>improving their productivity in the long run, that there was any interest in
>selling machines with any multimedia capabilities to businesses. (Of
>course, those employees had already started buying such machines to use at
>home.) And, in the workplace, mulitimedia meant dazzling presentations and,
>eventually, catchy Web sites. (My guess, BTW, is that dazzling
>presentations and catchy Web sites have made most people blasï¿½ by now,
>anyway.)
>
>Just an addition that I think is worth mentioning ...

Granted that PCs were initially intended to be business machines. But
that's a part of the problem. Those machines that were intially
designed for the home user, and therefore were geared to be good at
everything but masters of nothing, had more pizzass and 'magic' and
tended to grab the attention of the home user. At the same time they
were much simpler to use -- less confusing. More focus was on
enjoying the machine rather than setting it up and getting productive
with it. Manuals weren't bible-length and didn't need to be. They
were simple, elegant, and powerful in the right hands. When the PC
started feeling its oats, it dragged with it its legacy of dull, dry
business apps, no sound support besides the omnipresent squawker, and
poor graphic support (CGA/EGA). Everything from that point on was
built upon that legacy, and while technology has advanced to the point
where we have fantastic sound cards, environmental video cards, and
blazing fast processors, you can still hear the dry rustle of
tractor-fed paper beneath it all. The PCs never had any significant
'magic' to them, and that hasn't changed.

Of course, I'm probably still a little jaded. I always sort of
resented Atari's death and pretty much being forced into the world of
Wintel, but I still think that the 8-bit machines were still the most

enjoyable machines to use. (Well, the ST was great fun, too -- but
that's probably 'cos I'd learned to program it well enough that I
could do quite a bit with it) I still havn't learned to program on
the PC and, quite frankly, none of the languages available are all
that inspiring. C++ is bloaded and clunky and I don't give much of a
damn about portability, and VB is I suppose fairly nice, but doesn't
let you program at any higher level. At least with GFA on the ST I
was able to bang the hardware directly to get the most out of it.

>
>Mindfield <diespamdie!!!mindfield@home.com> wrote in message
>news:ps9ejs044kbtd21sa7t8m33ecr39721ra2@4ax.com...
>> On Thu, 1 Jun 2000 23:45:04 +0100, Edward Scissorhands
>> <EdwardS@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
>> lap as he typed:
>>
>> [...]
>> >Nothing like this happens now. There's no disparity between machines,
>> >like a BBC B having excellent sound and poor Sprites, or Sinclair's
>> >machine with appaling graphics and sound still managing to steal a large
>> >chunk of the market. There's no excitement.
>>
>> Naturally. All of the excitement has been burried deep by rampant
>> confusion over which sound or video card is better than the others,
>> which ones are compatible, what processor to buy, how much RAM, what
>> motherboard, case, various peripherals, monitor, and so on. As if
>> that weren't enough, there's Windows to add to the confusion and
>> frustration of the PC platform. That in itself is an entire set of
>> volumes worth of dross. It's hard to get excited about anything when
>> you're busy working out how to work the bloody thing without GPFing or
>> watching Explorer up and spontaneously die on you. Then, too, you
>> have the general failure rate of modern hardware. (The "They don't
>> make 'em like they used to" factor) I bought my PC two and a half
>> years ago. Since then, it's been outdated roughly twenty times, two
>> hard drives have died, my motherboard blew a circuit, and my monitor
>> curled up into a fetal position and sucked its thumb. The motherboard
>> and monitor were under warranty so I had them replaced. The hard
>> drives were at my expense -- I'd had enough of dealing with the
>> distrputable fellow who, while replacing my stuff well enough, didn't
>> disabuse me of the notion that he shouldn't have to be doing that in
>> the first place.
>>
>> Excitement? The most excitement I get out of my PC is when I learn a
>> new version of Atari800Win is out.
>>
>> >Only one computer at the time could seriously rival the Atari,
>> >technically, and the Enterprise was a failure.
>>
>> But slick looking. If they got rid of those damned red and green keys
>> and the built-in joystick, that thing would have been the sweetest

>> looking machine in existence. Notebook-thin, jet black... kind of
>> like the NeXT-Cube's little cousin twice removed.
>>
>> >For all that they should have done, Atari did everyone pretty good
>> >service with the 8-bit range. They got it right first time and it's
>> >still a pleasing machine to use, well made, well designed and even, in
>> >the case of the XEs, quite modern in design.
>>
>> I loved all the 8-bit machines I owned, from the 600XL up to my (at
>> the time) monster 320XE. I still regret getting rid of it all those
>> years ago. Particularily the programs I wrote which probably never
>> made it beyond the local BBSes I uploaded them to. They were crap,
>> but they were *mine!* :-)
>>
>> >
>> >They never could let go... even when Commodore introduced the terrible
>> >C64 GS, Atari's XEGS was the better product, offering expansion to a
>> >true computer (and it didn't look like a skateboard).
>> >
>> >So, now I'm sticking with Atari. I'm planning on relearning everything I
>> >should have learned when I was too busy swapping Jupiter ACE's for
>> >Sinclair QLs, and reading spec sheets and old reviews to see what
>> >computers I had missed out. (Memotech RS128, Coleco Adam, and MSX 2
>> >stuff).
>>
>> I'm doing all of that -- but through the miracle of emulation. I'm
>> learning about all the classic machines that I'd never even heard of.
>> Back in the day, my world was Atari, and the only other machine in
>> existence worthy of calling direct competition was the C64. The only
>> other machines were Commodore's older offerings, the Coleco ADAM
>> (which I must admit to wanting before I got my first computer), and
>> the Timex-Sinclair ZX81 -- which wasn't really competition for much
>> more than a scientific calculator. The first I'd ever even HEARD of
>> another 8-bit machine was when I got a Speccy emulator on my Atari ST
>> and began revenously collecting SNAps. Now I'm learning all about the
>> BBCs, Amstrads, Sinclairs, Memotechs, and so on down the lines. It's
>> great fun to see what I missed out on -- but none of them will ever
>> compare all the many, many months I spent playing the Alternate
>> Reality series on my Atari. Or M.U.L.E., or Seven Cities of Gold, or
>> the Lucasfilm games, or...
>>
>> >
>> >Long live Atari! *laughs*
>>
>> Somewhere, high up on a lonely shelf deep within the recesses of
>> Hasbro Interactive HQ, a stack of papers all bearing Fuji symbols
>> thank you, then promptly pass out. (Hey, it's marginally more life
>> than the current fate of CBM! :-)
>>
>> >

>> >Richard
>>
>

3429. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sji7f6l35ri169@corp.supernews.com>
Source record: 44302

We do seem to be losing dialups in favor of cable modems type connections.

I will plug netmagic, I think I was customer #4 that signed up with them.
They have expanded to other cities, but I really doubt if they have a
presence in 1/2 the states.

They are also a bit prices, something like ~$26 for a full connection with
shell.

They have also deleted 90% of the good stuff you could do from a shell
account. When I first signed up with them, I had full access to the system C
compiler so I could actually edit/compile/run programs on their server. I
don't think they even offer 'tetris for terminals' anymore.

Only time the shell account gets used is for file transfers and some web
page updates.

Alan Sharkis <asharkis@erols.com> wrote in message
news:8hb5b0$n22$1@bob.news.rcn.net...
> I don't doubt what you said. I was once steered to a site that was
supposed
> to list ISPs that offered shell accounts. That it did. But not one of
them
> offered their service as a dial-up.
>
> If a person has an Atari 8-bit and can't or won't use a PC as a proxy
server
> under A.P.E. '98 or Tom Hunt's proxy program, he's still out of luck.
>
>
> ItzjustMike <itzjustmike@aol.com> wrote in message
> news:20000603023402.08888.00001237@ng-cf1.aol.com...
> > << To me, such a list sounds very tough to build, and even harder to >>
> >
> > I went to a site - thelist.internet.com and found several ISP's in my
> local
> > dial up area that offered shell accounts for as little as $7.95 to as
much
> as
> > $19.95 a month depending on usage.
> >
>
>

3430. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8hb94c$3bp$1@flood.xnet.com>
Source record: 44303

Edward Scissorhands <EdwardS@lovecraft.demon.co.uk> wrote:
: Ultimately the break up of MS will make it a stronger company.

I agree that the two-way breakup will have this effect.

--
Jason Compton jcompton@xnet.com

3431. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: sloopy malibu <sloopy@not-taxed.com>
Message-ID: <393927EA.9E0592DA@not-taxed.com>
Source record: 44304

```
delanet in delaware offers a shell login, but they require you to either
a) prove your over 18
or
b) get parental ok to get it...

but they dont charge extra, which is nice of them ;')

i would offer more but i am moving so i am a little busy ;')

sloopy.
--
sloopym@home.com--------------------------------sloopy_m@mydeja.com
/|\ Atari, power without the price...Linux M68k, Thought Different!
800 - 1200XL // foo! Hi Critter! Power Macintosh, Think Different!
\X/ amiga, multi-tasking done right.
```

3432. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000603123618.26435.00001908@ng-fm1.aol.com>
Source record: 44305

>As for the iMac... I dunno about character. It LOOKS funky, but it's
>still a Mac. :-)

I meant to mention that the only reason I said that is because it is a cute
machine.

>Kinda stupid you'd get docked for not using a particular font. That
>has nothing to do with the presentation itself! Awell.. in any event
>I never did much word processing for lack of any specific need to. I
>did do a lot of gaming, programming and stuff like that tho...

I think that rule is in place so that people dont come in with wingdings and
size 72 font for a 5 page term paper.

>The 8-bit had much better graphic capabilities than the 2600, and
>better sound capabilities, but that's to be expected. Then there's
>the fact that Pac Man was universally panned on the 2600 anyway; they
>COULD have made it much better than it was. Look at Ms. Pac Man and
>you'll see a vast improvement, despite it being the same platform.

I forgot about the yellow madam, but, yah, I see your point. As far as the
2600 goes, Ms. PacMan looked better on it than her old man did.

3433. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000603124242.26435.00001909@ng-fm1.aol.com>
Source record: 44306

>And then Win98 finallly worked -- inasmuch as it DOES work. I still
>get crashes several times per day (Explorer dying, mostly, but
>applications will often stop responding for no apparently good reason, or the entire system will freeze) And it's nothing to do with having
>insufficient resources. I'm running on 64 megs of RAM, 31 gigs of
>hard drive space, a 16mb V3 video card and a meagre (but sufficient)
>P166 overclocked to188MHz. I actually had a more stable system
>running under Win95. I'm hoping the added stability of WinME will
>help when it's released...

I know what you mean. that is my main complaint about WIN 98. I have never had computer freezes under any other platforms, bun WIN 98, it is a daily frustration. And, I have sufficient resources as well, 32 GB memory, 64 megs of RAM, AMD Athlon processor (not sure of the stats on that, I just know I have it).

3434. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <6Eg_4.4807$NT4.119779@newsread1.prod.itd.earthlink.net>
Source record: 44307

Hi Richard,

<lots snipped>

Richard Cortese <ricortes@netmagic.net> wrote in message
news:sjfi0uo25ri63@corp.supernews.com...
> Jeremy <1iquid@home.com> wrote in message
> news:VtJZ4.139250$55.2956664@news2.rdc1.on.home.com...
> > >that weren't enough, there's Windows to add to the confusion and

<heaps more snipped>

> ethernet unless I recompile the kernel or link in a Deamon, etc...
> > Windows? Installed perfect in 15 mins... (I know newer distros of Linux
> have
> > support, just making a point)
>
> Newer distributions of Red Hat are supposed to be quite good.
>
> But Windows is not that great in comparison to other GUIs once you get
used
> to them. I have used GEM on both the IBM and ST, I have used DR DOS 6.0
> shell/GUI, bit of OS/2, even spent a few hours clicking on a Mac. If you
> spend some time in those other OS, Windows with all its problems like
memory
> leaks and lockups makes it seem inferior to smaller and simple GUIs.

Windows certainly doesn't win many prizes in my book... you can add the
following list of OS's (With the user interface they used) to the list...

SunOS I only saw it crash when people did stuff like start a recursive fork
:-)

SGI Irix 5.x ... ran like any decent un*x, rock solid. Apps dont crash...
Surf the web, render stuff, compile, it just kept running... Indigo magic
desktop was great.

OS/2 2.0 & 3.0 Nasty configuration sometimes, but once installed fairly
stable. It didn't crash nearly as often as Windows 95/98 does.
Unfortunately IBM didn't market it well. When they came out they were
better than windows... Try comparing Presentation manager in OS/2 2.0 to
windows 3.x, Presentation manager is much nicer.

Win NT 3.51 Didn't really compare to OS/2 Warp. Bigger, slower and more
bloated... Oh it did have Open-GL which was nice! Gotta have that pipe
screen saver...

Citrix Winframe... (NT fixed up so it's more like a real OS)... Much better
than stock standard NT (3.51 in those days) but still surprisingly slow...
It would run for a few weeks before needing a reboot. Actually was usable.

SCO Unix... I hesitate to mention this, but at least it did seem to run for
a while without dying... even if it irked me at how much it cost/ how you
had to pay for stuff that any sane un*x vendor would give you for free.
(Like a C compiler!)

Linux. Excellent free OS, getting better and better day by day...
BSD's Other excellent un*x's.

As for 95:

When I first tried windows 95 I actually thought my hardware was messed up.
It just crashed and locked up far too often compared to other OS's.
Eventually I found out that this was 'Normal'. Since then, after having
serviced heaps of Windows 9x machines I now know that it's normal for it to
lock up at all sorts of incovenient times...

Cheers
Pete

3435. Advan Language Designs BASIC Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8hcarc0otb@news1.newsguy.com>
Source record: 44308

Anyone here remember Advan Language Designs BASIC and Compiler? This is a disk-based BASIC that runs in a DOS 2 type environment that could not be copied. Does anyone here know if this BASIC was ever cracked to work on any other DOS?

This, to me, is one of the fastest BASIC on the Atari 8-bit. Too bad it was limited because of the copy protection. BTW, I bought a copy of this BASIC and have it on disk. Just wished someone made it work in a non-copy protected DOS.

Get Your Private, Free E-mail at http://services.dropmail.com/

3436. ABC BASIC Compiler 1.05

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8hcfts011kq@news1.newsguy.com>
Source record: 44309

Anyone know where I may find a cracked version of the ABC BASIC Compiler 1.05? My original ABC BASIC Compiler floppy is just about going to go.

When the compiler is run it checks that it is being run from the original disk and these sectors are going bad. Ten times before I was able to get the compiler to compile a program I am making changes to.

The company was Monarch Data Systems.

Get Your Private, Free E-mail at http://services.dropmail.com/

3437. Bad MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: GaPressman <smarkmoore@mindspring.com>
Message-ID: <8hck5qvtq1@slb7.atl.mindspring.net>
Source record: 44310

I have an MIO that I had hooked up to two MFM drives. The MIO went bad as all I get is a scrambled screen when I hook it up to my Atari 800xl. Can I find another one or get this one fixed? Has anyone had this happened and was able to restore it themselves?

GaPressman

3438. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjjr52i95ri172@corp.supernews.com>
Source record: 44311

Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net> wrote in message news:6Eg_4.4807$NT4.119779@newsread1.prod.itd.earthlink.net...
<snip>
> As for 95:
>
> When I first tried windows 95 I actually thought my hardware was messed up.
> It just crashed and locked up far too often compared to other OS's.
> Eventually I found out that this was 'Normal'. Since then, after having
> serviced heaps of Windows 9x machines I now know that it's normal for it to
> lock up at all sorts of incovenient times...

My two systems that are networked are attempting to run on W98. All I have to do to crash them is leave them on overnight.

Not sure if it is a problem with the screen saver or W98 itself, but two completely different hardware setups, MBs, sound cards, etectera and they both display the same problems. If they don't crash hard in a full lockup overnight, they refuse to run an ap because of insufficient memory.

BTW: You may want to take a look at QNX, I am a big fan eventhough I don't use it. For a demonstration on how tight and robust their OS is, they have a web browser/OS boot disk demo that runs on a 1.44 floppy!

>
> Cheers
> Pete
>
>
>

3439. reactivate drunker 613ce624669931 succinctness heelers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: ballistics@punched.com
Message-ID: <3938ca59$1@newlux2vara>
Source record: 44312

Hepburn Presbyterianism thus Slovenia renamed ballistics porcelain vacuous Humpty serum. Xanthus confusion lastly mace serum grilled bothering barker chivalry. waiter spacer damagers shortsighted earths ballplayer. Spartanizes multiplying exclaim waging mermaid mediate.

liberate confusion emptily hewer. microeconomics thus duplicators outwit emptily ballplayer jerks unimpeded radix dangling. sound veterinary chat. bickers thus McNaughton symptoms waging brides supervisor venerable.

3440. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <Pine.LNX.4.21.0006032354040.20627-100000@shell.one.net>
Source record: 44313

I don't know if this ISP has national access, but one.net in the
Cincinnati, OH area offers a dialup shell account (w/100 meg of space) for
$19.95 a month.

http://www.one.net

-Bob

On Sat, 3 Jun 2000, Alan Sharkis wrote:

> Message from the Deja.com forum:
> comp.sys.atari.8bit
> Your subscription is set to individual email delivery
> This message was sent to ryanr@one.net
> Deja.com: Best way to buy a PC
> http://www.deja.com/channels/channel.xp?CID=13031
> >
> I don't doubt what you said. I was once steered to a site that was supposed
> to list ISPs that offered shell accounts. That it did. But not one of them
> offered their service as a dial-up.
>
> If a person has an Atari 8-bit and can't or won't use a PC as a proxy server
> under A.P.E. '98 or Tom Hunt's proxy program, he's still out of luck.
>
>
> ItzjustMike <itzjustmike@aol.com> wrote in message
> news:20000603023402.08888.00001237@ng-cf1.aol.com...
> > << To me, such a list sounds very tough to build, and even harder to >>
> >
> > I went to a site - thelist.internet.com and found several ISP's in my
> local
> > dial up area that offered shell accounts for as little as $7.95 to as much
> as
> > $19.95 a month depending on usage.
> >
>
>
>
>
>
> ____
> Deja.com: Before you buy.
> http://www.deja.com/
> * To modify or remove your subscription, go to
> http://www.deja.com/edit_sub.xp?group=comp.sys.atari.8bit

> * Read this thread at
> http://www.deja.com/thread/%3C8hb5b0%24n22%241%40bob.news.rcn.net%3E
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3441. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <Pine.LNX.4.21.0006032342270.20627-100000@shell.one.net>
Source record: 44314
Body handling: HTML body converted to readable text

On Sat, 3 Jun 2000 errors@list.deja.com wrote:

[snip]

> >And Nestcape? hah! Microsoft IE is FAR superiour on every level. Netscape
> >rarley displays web pages properly... load a page in Netscape and then try
> >the same page in IE and you'll see how it's supposed to look.
>
> I hadn't had any problems with Netscape, and I find it runs a lot more
> stable than Explorer does. I've never had a problem with improper
> display, either; I've used Explorer from time to time and seen no
> differences in the way the pages were displayed. Heck, I've designed
> pages using Frontpage that look quite the same in Explorer as
> Netscape. I'm working on pages now for a book publisher, and the only
> problem I encountered was using dynamic positioning of text; it's an
> unsupported feature of Netscape. Not a big problem, though; tables
> work fine for positioning.
>

It's been my experience that IE is much more tolerant of malformed
HTML. Netscape adheres to the HTML RFC better than IE. IE is designed to
work with the Microsoft web authoring tools (FrontPage). Have you seen the
crap that FrontPage produces? Sometimes it amazes me that any browser can
properly display that stuff.

I think Microsoft did this on purpose. Think about it: Newbie Joe writes
some HTML. Netscape won't display it because maybe he left off the closing

tag. But, IE displays the page because it determined where to end
the table. Joe thinks IE is better because it displayed his page when
Netscape didn't. Which browser is Joe going to use? That's great for
Microsoft, but bad for the web because now there's a group of people out
there that cannot do anything without a graphical tool since they know
nothing about HTML.

-Bob

Sent via Deja.com http://www.deja.com/
Before you buy.

3442. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <sjgqh6415ri26@news.supernews.com>
Source record: 44390

In article <8h94fo$nq8$1@bob.news.rcn.net>, asharkis@erols.com says...
>
>Shell accounts with typical ISPs? They're getting pretty rare. Maybe
>there's no profit in maintaining them, either. But perhaps we should do
>some research and list the ISPs and other services that provide them _AS A
>DIALUP_ in the next comp.sys.atari.8bit FAQ.

To me, such a list sounds very tough to build, and even harder to maintain. But if someone gets a list going and it turns out to be worthwhile, I'd be happy to include it in the FAQ.

-Michael

3443. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000602232710.08269.00001190@ng-fc1.aol.com>
Source record: 44391

Sounds like a good enough idea, but I agree with Michael, it would be hard to maintain and build. Perhaps someone might know of a few and would like to share?

Jessica

>Subject: Re: intetnet
>From: mcurrent@carleton.edu (Michael Current)
>Date: 6/2/2000 10:15 PM Eastern Daylight Time
>Message-id: <sjgqh6415ri26@news.supernews.com>
>
>In article <8h94fo$nq8$1@bob.news.rcn.net>, asharkis@erols.com
>says...
>>
>>Shell accounts with typical ISPs? They're getting pretty rare.
>Maybe
>>there's no profit in maintaining them, either. But perhaps we
>should do
>>some research and list the ISPs and other services that provide
>them _AS A
>>DIALUP_ in the next comp.sys.atari.8bit FAQ.
>
>To me, such a list sounds very tough to build, and even harder to
>maintain. But if someone gets a list going and it turns out to be
>worthwhile, I'd be happy to include it in the FAQ.
>
>-Michael

3444. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <h0%Z4.146894$55.3032908@news2.rdc1.on.home.com>
Source record: 44392

AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000602082925.09742.00000417@ng-mf1.aol.com...
> Because some of us think that windows is a really terrible platform, we
could
> do better. And, many of us hate Internet explorer because it came
preinstalled
> on our PC's. Perhaps we need Netscape for some purpose other than web
> browsing? Like web page building or it is the browser compatible with
whatever
> you are doing (eClassrooms are one of the many things I can think of).
Many of
> us agree in regards to the piracy ruling on MS. Can we just not like it?
>
Piracy? Do you know what the ruling was? It wasn't piracy...
I find it slightly amusing that the DOJ find MS guilty of antitrust laws
when it's a good bet that all/many of their systems use MS software...

Oh, and IE has tons of support for web design...

3445. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000602234513.08269.00001197@ng-fc1.aol.com>
Source record: 44393

You know what I meant. You have your preference and I have mine. If I had a choice, it would be linux all the way on my system. Yes, I know IE has web builder tools, I am just not allowed to use them for my purposes (School system burocracy, the whole school system is Netscape only and I am one of the nerds that builds pages for my high school's web site). And, I really find the design of IE to be really annoying.

>Piracy? Do you know what the ruling was? It wasn't piracy...
>I find it slightly amusing that the DOJ find MS guilty of antitrust laws
>when it's a good bet that all/many of their systems use MS software...

>Oh, and IE has tons of support for web design...
>

3446. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: itzjustmike@aol.com
Message-ID: <20000603023402.08888.00001237@ng-cf1.aol.com>
Source record: 44394

<< To me, such a list sounds very tough to build, and even harder to >>

I went to a site - thelist.internet.com and found several ISP's in my local dial up area that offered shell accounts for as little as $7.95 to as much as $19.95 a month depending on usage.

3447. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-03 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10006030846260.11628-100000@moose.erie.net>
Source record: 44395

On Sat, 3 Jun 2000, Jeremy wrote:

> Piracy? Do you know what the ruling was? It wasn't piracy...
> I find it slightly amusing that the DOJ find MS guilty of antitrust laws
> when it's a good bet that all/many of their systems use MS software...

Duh! I think that gets right to the point of why they filed the
anti-trust lawsuit!!!

3448. Re: Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <a8ejjsg38r4evu6ho3td7j9t5dmgcfqllu@4ax.com>
Source record: 44315

On 03 Jun 2000 16:42:42 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>I know what you mean. that is my main complaint about WIN 98. I have never
>had computer freezes under any other platforms, bun WIN 98, it is a daily
>frustration. And, I have sufficient resources as well, 32 GB memory, 64 megs
>of RAM, AMD Athlon processor (not sure of the stats on that, I just know I have
>it).

If it's an Athlon, it's probably 500MHz or faster, which pretty much
kicks mine's arse about town. :-) But yeah, it doesn't seem to
matter what system you have, Win98 is just about as stable as nitro
glycerine on a vibrating bed.

>
>
>

3449. Re: Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <udejjs4o7t3jlgjbvt1orcfvu354a734gs@4ax.com>
Source record: 44316

On 03 Jun 2000 16:36:18 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>I meant to mention that the only reason I said that is because it is a cute
>machine.

Cute, yes -- sort of looks like a NyQuil caplet.

>I forgot about the yellow madam, but, yah, I see your point. As far as the
>2600 goes, Ms. PacMan looked better on it than her old man did.

Much. I think it was done by different developers - and obviously,
further on in the 2600's life when people were doing better games.
Best graphics I think I saw on the 2600 was Tunnel Runner -- plus, it
was addictive as hell, and lots of fun to play "fried" (er, not while
stoned, but when you flicker the power switch rapidly so that the game
still functions but the RAM gets all mucked up causing the in-game
graphics and in some cases maps get screwy. :-)

3450. Re: Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000604021744.04702.00002037@ng-ff1.aol.com>
Source record: 44317

>>I meant to mention that the only reason I said that is because it is a cute
>>machine.
>
>Cute, yes -- sort of looks like a NyQuil caplet.

And, you don't even have to have any NyQuil to use it, puts you to sleep without drugs! WOW! That need's to be Apple's new campaign slogan ha ha. Sorry to any Mac owners, but that is sort of the joke 'round here. I don't know about getting rid of the cold though....
>>I forgot about the yellow madam, but, yah, I see your point. As far as the
>>2600 goes, Ms. PacMan looked better on it than her old man did.
>
>Much. I think it was done by different developers - and obviously,
>further on in the 2600's life when people were doing better games.
>Best graphics I think I saw on the 2600 was Tunnel Runner -- plus, it
>was addictive as hell, and lots of fun to play "fried" (er, not while
>stoned, but when you flicker the power switch rapidly so that the game
>still functions but the RAM gets all mucked up causing the in-game
>graphics and in some cases maps get screwy. :-)

Kewl. I think that is what happened to my copy of Turmoil, but I don't really care, as I need the room in my bedroom, so something has to go and that would be my 2600. Look for it on eBay in a couple of days.

3451. Re: ABC BASIC Compiler 1.05

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000604065000.11549.00001628@ng-bg1.news.cs.com>
Source record: 44318

> The company was Monarch Data Systems. <

Let me ask a related question. Has anyone heard from Monarch or it's owner?
They were originally in Mass., but the last business address that I had for
Monarch Data Systems was Morganville, NJ. I have not been able to locate it
for 7 or 8 years. Any help would be much appreciated!
Thanks,
Larry White

3452. Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Angela Campbell <angela.campbell3@sympatico.ca>
Message-ID: <owq_4.22124$uw6.435199@news20.bellglobal.com>
Source record: 44319

Hello,

I recently recieved an atari portfolio, I was wondering if anyone knows of a list of things I can stick into the expansion slot. I have seen Games and memory upgrades and even a ZIP! drive. I am also wondering if anyone has the software and cable to attach it to the computer???

THX
-Ice

3453. Re: Re: Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <monkjs8ihv51olbl90ncgrc952hgmvm5re@4ax.com>
Source record: 44320

On 04 Jun 2000 06:17:44 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>And, you don't even have to have any NyQuil to use it, puts you to sleep
>without drugs! WOW! That need's to be Apple's new campaign slogan ha ha.
>Sorry to any Mac owners, but that is sort of the joke 'round here. I don't
>know about getting rid of the cold though....

Actually, Mac's recent campaign was to prove that their machines could
play games. To that end they've tried suping up their graphic
capabilities and such to keep pace with modern PCs. It hasn't really
worked so far, but hey... they recognize their shortcomings, now! :-)

>Kewl. I think that is what happened to my copy of Turmoil, but I don't really
>care, as I need the room in my bedroom, so something has to go and that would
>be my 2600. Look for it on eBay in a couple of days.

Pity, the 2600 was a classic. One day i'd love to get a collection
going. One day, mind you -- money's not THAT liquid yet to allow that
sort of thing. :-)

3454. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <cunkjssvtu4438mbi6enuap15ur0kjh1sp@4ax.com>
Source record: 44321

On Fri, 2 Jun 2000 14:06:22 +0100, Edward Scissorhands
<EdwardS@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>In article <t77fjsc71btls3e8k5280p7unq45ts209t@4ax.com>, Mindfield
><diespamdie!!!mindfield@home.com> writes
>
>It looks like I should have a couple of 1050s soon... where can I get
>demos for my 800XL? I used to order them from Page 6, and I'd like to
>get the Hobby-Tronic BIG demo amongst others...

You could try atari.archive.umich.edu (if that subdomain still exists;
otherwise, try ftp.umich.edu) ... it's mostly ST stuff, but there's
an 8-bit section. Failing that, if you have an SIO-to-PC cable, I've
got tons in ATR and XFD images I could supply and you could teleport
to your 8-bit.

>Shame it wasn't an Atari design, really ;)

Yeah, but it bore the Atari logo, and that's what was important to me.
:-) And hey, that thing kicked butt. It was the modern day palmtop
without the colour or PalmOS/WinCE, years before those were ever
dreamed of. DOS-based, sure, but cool all the same. And with it they
found yet another use for the XM301 modem shell in the Portfolio's
Card Drive. :-)

>Atari were fairly obsessed about product placement. I think there's a
>big Atari logo in the background of Bladerunner too, or something
>similar to that movie.

Yep, there was a Fuji symbol on one of those giant display screens.
There was a recent discussion in rec.games.video.atari about that;
someone has a web page with all movies and TV shows in which Atari has
appeared in, or was rumoured to appear in.

>
>Richard

3455. Re: Advan Language Designs BASIC Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-Fq1WCBElEMj4@draco.home.earthlink.net>
Source record: 44322

so run it thru discom32 and make some disk files of it then post them
to alt.binaries.comp.atari8bit and someone will probably fix them.

Ken

On Sun, 4 Jun 2000 01:19:39, "Nelson Nieves"
<support@celebritybase.net{nospam}> wrote:

> Anyone here remember Advan Language Designs BASIC and Compiler? This is a
> disk-based BASIC that runs in a DOS 2 type environment that could not be
> copied. Does anyone here know if this BASIC was ever cracked to work on any
> other DOS?
>
> This, to me, is one of the fastest BASIC on the Atari 8-bit. Too bad it was
> limited because of the copy protection. BTW, I bought a copy of this BASIC
> and have it on disk. Just wished someone made it work in a non-copy
> protected DOS.
>
> ____
> Get Your Private, Free E-mail at http://services.dropmail.com/
>
>

3456. 600XL Video Problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: c63jdb@morgan.ucs.mun.ca
Message-ID: <8hdvqo$8n5$1@coranto.ucs.mun.ca>
Source record: 44323

I just picked up a complete 600XL at a flea market, and just discovered it doesn't really work.

It turns on, but the video doesn't want to work completely (I just get green fuzz as opposed to grey). I've double/triple checked the tv-atari connections, but to no avail.

Any thoughts/fixes?

Thanks,
John

--
****
John Bowden c63jdb@mun.ca
Memorial University of Newfoundland
~~~~~~~~~~
~~~~~~~~~~

3457. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8hdvti$l08$1@news.storm.ca>
Source record: 44324

QNX will shortly be releasing much more for personal use - check out
http://get.qnx.com. Development info, games, source for various programs...
QNX wants to increase their user base. Looks very interesting...

David P.

"Richard Cortese" <ricortes@netmagic.net> wrote in message
news:sjjr52i95ri172@corp.supernews.com...
> Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net> wrote in message
> news:6Eg_4.4807$NT4.119779@newsread1.prod.itd.earthlink.net...
> <snip>
> > As for 95:
> >
> > When I first tried windows 95 I actually thought my hardware was messed
> up.
> > It just crashed and locked up far too often compared to other OS's.
> > Eventually I found out that this was 'Normal'. Since then, after having
> > serviced heaps of Windows 9x machines I now know that it's normal for it
> to
> > lock up at all sorts of incovenient times...
>
> My two systems that are networked are attempting to run on W98. All I have
> to do to crash them is leave them on overnight.
>
> Not sure if it is a problem with the screen saver or W98 itself, but two
> completely different hardware setups, MBs, sound cards, etectera and they
> both display the same problems. If they don't crash hard in a full lockup
> overnight, they refuse to run an ap because of insufficient memory.
>
> BTW: You may want to take a look at QNX, I am a big fan eventhough I don't
> use it. For a demonstration on how tight and robust their OS is, they have
a
> web browser/OS boot disk demo that runs on a 1.44 floppy!
>
> >
> > Cheers
> > Pete
> >
> >
> >
>
>

3458. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjl2n77f5ri27@corp.supernews.com>
Source record: 44325

Thanks for the link!

This would be a welcome change. I mean I really love the company and from reading their magazine, so does everyone else. Things like Motorola run QNX, offshore oil drilling platforms, I think even Hershy's Chocolate Bars are made using process controls running under QNX.

But way back when I was kind of interested in getting a copy for some projects I was interested in doing. Called with a simple question "How much is it for a single user licence?" got an extremely nice secretary who transferred me to a corporate VP for a 30 minute conversation about what I wanted to do, was there a potientially larger market, etcetera. I never got quoted a price.

I was hugely impressed by both their software and customer service, but they needed someone to say "$200 and you can buy a copy at Fry's" or whatever.
David A. Paterson <david_p@storm.ca> wrote in message
news:8hdvti$l08$1@news.storm.ca...
> QNX will shortly be releasing much more for personal use - check out
> http://get.qnx.com. Development info, games, source for various
programs...
> QNX wants to increase their user base. Looks very interesting...
>
> David P.
>
> "Richard Cortese" <ricortes@netmagic.net> wrote in message
> news:sjjr52i95ri172@corp.supernews.com...
> > Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net> wrote in message
> > news:6Eg_4.4807$NT4.119779@newsread1.prod.itd.earthlink.net...
> > <snip>
> > > As for 95:
> > >
> > > When I first tried windows 95 I actually thought my hardware was
messed
> > up.
> > > It just crashed and locked up far too often compared to other OS's.
> > > Eventually I found out that this was 'Normal'. Since then, after
having
> > > serviced heaps of Windows 9x machines I now know that it's normal for
it
> > to
> > > lock up at all sorts of incovenient times...
> > >
> > My two systems that are networked are attempting to run on W98. All I

```
have
> > to do to crash them is leave them on overnight.
> >
> > Not sure if it is a problem with the screen saver or W98 itself, but two
> > completely different hardware setups, MBs, sound cards, etectera and
they
> > both display the same problems. If they don't crash hard in a full
lockup
> > overnight, they refuse to run an ap because of insufficient memory.
> >
> > BTW: You may want to take a look at QNX, I am a big fan eventhough I
don't
> > use it. For a demonstration on how tight and robust their OS is, they
have
> a
> > web browser/OS boot disk demo that runs on a 1.44 floppy!
> >
> > >
> > > Cheers
> > > Pete
> > >
> > >
> > >
> >
> >
>
>
```

3459. Re: 600XL Video Problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjl3hgl05ri172@corp.supernews.com>
Source record: 44326

Standard advice is to leave it on overnight, sometimes that is enough to get it to boot.

Also check the power supply to make sure it is putting out a full 5V under load.

I can't remember all the things green screen can't be, but it probably means your ROM, GTIA, POKEY, ANTIC, are all working. Could be a memory chip has gone south.

John David Bowden <c63jdb@morgan.ucs.mun.ca> wrote in message news:8hdvqo$8n5$1@coranto.ucs.mun.ca...
>
> I just picked up a complete 600XL at a flea market, and just discovered it
> doesn't really work.
>
> It turns on, but the video doesn't want to work completely (I just get
> green fuzz as opposed to grey). I've double/triple checked the tv-atari
> connections, but to no avail.
>
> Any thoughts/fixes?
>
> Thanks,
> John
>
> --
>
****
**
> John Bowden c63jdb@mun.ca
> Memorial University of Newfoundland
>
~~~~~~
~~
~~~~~~

3460. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8he9p0$n10$1@news.storm.ca>
Source record: 44327

Until now, QNX has mainly pursued the embedded/controller market. But other products are starting to pop up that are QNX powered. The iOpener, a $99 computer with a $25/month ISP, runs QNX. I believe Cisco also uses QNX in a number of their products.

David P

"Richard Cortese" <ricortes@netmagic.net> wrote in message news:sjl2n77f5ri27@corp.supernews.com...
> Thanks for the link!
>
> This would be a welcome change. I mean I really love the company and from
> reading their magazine, so does everyone else. Things like Motorola run QNX,
> offshore oil drilling platforms, I think even Hershy's Chocolate Bars are
> made using process controls running under QNX.
>
> But way back when I was kind of interested in getting a copy for some
> projects I was interested in doing. Called with a simple question "How much
> is it for a single user licence?" got an extremely nice secretary who
> transferred me to a corporate VP for a 30 minute conversation about what I
> wanted to do, was there a potientially larger market, etcetera. I never got
> quoted a price.
>
> I was hugely impressed by both their software and customer service, but they
> needed someone to say "$200 and you can buy a copy at Fry's" or whatever.
> David A. Paterson <david_p@storm.ca> wrote in message
> news:8hdvti$l08$1@news.storm.ca...
> > QNX will shortly be releasing much more for personal use - check out
> > http://get.qnx.com. Development info, games, source for various
> programs...
> > QNX wants to increase their user base. Looks very interesting...
> >
> > David P.
> >
> > "Richard Cortese" <ricortes@netmagic.net> wrote in message
> > news:sjjr52i95ri172@corp.supernews.com...
> > > Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net> wrote in message
> > > news:6Eg_4.4807$NT4.119779@newsread1.prod.itd.earthlink.net...

> > > <snip>
> > > > As for 95:
> > > >
> > > > When I first tried windows 95 I actually thought my hardware was
> messed
> > > up.
> > > > It just crashed and locked up far too often compared to other OS's.
> > > > Eventually I found out that this was 'Normal'. Since then, after
> having
> > > > serviced heaps of Windows 9x machines I now know that it's normal
for
> it
> > > to
> > > > lock up at all sorts of incovenient times...
> > >
> > > My two systems that are networked are attempting to run on W98. All I
> have
> > > to do to crash them is leave them on overnight.
> > >
> > > Not sure if it is a problem with the screen saver or W98 itself, but
two
> > > completely different hardware setups, MBs, sound cards, etectera and
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> > > both display the same problems. If they don't crash hard in a full
> lockup
> > > overnight, they refuse to run an ap because of insufficient memory.
> > >
> > > BTW: You may want to take a look at QNX, I am a big fan eventhough I
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> > > use it. For a demonstration on how tight and robust their OS is, they
> have
> > a
> > > web browser/OS boot disk demo that runs on a 1.44 floppy!
> > >
> > > >
> > > > Cheers
> > > > Pete
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3461. ABC BASIC Compiler 1.05 up for download

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8hea5e0q0j@news1.newsguy.com>
Source record: 44328

If anyone can break the copy-protection and make this compiler useful please
let me know.

http://www.celebritybase.net/atari8/downloads/abcbasic.dcm
http://www.celebritybase.net/atari8/downloads/abcbasic.atr

DiskComm 3.2 and ATR format available.

Get Your Private, Free E-mail at http://services.dropmail.com/

3462. Re: Re: Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000604162211.06481.00001609@ng-cd1.aol.com>
Source record: 44329

```
>Pity, the 2600 was a classic. One day i'd love to get a collection
>going. One day, mind you -- money's not THAT liquid yet to allow that
>sort of thing. :-)
>

Hey, guess what? My mom won't let me sell it, so i have to keep it. Oh well,
I didn't really want to get rid of it.
```

3463. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: itzjustmike@aol.com
Message-ID: <20000604165700.08870.00001466@ng-cf1.aol.com>
Source record: 44330

<< I don't doubt what you said. I was once steered to a site that was supposed to list ISPs that offered shell accounts. That it did. But not one of them offered their service as a dial-up.
>>

Well, I took that to heart ... so I went back to the list I'd sent the link to, did the legwork for my local area and found several that did in fact offer dial-ups. I'll grant you, 90+% don't and national providers like EarthLink want you to reg a domain name with them to give you a dial up shell. So, they are out there to be found provided the end user is willing to put in a few hours phone time calling around. I have to agree with you though, that a better solution is just to use a cheap 386 or 486 PC as a front end as well as for the other additional advantages ....

3464. MIDI for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: "Brett J. Latchford" <bjlatch@sympatico.ca>
Message-ID: <393ACBA8.B82789E3@sympatico.ca>
Source record: 44331

I would like to know what the best Midi-Software/Hardware was for the
8-bit and if anywhere this could be aquired.

3465. Re: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <VSA_4.3263$2b4.239273@bgtnsc06-news.ops.worldnet.att.net>
Source record: 44332

"Angela Campbell" <angela.campbell3@sympatico.ca> wrote in message
news:owq_4.22124$uw6.435199@news20.bellglobal.com...
> Hello,
>
> I recently recieved an atari portfolio, I was wondering if anyone knows of
a
> list of things I can stick into the expansion slot. I have seen Games and
> memory upgrades and even a ZIP! drive. I am also wondering if anyone has
the
> software and cable to attach it to the computer???
>
>
> THX
> -Ice
>
>

Angela,

I still have one each of the following Portfolio items left in stock, in case you might want or need need them:

File Manager/Turorial ROM card (great user interface menu system for the Portfolio to avoid those cryptic DOS commands, as well as an excellent user tutorial to the built-in software applications) -- $5

Portfolio Owner's Manual and Quick Reference Card -- $5 for both

I also have a large library of Public Domain/Shareware software for the Portfolio (but the software is currently on my hard drive and I no longer have any way of copying onto Portfolio RAM cards). If you want this software and have a way to get it into your Portfolio, I can copy it onto either floppy diskettes or onto a CD. Figure $6 for the complete library on either CD or Floppy Diskettes.

Add shipping charges ($3.20 for Priority Mail within the continental United States).

Sheldon

3466. Re: ABC BASIC Compiler 1.05 up for download

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8helpnpdu1@news.storm.ca>
Source record: 44333

I seem to recall it's just a bad sector check; re-writing the check to look
for sector 0 (which I seem to recall does not exist) should fix the problem.

David P.

"Nelson Nieves" <support@celebritybase.net{nospam}> wrote in message
news:8hea5e0q0j@news1.newsguy.com...
> If anyone can break the copy-protection and make this compiler useful
please
> let me know.
>
> http://www.celebritybase.net/atari8/downloads/abcbasic.dcm
> http://www.celebritybase.net/atari8/downloads/abcbasic.atr
>
> DiskComm 3.2 and ATR format available.
> ____
> Get Your Private, Free E-mail at http://services.dropmail.com/
>
>

3467. Re: Advan Language Designs BASIC Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000604184957.26134.00001152@ng-fd1.aol.com>
Source record: 44334

Discom32 may have less than total success depending on the protection scheme.

>kenames@earthlink.net thinks:

>so run it thru discom32 and make some disk files of it then post them
>to alt.binaries.comp.atari8bit and someone will probably fix them.

>>On Sun, 4 Jun 2000, "Nelson Nieves" support@celebritybase.net{nospam}
>>wrote:... limited because of the copy protection. BTW, I bought a copy of
this
>>BASIC and have it on disk. Just wished someone made it work in a non-copy
>> protected DOS.

-Ron

I don't have a solution but I admire the problem.

3468. Re: ABC BASIC Compiler 1.05 up for download

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <393ae04e$0$95978@news.erinet.com>
Source record: 44335

Using Outlook Express, I have a HELL of a time figuring how
to remove the {nospam}. When I type it myself, Outlook automatically
adds the {nospam}, no matter how hard I try to edit it. I'll try again.
Russg
(I'm trying to send a patch).

3469. Bit Rot on Old Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0406001608180001@dt083nd4.san.rr.com>
Source record: 44336

I've just been trying to get my Atari stuff up and running for the first time in a long time. And I'm running up against the same problem that happened the last time I tried to use my Ataris: All the floppies have terrible bit rot. I'm lucky if I can get one out of every two programs to run, and even then some of them may have errors that won't let them run properly (doesn't seem to be any errror-checking in these old things).

It's a real let down. Although I know that a lot of the games are now out on the web, there are some things I wrote that are irreplacable. And there are things like SAM that I'm not sure I'm going to find on the web.

I guess that there's nothing I can do about the disks I've already lost, but is there anything I can do in the future to slow this process? I want to use my systems with real disks (as opposed to SIO2PC type stuff), but would like to have some longevity.

Thanks for any tips.
-Rhett

3470. Re: Bit Rot on Old Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000604163843.15136A-100000@vtn1>
Source record: 44337

On Sun, 4 Jun 2000, Rhett James Barnes wrote:

> I've just been trying to get my Atari stuff up and running for the first
> time in a long time. And I'm running up against the same problem that
> happened the last time I tried to use my Ataris: All the floppies have
> terrible bit rot. I'm lucky if I can get one out of every two programs to
> run, and even then some of them may have errors that won't let them run
> properly (doesn't seem to be any errror-checking in these old things).
>
> It's a real let down. Although I know that a lot of the games are now out
> on the web, there are some things I wrote that are irreplacable. And
> there are things like SAM that I'm not sure I'm going to find on the web.
>
> I guess that there's nothing I can do about the disks I've already lost,
> but is there anything I can do in the future to slow this process? I want
> to use my systems with real disks (as opposed to SIO2PC type stuff), but
> would like to have some longevity.
>

One thing you can try is sector copying to new disks and hope the drive
and SIO will pick up the errors and report them to the copy program. If
you use a sector copier or DOS which allows you to adjust the retry count,
you can try setting it to 255 so that DOS will keep retrying the sector
read until (hopefully) it gets one good one.

TopDOS allows setting the retry count in the DUP.SYS menu and I've easily
patched MYDOS to do the same. Along a similar vein, I wrote a short file
to adjust (temporarily) the retry count in SpartaDOS.

jkp

3471. Re: Of Disk Drives (Again)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Hall/Dobson <soba@istar.ca>
Message-ID: <waD_4.11222$lp.348009@cac1.rdr.news.psi.ca>
Source record: 44338

Thanks, all, for taking the time to respond.

1) James B.: Yes indeedy, the problem with the drive speeds was indeed PAL-related. When I tried a stock XE the drive speeds were right on. How arcane!

2) Hawk: <Since you tried so many drives, maybe try another computer?>

An elegant suggestion. I tried all the drives and--viola--one of them has rejoined the land of the living. Perhaps the cleaning worked after all. Thanks...

3) Scissorhands: Still no luck with the XF551. It was the first one I bought right after they came out, and I had trouble with it from the beginning. It would not transfer files larger than a certain size to/from another
drive. This seemed rather strange at the time, but I was new to computing and
figured it was me, not the drive. Later, the problem cleared up on its own. Perhaps the drive was made on a Monday...?

4) Richard: Many thanks for such detailed instructions.

<First boot it w/o the computer attached. If the track zero sensor is bad, the head will march across the disk on every boot, but never return to the outside.>

Tried this. The head moved inwards then returned to its resting position, which is good, right?

<With the computer attached, turn on the computer which will poll the drive and listen for I/O sounds. Track zero sensor will have the same stepping across the disk problems with cycling the power on the computer as it did cycling the drives power.>

If I understand you correctly...I booted the computer with the drive attached. The head performed as before, this time with a "Boot Error" message and a single I/O beep each time the message appeared.

<Watch the rotation of the disk under both set ups...>

Disk rotation okay.

...scratch...scratch...scratch...

The sound, not of my drives, but my fingers raking my scalp...

Any more suggestions gratefully received.

-Ed

3472. Re: Bit Rot on Old Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000604185311.23182A-100000@vtn1>
Source record: 44339

On Mon, 5 Jun 2000, Edward Scissorhands wrote:

> Isn't there a way of writing ATR images to a real floppy using an SIO2PC
> cable?

If the image is a standard 90, 130, 180 or 360K one, you simply sector copy it from the make-believe SIO2PC/APE drive to a real one that will support the disk size in question.

> I know some of the demo compilations wouldn't work - they're huge
> ATR files

If they're larger than standard disk sizes, then they're almost certainly large disk images for which you will need to use a DOS which supports them i.e. SpartaDOS, BW-DOS, or MYDOS. In this case, odds are the ATR contains several files which could be copied individually to floppies. It's doubtful you'll find many demos greater in size than 130K (the unmodified 1050 limit.

> (and they don't work well under DOS 2.0/2.5,

Not much does when compared to the performance you get with more advanced DOS. Switching to Sparta or BW gives programs far more free RAM above Memlo to play with.

> but equally are not DOS 4 images,

If by "DOS 4" you mean Q-DOS from the Antic catalogue, you're better to forget it. It's essentially incompatible with everything else. The de facto standard format is Atari DOS 2.0 (720 sectors in either single or double density).

jkp

3473. Re: ABC BASIC Compiler 1.05 up for download

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8hf2ds01s75@news1.newsguy.com>
Source record: 44340

The copy protection is much more complicated than that.

"David A. Paterson" <david_p@storm.ca> wrote in message
news:8helpnpdu1@news.storm.ca...
> I seem to recall it's just a bad sector check; re-writing the check to
look
> for sector 0 (which I seem to recall does not exist) should fix the
problem.
>
> David P.
>
> "Nelson Nieves" <support@celebritybase.net{nospam}> wrote in message
> news:8hea5e0q0j@news1.newsguy.com...
> > If anyone can break the copy-protection and make this compiler useful
> please
> > let me know.
> >
> > http://www.celebritybase.net/atari8/downloads/abcbasic.dcm
> > http://www.celebritybase.net/atari8/downloads/abcbasic.atr
> >
> > DiskComm 3.2 and ATR format available.
> > ____
> > Get Your Private, Free E-mail at http://services.dropmail.com/

3474. Re: Of Disk Drives (Again)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjmh6rjq5ri45@corp.supernews.com>
Source record: 44341

Hall/Dobson <soba@istar.ca> wrote in message
news:waD_4.11222$Ip.348009@cac1.rdr.news.psi.ca...
> Thanks, all, for taking the time to respond.
> Tried this. The head moved inwards then returned to its resting position,
> which is good, right?

Great actually.

>
> <With the computer attached, turn on the computer which will poll the
drive
> and listen for I/O sounds. Track zero sensor will have the same stepping
> across the disk problems with cycling the power on the computer as it did
> cycling the drives power.>
>
> If I understand you correctly...I booted the computer with the drive
> attached. The head performed as before, this time with a "Boot Error"
> message and a single I/O beep each time the message appeared.
>
> <Watch the rotation of the disk under both set ups...>
>
> Disk rotation okay.
>
> ...scratch...scratch...scratch...
>
> The sound, not of my drives, but my fingers raking my scalp...
>
> Any more suggestions gratefully received.

Have you tried to format a fresh disk in the drive yet? Sorry if you have
already said so, but I can't remember off hand.

But since almost everything is OK, formating a disk would tell you if it is
an alignment problem. The drive will read/write disks that are formatted in
it fine, but have trouble with disks formatted in another drive.

>
> -Ed
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3475. FA: Many Atari 8 bit items

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-04 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <393B4F71.58A12FA8@qnet.com>
Source record: 44342

I have listed some of my last Atari 8bit hardware on Ebay. If you want
come check it out.

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=dons@qnet.com&include=0&since=-1&sort=2&rows=25

The above link will take you to all my auction listings.

3476. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjof6od2t5108@corp.supernews.com>
Source record: 44196

Rhett James Barnes <cryorunner@yahoo.com> wrote in message
news:cryorunner-0506001615470001@dt083nd4.san.rr.com...
> In article <8hfvll$k95$1@bob.news.rcn.net>, "Nelson Nieves"
> <support@celebritybase.net{nospam}> wrote:
>
> > Try a different emulator. Atari800Win and the old XF252 may be able to
read
> > the .ATRs' in question. XFormer2000 will not.
> >
> > "Rhett James Barnes" <cryorunner@yahoo.com> wrote in message
> > news:cryorunner-0506000112140001@dt083nd4.san.rr.com...
> > > I'm not very experienced with using virtual Atari disks in emulators
or
> > > SIO2PC type programs. I'm just used to doing things like in the old
days,
> > > with regular disks and normal DOS's. But recently I found a couple
> > > programs that I'd lost to bit-rot on a web-site as .ATR's, geared
towards
> > > use with emulators. The problem is that these files are odd-sizes,
with
> > > the minimum number of sectors to fit the actual game. I can't find a
> > > virtual disk editor that will let me move these games to a
standard-sized
> > > disk image so I can open it with SIO2PC and get it to a real disk. I
> > > tried Atari VD Editor 1.23 (Mac), but it said it didn't recognize the
> > > disks DOS (and gives me a garbled directory).
> > >
> > > I don't have any working with DOS's that can handle odd-sized disks,
but I
> > > did try to use MyDOS 4.5 on my 800 with SIO2PC to load the files with
no
> > > success.
> > >
> > > Anyway, can anyone give me some tips on getting these files loaded on
to
> > > my 800 and saved onto a normal 5 1/4" floppy?
> > >
> > > Thanks in advance!
> > > -Rhett
>
> I'm not using an emulator; I'm trying to get these files to run on a real
> computer. Are there emulators that will also serve as librarians such
> that I can convert these files to a "standard" format/sector-size so that
> I can then send it to my 800 via SIO2PC?

I had the same problem with files that were made into simulated ATRs rather then copied to a standard format.

All I had to do was boot D1: as a normal ATR with DOS files and D2: with the file/odd sized image, then copy it over.

3477. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjofd9um2t5178@corp.supernews.com>
Source record: 44197

My son has the exact opposite methodology. He checks what hardware Linux supports, then builds a Linux box using picks from that list.

It is expensive sometimes, nothing but name brands and popular hardware like 3Com and Creative Labs, but it is a valid approach.

Alan Sharkis <asharkis@erols.com> wrote in message news:8hh5ek$4t6$1@bob.news.rcn.net...
> That's the thing with Linux at this point. You really have to check your
> hardware against the lists of what's compatible and what's not before
> installing it.
>
> Then again, you might try one of the newsgroups. I'm sure that somebody has
> the same graphics card and was able to get it to work or found out that
> there's no way it will work.
>
> I've been told that things are getting better with printer support, scanner
> support, etc., but graphics cards are still a problem because there are so
> many.
> Jeremy <1iquid@home.com> wrote in message
> news:gsD_4.157561$55.3241715@news2.rdc1.on.home.com...
> >
> >
> > > Try Corel Linux... looks very sweet, has a killer GUI shell, and
> > > support of all the modern conveniences.
> >
> > I bought it. It's sh*t. It doesn't suuport my graphics chipset. (Rage
> 128)
> > It installs and then when it boots...nothing
> >
> >
>
>

3478. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjofk0mi2t538@corp.supernews.com>
Source record: 44198

Mindfield <diespamdie!!!mindfield@home.com> wrote in message
news:cjbojso4q14hphatp47ko3464lgarg0q7b@4ax.com...
> On Mon, 5 Jun 2000 23:28:57 +0200, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> drooled an embarassing wet spot in his lap as he
> typed:
>
> >Haven't come to Norway yet I guess. I'll try to go see that one, no
matter
> >how sh*te or good it is.
>
> It looks like crap. It stars Tom Green, a low-class American "comic"
> who tries to be funny by being rude and disgusting. (His VHS video is
> called "Something smells funny") I don't particularily find him
> amusing.
>
I thought he was Canadian?

3479. Re: Bit Rot on Old Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <V8X_4.61$vV5.264@newsfeed.slurp.net>
Source record: 44199

On 4 Jun 2000 23:08:20 G, Rhett James Barnes wrote:
>I've just been trying to get my Atari stuff up and running for the first
>time in a long time. And I'm running up against the same problem that
>happened the last time I tried to use my Ataris: All the floppies have
>terrible bit rot. I'm lucky if I can get one out of every two programs to
>run, and even then some of them may have errors that won't let them run
>properly (doesn't seem to be any errror-checking in these old things).

That is a shame really. Most of my 8-bit collection work fine, but
there are some that don't. I would just d/l the many ATR files from web
and run an emulator.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3480. Re: Odd 800 Problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <X8X_4.62$vV5.264@newsfeed.slurp.net>
Source record: 44200

On 5 Jun 2000 07:31:34 G, Rhett James Barnes wrote:
>My Atari 800 has started doing this odd thing: It sometimes messes up
>characters on the screen. For instance it will miss-spell a word. Like
>it will replace "ITEM" with "ITAM" in DOS. But it seems to do these
>errors fairly consistently. Like it will mess up the same word (not all
>the time, though). What's really odd is that it will sometimes mess up
>the word after it has already been printed. For instance it will print
>the word right the first time, but the word will be messed up when it has
>to scroll the screen. I guess the character memory is just the same as
>everything else, but the programs do seem to run ok otherwise.

I have had this happen to me, but not with an eight bit machine. I saw
this in a ST machine. What it turned out to be was loose computer
chips. The other possibility would be bad memory chips.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3481. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10006052037170.96-100000@TT030>
Source record: 44201

Not a movie, but wasn't an ST visible on the Arsineo Hall show?

On Mon, 5 Jun 2000, Mindfield wrote:

> On Mon, 5 Jun 2000 21:53:04 +0200, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> drooled an embarassing wet spot in his lap as he
> typed:
>
> >How about Cloak and Dagger. and D.A.R.Y.L.
>
> Cloak and Dagger was Atari's longest commercial. :-) D.A.R.Y.L. had
> an 8-bit Atari playing a bit part. (An 800?)
>
> I've seen Atari STs in various roles in TV shows...
>
>
>

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

3482. Re: Of Disk Drives (Again)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Hall/Dobson <soba@istar.ca>
Message-ID: <1UX_4.11621$lp.355213@cac1.rdr.news.psi.ca>
Source record: 44202

> Richard Cortese <ricortes@netmagic.net> wrote >
> Have you tried to format a fresh disk in the drive yet? Sorry if you have
> already said so, but I can't remember off hand.
> But since almost everything is OK, formating a disk would tell you if it
is
> an alignment problem. The drive will read/write disks that are formatted
in
> it fine, but have trouble with disks formatted in another drive.

I did as you suggested, and managed to get one of the 1050s to format a disk and write DOS files. It was rather grumpy about it at first, but now seems cured of whatever was ailing it, and boots and reads any disk. Wow!

I also managed to get my malfunctioning XF551 going. The power supply port had broken away from the board. I did an ugly job of resoldering it and now it's working again. I remember reading somewhere that the I/O ports were pretty flimsy. I'll try to keep all cables permanently plugged in...

No luck with the other1050 though. It started the formating process then aborted at approximately the point where it starts writing to disk (my interpretation of what's going on). It aborts with a faint metallic click and starts chugging all over again. When I tried to read the disk in another drive, it read 0 sectors. Which means that it did something to the disk, but not everything.

Unless you've got any other suggestions, what I'll try to do now is remove its drive belt and install it in the drive with the broken belt. Any tips for that eventuality?

The sum of your and everyone else's help is that I now have 4 functioning drives where before I had only one. Thanks mucho.

- E.

3483. Re: Atari Vinyl singles

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10006052039070.96-100000@TT030>
Source record: 44203

Here in the US there was complete album (lp) called Pacman Fever with
many tunes on it. Perhaps someome knows more? I heard it several times
but that was many years ago. I recall the person who had it dropped it on
cement and slid it to the edge of the cement in order to pick it up.
Indeed it was gone at that point. ;-P

On Mon, 5 Jun 2000, Andreas Magenheimer wrote:

> Hello folks,
> when a friend of mine (Armin Stuermer, AMC-Verlag, Germany) had passed
> away, I got most of his old Atari stuff. Even two Atari Vinyl Singles
> (sorry kids, I will not explain what Vinyl Singles are...),
> named "Space Invaders" (produced by Atari AUS - Australia ?!?) and
> "Pacman Fieber" (produced by Atari Germany, a german version of Pacman
> Fever).
>
> What other Atari Vinyl Singles were avaiable ?!? There should have been
> 2600 and 800/XL singles avaiable... greets - Andreas
> (Maybe someone can upload these as MP3 songs...)
>
>

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

3484. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8hhj6g$h8d$1@news.storm.ca>
Source record: 44204

Yes, but we try to deny it. Tell you what: You can keep Tom Green; just return Peter Jennings and Jim Carrey. Deal?

David P.

"Richard Cortese" <ricortes@netmagic.net> wrote in message news:sjofk0mi2t538@corp.supernews.com...
> Mindfield <diespamdie!!!mindfield@home.com> wrote in message
> news:cjbojso4q14hphatp47ko3464lgarg0q7b@4ax.com...
> > On Mon, 5 Jun 2000 23:28:57 +0200, "Vidar \"Hawk\" Olavesen"
> > <olavese@online.no> drooled an embarassing wet spot in his lap as he
> > typed:
> >
> > >Haven't come to Norway yet I guess. I'll try to go see that one, no
> matter
> > >how sh*te or good it is.
> >
> > It looks like crap. It stars Tom Green, a low-class American "comic"
> > who tries to be funny by being rude and disgusting. (His VHS video is
> > called "Something smells funny") I don't particularily find him
> > amusing.
> >
> I thought he was Canadian?
>
>

3485. Re: Of Disk Drives (Again)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjokaplh2t515@corp.supernews.com>
Source record: 44205

Hall/Dobson <soba@istar.ca> wrote in message
news:1UX_4.11621$Ip.355213@cac1.rdr.news.psi.ca...
>
> I also managed to get my malfunctioning XF551 going. The power supply
port
> had broken away from the board. I did an ugly job of resoldering it and
now
> it's working again. I remember reading somewhere that the I/O ports were
> pretty flimsy. I'll try to keep all cables permanently plugged in...
Congrats!

I should get over it, but I lost two XF551s to board rot. I went though one round of fixing the board by resoldering, several upgrades so I could have both 5.25" and 720k 3.5" drives, then instead of old lousy solder joints breaking off like they did the first time, the PC board shattered with my new improved solder puddles like someone crumbling a saltine cracker into a bowl of soup.

If I had it all to do over again, I would probably use a hot melt glue gun to puddle 3" of adhesive onto the back of my XFs so the cables would never come out.<sigh>
>
> No luck with the other1050 though. It started the formating process then
> aborted at approximately the point where it starts writing to disk (my
> interpretation of what's going on). It aborts with a faint metallic click
> and starts chugging all over again. When I tried to read the disk in
> another drive, it read 0 sectors. Which means that it did something to
the
> disk, but not everything.
>
> Unless you've got any other suggestions, what I'll try to do now is remove
> its drive belt and install it in the drive with the broken belt. Any tips
> for that eventuality?

=> it had trouble formating/bad sector at the abort stage on the disk. Could be anything from dirty head on the 1050 to a real bad sector on the disk. Ataris just bail out when they have a problem with a bad sector rather then try and recover the usable portion of the disk.

You may need to find a really good pristine disk. I know it shouldn't be so, but it really seems like 1050s are not all alike. I can remember swapping out drives to find the most reliable one for booting copy protected software, some just plain wouldn't load.

>
> The sum of your and everyone else's help is that I now have 4 functioning

> drives where before I had only one. Thanks mucho.
>
> - E.
>
>
>

3486. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjoljul92t5170@corp.supernews.com>
Source record: 44206

Throw in Michael J. Fox and you've got a deal.

David A. Paterson <david_p@storm.ca> wrote in message
news:8hhj6g$h8d$1@news.storm.ca...
> Yes, but we try to deny it. Tell you what: You can keep Tom Green; just
> return Peter Jennings and Jim Carrey. Deal?
>
> David P.
>
> "Richard Cortese" <ricortes@netmagic.net> wrote in message
> news:sjofk0mi2t538@corp.supernews.com...
> > Mindfield <diespamdie!!!mindfield@home.com> wrote in message
> > news:cjbojso4q14hphatp47ko3464lgarg0q7b@4ax.com...
> > > On Mon, 5 Jun 2000 23:28:57 +0200, "Vidar \"Hawk\" Olavesen"
> > > <olavese@online.no> drooled an embarassing wet spot in his lap as he
> > > typed:
> > >
> > > >Haven't come to Norway yet I guess. I'll try to go see that one, no
> > matter
> > > >how sh*te or good it is.
> > >
> > > It looks like crap. It stars Tom Green, a low-class American "comic"
> > > who tries to be funny by being rude and disgusting. (His VHS video is
> > > called "Something smells funny") I don't particularily find him
> > > amusing.
> > >
> > I thought he was Canadian?
> >
> >
>
>

3487. Looking for a MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: GaPressman <smarkmoore@mindspring.com>
Message-ID: <8hhl5i$r5e$1@nntp9.atl.mindspring.net>
Source record: 44207

I have a MIO that I ran two MFM Seagate 4096 harddrives on my 800xl. I cranked it up one day to find that the MIO went bad....All I get when I want to get to the setup screen is scrambled junk. Anyone know how I can get my hands on another one or know how this might get fixed? Or information on how I might fix it myself...

GaPressman

3488. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <393C606C.D931956B@qnet.com>
Source record: 44208

Mindfield wrote:

> On Mon, 5 Jun 2000 23:28:57 +0200, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> drooled an embarassing wet spot in his lap as he
> typed:
>
> >Haven't come to Norway yet I guess. I'll try to go see that one, no matter
> >how sh*te or good it is.
>
> It looks like crap. It stars Tom Green, a low-class American "comic"
> who tries to be funny by being rude and disgusting. (His VHS video is
> called "Something smells funny") I don't particularily find him
> amusing.

HEY,

Tom Green is NOT an American. He is a CANADIAN. Since you know so much about
you should see that he has gone home to CANADA several times on his show.

3489. Atari 5200/PC Joystick adapter

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: John Barbour <barboujt@jmu.edu>
Message-ID: <393c6ad9_1@pigeon.jmu.edu>
Source record: 44209

Hey guys,
I just attempted to make one of those adapters that allows you to use a PC joystick on your 5200.
I checked continuity, and everything seems right, but when I put in a game, like buck rogers, the ship moves all the way to the left and up, making it go at warp speed. by messing with the trim buttons I can get the ship to level out, but not slow down or move. Similar things happen with other games. Any ideas?

Thanks in advance,

John Barbour

barboujt@jmu.edu

3490. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000605213625.9031A-100000@vtn1>
Source record: 44210

On Mon, 5 Jun 2000, Nelson Nieves wrote:

> SAVE token format:
>
> SAVE "Dx:mybasic.bas"
> S."Dx:mybasic.bas"
>
> or
>
> LISTED (text) format:
>
> LIST "Dx:mybasic.lst"
> L."Dx:mybasic.lst"
>
> "AtariGirl1983" <atarigirl1983@aol.com> wrote in message
> news:20000605160227.06347.00002126@ng-cd1.aol.com...
> > Hi all,
> >
> > I am just starting to develop a program in BASIC and I would like to know
> how
> > to save it to disk or cassette. I have looked for it in various atari
> > programming books, but I have yet to get a straight answer. Seems like an
> easy
> > question but I cannot find the answer anywhere! Thanks my fellow
> atarians!
> >
> > Jessica
>

Note that you must type in thw quotation marks (at least the first one)
and that, with Atari DOS and Atari BASIC, you must use all upper case in
the filename.

jkp

3491. Re: Looking for a MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000605213941.9031B-100000@vtn1>
Source record: 44211

On Mon, 5 Jun 2000, GaPressman wrote:

> I have a MIO that I ran two MFM Seagate 4096 harddrives on my 800xl. I
> cranked it up one day to find that the MIO went bad....All I get when I want
> to get to the setup screen is scrambled junk. Anyone know how I can get my
> hands on another one or know how this might get fixed? Or information on
> how I might fix it myself...
>

First try shutting everything down and pulling all the connections.
Then hook it back up with just the MIO and test it. Often the MIO to
computer connection gets loose or the contacts get dirty. Apparently
it's an electronic "no no" but I've successfully used a soft pencil
eraser to clean the contacts. If you get it working, then try adding the
other stuff one at a time--with mine I often find the SIO plug causes
problems with the MIO and an even bigger culprit is the Real Time 8.
(A dead RT8 battery can cause major problems.)

jkp

3492. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <gsD_4.157561$55.3241715@news2.rdc1.on.home.com>
Source record: 44246

> Try Corel Linux... looks very sweet, has a killer GUI shell, and
> support of all the modern conveniences.

I bought it. It's sh*t. It doesn't suuport my graphics chipset. (Rage 128)
It installs and then when it boots...nothing

3493. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <LtD_4.157586$55.3241849@news2.rdc1.on.home.com>
Source record: 44247

AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000603124242.26435.00001909@ng-fm1.aol.com...
> >And then Win98 finallly worked -- inasmuch as it DOES work. I still
> >get crashes several times per day (Explorer dying, mostly, but
> >applications will often stop responding for no apparently good reason,
or the
> entire system will freeze) And it's nothing to do with having
> >insufficient resources. I'm running on 64 megs of RAM, 31 gigs of
> >hard drive space, a 16mb V3 video card and a meagre (but sufficient)
> >P166 overclocked to188MHz. I actually had a more stable system
> >running under Win95. I'm hoping the added stability of WinME will
> >help when it's released...
>
> I know what you mean. that is my main complaint about WIN 98. I have
never
> had computer freezes under any other platforms, bun WIN 98, it is a daily
> frustration. And, I have sufficient resources as well, 32 GB memory, 64
megs
> of RAM, AMD Athlon processor (not sure of the stats on that, I just know I
have
> it).
>
>
>
>

What? I haven't had a crash in a..hmmm..long time. I haven't turned my
computer off or reset it for a week at least...Overclocking your system is a
sure way to increase instability

3494. Re: Re: Re: Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <315mjsg9ggj5hkb7dv66c5kkpe38oanm6u@4ax.com>
Source record: 44248

On 04 Jun 2000 20:22:11 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>Hey, guess what? My mom won't let me sell it, so i have to keep it. Oh well,
>I didn't really want to get rid of it.

Well, ain't that a shame? :-) Well, someday I'll get myself a nice
collection going -- and I *won't* be sellin' it.

3495. WTB:Atari 5200 complete system with box

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: linuxx4me@cs.com
Message-ID: <20000604231710.24886.00000065@ng-fe1.news.cs.com>
Source record: 44249

Looking for a nice 4 port version. Tell me what you want for it.

Charles

3496. Re: Re: Re: Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605002530.17778.00001723@ng-fy1.aol.com>
Source record: 44250

```
>>Hey, guess what? My mom won't let me sell it, so i have to keep it. Oh
>well,
>>I didn't really want to get rid of it.
>
>Well, ain't that a shame? :-) Well, someday I'll get myself a nice
collection going -- and I *won't* be sellin' it.

I just needed the room, man. I just got 4 more 8bits and I am kinda runnin out
of room in my hole. I didn't *want* to sell it.
```

3497. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <LQG_4.8621$NT4.305574@newsread1.prod.itd.earthlink.net>
Source record: 44251

Hi Guys,

I remember seeing that single disk stuff U mentioned Richard, but didn't get around to getting a copy... Thanks for the link David, I've stored it away.

David A. Paterson <david_p@storm.ca> wrote in message news:8he9p0$n10$1@news.storm.ca...
> Until now, QNX has mainly pursued the embedded/controller market. But other
> products are starting to pop up that are QNX powered. The iOpener, a $99

It was fun reading about the conversion of the iOpener to a generic box, able to run all manner of OS's (Including linux). I myself would have been interested if they had made it a little more open, so people who had the inclination to poke about with it and port apps to it could! Keep the turnkey mode for people who need it simple, but give the option of getting into the heart of the beast. I bet if they had done that, they would have been able to sell the non-brain damaged versions for more than 3 times the price. Even if they made only a few percent on the non brain damaged machines it would have given them more unit sales... It might also have saved them the grief that the 'mods' have caused...

> computer with a $25/month ISP, runs QNX. I believe Cisco also uses QNX in a
> number of their products.
>
> David P

<rest of groovy QNX discussion snipped>

Cheers
Pete

3498. FA:Atari 800 w/ Disk drive System

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <393B5030.EAD907FC@qnet.com>
Source record: 44252

This auction has less than 24 hrs. left.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=345382869

It is a 6 disk drive copy system made by L.E. Systems. A company Dave
Small was a part of. This Auction has a Atari 800 and the L.E. Systems
Disk drive system w/6 drives.

3499. Odd 800 Problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0506000031350001@dt083nd4.san.rr.com>
Source record: 44253

My Atari 800 has started doing this odd thing: It sometimes messes up characters on the screen. For instance it will miss-spell a word. Like it will replace "ITEM" with "ITAM" in DOS. But it seems to do these errors fairly consistently. Like it will mess up the same word (not all the time, though). What's really odd is that it will sometimes mess up the word after it has already been printed. For instance it will print the word right the first time, but the word will be messed up when it has to scroll the screen. I guess the character memory is just the same as everything else, but the programs do seem to run ok otherwise.

Has anyone seen this happen before? I haven't gone in there and just checked basic things like re-socketing chips. But I didn't know whether this was a common problem

3500. Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0506000112140001@dt083nd4.san.rr.com>
Source record: 44254

I'm not very experienced with using virtual Atari disks in emulators or SIO2PC type programs. I'm just used to doing things like in the old days, with regular disks and normal DOS's. But recently I found a couple programs that I'd lost to bit-rot on a web-site as .ATR's, geared towards use with emulators. The problem is that these files are odd-sizes, with the minimum number of sectors to fit the actual game. I can't find a virtual disk editor that will let me move these games to a standard-sized disk image so I can open it with SIO2PC and get it to a real disk. I tried Atari VD Editor 1.23 (Mac), but it said it didn't recognize the disks DOS (and gives me a garbled directory).

I don't have any working with DOS's that can handle odd-sized disks, but I did try to use MyDOS 4.5 on my 800 with SIO2PC to load the files with no success.

Anyway, can anyone give me some tips on getting these files loaded on to my 800 and saved onto a normal 5 1/4" floppy?

Thanks in advance!
-Rhett

3501. Re: Of Disk Drives (Again)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-WsjUQNG4WnSY@cth-digital-ts01-s18.cab.cth.com.au>
Source record: 44255

On Sun, 4 Jun 3900 22:19:48, "Hall/Dobson" <soba@istar.ca> wrote:

> Thanks, all, for taking the time to respond.
>
> 1) James B.: Yes indeedy, the problem with the drive speeds was indeed
> PAL-related. When I tried a stock XE the drive speeds were right on. How
> arcane!
>
All to do with the VBI rate. NTSC has 60 per sec (Hz) PAL 50Hz.

> 3) Scissorhands: Still no luck with the XF551. It was the first one I
> bought right after they came out, and I had trouble with it from the
> beginning. It would not transfer files larger than a certain size to/from
> another
Again, there is a PAL issue with XF551 drives. Unless there is a rom
Update in the XF, there will be problems with transfering to/from the
XF on a PAL computer.
The rev for the rom in the xf should be (from memory) 7.07.

James B

3502. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8hfvll$k95$1@bob.news.rcn.net>
Source record: 44256

Try a different emulator. Atari800Win and the old XF252 may be able to read
the .ATRs' in question. XFormer2000 will not.

"Rhett James Barnes" <cryorunner@yahoo.com> wrote in message
news:cryorunner-0506000112140001@dt083nd4.san.rr.com...
> I'm not very experienced with using virtual Atari disks in emulators or
> SIO2PC type programs. I'm just used to doing things like in the old days,
> with regular disks and normal DOS's. But recently I found a couple
> programs that I'd lost to bit-rot on a web-site as .ATR's, geared towards
> use with emulators. The problem is that these files are odd-sizes, with
> the minimum number of sectors to fit the actual game. I can't find a
> virtual disk editor that will let me move these games to a standard-sized
> disk image so I can open it with SIO2PC and get it to a real disk. I
> tried Atari VD Editor 1.23 (Mac), but it said it didn't recognize the
> disks DOS (and gives me a garbled directory).
>
> I don't have any working with DOS's that can handle odd-sized disks, but I
> did try to use MyDOS 4.5 on my 800 with SIO2PC to load the files with no
> success.
>
> Anyway, can anyone give me some tips on getting these files loaded on to
> my 800 and saved onto a normal 5 1/4" floppy?
>
> Thanks in advance!
> -Rhett

3503. Re: Odd 800 Problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <41rYL9Ajm4O5Ewpw@lovecraft.demon.co.uk>
Source record: 44257

In article <cryorunner-0506000031350001@dt083nd4.san.rr.com>, Rhett James Barnes <cryorunner@yahoo.com> writes

>Has anyone seen this happen before? I haven't gone in there and just >checked basic things like re-socketing chips. But I didn't know whether >this was a common problem

It happens frequently when the moon is in the seventh house, and the stars are aligned with Mt. Fuji. Your computer has been possessed by the spirit of Nolan Bushnell, who is talking to you from a parallel universe where the Warner takeover was a merger, and the 1650XLD was a runaway success.

ITAM is an acronym for I Trusted Atari Machines...

To cure it, you must ritually destroy a Commodore 64 whilst in view of the 800, chanting, GTIA, Pokey, Antic repeatedly. With the final blow, you must yell "I shall avenge the marketing morons who destroyed our platform! I invoke the spirit of the Jaguar!"

Then, reseat all the boards, and power up. Hopefully the ritual will have worked. If not, repeat until there are no Commodore 64s left, or until the problem has gone away.

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;;,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

3504. 1050 ED copy utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <393B9353.A9F55924@erols.comX>
Source record: 44258

Folks,

Been awhile since I've made backups of my Enhanced Density diskettes.
In the past I've found that DOS 2.5 ED and MyDOS ED are different and
you cant copy a disk between the two(Something gets left off when MyDOS
copies a DOS 2.5 ED disk). DOS 2.5 has such a slow copy utility that I
was wondering what programs were out there that supported DOS 2.5 ED and
could write without verify on?

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

3505. Trade PSX Games For Atari 8-bit Games?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Feddeck@hotmail.com
Message-ID: <8hgc13$14m$1@nnrp1.deja.com>
Source record: 44259

Hi, I have some PSX games that I would like to trade for some Atari 400/800 games (Disk or Cart) Thanks.

-Fred
Feddeck@hotmail.com

www.geocities.com/fritzfranzfeddeck

Sent via Deja.com http://www.deja.com/
Before you buy.

3506. Re: Read This, It will make you think twice about criticizing an Atari cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <393BC775.5D6DEC0@mail.uni-mainz.de>
Source record: 44260

[snip]
Use the Space Shuttle or any other transport system for space and throw
your cartridge into free space... it will "fly" around the galaxy and
maybe someday, on the other side of the milky way there is an alien race
that still owns and uses Atari. They will plug it in - and yes, it
still works !! (Or maybe it doesn`t because "Too bad it is not a 2600
cart...")

My Atari is walking in space... (No, no, I am not a HAIRy guy)
- greets Andreas Magenheimer

3507. Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <393BCCCD.72A6F0FD@mail.uni-mainz.de>
Source record: 44261

Hello folks,
do you know some tv or cinema movies, that have a little reminder to
Atari ?!? I merely know these films:

- Starfight (sometimes Starflight, the movie to the game The Last
Starfighter; pretty funny, with over 300 computer scenes 1984 !!)
- Terminator II (Portfolio and old Atari consoles)
- Blade Runner (Atari Logo)
- Superman III (computer graphics by Atari ?!?)
- Outer Limits (Atari consoles in a bunker)
...

Thats all. Do you know more reminders to Atari in movies ??
greetings - Andreas Magenheimer

3508. Re: ABC BASIC Compiler 1.05 up for download

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.960219621@math.tu-berlin.de>
Source record: 44262

"Nelson Nieves" <support@celebritybase.net{nospam}> writes:

>If anyone can break the copy-protection and make this compiler useful please
>let me know.

Hey, isn't this thing still sold?
Wouldn't this be just "a bit" illegal? (-:

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE

3509. Re: ABC BASIC Compiler 1.05 up for download

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjnj9dtn5ri177@corp.supernews.com>
Source record: 44263

Thomas Richter <thor@math.tu-berlin.de> wrote in message
news:thor.960219621@math.tu-berlin.de...
> "Nelson Nieves" <support@celebritybase.net{nospam}> writes:
>
> >If anyone can break the copy-protection and make this compiler useful
please
> >let me know.
>
> Hey, isn't this thing still sold?
> Wouldn't this be just "a bit" illegal? (-:

Law in the USA is you are allowed to have a back up copy of software that you rightfully own. Since the person breaking the copy protection has the right to make a backup and obviously has the original copy protected disk to do this with, and Nelson has an official copy, it shouldn't be a problem.

3510. Atari Vinyl singles

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <393BCDF7.845A4949@mail.uni-mainz.de>
Source record: 44264

Hello folks,
when a friend of mine (Armin Stuermer, AMC-Verlag, Germany) had passed
away, I got most of his old Atari stuff. Even two Atari Vinyl Singles
(sorry kids, I will not explain what Vinyl Singles are...),
named "Space Invaders" (produced by Atari AUS - Australia ?!?) and
"Pacman Fieber" (produced by Atari Germany, a german version of Pacman
Fever).

What other Atari Vinyl Singles were avaiable ?!? There should have been
2600 and 800/XL singles avaiable... greets - Andreas
(Maybe someone can upload these as MP3 songs...)

3511. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <393BD239.CB9E5782@mail.uni-mainz.de>
Source record: 44265

```
Jason Compton schrieb:
>
> Edward Scissorhands <EdwardS@lovecraft.demon.co.uk> wrote:
> : Ultimately the break up of MS will make it a stronger company.
>
> I agree that the two-way breakup will have this effect.
>
> --
> Jason Compton jcompton@xnet.com
```

A simple break up of MS is not enough. Destroy it, wipe it out and "send it to oblivion". (War of the Worlds) Thats what we should do with M$ and besides give a reward for the head of bad Bill...

3512. Re: Any polish dudes or dudettes here ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <393BD7BA.80AA43BE@mail.uni-mainz.de>
Source record: 44266

Vidar \"Hawk\" Olavesen schrieb:
>
> I am asking because I know they were many 8-bit games and demos from Poland
> long after everybody else dropped coding for it. Anybody have most of those
> titles ? That would be cool to have on a FTP server or a website.
>
> To begin with, can someone send me all the names of games released in Poland
> (as many as possible)
>
> I would love to get them up on my pages, so ATR's would be highly
> appreciated. I would like the names of the games that was released
> commercially too, but if they still around to buy, no ATR's, I rather buy
> the game if possible.
>
> Thanks and take Atarian care

Hello,
many games from Poland were avaiable as copies at the ATARI AREA
Homepage. Unfortunately they are no more reachable (maybe they changed
the server or so). I already did some downloads from there, but only
downloaded the (unprotected) copies, where I also have the (protected)
original games... Maybe you find some other polish homepages that have
these games... Andreas Magenheimer

P.S.: Still searching the new URL for Atari Area and AIDS...

3513. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605133302.04875.00000811@ng-da1.aol.com>
Source record: 44267

```
>A simple break up of MS is not enough. Destroy it, wipe it out and "send
>it to oblivion". (War of the Worlds) Thats what we should do with M$ and
>besides give a reward for the head of bad Bill...

You got it Andreas! Kill the beast!!!
```

3514. Re: ABC BASIC Compiler 1.05 up for download

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605134049.04875.00000815@ng-da1.aol.com>
Source record: 44268

```
>Thomas Richter <thor@math.tu-berlin.de> wrote in message
>news:thor.960219621@math.tu-berlin.de...
>> "Nelson Nieves" <support@celebritybase.net{nospam}> writes:
>>
>> >If anyone can break the copy-protection and make this compiler useful
>please
>> >let me know.
>>
>> Hey, isn't this thing still sold?
>> Wouldn't this be just "a bit" illegal? (-:
>
>Law in the USA is you are allowed to have a back up copy of software that
>you rightfully own. Since the person breaking the copy protection has the
>right to make a backup and obviously has the original copy protected disk to
>do this with, and Nelson has an official copy, it shouldn't be a problem.

Right, just as long as it is not for commercial purposes.
```

3515. Re: Atari Vinyl singles

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605133537.04875.00000812@ng-da1.aol.com>
Source record: 44269

I have seen a Missle Command single on eBay a couple of times. Before that, I had never heard of Atari Vinyl singles (really, I saw no point!).

>Hello folks,
>when a friend of mine (Armin Stuermer, AMC-Verlag, Germany) had passed
>away, I got most of his old Atari stuff. Even two Atari Vinyl Singles
>(sorry kids, I will not explain what Vinyl Singles are...),
>named "Space Invaders" (produced by Atari AUS - Australia ?!?) and
>"Pacman Fieber" (produced by Atari Germany, a german version of Pacman
>Fever).
>
>What other Atari Vinyl Singles were avaiable ?!? There should have been
>2600 and 800/XL singles avaiable... greets - Andreas
>(Maybe someone can upload these as MP3 songs...)

3516. Re: Odd 800 Problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605134614.04875.00000816@ng-da1.aol.com>
Source record: 44270

>My Atari 800 has started doing this odd thing: It sometimes messes up
>characters on the screen. For instance it will miss-spell a word. Like
>it will replace "ITEM" with "ITAM" in DOS. But it seems to do these
>errors fairly consistently. Like it will mess up the same word (not all
>the time, though). What's really odd is that it will sometimes mess up
>the word after it has already been printed. For instance it will print
>the word right the first time, but the word will be messed up when it has
>to scroll the screen. I guess the character memory is just the same as
>everything else, but the programs do seem to run ok otherwise.
>
>Has anyone seen this happen before? I haven't gone in there and just
>checked basic things like re-socketing chips. But I didn't know whether
>this was a common problem

My 800 has done that a few times, nothing major. Fixes once left on for a few minutes. If that doesn't work then smack it a couple of times and it will, usualy.

3517. Atari XL cardridges secam/pal/ntsc ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: ficsx22 <ficsx22@caramail.com>
Message-ID: <393BE5A8.5B8BCE17@caramail.com>
Source record: 44271

Hi there !

I have a question about the possibility to use american cardriges on
europeans Atari computers.
I own an Atari 800XL Secam (french system) since 1984.
I recently bought an Atari 800XL Pal.
I had a lot of cardriges and, without thinking twice, I used them on
both system, and didn't notice any problem.
A couple of days ago, I found a shop in the USA, selling Atari
cardridges at a low price. It sounds really interresting.

But a friend of mine told me that I would certainly be unable to use
these cardridges on my european computers.
In fact, the cardridge would run but the image wouldn't display.
But I do wonder if the cardridges are linked/bound to a video system.
Aren't these cardriges supposed to work internationnaly ?
If not, how come that I can use my french cardridges on my pal computer
?

Furthermore, I've just bought a french (but Pal) Atari 7800.
And I have the same problem: can I buy american cardriges for that
computer ?

I thank you a lot for having the patience to read me entirely.
I hope this trivial/simple/easy question won't bore you.
But I'm really longing to buy some new cardridges and an answer would be
appreciated.

Thanks in advance.
Laurent (ficsx22@caramail.com)

3518. Re: reactivate drunker 613ce624669931 succinctness heelers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <cmtnjs0re2js0oa51dupu4plv2ircmlphs@4ax.com>
Source record: 44272

The other Day ballistics@punched.com wrote:

>Hepburn Presbyterianism thus Slovenia

WTF!
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3519. none

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <15326-393BF5F3-44@storefull-245.iap.bryant.webtv.net>
Source record: 44273

thanks any way guys and girls for your comments and advice. maybe i will
get anew computer and try to get on internet.

3520. Odp: Any polish dudes or dudettes here ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Daniel Kozminski <dely@atari.org>
Message-ID: <koT_4.1555$qi.42400@news.tpnet.pl>
Source record: 44274

Hello !

> P.S.: Still searching the new URL for Atari Area and AIDS...

My name is Daniel Kozminski aka dely, and i`m owner of Atari Area
website. New url is http://www.atari-area.prv.pl/

If you want to find your favourite game just try to use great search
engine in the left bar of main page (labeled: SZUKAJ GRY)

Sorry for my poor english ;]

greetings 2 all atarians

dely

ps. url of aids group is http://aids.planet-d.net

3521. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <%vT_4.20280$C9.381870@news1.online.no>
Source record: 44275

How about Cloak and Dagger. and D.A.R.Y.L.

Just the ones spring to mind at the moment.

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:393BCCCD.72A6F0FD@mail.uni-mainz.de...
> Hello folks,
> do you know some tv or cinema movies, that have a little reminder to
> Atari ?!? I merely know these films:
>
> - Starfight (sometimes Starflight, the movie to the game The Last
> Starfighter; pretty funny, with over 300 computer scenes 1984 !!)
> - Terminator II (Portfolio and old Atari consoles)
> - Blade Runner (Atari Logo)
> - Superman III (computer graphics by Atari ?!?)
> - Outer Limits (Atari consoles in a bunker)
> ...
>
> Thats all. Do you know more reminders to Atari in movies ??
> greetings - Andreas Magenheimer

3522. Re: Atari XL cardridges secam/pal/ntsc ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <mtT_4.20276$C9.383686@news1.online.no>
Source record: 44276

Hi! You can indeed buy the carts for the XL, but the 7800 won't run the NTSC carts.

ficsx22 <ficsx22@caramail.com> wrote in message news:393BE5A8.5B8BCE17@caramail.com...
> Hi there !
>
> I have a question about the possibility to use american cardriges on
> europeans Atari computers.
> I own an Atari 800XL Secam (french system) since 1984.
> I recently bought an Atari 800XL Pal.
> I had a lot of cardriges and, without thinking twice, I used them on
> both system, and didn't notice any problem.
> A couple of days ago, I found a shop in the USA, selling Atari
> cardridges at a low price. It sounds really interresting.
>
> But a friend of mine told me that I would certainly be unable to use
> these cardridges on my european computers.
> In fact, the cardridge would run but the image wouldn't display.
> But I do wonder if the cardridges are linked/bound to a video system.
> Aren't these cardriges supposed to work internationnaly ?
> If not, how come that I can use my french cardridges on my pal computer
> ?
>
> Furthermore, I've just bought a french (but Pal) Atari 7800.
> And I have the same problem: can I buy american cardriges for that
> computer ?
>
> I thank you a lot for having the patience to read me entirely.
> I hope this trivial/simple/easy question won't bore you.
> But I'm really longing to buy some new cardridges and an answer would be
> appreciated.
>
> Thanks in advance.
> Laurent (ficsx22@caramail.com)
>

3523. Re: Tandy Co Co software for trades

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Netcat <tonyis@hotmail.com>
Message-ID: <atT_4.6642$9y3.27033@typhoon.tampabay.rr.com>
Source record: 44277
Cross-posted to: rec.games.video.classic,rec.games.video.atari,bit.listserv.coco,rec.games.video.marketplace,comp.sys.atari.8bit

DID you ever get the SUPER PITFALL trabnsfered to Disk or Tape ???

Mark Rathwell <av999@freenet.carleton.ca> wrote in message
news:391F71ED.5C126CC7@freenet.carleton.ca...
> Well, my trusy Tandy Co Co III bit the dust tonight after many years of
> service. I have a bunch of games I can no longer play that I have for
> trade. These include:
>
> ROM PAKS:
>
> Rampage
> Rad Warrior
> Downland
> Castle of Tharogad
> Dungeons of Dagorath
> Robocop
> GFL Championship Football II
> Thexter
> Super Pitfall
> Mazing World Of Malcolm Mortar
> Shanghai
> Tetris
> Predator
> Springster
>
> I'd be willing to trade for any of the following Atari titles:
>
> Atari XE:
> Airball
> Into The Eagle's Nest
> Thunderfox
> Crossbow
> Diamond GOS
> Gato
> Crystal Castles
> Karateka
> Summer Games
> Montezuma's Revenge
>
> Atari 7800:
> Kung Fu Master
> Title Match Wrestling
> Tomcat: The F-14 fighter simulator

>
> Atari Jaguar
> Trevur McFurr in the Crescant Galaxy
> I-War
> Pinball Fantasies
> Cannon Fodder
>
> If you're interested in working out a trade, please respond via email.
> Thanks,
>
> Mark
>
>
>

3524. Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605160227.06347.00002126@ng-cd1.aol.com>
Source record: 44278

Hi all,

I am just starting to develop a program in BASIC and I would like to know how to save it to disk or cassette. I have looked for it in various atari programming books, but I have yet to get a straight answer. Seems like an easy question but I cannot find the answer anywhere! Thanks my fellow atarians!

Jessica

3525. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: FVINAS <FVINAS@usa.alcatel.com>
Message-ID: <393C0924.A1B856C0@usa.alcatel.com>
Source record: 44279

How about the one at theaters right now. It's called "Road Trip"
There's one kid who wears an Atari t-shirt through out almost the
whole movie.

Vidar "Hawk" Olavesen wrote:
>
> How about Cloak and Dagger. and D.A.R.Y.L.
>
> Just the ones spring to mind at the moment.
>
> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
> news:393BCCCD.72A6F0FD@mail.uni-mainz.de...
> > Hello folks,
> > do you know some tv or cinema movies, that have a little reminder to
> > Atari ?!? I merely know these films:
> >
> > - Starfight (sometimes Starflight, the movie to the game The Last
> > Starfighter; pretty funny, with over 300 computer scenes 1984 !!)
> > - Terminator II (Portfolio and old Atari consoles)
> > - Blade Runner (Atari Logo)
> > - Superman III (computer graphics by Atari ?!?)
> > - Outer Limits (Atari consoles in a bunker)
> > ...
> >
> > Thats all. Do you know more reminders to Atari in movies ??
> > greetings - Andreas Magenheimer

3526. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8hh4phfq1@bob.news.rcn.net>
Source record: 44280

From BASIC, type the following. You will need the quotation marks. You can leave out the drive number if you only have one drive or are saving to drive 1, but the capital D and the colon must be there:

SAVE "Dx:FILENAME.BAS"

Simple, no?

AtariGirl1983 <atarigirl1983@aol.com> wrote in message news:20000605160227.06347.00002126@ng-cd1.aol.com...
> Hi all,
>
> I am just starting to develop a program in BASIC and I would like to know how
> to save it to disk or cassette. I have looked for it in various atari
> programming books, but I have yet to get a straight answer. Seems like an easy
> question but I cannot find the answer anywhere! Thanks my fellow atarians!
>
> Jessica

3527. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000605220916.37425A@ilaskey.compulink.co.uk>
Source record: 44281

In article <20000605133302.04875.00000811@ng-da1.aol.com>,
atarigirl1983@aol.com (AtariGirl1983) wrote:

> You got it Andreas! Kill the beast!!!
And meanwhile, back in the real world..

Iain

3528. Re: Odd 800 Problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8hh57q$3n8$1@bob.news.rcn.net>
Source record: 44282

That has to be the funniest piece of writing I've seen here in a
LOOO

3529. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8hh5ek$4t6$1@bob.news.rcn.net>
Source record: 44283

That's the thing with Linux at this point. You really have to check your hardware against the lists of what's compatible and what's not before installing it.

Then again, you might try one of the newsgroups. I'm sure that somebody has the same graphics card and was able to get it to work or found out that there's no way it will work.

I've been told that things are getting better with printer support, scanner support, etc., but graphics cards are still a problem because there are so many.
Jeremy <1iquid@home.com> wrote in message
news:gsD_4.157561$55.3241715@news2.rdc1.on.home.com...
>
>
> > Try Corel Linux... looks very sweet, has a killer GUI shell, and
> > support of all the modern conveniences.
>
> I bought it. It's sh*t. It doesn't suuport my graphics chipset. (Rage
128)
> It installs and then when it boots...nothing
>
>

3530. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <VVU_4.20384$C9.388390@news1.online.no>
Source record: 44284

Haven't come to Norway yet I guess. I'll try to go see that one, no matter how sh*te or good it is.

Thanks for the tip!

FVINAS <FVINAS@usa.alcatel.com> wrote in message news:393C0924.A1B856C0@usa.alcatel.com...
> How about the one at theaters right now. It's called "Road Trip"
> There's one kid who wears an Atari t-shirt through out almost the
> whole movie.
>
> Vidar "Hawk" Olavesen wrote:
> >
> > How about Cloak and Dagger. and D.A.R.Y.L.
> >
> > Just the ones spring to mind at the moment.
> >
> > Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
> > news:393BCCCD.72A6F0FD@mail.uni-mainz.de...
> > > Hello folks,
> > > do you know some tv or cinema movies, that have a little reminder to
> > > Atari ?!? I merely know these films:
> > >
> > > - Starfight (sometimes Starflight, the movie to the game The Last
> > > Starfighter; pretty funny, with over 300 computer scenes 1984 !!)
> > > - Terminator II (Portfolio and old Atari consoles)
> > > - Blade Runner (Atari Logo)
> > > - Superman III (computer graphics by Atari ?!?)
> > > - Outer Limits (Atari consoles in a bunker)
> > > ...
> > >
> > > Thats all. Do you know more reminders to Atari in movies ??
> > > greetings - Andreas Magenheimer

3531. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8hh6f7$ao3$1@bob.news.rcn.net>
Source record: 44285

Sometimes, good things don't last.

We have a library system in Nassau County that started a free home Internet service. While it was set up for Windows and IE, you could also reach it with a simple terminal program. They ran PINE and LYNX on it, so you could get email and a limited number of newsgroups and browse the Web in text mode. An Atari 130XE running ICE-T in VT-100 terminal emulation did the job, even at speeds as slow as 1200 baud. Tech support, however, was limited to the graphical stuff. Nobody really knew how to handle the Unix shell operations. In speaking to those guys, I got the distinct impression that the only requirement for the job was belonging to the correct political party.

The system was soon overrun. Modems were 28.8K at their end, which were hardly up to the task. A second phone line was installed. But the stuff developed serious problems and needed to be replaced, just about the time that Nassau County ran into serious financial problems. A decision was made to shut the system down to home users.

I loved being able to access the system with my 8-bit while I had it. I even logged on with my PC using nothing but Procomm Plus, when I wasn't busied out. People with C=64s, Apple][s, older MS-DOS-basec PCs could all take advantage of it -- but no more.

However, there was money allocated to many library systems about three years ago, and many of them put in systems like this. Adjoining Suffolk county is still going strong, both on the Web-based side and on the text-based side. However, they are using a commercial ISP rather than trying to wing it themselves, and will spend what is necessary on equipment repairs and upgrades.

It might pay for anyone interested in using their Ataris straight to investigate what the public libraries are doing in their localities.

AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000604203417.09585.00000888@ng-mf1.aol.com...
> I know it is probably a good idea to jut use a cheap old 486 to connect to
the
> net with, but perhaps it is a matter of showing off the power of your 8
bit
> when you connect to the net with it. I did some looking as well but no
such
> luck as some ISP's have PC only policies for shell accounts. Kind of dumb
to
> me. Besides, it would feel much more comfortable and fun if I could
connect to

> the 'net with one of my 8bits (I think out my collection my 1200 XL or my
800
> would be the best bet).
>
> >Well, I took that to heart ... so I went back to the list I'd sent the
link
> >to,
> >did the legwork for my local area and found several that did in fact
offer
> >dial-ups. I'll grant you, 90+% don't and national providers like
EarthLink
> >want you to reg a domain name with them to give you a dial up shell. So,
> >they
> >are out there to be found provided the end user is willing to put in a
few
> >hours phone time calling around. I have to agree with you though, that a
> >better solution is just to use a cheap 386 or 486 PC as a front end as
well
> >as
> >for the other additional advantages ....
>
>

3532. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: "Jack H. Lee" <eplicon@rac1.wam.umd.edu>
Message-ID: <8hh7ad$e42$1@dailyplanet.wam.umd.edu>
Source record: 44286

In FRIGHT NIGHT, there's an Atari 400 visible on that guy's desk (I forgot the name of the character). If there are indirect uses, TRON comes to mind (some sound effects were designed on the Atari). In STAR TREK III, when the communicators are activated, you can distinctly hear that familiar keyboard clatter from the internal speaker from the 400/800.

An Atari 800 was once prominently featured in an episode of "Sesame Street," in which Maria and some muppet were doing something educational. Only problem was, the "Atari 800" name and the Atari logo was covered up by some plastic covering!

3533. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: "Jack H. Lee" <eplicon@rac5.wam.umd.edu>
Message-ID: <8hh7vv$e97$1@dailyplanet.wam.umd.edu>
Source record: 44287

Alan Sharkis <asharkis@erols.com> wrote:
: From BASIC, type the following. You will need the quotation marks. You can
: leave out the drive number if you only have one drive or are saving to drive
: 1, but the capital D and the colon must be there:

: SAVE "Dx:FILENAME.BAS"

: Simple, no?

An alternative, which may be wiser to do (although it takes longer) would
be using the LIST command in place of SAVE. This saves your file as an
Atari text file, which will make it easier to retrieve or fix in the event
you lose the program. I remember in those good old days of having to
actually type in programs yourself losing lots of files after spending
several hours a day typing them in! (That was particularly true when I
had the 410 recorder; quite unpredictable that thing was !)

To load, you would use the ENTER command in place
of LOAD or RUN. LIST AND ENTER can be simplified to tying L. or E.,
followed by the program name...

3534. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <393c2210.2896274@news.wxs.nl>
Source record: 44288

On Mon, 05 Jun 2000 08:12:13 GMT, cryorunner@yahoo.com (Rhett James Barnes) wrote:

>I'm not very experienced with using virtual Atari disks in emulators or
>SIO2PC type programs. I'm just used to doing things like in the old days,
>with regular disks and normal DOS's. But recently I found a couple
>programs that I'd lost to bit-rot on a web-site as .ATR's, geared towards
>use with emulators. The problem is that these files are odd-sizes, with
>the minimum number of sectors to fit the actual game. I can't find a
>virtual disk editor that will let me move these games to a standard-sized
>disk image so I can open it with SIO2PC and get it to a real disk. I
>tried Atari VD Editor 1.23 (Mac), but it said it didn't recognize the
>disks DOS (and gives me a garbled directory).
>
>I don't have any working with DOS's that can handle odd-sized disks, but I
>did try to use MyDOS 4.5 on my 800 with SIO2PC to load the files with no
>success.
>
>Anyway, can anyone give me some tips on getting these files loaded on to
>my 800 and saved onto a normal 5 1/4" floppy?
>
>Thanks in advance!
>-Rhett

You can simply increase the size of these ATR files by catenating a
text file to the end of it. Create a dummy text file of the
apropriate number of bytes with a text editor and then enter this
command from a dos prompt:
copy /b game.atr + dummy.txt new.atr
and this will create an atr file that has the extra bytes appended to
it. I do not know if XDIR would support these atr files. If so, you
could extract the files and put them in a regular ATR file.

Keep those XL's/XE's humming.

3535. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8hh6mo01hqp@news1.newsguy.com>
Source record: 44289

SAVE token format:

SAVE "Dx:mybasic.bas"
S."Dx:mybasic.bas"

or

LISTED (text) format:

LIST "Dx:mybasic.lst"
L."Dx:mybasic.lst"

"AtariGirl1983" <atarigirl1983@aol.com> wrote in message
news:20000605160227.06347.00002126@ng-cd1.aol.com...
> Hi all,
>
> I am just starting to develop a program in BASIC and I would like to know
how
> to save it to disk or cassette. I have looked for it in various atari
> programming books, but I have yet to get a straight answer. Seems like an
easy
> question but I cannot find the answer anywhere! Thanks my fellow
atarians!
>
> Jessica

3536. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <eebojs0lfmrj5b1rk1octuai4fdahornmt@4ax.com>
Source record: 44290

On Mon, 5 Jun 2000 21:53:04 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> drooled an embarassing wet spot in his lap as he
typed:

>How about Cloak and Dagger. and D.A.R.Y.L.

Cloak and Dagger was Atari's longest commercial. :-) D.A.R.Y.L. had
an 8-bit Atari playing a bit part. (An 800?)

I've seen Atari STs in various roles in TV shows...

3537. Re: 1050 ED copy utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000605153003.14904A-100000@vtn1>
Source record: 44291

On Mon, 5 Jun 2000, Stephen Knox wrote:

> Folks,
>
> Been awhile since I've made backups of my Enhanced Density diskettes.
> In the past I've found that DOS 2.5 ED and MyDOS ED are different and
> you cant copy a disk between the two(Something gets left off when MyDOS
> copies a DOS 2.5 ED disk). DOS 2.5 has such a slow copy utility that I
> was wondering what programs were out there that supported DOS 2.5 ED and
> could write without verify on?
>
Any good sector-copier such as MyCopyR! will back up complete disks and
will allow you to defeat write with verify.

MYDOS will sector-copy a 2.5 disk if you use the optional syntax at the
prompt after hitting C i.e. "1,2(1-1040)". It will also allow you to
disable write verification.

As you've mentioned speed: switch your files to MYDOS format disks
wherever possible and use it as your primary DOS. One of the major reasons
DOS 2.5 is so slow is that the second VTOC is up in the hidden sectors (1023+)
-- you can hear the disk drive grind away as the read/write head gets
pushed over just about every track to write even the shortest of files.

MYDOS can read DOS 2.5 ED disks but cannot safely write to any sector past
720 on a 2.5 disk. If you have two disk drives, conversion is easy--just
boot MYDOS and use a wildcard file copy. If the disk is bootable, make
sure you write MYDOS to the destination before copying the files and
ensure you exclude the DOS 2.5 files in the file copy. Obviously, this
can also be done easily with a RAMdisk and single drive.

jkp

3538. Re: Re: reactivate drunker 613ce624669931 succinctness heelers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <c7bojss26299b38ue70mnpajprdhia3ftm@4ax.com>
Source record: 44292

On Mon, 05 Jun 2000 19:52:18 +0100, Paul Irvine
<mclane@btinternet.com> drooled an embarassing wet spot in his lap as
he typed:

>WTF!

You heard him... he's looking for a vacuous porcelain Humpty serum.
I've got two, but I'm not parting with them. Do you have any idea how
hard *porcelain* Humpty serums are to find?

3539. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <cjbojso4q14hphatp47ko3464lgarg0q7b@4ax.com>
Source record: 44293

On Mon, 5 Jun 2000 23:28:57 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> drooled an embarassing wet spot in his lap as he
typed:

>Haven't come to Norway yet I guess. I'll try to go see that one, no matter
>how sh*te or good it is.

It looks like crap. It stars Tom Green, a low-class American "comic"
who tries to be funny by being rude and disgusting. (His VHS video is
called "Something smells funny") I don't particularily find him
amusing.

3540. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0506001615470001@dt083nd4.san.rr.com>
Source record: 44294

In article <8hfvll$k95$1@bob.news.rcn.net>, "Nelson Nieves"
<support@celebritybase.net{nospam}> wrote:

> Try a different emulator. Atari800Win and the old XF252 may be able to read
> the .ATRs' in question. XFormer2000 will not.
>
> "Rhett James Barnes" <cryorunner@yahoo.com> wrote in message
> news:cryorunner-0506000112140001@dt083nd4.san.rr.com...
> > I'm not very experienced with using virtual Atari disks in emulators or
> > SIO2PC type programs. I'm just used to doing things like in the old days,
> > with regular disks and normal DOS's. But recently I found a couple
> > programs that I'd lost to bit-rot on a web-site as .ATR's, geared towards
> > use with emulators. The problem is that these files are odd-sizes, with
> > the minimum number of sectors to fit the actual game. I can't find a
> > virtual disk editor that will let me move these games to a standard-sized
> > disk image so I can open it with SIO2PC and get it to a real disk. I
> > tried Atari VD Editor 1.23 (Mac), but it said it didn't recognize the
> > disks DOS (and gives me a garbled directory).
> >
> > I don't have any working with DOS's that can handle odd-sized disks, but I
> > did try to use MyDOS 4.5 on my 800 with SIO2PC to load the files with no
> > success.
> >
> > Anyway, can anyone give me some tips on getting these files loaded on to
> > my 800 and saved onto a normal 5 1/4" floppy?
> >
> > Thanks in advance!
> > -Rhett

I'm not using an emulator; I'm trying to get these files to run on a real
computer. Are there emulators that will also serve as librarians such
that I can convert these files to a "standard" format/sector-size so that
I can then send it to my 800 via SIO2PC?

3541. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Ken Siders <see_message_text@columbus.rr.com>
Message-ID: <FLW_4.14957$0T2.282905@typhoon.columbus.rr.com>
Source record: 44295

"Rhett James Barnes" <cryorunner@yahoo.com> wrote in message
news:cryorunner-0506001615470001@dt083nd4.san.rr.com...

> I'm not using an emulator; I'm trying to get these files to run on a real
> computer. Are there emulators that will also serve as librarians such
> that I can convert these files to a "standard" format/sector-size so that
> I can then send it to my 800 via SIO2PC?

If SIO2PC is able to handle the images (I thought it could handle in
arbitrary
size image), all you would need to do is copy sectors 1 to x from the SIO2PC
drive to the real disk. See other articles posted here is the last week
on how to do it with Mydos. x can be calculated by taking the file size of
the atr, subtract 16 and then divide by 128.

If any of the files display a 'k' in the upper left corner of the screen
when
booting, you can retrieve the original executable using programs available
at my site.

--Ken Siders
atari8bit&columbus,rr,com
(change punctuation to reply)
http://home.columbus.rr.com/ksiders/atari.htm

3542. Re: Bit Rot on Old Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Edward Scissorhands <EdwardS@lovecraft.demon.co.uk>
Message-ID: <cynhK+ASCvO5EwdC@lovecraft.demon.co.uk>
Source record: 44343

In article <Pine.GSO.3.95.iB1.0.1000604163843.15136A-100000@vtn1>, John K. Picken <yg473@victoria.tc.ca> writes

>One thing you can try is sector copying to new disks and hope the drive >and SIO will pick up the errors and report them to the copy program. If >you use a sector copier or DOS which allows you to adjust the retry count, >you can try setting it to 255 so that DOS will keep retrying the sector >read until (hopefully) it gets one good one.

Isn't there a way of writing ATR images to a real floppy using an SIO2PC cable? I know some of the demo compilations wouldn't work - they're huge ATR files (and they don't work well under DOS 2.0/2.5, but equally are not DOS 4 images, meaning seeing the demos is a real chore).

Richard

--
Edward Scissorhands |\ _,,,---,,_
Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -. ;-;:,
E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--' `-'_)Morticia

3543. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000604203417.09585.00000888@ng-mf1.aol.com>
Source record: 44344

I know it is probably a good idea to jut use a cheap old 486 to connect to the net with, but perhaps it is a matter of showing off the power of your 8 bit when you connect to the net with it. I did some looking as well but no such luck as some ISP's have PC only policies for shell accounts. Kind of dumb to me. Besides, it would feel much more comfortable and fun if I could connect to the 'net with one of my 8bits (I think out my collection my 1200 XL or my 800 would be the best bet).

>Well, I took that to heart ... so I went back to the list I'd sent the link
>to,
>did the legwork for my local area and found several that did in fact offer
>dial-ups. I'll grant you, 90+% don't and national providers like EarthLink
>want you to reg a domain name with them to give you a dial up shell. So,
>they
>are out there to be found provided the end user is willing to put in a few
>hours phone time calling around. I have to agree with you though, that a
>better solution is just to use a cheap 386 or 486 PC as a front end as well
>as
>for the other additional advantages ....

3544. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-05 00:00:00 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <npD_4.157527$55.3241547@news2.rdc1.on.home.com>
Source record: 44345

Jason Compton <jcompton@typhoon.xnet.com> wrote in message
news:8hb3ra$2b$2@flood.xnet.com...
> Jeremy <1iquid@home.com> wrote:
>
> : I find it slightly amusing that the DOJ find MS guilty of antitrust laws
> : when it's a good bet that all/many of their systems use MS software...
>
> That means absolutely nothing, Gatesboy.

LMAO @ Gatesboy

relax - I said 'slightly amusing' .
>
> Or, were you under the impression that the judges and prosecutors who
> broke up AT&T and Standard Oil didn't use telephones or petroleum
> products?
>
> --
> Jason Compton jcompton@xnet.com

3545. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <393e7c8f.10173208@news.wxs.nl>
Source record: 44046

On 06 Jun 2000 03:48:39 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>>ernest@wxs.nl (Ernest R. Schreurs) opines:
>
>>You can simply increase the size of these ATR files by catenating a
>>text file to the end of it. Create a dummy text file of the
>>apropriate number of bytes with a text editor and then enter this
>>command from a dos prompt:
>>copy /b game.atr + dummy.txt new.atr
>>and this will create an atr file that has the extra bytes appended to it.
>
>Adding extra bytes will not recreate the missing sectors which would have the
>VTOC and DIRECTORY information which appears to be the actual problem here.
>You will still need to use MyDOS 4.5 with the Duplicate specified sectors
>option:
>"J" and then "2,1/N(1-??)"
>replace ? mark with final sector number to copy.
>
>> I do not know if XDIR would support these atr files. If so, you
>>could extract the files and put them in a regular ATR file.
>
>NOT without a good directory; even XDIR needs the directory info to access the
>data....
>
>-Ron
>
>I don't have a solution but I admire the problem.

From what I understood, SIO2PC refused to load the image.
Simply adding garbage bytes to the end makes the file the proper size,
so that SIO2PC will accept the disk image. Then you can use a sector
copier to copy the disk to a Real disk and use that on the Atari.
Granted, if you want to use a DOS to copy the files, you would need a
proper VTOC. But there are sector copiers that simply copy the entire
disk, such that it does not matter what data is on those sectors.

Also, if the directory sectors are in place, but not the sectors
beyond those, space is saved and the sectors that have no data on
them are never accessed anyway, so it does not matter if they are not
really there. I do not know if this is the case, since I did not
examine those disks. I only understood from the problem description
that SIO2PC would not load the image file.

Keep those XL's/XE's humming.

3546. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <393f7ef0.10782398@news.wxs.nl>
Source record: 44047

On Tue, 06 Jun 2000 08:43:27 GMT, sup8pdct@mail.cth.com.au wrote:

>On Sun, 5 Jun 3900 20:02:27, atarigirl1983@aol.com (AtariGirl1983)
>wrote:
>
>Every one left out cassette!!!!!!!!!!!!!!
>
>to save:
>CSAVE (enter)
>Beep twice, press Play/Record
>Press enter.
>
>List to cassette:
>LIST C: (enter)
>as above
>
>To load, Position tape
>CLOAD (enter)
>Beep once. press play
>Press enter
> Enter from cassette
>ENTER C: (enter)
>as above
>
>James B
>
>
>> Hi all,
>>
>> I am just starting to develop a program in BASIC and I would like to know how
>> to save it to disk or cassette. I have looked for it in various atari
>> programming books, but I have yet to get a straight answer. Seems like an easy
>> question but I cannot find the answer anywhere! Thanks my fellow atarians!
>>
>> Jessica
>

Everbody seems to hate cassettes!!
Only fools like me tinker around with that media anymore.

Keep those XL's/XE's buzzing.

3547. Re: Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <gf0rjsc71sha96r7uirvvn2vkqkn0hcgvc@4ax.com>
Source record: 44048

On 5 Jun 2000 22:01:35 GMT, "Jack H. Lee" <eplicon@rac5.wam.umd.edu>
drooled an embarassing wet spot in his lap as he typed:
>An alternative, which may be wiser to do (although it takes longer) would
>be using the LIST command in place of SAVE. This saves your file as an
>Atari text file, which will make it easier to retrieve or fix in the event
>you lose the program. I remember in those good old days of having to
>actually type in programs yourself losing lots of files after spending
>several hours a day typing them in! (That was particularly true when I
>had the 410 recorder; quite unpredictable that thing was !)
>
>To load, you would use the ENTER command in place
>of LOAD or RUN. LIST AND ENTER can be simplified to tying L. or E.,
>followed by the program name...

This is terribly slow, though, even from disk, since it has to read
and parse every line instead of just reading and interpreting the
tokens of a saved BAS file. It's wise for backup purposes, but for
every day saving and loading, it's better to SAVE it.

3548. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000606185906.25096.00001208@ng-me1.aol.com>
Source record: 44049

>sup8pdct@mail.cth.com.au replied:

>Every one left out cassette!!!!!!!!!!!!!!!

I was thinking the same thing...

and you omitted SAVE"C:" and LOAD"C:" which we found to often be more reliable than CSAVE & CLOAD on our old 410. There was a difference in the inter-record gaps and maybe the tokenized file structure? IIRC it used more tape and time....

Sometimes the LIST"C:" had the advantage of preserving parts of your code when tape errors occurred. When BASIC detected a LOAD error it would abort and clear the program buffer just like a "NEW", BUT if it encountered an ENTER error it just shut down leaving anything already retrieved intact.

-Ron

I don't have a solution but I admire the problem.

3549. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <pt0rjsoic0ekeduo9rv76g4jm5lcjl4q20@4ax.com>
Source record: 44050

On Mon, 05 Jun 2000 19:22:37 -0700, Don <dons@qnet.com> drooled an
embarassing wet spot in his lap as he typed:

>
>Tom Green is NOT an American. He is a CANADIAN. Since you know so much about
>you should see that he has gone home to CANADA several times on his show.
>

Erm... I don't watch his show. I make it a point not to subject my
environment to anything that that's of imminent concern to the EPA.
Tom Green falls into that category. :-) And I'm Canadian... though
sharing the same maple leaf with him sort of gives me the willies...

3550. Re: Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <ii0rjs0mcbbnf7eivik5hptldjheamuph9@4ax.com>
Source record: 44051

On 06 Jun 2000 03:26:33 GMT, atarigirl1983@aol.com (AtariGirl1983)
drooled an embarassing wet spot in his lap as he typed:

>Thanks for the info! Now I can start saving my work in BASIC so that I don't
>have to retype each time I want to work on it!

Jeez, that brings back memories. When I got my first 600xl, I didn't
have any means of storage or retrieval -- just the 600xl itself. So
when I started poking around in Basic (which was the first thing I
ever did with the machine 'cos I didn't have any cartriges or games
for it either, just the programs in the back of the user manual) I'd
write down any programs that were kinda cool in this book, then retype
them every time I wanted to play with it or show someone. :-)

Of course, my getting a 410 casette recorder helped immensely... :-)

3551. Re: Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <im0rjs8hegjosaep6hjgtjl8cb19tvc9fh@4ax.com>
Source record: 44052

On Tue, 06 Jun 2000 22:46:08 GMT, ernest@wxs.nl (Ernest R. Schreurs)
drooled an embarassing wet spot in his lap as he typed:

>Everbody seems to hate cassettes!!
>Only fools like me tinker around with that media anymore.

Casette was the first and only media I was able to do anything with.
I didn't like it 'cos it was horrendously slow -- but I had no other
choice at the time. Plus, the intermittent beeping could set one's
teeth on edge after 15 minutes of load time. :-)

>
>Keep those XL's/XE's buzzing.

3552. Re: Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <pn1rjso99v5ta9gn9qt2ple5d7qmsq5uj1@4ax.com>
Source record: 44053
Body handling: HTML body converted to readable text

On Sat, 3 Jun 2000 23:52:47 -0400, Bob Ryan drooled an
embarassing wet spot in his lap as he typed:

>
>
>It's been my experience that IE is much more tolerant of malformed
>HTML. Netscape adheres to the HTML RFC better than IE. IE is designed to
>work with the Microsoft web authoring tools (FrontPage). Have you seen the
>crap that FrontPage produces? Sometimes it amazes me that any browser can
>properly display that stuff.

I know. I generally go through the HTML that FrontPage produces and
weed out all the BS.

>I think Microsoft did this on purpose. Think about it: Newbie Joe writes
>some HTML. Netscape won't display it because maybe he left off the closing
>
tag. But, IE displays the page because it determined where to end
>the table. Joe thinks IE is better because it displayed his page when
>Netscape didn't. Which browser is Joe going to use? That's great for
>Microsoft, but bad for the web because now there's a group of people out
>there that cannot do anything without a graphical tool since they know
>nothing about HTML.

Indeed. I used to write HTML code in Pico under Linux... 'course,
HTML has gotten so complex these days that it's faster to use a
graphical HTML editor and weed out the crap than to write the HTML
code by hand. Still, for Joe Stumblebuddy who wants to make his
Geocities page about his fascination with pocket lint, he'd use
Frontpage, post the code verbatim and use Explorer 'cos -- hey, it's
all handy and it's there. Most newbies use what comes with the system
anyway -- that's why Outlook Express is so popular and why so many
people got bitten by the Love Bug. (i.e. the "I Love You" virus) Me,
I try and use as little of Microsoft's products as I can. I use
Office -- for Word, even if it IS a bloated whale that keeps getting
SLOWER with each release -- but I use Agent for news browsing, Pegasus
for E-Mail, Bulletproof for FTP, and so on. I use IE on occasion when
I just want to look something up quickly and can't be bothered waiting
for Netscape to load -- but I do NOT use IE for any extensive
browsing.

>
>

>
>-Bob
>
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3553. Re: Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <cp0rjs8j0ldv7lanssvgmc17rqkaacn09g@4ax.com>
Source record: 44054

On Tue, 6 Jun 2000 14:48:12 -0000, "Russg" <russg@en.com> drooled an embarassing wet spot in his lap as he typed:

>And yet another tip.
>After you LIST, NEW, ENTER, SAVE to a new filename.
>LOAD the just SAVEd file and LIST it to screen, all the way to the
>end. Sometimes the newly SAVEd file will have garbage at the
>end and you'll have to ENTER, LIST to screen, and SAVE again.
>Russg
>

I seem to remember something about this... loading a BAS file, then LISTing it to disk, re-ENTERing it, then re-SAVEing it to disk cleaned out any garbage that might start to collect in the BAS file as it's saved over and over again.

3554. Re: Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <8r0rjs8fltuno86iijc8mq63f9g92ktl53@4ax.com>
Source record: 44055

On Mon, 5 Jun 2000 17:11:23 -0000, "Richard Cortese"
<ricortes@netmagic.net> drooled an embarassing wet spot in his lap as
he typed:

>I thought he was Canadian?
>

He could be -- which is all the more embarassing, considering that's
where I live. <grin>

3555. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <ds0rjsg56g0tja7resjijbmdammc7usgr4@4ax.com>
Source record: 44056

On Tue, 6 Jun 2000 11:10:32 +0100, "Richard Kilpatrick (PC)"
<richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>Wait, wait... don't rush into this. There's a chance he'll take Celine
>Dion back too... that /has/ to be worth something...

Oh GOD, yes. Hell, I'll pay to have her exported. :-)

>
>Richard

3556. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000606194148.26141.00002072@ng-cu1.aol.com>
Source record: 44057

Again, I believe cassette to be a clumsy way to save programs. Tape errors are one thing I have a problem with more than disk errors. All a part of the anchient (haha) programming system.

Jessica

>>Every one left out cassette!!!!!!!!!!!!!!!
>
>I was thinking the same thing...
>
>and you omitted SAVE"C:" and LOAD"C:" which we found to often be more
>reliable
>than CSAVE & CLOAD on our old 410. There was a difference in the inter-record
>gaps and maybe the tokenized file structure? IIRC it used more tape and
>time....
>
>Sometimes the LIST"C:" had the advantage of preserving parts of your code
>when
>tape errors occurred. When BASIC detected a LOAD error it would abort and
>clear the program buffer just like a "NEW", BUT if it encountered an ENTER
>error it just shut down leaving anything already retrieved intact.
>
>-Ron
>
>I don't have a solution but I admire the problem.

3557. Re: Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <d61rjs0hu95eokvmebefahp1iubsn49adb@4ax.com>
Source record: 44058

On Mon, 5 Jun 2000 20:37:51 +0000, Lonny Pursell <atari@SYNTAX.ERROR>
drooled an embarassing wet spot in his lap as he typed:

>
>Not a movie, but wasn't an ST visible on the Arsineo Hall show?

Yeah... the band used it for MIDI. I've seen that a lot, actually,
particularily in music videos. I know a lot of bands used Atari STs
for MIDI. Camouflage (who credit "Atary" in the liner notes :-),
Madonna (two STacys), 808 State (their 1040ST appeared in a few vids),
Kon Kan, The Shamen, Art of Noise, and so on...

3558. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000606195049.26141.00002076@ng-cu1.aol.com>
Source record: 44059

That was around the time when car companies were comptemplating about making a joystick operated car, joy model based on the infamous Atari. I hope they were using a Wico as opposed to a wieldly Atari. I think they should make a trackball operated car, talk about the rate of car accidents going up. I know about the hand ache, the joy's that cme with my 800 were 2600 style and they are definately not ergonomic.

>> was able to scan the guy's computer
>>for its contents and one of the graphics shown was the 8-bit version of
>>Pac-Man. The guy was also using an Atari joystick to steer the car.
>
>So after five minutes, he'd have sore hands if it was a 2600 stick, no
>control if it was a 5200, and probably have given up if it was the
>cheapo variation of the 2600 stick shipped with XEs?
>
>(Of course, if it was the paddle-like XL stick, he'd have been able to
>drive coast to coast without RSI...)

God, those were the 80's. I am ashamed to have grown up then.

>>"Knight Rider" sort of featured an Atari. That was the episode of the
>>computer geek who was able to hack into the car and control it from his
>>computer (not an Atari). In one scene, KITT (who was stuck in a box that
>>Michael Knight had to carry around),

Jessica

3559. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <de1rjs0it8bsnaq3bab97vd7kdjf1rm3fr@4ax.com>
Source record: 44060

On Tue, 6 Jun 2000 11:11:22 +0100, "Richard Kilpatrick (PC)"
<richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>An 800XL, with Pole Position. One of the earliest recorded uses of a
>Turbo16 upgrade with no speed limiter ;)

How can you tell?

>
>Richard

3560. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000606195301.26141.00002080@ng-cu1.aol.com>
Source record: 44061

Ow, that would hurt my back before I could hack into anything. Hey, in the 80's, we were bankrupting ourselves! Hacker's name would be: Regan?

Jessica

>There was a film in the early-mid eighties about a female hacker who
>carred an 800 & 810 around in her rucksack. Loads of Atari scenes as she
>hacked in, loaded stuff etc all with authentic screens too. She discovered
>the US banks were being hacked and that a foreign power was aiming to
>bring down the US finance system and bankrupt the country. Can't remember
>the name of the film though - argh.
>
>Iain

3561. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000606193911.26141.00002071@ng-cu1.aol.com>
Source record: 44062

>
>Everbody seems to hate cassettes!!
>Only fools like me tinker around with that media anymore.
>
>Keep those XL's/XE's buzzing.

I was amazed when I first got into Atari that you could save a program on cassette, but I can see everyone's disgust with them. But, it is a lot easier to buy cassettes than it is to buy 5 1/4" floppy disks anymore. But, still, cassettes seem to be a clumsy way to store programs.

Jessica

3562. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000606195820.26141.00002082@ng-cu1.aol.com>
Source record: 44063
Body handling: HTML body converted to readable text

I know very little about HTML though I use netscape. I learned HTML (hyper
text messy language), then they (teachers) got me started on using netscape
composer. Hey, I forgot my HTML! UGH! Sometimes people underestimate the
power of actually knowing how to do something without a design tool.

Jessica

>
>
>It's been my experience that IE is much more tolerant of malformed
>HTML. Netscape adheres to the HTML RFC better than IE. IE is designed to
>work with the Microsoft web authoring tools (FrontPage). Have you seen the
>crap that FrontPage produces? Sometimes it amazes me that any browser can
>properly display that stuff.
>
>I think Microsoft did this on purpose. Think about it: Newbie Joe writes
>some HTML. Netscape won't display it because maybe he left off the closing
>
tag. But, IE displays the page because it determined where to end
>the table. Joe thinks IE is better because it displayed his page when
>Netscape didn't. Which browser is Joe going to use? That's great for
>Microsoft, but bad for the web because now there's a group of people out
>there that cannot do anything without a graphical tool since they know
>nothing about HTML.
>
>
>
>-Bob
>
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3563. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000606180755.20250B-100000@vtn1>
Source record: 44064

On Tue, 6 Jun 2000, Ernest R. Schreurs wrote:

>
> I only understood from the problem description
> that SIO2PC would not load the image file.
>

Maybe you're the only one who understood it correctly. I certainly
hadn't thought of it from that point of view.

jkp

3564. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605232633.26129.00002382@ng-cu1.aol.com>
Source record: 44212

Thanks for the info! Now I can start saving my work in BASIC so that I don't
have to retype each time I want to work on it!

>Subject: Re: Saving Programs Written form BASIC
>From: "Nelson Nieves" support@celebritybase.net{nospam}
>Date: 6/5/2000 5:39 PM Eastern Daylight Time
>Message-id: <8hh6mo01hqp@news1.newsguy.com>
>
>SAVE token format:
>
>SAVE "Dx:mybasic.bas"
>S."Dx:mybasic.bas"
>
>or
>
>LISTED (text) format:
>
>LIST "Dx:mybasic.lst"
>L."Dx:mybasic.lst"
>
>"AtariGirl1983" <atarigirl1983@aol.com> wrote in message
>news:20000605160227.06347.00002126@ng-cd1.aol.com...
>> Hi all,
>>
>> I am just starting to develop a program in BASIC and I would like to know
>how
>> to save it to disk or cassette. I have looked for it in various atari
>> programming books, but I have yet to get a straight answer. Seems like an
>easy
>> question but I cannot find the answer anywhere! Thanks my fellow
>atarians!
>>
>> Jessica

3565. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605233208.26129.00002383@ng-cu1.aol.com>
Source record: 44213

```
>> You got it Andreas! Kill the beast!!!
>And meanwhile, back in the real world..
>
>Iain
>

...put up with it? hahaha! I'm sure someone has a voodoo doll of Bill gates
they cut put to use....hahaha.
```

3566. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605233513.26129.00002385@ng-cu1.aol.com>
Source record: 44214

The movie totaly sucks. Don't see it, unless you happen to like Tom Green. I think he is OK but not really funny. Don't just see it for the guy in the Atari shirt.

>>Haven't come to Norway yet I guess. I'll try to go see that one, no matter
>>how sh*te or good it is.
>
>It looks like crap. It stars Tom Green, a low-class American "comic"
>who tries to be funny by being rude and disgusting. (His VHS video is
>called "Something smells funny") I don't particularily find him
>amusing.

3567. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605233730.26129.00002386@ng-cu1.aol.com>
Source record: 44215

```
>> It looks like crap. It stars Tom Green, a low-class American "comic"
>> who tries to be funny by being rude and disgusting. (His VHS video is
>> called "Something smells funny") I don't particularily find him
>> amusing.
>>
>I thought he was Canadian?

Yep, but he works in America, so, I guess that makes him american. Well, he is,
Canada is in North America (duh) but I am sure he means the good ol' USA hahaha
*depends on your standpoint*
```

3568. Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605234340.26129.00002387@ng-cu1.aol.com>
Source record: 44216

>Not a movie, but wasn't an ST visible on the Arsineo Hall show?

Oh yeah, I totally forgot about that, Arsenio has been off the air too long :(.
But yeah, there was an ST.

3569. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000605234639.26129.00002390@ng-cu1.aol.com>
Source record: 44217

>An Atari 800 was once prominently featured in an episode of "Sesame
>Street," in which Maria and some muppet were doing something
>educational. Only problem was, the "Atari 800" name and the Atari logo
>was covered up by some plastic covering!

Hey, I remember watching that when I was real, real little. Now that I think
of it, it was an 800! Thought nothing of it at the time...

>
>
>In FRIGHT NIGHT, there's an Atari 400 visible on that guy's desk (I forgot
>the name of the character). If there are indirect uses, TRON comes to
>mind (some sound effects were designed on the Atari). In STAR TREK III,
>when the communicators are activated, you can distinctly hear that
>familiar keyboard clatter from the internal speaker from the 400/800.

Maybe I need to watch Star Trek III again, but I never noticed that. But, once
again, it has been a while since I have seen Star Trek III.

3570. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000605234839.18856.00000342@ng-fd1.aol.com>
Source record: 44218

>ernest@wxs.nl (Ernest R. Schreurs) opines:

>You can simply increase the size of these ATR files by catenating a
>text file to the end of it. Create a dummy text file of the
>apropriate number of bytes with a text editor and then enter this
>command from a dos prompt:
>copy /b game.atr + dummy.txt new.atr
>and this will create an atr file that has the extra bytes appended to it.

Adding extra bytes will not recreate the missing sectors which would have the
VTOC and DIRECTORY information which appears to be the actual problem here.
You will still need to use MyDOS 4.5 with the Duplicate specified sectors
option:
"J" and then "2,1/N(1-??)"
replace ? mark with final sector number to copy.

> I do not know if XDIR would support these atr files. If so, you
>could extract the files and put them in a regular ATR file.

NOT without a good directory; even XDIR needs the directory info to access the
data....

-Ron

I don't have a solution but I admire the problem.

3571. Re: Atari Vinyl singles

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000606002001.18856.00000346@ng-fd1.aol.com>
Source record: 44219

>Lonny Pursell atari@SYNTAX.ERROR says:

>Here in the US there was complete album (lp) called Pacman Fever with
>many tunes on it. Perhaps someome knows more?

I have that LP, will have to dig it out; played it maybe 3 times since bought
in '86?

-Ron

I don't have a solution but I admire the problem.

3572. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000606011937.24965.00000904@ng-cc1.aol.com>
Source record: 44220

>Note that you must type in thw quotation marks (at least the first one)
>and that, with Atari DOS and Atari BASIC, you must use all upper case in
>the filename.
>
>jkp
>

I gathered that from earlier Info. Thank you.

3573. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0506002247310001@dt083nd4.san.rr.com>
Source record: 44221

In article <20000605234839.18856.00000342@ng-fd1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:

> >ernest@wxs.nl (Ernest R. Schreurs) opines:
>
> >You can simply increase the size of these ATR files by catenating a
> >text file to the end of it. Create a dummy text file of the
> >apropriate number of bytes with a text editor and then enter this
> >command from a dos prompt:
> >copy /b game.atr + dummy.txt new.atr
> >and this will create an atr file that has the extra bytes appended to it.
>
> Adding extra bytes will not recreate the missing sectors which would have the
> VTOC and DIRECTORY information which appears to be the actual problem here.
> You will still need to use MyDOS 4.5 with the Duplicate specified sectors
> option:
> "J" and then "2,1/N(1-??)"
> replace ? mark with final sector number to copy.
>
> > I do not know if XDIR would support these atr files. If so, you
> >could extract the files and put them in a regular ATR file.
>
> NOT without a good directory; even XDIR needs the directory info to access the
> data....
>
> -Ron
>
> I don't have a solution but I admire the problem.

Based on what the directory looks like when mounting the disk with SIO2PC
using DOS 2.5 or looking at it with Atari Virtual Disk Editor, I would say
that the directory problem described above is occuring. It looks like
whatever data was expected in the directory tracks is not there.

I'm not sure I entirely understand the MyDOS hack described above and by
at least one other kind poster, but I'll try to figure it out. I still
wish there were a way to just edit the ATR before it left the (modern,
fast PC) computer, so that I could just drag-n-drop a disk together before
writing it physically to 5 1/4".

Anyway, thanks again to everyone for their tips.
-Rhett

3574. Re: Atari Vinyl singles

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0506002259300001@dt083nd4.san.rr.com>
Source record: 44222

In article <20000606002001.18856.00000346@ng-fd1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:

> >Lonny Pursell atari@SYNTAX.ERROR says:
>
> >Here in the US there was complete album (lp) called Pacman Fever with
> >many tunes on it. Perhaps someome knows more?
>
> I have that LP, will have to dig it out; played it maybe 3 times since bought
> in '86?
>
> -Ron
>
> I don't have a solution but I admire the problem.

Man, that album is great! I know a lot of people probably didn't listen
to it beyond the "hit" song, but there was some OK stuff there. "Ode to a
Centepede" is a really dark song.

I had tried to revive my poor old Columbia cassette a few years back, and
the music still held up great. When I bought my real Pac Man years ago to
start my "arcade," I started looking for a CD. Buckner and Garcia (the
band that released "Pac Man Fever") eventually did release a CD of the
music, but it was a re-recording, so I didn't buy it. You can still find
the new CD at
http://bucknergarcia.com/
You can also find the LP and cassette on E-Bay at very inflated prices (I
DON'T recommend you buy the cassette!)

-Rhett

3575. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0506002313320001@dt083nd4.san.rr.com>
Source record: 44223

A few years back when I was starting to think I was so cool for buying my first two arcade games, I was driving near a local university when I saw a kid (ie college freshman, born in ~1980) wearing an Atari shirt. I'll have to admit I was a little puzzled. And I realized I am definately NOT hep. But that icon has survived (in a somewhat warped form) to the youunger generations. Boy am I old.
-Rhett

In article <20000605233513.26129.00002385@ng-cu1.aol.com>, atarigirl1983@aol.com (AtariGirl1983) wrote:

> The movie totaly sucks. Don't see it, unless you happen to like Tom Green. I
> think he is OK but not really funny. Don't just see it for the guy in the
> Atari shirt.
>
> >>Haven't come to Norway yet I guess. I'll try to go see that one, no matter
> >>how sh*te or good it is.
> >
> >It looks like crap. It stars Tom Green, a low-class American "comic"
> >who tries to be funny by being rude and disgusting. (His VHS video is
> >called "Something smells funny") I don't particularily find him
> >amusing.

3576. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-wcRGXixO6qd2@cth-digital-ts01-s15.cab.cth.com.au>
Source record: 44224

Flying high 2.
Don't see one but you can hear one, and some other sound effects from
Pacman.

James B

3577. Re: Atari Vinyl singles

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-2dxmsXZTiQo9@cth-digital-ts01-s15.cab.cth.com.au>
Source record: 44225

On Sun, 5 Jun 3900 20:42:33, Lonny Pursell <atari@SYNTAX.ERROR> wrote:

>
> Here in the US there was complete album (lp) called Pacman Fever with
> many tunes on it. Perhaps someome knows more? I heard it several times
> but that was many years ago. I recall the person who had it dropped it on
> cement and slid it to the edge of the cement in order to pick it up.
> Indeed it was gone at that point. ;-P
>

How about someone make MP3's out of them so we can all enjoy them.

James B

3578. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-VMmumcDr3xtP@cth-digital-ts01-s15.cab.cth.com.au>
Source record: 44226

On Sun, 5 Jun 3900 20:02:27, atarigirl1983@aol.com (AtariGirl1983)
wrote:

Every one left out cassette!!!!!!!!!!!!!!

to save:
CSAVE (enter)
Beep twice, press Play/Record
Press enter.

List to cassette:
LIST C: (enter)
as above

To load, Position tape
CLOAD (enter)
Beep once. press play
Press enter
Enter from cassette
ENTER C: (enter)
as above

James B

> Hi all,
>
> I am just starting to develop a program in BASIC and I would like to know how
> to save it to disk or cassette. I have looked for it in various atari
> programming books, but I have yet to get a straight answer. Seems like an easy
> question but I cannot find the answer anywhere! Thanks my fellow atarians!
>
> Jessica

3579. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <IRgUyDCK5MP5EwFP@lovecraft.demon.co.uk>
Source record: 44227

```
In article <eebojs0lfmrj5b1rk1octuai4fdahornmt@4ax.com>, Mindfield
<diespamdie!!!mindfield@home.com> writes
>On Mon, 5 Jun 2000 21:53:04 +0200, "Vidar \"Hawk\" Olavesen"
><olavese@online.no> drooled an embarassing wet spot in his lap as he
>typed:
>
>>How about Cloak and Dagger. and D.A.R.Y.L.
>
>Cloak and Dagger was Atari's longest commercial. :-) D.A.R.Y.L. had
>an 8-bit Atari playing a bit part. (An 800?)

An 800XL, with Pole Position. One of the earliest recorded uses of a
Turbo16 upgrade with no speed limiter ;)

Richard

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'\_)Morticia
```

3580. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <0xkb62BY4MP5Ewg$@lovecraft.demon.co.uk>
Source record: 44228

In article <sjoljul92t5170@corp.supernews.com>, Richard Cortese
<ricortes@netmagic.net> writes
>Throw in Michael J. Fox and you've got a deal.
>
>David A. Paterson <david_p@storm.ca> wrote in message
>news:8hhj6g$h8d$1@news.storm.ca...
>> Yes, but we try to deny it. Tell you what: You can keep Tom Green; just
>> return Peter Jennings and Jim Carrey. Deal?
>>
>> David P.

Wait, wait... don't rush into this. There's a chance he'll take Celine
Dion back too... that /has/ to be worth something...

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3581. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <393CE2A3.342F3D09@asw.cz>
Source record: 44229

Rhett James Barnes wrote:
> Anyway, can anyone give me some tips on getting these files loaded on to
> my 800 and saved onto a normal 5 1/4" floppy?

My program ACVT can be used to convert between different Atari disk
formats.

With command line switch -classic it will convert the file to some of
the classic sizes.

If you are talking about those 'exe' files converted to ATR files (KBoot
- it displays small k). They need to be repaired. You can do that
manually or by specifying option -autorepair. With such files you may
also use my program ADIR, which is able to extract exefiles from the ATR
images.

Both programs could be found on my homepage - they are compiled for DOS.
Sources should be compilable with any GCC port.

Usage would be:
acvt bad_file.atr good_file.atr -classic

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

3582. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <853dmqoos9.fsf@quahog.gsfc.nasa.gov>
Source record: 44230

"Richard Cortese" <ricortes@netmagic.net> writes:

> My son has the exact opposite methodology. He checks what hardware Linux
> supports, then builds a Linux box using picks from that list.
>
> It is expensive sometimes, nothing but name brands and popular hardware like
> 3Com and Creative Labs, but it is a valid approach.

And it has the significant side-effect of using essentially high
quality hardware- often much better than the stuff you get with the
"standard" Dell/Gateway style packages.

Gregm

3583. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: "Ross J. Hartley" <rhartley@bcm.tmc.edu>
Message-ID: <8hj0t0$j1f@gazette.bcm.tmc.edu>
Source record: 44231

I seem to remember the pilots in the movie "Airplane!" were playing a 2600 version of Basketball.

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message news:393BCCCD.72A6F0FD@mail.uni-mainz.de...
> Hello folks,
> do you know some tv or cinema movies, that have a little reminder to
> Atari ?!? I merely know these films:
>
> - Starfight (sometimes Starflight, the movie to the game The Last
> Starfighter; pretty funny, with over 300 computer scenes 1984 !!)
> - Terminator II (Portfolio and old Atari consoles)
> - Blade Runner (Atari Logo)
> - Superman III (computer graphics by Atari ?!?)
> - Outer Limits (Atari consoles in a bunker)
> ...
>
> Thats all. Do you know more reminders to Atari in movies ??
> greetings - Andreas Magenheimer

3584. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8hj6n8$c7m$1@bob.news.rcn.net>
Source record: 44232

Yeah, that works, and as you ably pointed out, has its advantages.

Don't forget, guys, I don't have a real Atari system any more :-)

Jack H. Lee <eplicon@rac5.wam.umd.edu> wrote in message
news:8hh7vv$e97$1@dailyplanet.wam.umd.edu...
> Alan Sharkis <asharkis@erols.com> wrote:
> : From BASIC, type the following. You will need the quotation marks. You
can
> : leave out the drive number if you only have one drive or are saving to
drive
> : 1, but the capital D and the colon must be there:
>
> : SAVE "Dx:FILENAME.BAS"
>
> : Simple, no?
>
> An alternative, which may be wiser to do (although it takes longer) would
> be using the LIST command in place of SAVE. This saves your file as an
> Atari text file, which will make it easier to retrieve or fix in the event
> you lose the program. I remember in those good old days of having to
> actually type in programs yourself losing lots of files after spending
> several hours a day typing them in! (That was particularly true when I
> had the 410 recorder; quite unpredictable that thing was !)
>
> To load, you would use the ENTER command in place
> of LOAD or RUN. LIST AND ENTER can be simplified to tying L. or E.,
> followed by the program name...
>

3585. Re: Re: reactivate drunker 613ce624669931 succinctness heelers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8hj6ipbdu1@bob.news.rcn.net>
Source record: 44233

You're all on the same stuff!

Mindfield <diespamdie!!!mindfield@home.com> wrote in message
news:c7bojss26299b38ue70mnpajprdhia3ftm@4ax.com...
> On Mon, 05 Jun 2000 19:52:18 +0100, Paul Irvine
> <mclane@btinternet.com> drooled an embarassing wet spot in his lap as
> he typed:
>
> >WTF!
>
> You heard him... he's looking for a vacuous porcelain Humpty serum.
> I've got two, but I'm not parting with them. Do you have any idea how
> hard *porcelain* Humpty serums are to find?
>
>

3586. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000606125139.06448.00002225@ng-cd1.aol.com>
Source record: 44234

Uh, yep. There is a girl form Dec. '83 in here all the time. lol :)

Jessica

>A few years back when I was starting to think I was so cool for buying my
>first two arcade games, I was driving near a local university when I saw a
>kid (ie college freshman, born in ~1980) wearing an Atari shirt. I'll
>have to admit I was a little puzzled. And I realized I am definately NOT
>hep. But that icon has survived (in a somewhat warped form) to the
>youunger generations. Boy am I old.
>-Rhett
>
>
>In article <20000605233513.26129.00002385@ng-cu1.aol.com>,
>atarigirl1983@aol.com (AtariGirl1983) wrote:
>
>> The movie totaly sucks. Don't see it, unless you happen to like Tom Green.
>I
>> think he is OK but not really funny. Don't just see it for the guy in the
>> Atari shirt.
>>
>> >>Haven't come to Norway yet I guess. I'll try to go see that one, no
>matter
>> >>how sh*te or good it is.
>> >
>> >It looks like crap. It stars Tom Green, a low-class American "comic"
>> >who tries to be funny by being rude and disgusting. (His VHS video is
>> >called "Something smells funny") I don't particularily find him
>> >amusing.
>

3587. Re: Atari 5200/PC Joystick adapter

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <393d3508$0$1409@news.erinet.com>
Source record: 44235

I dunno.
Try turning the sound off.
Russg

3588. PAL UK -> PAL GERMANY

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <393D391E.99EAB4F8@t-online.de>
Source record: 44236

Hi!

I bought an Atari 400 UK-version. After plugging it to my german TV (which has PAL G) I had a excellent picture on screen - but no sound (yes, I loaded a program that uses sound). Does somebody know how to get the UK 400 working on my german TV properly? What parts need to be changed?

Looking forward to your answers,

Andre

3589. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <393d3e25$0$35174@news.erinet.com>
Source record: 44237

```
Oh, yes.
Another tip.
put a :
0 REM
at the beginning of your program before LISTing it.
Doing so will often save problems ENTERing LISTed files.
Russg
```

3590. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <393d3a2d$0$1402@news.erinet.com>
Source record: 44238

From: Russg <russg@en.com>
Subject: Fw: Saving Programs Written form BASIC
Date: Tuesday, June 06, 2000 1:54 PM

----- Original Message -----
From: Russg <russg@en.com>
To: AtariGirl1983 <atarigirl1983@aol.com>
Sent: Tuesday, June 06, 2000 1:47 PM
Subject: Re: Saving Programs Written form BASIC

> atarigirl.
> Yes. SAVE "D:PROG.BAS. Do it every 15 min to 1/2 hour of work.
> BUT, if you have BASIC B, every 5 or so SAVEs, Do a LIST "PROG.LST.
> Then NEW then ENTER "PROG.LST, then SAVE "PROG2.BAS.
> Save often, and do the LIST, NEW, ENTER, SAVE to a new filename
> every so often.
> This is because BASIC B adds 16 bytes to the end of the file every
> SAVE, and eventually becomes unLOADable.
> I've had LISTed files also become unENTERable.
> I wrote a program to retrieve unLOADable files, actually. And I
> think Jindrich Kubeck also has one.
> BASIC will crash on you periodically, I find BASIC A and C crash
> more often than B, actually. So, I use B.
> B was a re-compile. C is just about a 12 byte patch to B and in my
> lone opinion is worse than B. Everyone else will tell you C is
> perfect or better than B.
>
> Russg
>
(I meant to reply group and replied to atarigirl, so I copy my msg for
here.)

3591. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <393d460c$0$1401@news.erinet.com>
Source record: 44239

And yet another tip.
After you LIST, NEW, ENTER, SAVE to a new filename.
LOAD the just SAVEd file and LIST it to screen, all the way to the
end. Sometimes the newly SAVEd file will have garbage at the
end and you'll have to ENTER, LIST to screen, and SAVE again.
Russg

3592. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_960318928@rtfm.mit.edu>
Source record: 44240
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 27, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by Qualcomm
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
```

http://www.faqs.org/faqs/internet-services/access-via-email/

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit

3593. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_960318928@rtfm.mit.edu>
Source record: 44241
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: March 29, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
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"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Clubzentrale: c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623 (0 23 66 / 3 96 23)
PD-Bibliothek: Theo Schwacke
Heinestrabe 17
D-45699 Herten
tel: 0 23 66 / 3 46 96
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade.
also available: QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

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Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu

Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (Oldrich Rezler)
Developer: BW-DOS 1.30 - available via http://atari.boss.com.pl/files

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/
Developers: MSC IDE Harddisk-Controller

Bit Busters Computer Group
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com

Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: used/new hardware/software/books & Accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card, ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304

208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall, Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA

tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582

mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de
Atari-Site: www.atari-computer.de or www.atari-computer.com
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302

Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
http://members.tripod.com/eightbits/atari84sale.html
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Czech Republic
mailto:semecky@saul-is.cz
Vendor: ?what?

Subject: F

Far North Atari Computers (attn: Frank)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551

mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.6
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Flashback Classic Video Games
See: Games + (Games Plus)

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovaki
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,

Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800, 800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface, Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home)
USA
http://cth.tzo.com/
telnet://cth.tzo.com/ (running Video 61's BBS Express! Professional v.6.0b)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32, Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor, Shell, Snapshot, The Sound Utility, Term80, Z-Code, CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), DCS - Desktop Contruction Set

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Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition (revised) Winter 1997; IEBA Newsletter

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Subject: J

Jay Software (Jan Krupka and Stanislav Opichal)
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
Czech Republic
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, SpartaDOS 3.2d, SpartaDOS 3.3c, 1050 US Doubler (USD), DK-Utilities for the

Black Box and the MIO
Repair Shop. (including the MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@mi.com.pl
http://www.atari.org.pl/~draco/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI),
Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62
(PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI),
SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr
v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.5c (Atari 8-bit emulator for Win9X/NT)
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),

65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone... he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon, Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo), G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699

mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://people.delphi.com/rldetlefsen/
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:mssoft@giga4u.de
http://www.geocities.com/mssoft_2000/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, JIL

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software (NBS)
c/o William Kendrick
919 Drake Drive #147
Davis, CA 95616-0838
USA
tel: 1-530-759-1019
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE (Super-IRG Font Editor), File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

Nelson Nieves
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType, Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls, TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

PD-Magazin / PD-Mag / PD World Versand
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr

set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software

systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,

Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/atarixle.html
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM. Order from
Ernest, see below.
Developer: DTR2ATR 5.05.00, XDIRLIST, ATR2XFD, XFD2ATR, XDIR 10.05

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
mailto:atari@columbus.rr.com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28 m. 64
02134 Warszawa
Poland
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator version 0.9.8,
Atari Falcon030/TT030/Medusa/Hades/Milan port of Atari800 v0.9.8
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street

Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.17, APE ProSystem 1.17,
APE Warp+ OS, Imagic 1.06, APE'98 Server Proxy

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)

mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.tzo.com/pro/pro1.html (BBS Express! Professional)
http://cth.tzo.com/pro/pc-gateway1.html (PC-Gateway)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,

Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze
Also: BBS Express! Professional, PC-Gateway

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

3594. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: Ken Siders <see_message_text@columbus.rr.com>
Message-ID: <one%4.16067$0T2.293303@typhoon.columbus.rr.com>
Source record: 44242

I think it was called "Prime Risk".

--Ken Siders

"Iain Laskey" <ilaskeyremoveme@cix.co.uk> wrote in message
news:memo.20000606224607.37425B@ilaskey.compulink.co.uk...
> There was a film in the early-mid eighties about a female hacker who
> carred an 800 & 810 around in her rucksack. Loads of Atari scenes as she
> hacked in, loaded stuff etc all with authentic screens too. She discovered
> the US banks were being hacked and that a foreign power was aiming to
> bring down the US finance system and bankrupt the country. Can't remember
> the name of the film though - argh.
>
> Iain

3595. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000606224607.37425B@ilaskey.compulink.co.uk>
Source record: 44243

There was a film in the early-mid eighties about a female hacker who carred an 800 & 810 around in her rucksack. Loads of Atari scenes as she hacked in, loaded stuff etc all with authentic screens too. She discovered the US banks were being hacked and that a foreign power was aiming to bring down the US finance system and bankrupt the country. Can't remember the name of the film though - argh.

Iain

3596. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: "Jack H. Lee" <eplicon@rac1.wam.umd.edu>
Message-ID: <8hjul8oki1@dailyplanet.wam.umd.edu>
Source record: 44244

MarK. <mememe@hotmail.com> wrote:

: Also, there was a TV series during the 80s which feautred a wiz-kid
: hacking into some secret project (or his school files, or both) and he
: had a 'puter-room with 800s in it. I think it was called "Whiz Kids",
: best bet it was from 1983. (That kid also played in 'Little House On the
: Prairie'... as Laura's adopted brother)

I remember "Whiz Kids." I believe the show essentially revolved around a bunch of kid hackers who fought crime or some such ilk by using computers to infiltrate systems. I think there was one episode where they used an Atari 800 to break into a building's security to set off fire alarms and sprinklers to nab the bad guys inside.

"Knight Rider" sort of featured an Atari. That was the episode of the computer geek who was able to hack into the car and control it from his computer (not an Atari). In one scene, KITT (who was stuck in a box that Michael Knight had to carry around), was able to scan the guy's computer for its contents and one of the graphics shown was the 8-bit version of Pac-Man. The guy was also using an Atari joystick to steer the car.

3597. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000606184258.25096.00001204@ng-me1.aol.com>
Source record: 44245

>cryorunner@yahoo.com (Rhett James Barnes) responded:

>I still wish there were a way to just edit the ATR before it left the (modern,
>fast PC) computer, so that I could just drag-n-drop a disk together before
>writing it physically to 5 1/4".

IF it is a boot disk with no need for the directory info, and all you want is a
92176 byte file, the the concatenation previously mentioned should set you up
to do a quick sector copy to a 5 1/4".

-Ron

I don't have a solution but I admire the problem.

3598. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: "MarK." <mememe@hotmail.com>
Message-ID: <393D81A7.53A9AFFF@hotmail.com>
Source record: 44065

Andreas Magenheimer wrote:
>
> Hello folks,
> do you know some tv or cinema movies, that have a little reminder to
> Atari ?!? I merely know these films:
>
> - Starfight (sometimes Starflight, the movie to the game The Last
> Starfighter; pretty funny, with over 300 computer scenes 1984 !!)
> - Terminator II (Portfolio and old Atari consoles)
> - Blade Runner (Atari Logo)
> - Superman III (computer graphics by Atari ?!?)
> - Outer Limits (Atari consoles in a bunker)
> ...
>
> Thats all. Do you know more reminders to Atari in movies ??
> greetings - Andreas Magenheimer

Wasn't there an Atari in WarGames?
Also, there was a TV series during the 80s which feautred a wiz-kid hacking into some secret project (or his school files, or both) and he had a 'puter-room with 800s in it. I think it was called "Whiz Kids", best bet it was from 1983. (That kid also played in 'Little House On the Prairie'... as Laura's adopted brother)

MarK.

3599. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <G0DHLfEFQYP5Ewn1@lovecraft.demon.co.uk>
Source record: 44066

In article <8hjul8oki1@dailyplanet.wam.umd.edu>, Jack H. Lee
<eplicon@rac1.wam.umd.edu> writes
>"Knight Rider" sort of featured an Atari. That was the episode of the
>computer geek who was able to hack into the car and control it from his
>computer (not an Atari). In one scene, KITT (who was stuck in a box that
>Michael Knight had to carry around),

One assumes that this was just the car's computer, and not the whole
Firebird?

> was able to scan the guy's computer
>for its contents and one of the graphics shown was the 8-bit version of
>Pac-Man. The guy was also using an Atari joystick to steer the car.

So after five minutes, he'd have sore hands if it was a 2600 stick, no
control if it was a 5200, and probably have given up if it was the
cheapo variation of the 2600 stick shipped with XEs?

(Of course, if it was the paddle-like XL stick, he'd have been able to
drive coast to coast without RSI...)

Richard

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3600. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <w1parxAttYP5EwAj@lovecraft.demon.co.uk>
Source record: 44067

In article <de1rjs0it8bsnaq3bab97vd7kdjf1rm3fr@4ax.com>, Mindfield
<diespamdie!!!mindfield@home.com> writes
>On Tue, 6 Jun 2000 11:11:22 +0100, "Richard Kilpatrick (PC)"
><richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
>lap as he typed:
>
>>An 800XL, with Pole Position. One of the earliest recorded uses of a
>>Turbo16 upgrade with no speed limiter ;)
>
>How can you tell?

DARYL plays Pole Position far faster than the 800XL could generate it -
speeded up film, of course. I was being sarcastic ;)

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3601. Re: Re: reactivate drunker 613ce624669931 succinctness heelers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <8hk2nh$oa8$1@news.huji.ac.il>
Source record: 44068

>>>> Hepburn Presbyterianism thus Slovenia renamed ballistics porcelain
vacuous Humpty serum. Xanthus confusion lastly mace serum grilled bothering
barker chivalry. waiter spacer damagers shortsighted earths ballplayer.
Spartanizes multiplying exclaim waging mermaid mediate.

I'd take back the comment on the mermaids if I were you..

>>>>liberate confusion emptily hewer. microeconomics thus duplicators
outwit emptily ballplayer jerks unimpeded radix dangling. sound veterinary
chat. bickers thus McNaughton symptoms waging brides supervisor venerable.

> > >WTF!
> >
> > You heard him... he's looking for a vacuous porcelain Humpty serum.
> > I've got two, but I'm not parting with them. Do you have any idea how
> > hard *porcelain* Humpty serums are to find?
> >

Actually I've one of these gathering dust. I'm considering putting it up on
ebay, but.. I suppose I'll get enough offers from this group. It's not the
stock Humpty, I've upgraded its shell so it won't break so easily, plus the
video/sound output. Still the old v1.0 ROM though...

(It's 2:50 AM and my brains hurt..)

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

3602. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000606200337.26141.00002084@ng-cu1.aol.com>
Source record: 44069

Crap. I am just a few miles outside of the access area! I live about 50 mi. south of Cincy, and the service only goes so far down into northern KY. :(Good if you live in Northern Kentucky (very northern, like about 30 mi from the border), SE Indiana, and anywhere south of Dayton, OH. POO!

Jessica

>I don't know if this ISP has national access, but one.net in the
>Cincinnati, OH area offers a dialup shell account (w/100 meg of space) for
>$19.95 a month.

3603. Re: Re: reactivate drunker 613ce624669931 succinctness heelers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000606200717.26123.00002652@ng-cu1.aol.com>
Source record: 44070

You do not kow how bizzare you sound!

>>>>> Hepburn Presbyterianism thus Slovenia renamed ballistics porcelain
>vacuous Humpty serum. Xanthus confusion lastly mace serum grilled bothering
>barker chivalry. waiter spacer damagers shortsighted earths ballplayer.
>Spartanizes multiplying exclaim waging mermaid mediate.
>
>I'd take back the comment on the mermaids if I were you..
>
>>>>>liberate confusion emptily hewer. microeconomics thus duplicators
>outwit emptily ballplayer jerks unimpeded radix dangling. sound veterinary
>chat. bickers thus McNaughton symptoms waging brides supervisor venerable.
>
>> > >WTF!
>> >
>> > You heard him... he's looking for a vacuous porcelain Humpty serum.
>> > I've got two, but I'm not parting with them. Do you have any idea how
>> > hard *porcelain* Humpty serums are to find?
>> >
>
>Actually I've one of these gathering dust. I'm considering putting it up on
>ebay, but.. I suppose I'll get enough offers from this group. It's not the
>stock Humpty, I've upgraded its shell so it won't break so easily, plus the
>video/sound output. Still the old v1.0 ROM though...
>
>(It's 2:50 AM and my brains hurt..)
>
>-itay
>--
>Itay Chamiel
>http://www.cs.huji.ac.il/~itayc

3604. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: "Jack H. Lee" <eplicon@rac4.wam.umd.edu>
Message-ID: <8hk8rv$q94$1@dailyplanet.wam.umd.edu>
Source record: 44071

"Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk> wrote:
: In article <8hjul8oki1@dailyplanet.wam.umd.edu>, Jack H. Lee
: <eplicon@rac1.wam.umd.edu> writes
:>"Knight Rider" sort of featured an Atari. That was the episode of the
:>computer geek who was able to hack into the car and control it from his
:>computer (not an Atari). In one scene, KITT (who was stuck in a box that
:>Michael Knight had to carry around),

: One assumes that this was just the car's computer, and not the whole
: Firebird?

Yep. For some reason, when I was writing that message, I was thinking of KITT as in the CPU, the personality, and not the physical car itself. My bad! I don't think we're going to be in the George Jetson era any time soon (i.e., carry a car compacted down to the size of a briefcase).

3605. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000606231307.04815.00002401@ng-ff1.aol.com>
Source record: 44072

NOWHERE near it! We still make really big cars that are klunkers, no way!

>Yep. For some reason, when I was writing that message, I was thinking of
>KITT as in the CPU, the personality, and not the physical car itself. My
>bad! I don't think we're going to be in the George Jetson era any time
>soon (i.e., carry a car compacted down to the size of a briefcase).

3606. Atari mp3's

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000607014046.04054.00000941@ng-cd1.aol.com>
Source record: 44073

Hi all, I just found some really cool (and bizzare) atari mp3's! Thought I would share since there has been a lot of talk lately about atari vinyl singles.

Atari 800Xl Game Sounds
http://artists.mp3s.com/artists/123/free_loops_and_samples.html

Atari Manslaughter
http://artists.mp3s.com/artists/43/hydrochloride.html

Atari Song
http://artists.mp3s.com/artists/42/00_bugexe.html

return of atari
http://artists.mp3s.com/artists/11/efunk.html

Atari Love Song
http://artists.mp3s.com/artists/68/stasischamber.html

Anyway, this is just a few, I think you could find some more if you looked beyond mp3.com

Jessica

3607. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: itzjustmike@aol.com
Message-ID: <20000607013223.21284.00001517@ng-ft1.aol.com>
Source record: 44074

<< atarigirl1983@aol.com said ...

Crap. I am just a few miles outside of the access area! I live about 50 mi. south of Cincy, and the service only goes so far down into northern KY. :(>>

Try looking into a company called CRL http://www.crl.com/personal.html - they offer diai up unix shells and by their map, seem to have access in the N.KY. area. Hey, can't hurt to give 'em a call huh :)

3608. Re: Wtd: Eastern Front Doc

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <hhorjs43bto1b2ujl761l7cou69cdid1gs@4ax.com>
Source record: 44075

On Sat, 20 May 2000 04:12:28 -0700, Sam N Oben <SamnOBEN@canada.com> wrote:

> Any one know where I can find the document file for Eastern Front.
>
>I have the Eastern Front ATR file though no document file for this
>game.
>Any help appreciated! Thanks in advance. - Sam OBEN

Hmmm... here a story.

Several years ago, my nephews had this game on cartridge. I had the APX
version and loved it, and I'm also interested in WW2, so I photocopied
their manual. Some years alter, when they got tired of the A8, I got everything
that remained from their equipment, including the Eastern Front cart... but
they had lost the manual! Fortunately I still had (and HAVE) the photocopies.
I don't know... maybe I could scan them. Do you think Chris Crawford or
anyone else would care?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

3609. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000607014537.06506.00002311@ng-cd1.aol.com>
Source record: 44076

>Try looking into a company called CRL http://www.crl.com/personal.html -
>they
>offer diai up unix shells and by their map, seem to have access in the N.KY.
>area. Hey, can't hurt to give 'em a call huh :)

Nope I looked, nowhere near Ky. Maybe the list could be a project of mine or
something because I keep running into shell account links.

3610. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <qmmrjskjfjjfhkcr8sd4tuj61os1n237sv@4ax.com>
Source record: 44077

Speaking of Knight Rider, I remember on one episode, KITT displaying
supposedly some car they were tracking on the screen - it was
Rally Speedway for the A8!

On Wed, 7 Jun 2000 00:06:45 +0100, "Richard Kilpatrick (PC)"
<richard@lovecraft.demon.co.uk> wrote:

>In article <8hjul8oki1@dailyplanet.wam.umd.edu>, Jack H. Lee
><eplicon@rac1.wam.umd.edu> writes
>>"Knight Rider" sort of featured an Atari. That was the episode of the
>>computer geek who was able to hack into the car and control it from his
>>computer (not an Atari). In one scene, KITT (who was stuck in a box that
>>Michael Knight had to carry around),
>
>One assumes that this was just the car's computer, and not the whole
>Firebird?
>
>> was able to scan the guy's computer
>>for its contents and one of the graphics shown was the 8-bit version of
>>Pac-Man. The guy was also using an Atari joystick to steer the car.
>
>So after five minutes, he'd have sore hands if it was a 2600 stick, no
>control if it was a 5200, and probably have given up if it was the
>cheapo variation of the 2600 stick shipped with XEs?
>
>(Of course, if it was the paddle-like XL stick, he'd have been able to
>drive coast to coast without RSI...)
>
>Richard

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

3611. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0606002331010001@dt083nd4.san.rr.com>
Source record: 44078

In article <Pine.GSO.3.95.iB1.0.1000606180755.20250B-100000@vtn1>, "John K. Picken" <yg473@victoria.tc.ca> wrote:

> On Tue, 6 Jun 2000, Ernest R. Schreurs wrote:
>
> >
> > I only understood from the problem description
> > that SIO2PC would not load the image file.
> >
>
> Maybe you're the only one who understood it correctly. I certainly
> hadn't thought of it from that point of view.
>
> jkp

Sorry for the confusion. SIO2PC will let me mount the image. But when I try to get a directory off of the "drive" using a standard DOS like 2.5, the directory is garbage.
-Rhett

3612. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0606002329580001@dt083nd4.san.rr.com>
Source record: 44079

In article <393CE2A3.342F3D09@asw.cz>, Jindrich Kubec <kubecj@asw.cz> wrote:

> Rhett James Barnes wrote:
> > Anyway, can anyone give me some tips on getting these files loaded on to
> > my 800 and saved onto a normal 5 1/4" floppy?
>
> My program ACVT can be used to convert between different Atari disk
> formats.
>
> With command line switch -classic it will convert the file to some of
> the classic sizes.
>
> If you are talking about those 'exe' files converted to ATR files (KBoot
> - it displays small k). They need to be repaired. You can do that
> manually or by specifying option -autorepair. With such files you may
> also use my program ADIR, which is able to extract exefiles from the ATR
> images.
>
> Both programs could be found on my homepage - they are compiled for DOS.
> Sources should be compilable with any GCC port.
>
> Usage would be:
> acvt bad_file.atr good_file.atr -classic

Thanks! I'm going to look!
-Rhett

3613. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <393DFA27.8F590038@asw.cz>
Source record: 44080

Rhett James Barnes wrote:

> Sorry for the confusion. SIO2PC will let me mount the image. But when I
> try to get a directory off of the "drive" using a standard DOS like 2.5,
> the directory is garbage.

So the problem doesn't exist. Because for 'boot' disks there is nothing
like 'directory' so that you must use disk copier and not file copier.
Or use such tools as Howfen dos to create multiboot menu disks.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

3614. Re: 1050 ED copy utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <393E271E.2B9259AD@erols.comX>
Source record: 44081

I tried converting everything to MyDos but some files won't work with MyDos as the DOS. To ensure easy use and complete compatibility I need to stick with DOS 2.5.

If the copy command you mentioned below works then that would save alot of headaches for me.

I wonder why the creators of MyDos created an incompatible Enhanced Density format???

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

"John K. Picken" wrote:

> On Mon, 5 Jun 2000, Stephen Knox wrote:
>
> > Folks,
> >
> > Been awhile since I've made backups of my Enhanced Density diskettes.
> > In the past I've found that DOS 2.5 ED and MyDOS ED are different and
> > you cant copy a disk between the two(Something gets left off when MyDOS
> > copies a DOS 2.5 ED disk). DOS 2.5 has such a slow copy utility that I
> > was wondering what programs were out there that supported DOS 2.5 ED and
> > could write without verify on?
> >
> Any good sector-copier such as MyCopyR! will back up complete disks and
> will allow you to defeat write with verify.
>
> MYDOS will sector-copy a 2.5 disk if you use the optional syntax at the
> prompt after hitting C i.e. "1,2(1-1040)". It will also allow you to
> disable write verification.
>
> As you've mentioned speed: switch your files to MYDOS format disks
> wherever possible and use it as your primary DOS. One of the major reasons
> DOS 2.5 is so slow is that the second VTOC is up in the hidden sectors (1023+)
> -- you can hear the disk drive grind away as the read/write head gets
> pushed over just about every track to write even the shortest of files.
>
> MYDOS can read DOS 2.5 ED disks but cannot safely write to any sector past
> 720 on a 2.5 disk. If you have two disk drives, conversion is easy--just
> boot MYDOS and use a wildcard file copy. If the disk is bootable, make

> sure you write MYDOS to the destination before copying the files and
> ensure you exclude the DOS 2.5 files in the file copy. Obviously, this
> can also be done easily with a RAMdisk and single drive.
>
> jkp

3615. Re: Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-jdFdD2W6LRVt@localhost>
Source record: 44082

On Sun, 6 Jun 3900 23:17:43, Mindfield
<diespamdie!!!mindfield@home.com> wrote:

> On Tue, 6 Jun 2000 14:48:12 -0000, "Russg" <russg@en.com> drooled an
> embarassing wet spot in his lap as he typed:
>
> >And yet another tip.
> >After you LIST, NEW, ENTER, SAVE to a new filename.
> >LOAD the just SAVEd file and LIST it to screen, all the way to the
> >end. Sometimes the newly SAVEd file will have garbage at the
> >end and you'll have to ENTER, LIST to screen, and SAVE again.
> >Russg
> >
>
> I seem to remember something about this... loading a BAS file, then
> LISTing it to disk, re-ENTERing it, then re-SAVEing it to disk cleaned
> out any garbage that might start to collect in the BAS file as it's
> saved over and over again.

A very bad bug Atari introduced with Rev B basic is it adds 16 bytes
to the end of each file for every save. Do enough load/save cycles
with the same program and you can run out of memory. List/enter will
get rid of the extra rubbish.

Atari came out with rev B.
Rev A was ment to be a pre release sent to atari for review. Atari
took it as finial release and made carts out of it.
Atari attemped to fix the contract code bug but made things worse.
I am not sure where rev c came from

James B

3616. Re: Mildly OT: ZIP format inventor dies at 37

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8hlf5i$gl2$1@nets3.rz.RWTH-Aachen.DE>
Source record: 44083

Howdy Greg, folks

>>> I found the following in c.s.cbm
>>>
>>> CU Mathy van Nisselroy
>> Note to self, clean up my house.
>
> Geezz.. no doubt!
>
> Wonder how many bugs his computers had. ;)

Isn't ZIP an MS-DOS and Windows program. Need I say more? He probably didn't clean his harddrive often enough. And when you have SM oops MS stuff on disk, who know what sick things start to grow on that disk and inside your computer.

CU Mathy van Nisselroy

3617. Re: PAL UK -> PAL GERMANY

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8hlg87$gl2$2@nets3.rz.RWTH-Aachen.DE>
Source record: 44084

Howdy Andre, folks

>I bought an Atari 400 UK-version. After plugging it to my german TV
>(which has PAL G) I had a excellent picture on screen - but no sound
>(yes, I loaded a program that uses sound). Does somebody know how to get
>the UK 400 working on my german TV properly? What parts need to be
>changed?

The Tv Modulator. PAL UK uses a different frequency for it's sound as PAL Germany (and most of the rest of Europe) uses.

CU Mathy van Nisselroy

3618. Re: Atari mp3's

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8hlgda$gl2$3@nets3.rz.RWTH-Aachen.DE>
Source record: 44085

Howdy Jessica, folks

>Hi all, I just found some really cool (and bizzare) atari mp3's! Thought I
>would share since there has been a lot of talk lately about atari vinyl
>singles.

Try the ABBUC Site. www.atari-computer.de and Click on ATARI SOUND. You'll
see the covers of the records and if you have the right plug in you can even
hear them.

CU Mathy van Nisselroy

PS The ABBUC site is mainly in German (IIRC) but that doesn't have to be a
problem in this case.

3619. 8-bit to a VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Xus%4.1655$vV5.9281@newsfeed.slurp.net>
Source record: 44086

Hello,

Sometime ago I asked how to connect an 8-bit to a VGA monitor. Someone posted a message about a device called VGA-801 which is a video converter that does the trick. I have ordered one, but I would like to know where can I get the cables to connect the 8-bit to the converter. Would it be the same place (somewhere in Illinois)?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3620. Re: PAL UK -> PAL GERMANY

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <8ohJsHBP8IP5EwwU@lovecraft.demon.co.uk>
Source record: 44087

In article <8hlg87$gl2$2@nets3.rz.RWTH-Aachen.DE>, Mathy Van Nisselroy
<nisse-ma@reze-1.rz.rwth-aachen.de> writes
>Howdy Andre, folks
>
>>I bought an Atari 400 UK-version. After plugging it to my german TV
>>(which has PAL G) I had a excellent picture on screen - but no sound
>>(yes, I loaded a program that uses sound). Does somebody know how to get
>>the UK 400 working on my german TV properly? What parts need to be
>>changed?
>
>The Tv Modulator. PAL UK uses a different frequency for it's sound as PAL
>Germany (and most of the rest of Europe) uses.

There was a switch on the back of my 400 which changed the sound
frequency. It's unmarked, but it did change it.

No... Wait. It was the C64C...

No. The 400.

Damn! I can't remember. Anyway, I'm fairly sure it was the 400.

Richard

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3621. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: JLsoft <jlsoft@c64.org>
Message-ID: <8hlr6q$5eo$1@nnrp1.deja.com>
Source record: 44088

Okay, I don't know if this has been mentioned (I'm not going through 40 posts to check :P)...

There was a TV movie with Gary Coleman (!) called `The Fantastic World of DC Collins' (1984), where he carried a backpack full of Atari 2600 carts that I -think- had spy plans on them...it was like a TV version of the movie Cloak & Dagger (another big Atari-themed movie, if it hasn't been mentioned either)...you can just look it up on www.imdb.com using "DC Collins" for the search :)

Ahhhh I would kill for a video of DC Collins :)

Latez,
JLsoft
EFnet #OldWarez

Oh, and the first movie you mention was called The Last Starfighter in the US...don't know if it was different elsewhere. I also see the logo on the side of the Last Starfighter machine as a stylized Atari Fuji logo (that flying sword thing)...

In article <393BCCCD.72A6F0FD@mail.uni-mainz.de>,
Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
> Hello folks,
> do you know some tv or cinema movies, that have a little reminder to
> Atari ?!? I merely know these films:
>
> - Starfight (sometimes Starflight, the movie to the game The Last
> Starfighter; pretty funny, with over 300 computer scenes 1984 !!)
> - Terminator II (Portfolio and old Atari consoles)
> - Blade Runner (Atari Logo)
> - Superman III (computer graphics by Atari ?!?)
> - Outer Limits (Atari consoles in a bunker)
> ...
>
> Thats all. Do you know more reminders to Atari in movies ??
> greetings - Andreas Magenheimer
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3622. Re: Wtd: Eastern Front 1943,1944

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <6190-393E69AE-1@storefull-171.iap.bryant.webtv.net>
Source record: 44089

chris has given me permission to reproduce his game on any atari machine
in small qaunities.
he seems like a very nice guy,go ahead and ask him,if you need his
e-mail address,just go to private mail, and i will give it to you.
also if you are a eastern front fan like i am, do you have eastern front
1943, and also 1944, there was also a eastern front scenario program,i
cannot find them anywhere, help! thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3623. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <6186-393E6A2D-8@storefull-171.iap.bryant.webtv.net>
Source record: 44090

watch a movie called" night of the comet " and you will see a girl
playing a tempest coin-op machine, thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3624. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjsrm2362t5165@corp.supernews.com>
Source record: 44091

Greg Menke <nospam@erols.com> wrote in message
news:853dmqoos9.fsf@quahog.gsfc.nasa.gov...
> "Richard Cortese" <ricortes@netmagic.net> writes:
>
> > My son has the exact opposite methodology. He checks what hardware Linux
> > supports, then builds a Linux box using picks from that list.
> >
> > It is expensive sometimes, nothing but name brands and popular hardware
like
> > 3Com and Creative Labs, but it is a valid approach.
>
>
> And it has the significant side-effect of using essentially high
> quality hardware- often much better than the stuff you get with the
> "standard" Dell/Gateway style packages.

I accidentally wandered onto a web page that was doing side by side comparisons between servers. Only two manufacturers they had were HP and Acer.

HP was selling a 128 mb ~500 mHz PIIs for about $3,000 and Acer was asking about $1,800 for the same. Not sure about any bundled software, it wasn't listed. They weren't multi use machines, HP only had 1 meg of video memory and the Acer only had 4 megs.

I can't remember who to attribute this statement from, I think it was an Volkswagon mechanic, "If you want economy, you have to pay".

I guess you can't get a free lunch but one that isn't as expensive, only way to do it would be by staying away from the leading edge latest/greatest. I didn't really realize how much fault tolerant systems cost until I stumbled onto the web page. I think I can change my thinking to the way my son does it. If the choice becomes assemble from name brand$ vs give Acer $1,800 I think I can adjust.

3625. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: "Jack H. Lee" <eplicon@rac2.wam.umd.edu>
Message-ID: <8hltvm$1od$1@dailyplanet.wam.umd.edu>
Source record: 44092

Mindfield <diespamdie!!!mindfield@home.com> wrote:

: The 8-bit had much better graphic capabilities than the 2600, and
: better sound capabilities, but that's to be expected. Then there's
: the fact that Pac Man was universally panned on the 2600 anyway; they
: COULD have made it much better than it was. Look at Ms. Pac Man and
: you'll see a vast improvement, despite it being the same platform.

The 2600 Pac-Man was programmed by someone named Howie Warsaw (Warshaw?) if I'm not mistaken. He also did the ill-fated Raiders of the Lost Ark game. There was some really neat article in "Computer Games" magazine in 1984 that discussed some neat inside information on the Atari company. (The article was titled "30 Secrets of Atari.") It said that Warsaw earned like a million dollars in royalties for Pac-Man, yet another programmer who did a conversion of the mega-selling "Space Invaders" only took in a flat $11,000. Part of the article cited how several programmers became disillusioned with the company, their policies, their royalties, etc.; they all jumped ship or started their own companies (Activision, Imagic, etc.)

3626. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <393e83e9_1@news.iglou.com>
Source record: 44093

On 2000-06-07 atarigirl1983@aol.com(AtariGirl1983) said:
>Crap. I am just a few miles outside of the access area! I live
>about 50 mi. south of Cincy, and the service only goes so far down
>into northern KY. :(Good if you live in Northern Kentucky (very
>northern, like about 30 mi from the border), SE Indiana, and
>anywhere south of Dayton, OH. POO!
>Jessica
Iglou.com has shell accounts and provides service to Louisville, Lexington,
Cincinnati, and many counties in Kentucky. (I don't work for them, I'm
just a customer).
>>I don't know if this ISP has national access, but one.net in the
>>Cincinnati, OH area offers a dialup shell account (w/100 meg of
>>space) for $19.95 a month.

Net-Tamer V 1.08X - Test Drive

3627. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Tierlen <trnelson@harmonltd.com>
Message-ID: <zNv%4.350$3p4.16994@news.uswest.net>
Source record: 44094

Has anyone ever used an SIO2PC cable? I have been reading about it and am interested for the ability to use a PC HDD.

Also, does anyone know where to get one. I have seen the schematics, but they are over my head.

Thanks,
T

3628. High speed disk I/O with SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sjt4d92n2t569@corp.supernews.com>
Source record: 44095

Mostly directed at Larry. Been pretty much a disaster from an effort/time/fun standpoint. I can't believe I screwed up making a 1489 cable, and it took me 3 hours of staring at it to realized I used the wrong pin on the 9 pin connecter. Kept looking at the PC until I was numb before I checked voltages and Eureka.

Tried downloading APE for W95/98. My damn systems is so unstable I got about 5 lockups and a number of spontaneous reboots.

Also tried the APE 1.17 for DOS.

What *I think* I found were the two high speed boot disks in the distributions were not compatible. But when staying within systems, two real US Doubler drives would work at high speed along with the APE simulated drives. No errors other then freaking Windows locking up, drives just run at normal speed if you boot the wrong distribution. I should have checked for SDX, but couldn't find my cart.

This was with a 1489 using COM2 and DSR.

I did get some errors when just trying to run 2 real drives and an SIO2PC/RI on my old Tandy. I am sure this problem was due to SIO cables. I wasn't even running at high speed, just plugged in a SIO2PC cable, it worked so I then added 2 drives and nada! Backed off to 1 drive and SIO2PC cable and got sporadic reads and errors. Ended up cleaning the cables a bit and it cleared up. Finally added back both the real drives and didn't have a problem again.

3629. Re: 1050 ED copy utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000607115931.25839A-100000@vtn1>
Source record: 44146

On Wed, 7 Jun 2000, Stephen Knox wrote:

> I tried converting everything to MyDos but some files won't work with MyDos
> as the DOS.

The most likely sources of incompatibility would be:

a. four-digit sector lengths in the directory listing (this holds whether
you're reading the directory from DUP.SYS or in BASIC, etc.);

b. RAMdisk numbering--stuff written for DOS 2.yuck assumes D8: only;

c. usage of "D:" instead of "D1:" in a program--with MYDOS D: is your
current working drive (and directory); and

d. the availability of multiple autorun files in MYDOS.

Fixing these is easy:

a. use MYDOS 4.53/3;

b. set up the RD as D8: and write DOS to the disk so that it will
boot that way in the future;

c. as long as you don't change it from DUP.SYS, D: will equal D1:; and

d. rename any AUTORUN.SYS file to filename.AR0.

> If the copy command you mentioned below works then that would save alot of
> headaches for me.

That was actually the response to the prompt in a duplicate disk command
to force the DOS to do a sector copy.

> I wonder why the creators of MyDos created an incompatible Enhanced Density
> format???
>

Actually, the DOS 2.5 format is the weird one. The format used by MYDOS
for ED is the same as it uses with all disks and hard drives that
require more than a single VTOC.

jkp

3630. Alan Reeve and Diamond 3 rom

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8hm9i2ihm1@bob.news.rcn.net>
Source record: 44147

I found a website with an .arc file that includes a rom of the Diamond cart.
and a text message from Alan Reeve. As it turns out Alan made the Diamond
rom available for free a long time ago. Does anyone know whether he also
posted a copy of Diamond Write for free? Or some of the other Diamond
related software packages?

I bought the diamond developers kit along with many other packages including
Diamond Paint, but never got a chance to get Diamond Write.

____
Get Your Private, Free E-mail at http://services.dropmail.com/

3631. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <85zoox2ot2.fsf@quahog.gsfc.nasa.gov>
Source record: 44148

"Richard Cortese" <ricortes@netmagic.net> writes:

> > And it has the significant side-effect of using essentially high
> > quality hardware- often much better than the stuff you get with the
> > "standard" Dell/Gateway style packages.
>
> I accidentally wandered onto a web page that was doing side by side
> comparisons between servers. Only two manufacturers they had were HP and
> Acer.
>
> HP was selling a 128 mb ~500 mHz PIIs for about $3,000 and Acer was asking
> about $1,800 for the same. Not sure about any bundled software, it wasn't
> listed. They weren't multi use machines, HP only had 1 meg of video memory
> and the Acer only had 4 megs.
>
> I can't remember who to attribute this statement from, I think it was an
> Volkswagon mechanic, "If you want economy, you have to pay".
>
> I guess you can't get a free lunch but one that isn't as expensive, only way
> to do it would be by staying away from the leading edge latest/greatest. I
> didn't really realize how much fault tolerant systems cost until I stumbled
> onto the web page. I think I can change my thinking to the way my son does
> it. If the choice becomes assemble from name brand$ vs give Acer $1,800 I
> think I can adjust.

I agree. My wife had an equally compelling proof. Her organization
just went out and spent $150,000 on Dell servers @ about $40,000 each
(couple gigs of RAM, massive RAID 5 disk arrays, etc...)- pretty much
the standard
"buy-the-biggest-we-can-because-we-can't-figure-out-what-we-need"
approach.

I gave up on Dell completely when I asked one of their engineers what
the MTBF was on their "custom" SCSI controllers. He responded, "What
is MTBF?" Now if their in-house "engineers" don't know what an MTBF
is, can someone tell me why I should let one of their "support
engineers" into the same room with the hardware?

Some time later, I was in our local PC joint, they had a display unit
out, with a faster cpu, same ram, same raid stuff- but for ~$5000
each. It also had the significant advantage of using name brand
cards, disk, ram instead of the "official" Dell parts.

Why buy from Dell when you can get the same support buying from
Packard Bell?

Gregm

3632. Re: reactivate drunker 613ce624669931 succinctness heelers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <393EB6B4.87AAE8B6@bellsouth.net>
Source record: 44149

Is this some sort of super-secret spy code? COOL!! Some secret agent is using OUR newsgroup to transmit pilfered classified data across the internet! And who says Atari's weren't good for anything anymore?

AtariGirl1983 wrote:

> You do not kow how bizzare you sound!
>
> >>>>> Hepburn Presbyterianism thus Slovenia renamed ballistics porcelain
> >vacuous Humpty serum. Xanthus confusion lastly mace serum grilled bothering
> >barker chivalry. waiter spacer damagers shortsighted earths ballplayer.
> >Spartanizes multiplying exclaim waging mermaid mediate.
> >
> >I'd take back the comment on the mermaids if I were you..
> >
> >>>>>liberate confusion emptily hewer. microeconomics thus duplicators
> >outwit emptily ballplayer jerks unimpeded radix dangling. sound veterinary
> >chat. bickers thus McNaughton symptoms waging brides supervisor venerable.
> >
> >> > >WTF!
> >> >
> >> > You heard him... he's looking for a vacuous porcelain Humpty serum.
> >> > I've got two, but I'm not parting with them. Do you have any idea how
> >> > hard *porcelain* Humpty serums are to find?
> >> >
> >
> >Actually I've one of these gathering dust. I'm considering putting it up on
> >ebay, but.. I suppose I'll get enough offers from this group. It's not the
> >stock Humpty, I've upgraded its shell so it won't break so easily, plus the
> >video/sound output. Still the old v1.0 ROM though...
> >
> >(It's 2:50 AM and my brains hurt..)
> >
> >-itay
> >--
> >Itay Chamiel
> >http://www.cs.huji.ac.il/~itayc

3633. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <393ebac9.12448381@news.wxs.nl>
Source record: 44150

On Tue, 6 Jun 2000 18:09:49 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On Tue, 6 Jun 2000, Ernest R. Schreurs wrote:
>
>>
>> I only understood from the problem description
>> that SIO2PC would not load the image file.
>>
>
>Maybe you're the only one who understood it correctly. I certainly
>hadn't thought of it from that point of view.
>
>jkp

Actually it occurred to me that just catenating extra bytes to the end
of the file will not change the ATR header. So the header probably
still shows the smaller size of the image, and thus SIO2PC would still
not recognize it to be the size it would then be.
You could convert the ATR to XFD and then the XFD back to ATR to give
it a proper and valid ATR header with some of Bo's programs.
Anyway, there was mention that SIO2PC did accept the disk but that
reading the directory did not work. So I am not at all sure that I
really understood the problem.
Anyway, it would be nice to have a sector editor for the PC that would
allow easy editing of ATR files. I thought about writing such a
utility once, since using disk doctor II and stuff like that is really
a pain. Most of the time I use Synassemblers sector read and write
commands from the debugger. But then I prefer Synassembler, so I like
using it for all that sort of stuff too.

Keep those XL's/XE's humming.

3634. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8hmfea$60u$1@bob.news.rcn.net>
Source record: 44151

One word of caution:

Get the shortest cassettes you can. There used to be 15-20 minute ones
available for computer storage. The long ones cause major problems. The
90-minute and more cassettes are definitely to be avoided!

Alan

AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000606193911.26141.00002071@ng-cu1.aol.com...
> >
> >Everbody seems to hate cassettes!!
> >Only fools like me tinker around with that media anymore.
> >
> >Keep those XL's/XE's buzzing.
>
> I was amazed when I first got into Atari that you could save a program on
> cassette, but I can see everyone's disgust with them. But, it is a lot
easier
> to buy cassettes than it is to buy 5 1/4" floppy disks anymore. But,
still,
> cassettes seem to be a clumsy way to store programs.
>
> Jessica

3635. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8hmfis$7cd$1@bob.news.rcn.net>
Source record: 44152

Nope, it seems pretty local to me. But it's a start.

Bob Ryan <ryanr@one.net> wrote in message
news:Pine.LNX.4.21.0006032354040.20627-100000@shell.one.net...
> I don't know if this ISP has national access, but one.net in the
> Cincinnati, OH area offers a dialup shell account (w/100 meg of space) for
> $19.95 a month.
>
> http://www.one.net
>
> -Bob
>
>
> On Sat, 3 Jun 2000, Alan Sharkis wrote:
>
> > Message from the Deja.com forum:
> > comp.sys.atari.8bit
> > Your subscription is set to individual email delivery
> > This message was sent to ryanr@one.net
> > Deja.com: Best way to buy a PC
> > http://www.deja.com/channels/channel.xp?CID=13031
> > >
> > I don't doubt what you said. I was once steered to a site that was
supposed
> > to list ISPs that offered shell accounts. That it did. But not one of
them
> > offered their service as a dial-up.
> >
> > If a person has an Atari 8-bit and can't or won't use a PC as a proxy
server
> > under A.P.E. '98 or Tom Hunt's proxy program, he's still out of luck.
> >
> >
> > ItzjustMike <itzjustmike@aol.com> wrote in message
> > news:20000603023402.08888.00001237@ng-cf1.aol.com...
> > > << To me, such a list sounds very tough to build, and even harder to
>>
> > >
> > > I went to a site - thelist.internet.com and found several ISP's in my
> > local
> > > dial up area that offered shell accounts for as little as $7.95 to as
much
> > as
> > > $19.95 a month depending on usage.

> > >
> >
> >
> >
> >
> >
> > _____
> > Deja.com: Before you buy.
> > http://www.deja.com/
> > * To modify or remove your subscription, go to
> > http://www.deja.com/edit_sub.xp?group=comp.sys.atari.8bit
> > * Read this thread at
> > http://www.deja.com/thread/%3C8hb5b0%24n22%241%40bob.news.rcn.net%3E
> >
> >
>
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3636. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: "Jack H. Lee" <eplicon@rac6.wam.umd.edu>
Message-ID: <8hmg2u$48k$1@dailyplanet.wam.umd.edu>
Source record: 44153

Alan Sharkis <asharkis@erols.com> wrote:
: One word of caution:

: Get the shortest cassettes you can. There used to be 15-20 minute ones
: available for computer storage. The long ones cause major problems. The
: 90-minute and more cassettes are definitely to be avoided!

On the subject of cassettes, back in 1983, I came across a very quick and easy way to verify that your programs were safely saved on tape. You simply type in one line program:

```
CL. #1:OPEN #1,4,0,"C:": FOR A=1 TO 400: GET #1,A: N. A
```

Then after the beeping (or buzzing sound), you hit RETURN and push the play button. Let the computer run through the loaded program. If the save was good, you get ERROR 136. It means it reached the end of the program, and everything is there. Any other error, and you should resave.

Man, I remember how EXTREMELY time consuming that process was. The agony was compounded because a few months after I got my 410 recorder, the mechanism that held the play button in place was broken, meaning I had to manually and firmly hold it down myself any time I recorded or loaded (and when you have big binary game files, that can amount to 10-15 minutes of torture). I eventually wound up with a quasi-hitchhiker's thumb on right hand. It's true! The uppermost joint of that thumb bears an annoying curve not present on my left hand.

Oh, the agonies we Atari owners have to go through! Fortunately, I got a 1050 for X-mas in 1984, but the damage was already done. :)

3637. Re: reactivate drunker 613ce624669931 succinctness heelers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8hmf75$3rk$1@bob.news.rcn.net>
Source record: 44154

Naaah! You don't need an Atari to decypher this, just that old ring ...

drteele <drteele@bellsouth.net> wrote in message
news:393EB6B4.87AAE8B6@bellsouth.net...
> Is this some sort of super-secret spy code? COOL!! Some secret agent is
using OUR
> newsgroup to transmit pilfered classified data across the internet! And
who says
> Atari's weren't good for anything anymore?
>
> AtariGirl1983 wrote:
>
> > You do not kow how bizzare you sound!
> >
> > >>>>> Hepburn Presbyterianism thus Slovenia renamed ballistics porcelain
> > >vacuous Humpty serum. Xanthus confusion lastly mace serum grilled
bothering
> > >barker chivalry. waiter spacer damagers shortsighted earths
ballplayer.
> > >Spartanizes multiplying exclaim waging mermaid mediate.
> > >
> > >I'd take back the comment on the mermaids if I were you..
> > >
> > >>>>>liberate confusion emptily hewer. microeconomics thus duplicators
> > >outwit emptily ballplayer jerks unimpeded radix dangling. sound
veterinary
> > >chat. bickers thus McNaughton symptoms waging brides supervisor
venerable.
> > >
> > >> > >WTF!
> > >> >
> > >> > You heard him... he's looking for a vacuous porcelain Humpty serum.
> > >> > I've got two, but I'm not parting with them. Do you have any idea
how
> > >> > hard *porcelain* Humpty serums are to find?
> > >> >
> > >
> > >Actually I've one of these gathering dust. I'm considering putting it
up on
> > >ebay, but.. I suppose I'll get enough offers from this group. It's not
the
> > >stock Humpty, I've upgraded its shell so it won't break so easily, plus
the
> > >video/sound output. Still the old v1.0 ROM though...

> > >
> > >(It's 2:50 AM and my brains hurt..)
> > >
> > >-itay
> > >--
> > >Itay Chamiel
> > >http://www.cs.huji.ac.il/~itayc
>
>
>

3638. Re: 8-bit to a VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000607181754.21903.00002081@ng-fq1.aol.com>
Source record: 44155

>ebaiz@skyenet.net (Edward S. Baiz Jr.)
said:

>Sometime ago I asked how to connect an 8-bit to a VGA monitor. Someone
>posted a message about a device called VGA-801 which is a video
>converter that does the trick. I have ordered one, but I would like to
>know where can I get the cables to connect the 8-bit to the converter.
>Would it be the same place (somewhere in Illinois)?

It is a standard C=64/Atari monitor cable (now somewhat uncommon); they show up
on eBay and you can easily build yourself one with a DIN-5 and RCA pin plugs.
The pin assignments are here:
http://www.atari8bit.tmfweb.nl/pinouts.htm#monitor
This link seems intermittant; if so, go here:
http://www.atari8bit.tmfweb.nl/
click 8-bit homepage, then pinouts

You just connect the center of the RCA 1/4" pin plug to DIN pin 4-composite
video and connect the shield to pin 2-ground. Connect the DIN to Atari monitor
jack and RCA plug to VGA adapter.

-Ron

I don't have a solution but I admire the problem.

3639. Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000607185015.21707.00000266@ng-fy1.aol.com>
Source record: 44156

Hi again everyone,

I thank you all for your help BUT I am having major problems trying to save from Basic on my 1200XL. I am using Revision C and I keep getting Error-130 messages. Is there a certain sequence that one must follow in order to get a program saved on disk? Does it vary drive to drive? I have an 810 drive, 1050 drive, and 1010 program recorder. I tried to save to each of these storage devices about five times on different occasions. Thanks for the help already given.

Jessica

3640. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000607184355.21707.00000264@ng-fy1.aol.com>
Source record: 44157

Nope, unless I want to pay long distance to Lexington. OH welll... keep
lookin'

>Subject: Re: intetnet
>From: bmarcum@iglou.com
>Date: 6/7/2000 2:18 PM Eastern Daylight Time
>Message-id: <393e83e9_1@news.iglou.com>
>
>On 2000-06-07 atarigirl1983@aol.com(AtariGirl1983) said:
> >Crap. I am just a few miles outside of the access area! I live
> >about 50 mi. south of Cincy, and the service only goes so far down
> >into northern KY. :(Good if you live in Northern Kentucky (very
> >northern, like about 30 mi from the border), SE Indiana, and
> >anywhere south of Dayton, OH. POO!
> >Jessica
>Iglou.com has shell accounts and provides service to Louisville, Lexington,
>Cincinnati, and many counties in Kentucky. (I don't work for them, I'm
>just a customer).
> >>I don't know if this ISP has national access, but one.net in the
> >>Cincinnati, OH area offers a dialup shell account (w/100 meg of
> >>space) for $19.95 a month.
>
>Net-Tamer V 1.08X - Test Drive

3641. Re: reactivate drunker 613ce624669931 succinctness heelers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000607183901.21707.00000263@ng-fy1.aol.com>
Source record: 44158

```
Good 'ol decoder ring. But an Atari doesn't hurt....

>Naaah! You don't need an Atari to decypher this, just that old ring ...
>
>
>drteele <drteele@bellsouth.net> wrote in message
>news:393EB6B4.87AAE8B6@bellsouth.net...
>> Is this some sort of super-secret spy code? COOL!! Some secret agent is
>using OUR
>> newsgroup to transmit pilfered classified data across the internet! And
>who says
>> Atari's weren't good for anything anymore?
>>
>> AtariGirl1983 wrote:
>>
>> > You do not kow how bizzare you sound!
>> >
>> > >>>>> Hepburn Presbyterianism thus Slovenia renamed ballistics porcelain
>> > >vacuous Humpty serum. Xanthus confusion lastly mace serum grilled
>bothering
>> > >barker chivalry. waiter spacer damagers shortsighted earths
>ballplayer.
>> > >Spartanizes multiplying exclaim waging mermaid mediate.
>> > >
>> > >I'd take back the comment on the mermaids if I were you..
>> > >
>> > >>>>>liberate confusion emptily hewer. microeconomics thus duplicators
>> > >outwit emptily ballplayer jerks unimpeded radix dangling. sound
>veterinary
>> > >chat. bickers thus McNaughton symptoms waging brides supervisor
>venerable.
>> > >
>> > >> > >WTF!
>> > >> >
>> > >> > You heard him... he's looking for a vacuous porcelain Humpty serum.
>> > >> > I've got two, but I'm not parting with them. Do you have any idea
>how
>> > >> > hard *porcelain* Humpty serums are to find?
>> > >> >
>> > >
>> > >Actually I've one of these gathering dust. I'm considering putting it
>up on
>> > >ebay, but.. I suppose I'll get enough offers from this group. It's not
>the
```

>> > >stock Humpty, I've upgraded its shell so it won't break so easily, plus
>the
>> > >video/sound output. Still the old v1.0 ROM though...
>> > >
>> > >(It's 2:50 AM and my brains hurt..)
>> > >
>> > >-itay
>> > >--
>> > >Itay Chamiel
>> > >http://www.cs.huji.ac.il/~itayc
>>
>>
>>

3642. Re: Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <pgltjs8kmjgul577g2d3rug9sb0db6udq3@4ax.com>
Source record: 44159

On 7 Jun 2000 16:41:26 GMT, "Jack H. Lee" <eplicon@rac2.wam.umd.edu>
drooled an embarassing wet spot in his lap as he typed:

>The 2600 Pac-Man was programmed by someone named Howie Warsaw (Warshaw?)
>if I'm not mistaken. He also did the ill-fated Raiders of the Lost Ark
>game.

Hey, I *liked* Raiders. :-) It was kinda abstract, and the graphics
were remeniscent of E.T., and it was a little buggy, but it was kinda
neat all the same. Then again, I liked E.T., too ... actually, I
liked a lot of games other people thought were crap. Except Pac
Man...:-)

> There was some really neat article in "Computer Games" magazine in
>1984 that discussed some neat inside information on the Atari company.
>(The article was titled "30 Secrets of Atari.") It said that Warsaw earned
>like a million dollars in royalties for Pac-Man, yet another programmer
>who did a conversion of the mega-selling "Space Invaders" only took in a
>flat $11,000. Part of the article cited how several programmers became
>disillusioned with the company, their policies, their royalties,
>etc.; they all jumped ship or started their own companies (Activision,
>Imagic, etc.)

I'm not all that surprised. Atari's management has been historically
erratic throughout its various owners. The Tramiels (or at least, the
sons of Tramiel) were the worst -- not for ruthlessness, but for sheer
incompetence. :-)

3643. Re: Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <5vltjs0klvp41s8mqj7cmp9fc0c38an2jd@4ax.com>
Source record: 44160

On Wed, 7 Jun 2000 17:39:54 -0400, "Alan Sharkis" <asharkis@erols.com>
drooled an embarassing wet spot in his lap as he typed:

>One word of caution:
>
>Get the shortest cassettes you can. There used to be 15-20 minute ones
>available for computer storage. The long ones cause major problems. The
>90-minute and more cassettes are definitely to be avoided!

Generally, the longer the tape, the thinner the mylar, the faster the
bit rot sets in. I used to buy 10 and 15 minute casettes that were
made especially for recording computer data on. They even looked
cool, with blue aluminum reels. :-)

>
>Alan
>
>AtariGirl1983 <atarigirl1983@aol.com> wrote in message
>news:20000606193911.26141.00002071@ng-cu1.aol.com...
>> >
>> >Everbody seems to hate cassettes!!
>> >Only fools like me tinker around with that media anymore.
>> >
>> >Keep those XL's/XE's buzzing.
>>
>> I was amazed when I first got into Atari that you could save a program on
>> cassette, but I can see everyone's disgust with them. But, it is a lot
>easier
>> to buy cassettes than it is to buy 5 1/4" floppy disks anymore. But,
>still,
>> cassettes seem to be a clumsy way to store programs.
>>
>> Jessica
>

3644. Re: Re: Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <e3mtjsgc1n607fjhbpcrinfmp8897t7oau@4ax.com>
Source record: 44161

On Wed, 07 Jun 2000 11:57:11 GMT, sup8pdct@mail.cth.com.au drooled an embarassing wet spot in his lap as he typed:

>A very bad bug Atari introduced with Rev B basic is it adds 16 bytes
>to the end of each file for every save. Do enough load/save cycles
>with the same program and you can run out of memory. List/enter will
>get rid of the extra rubbish.
>
>Atari came out with rev B.
>Rev A was ment to be a pre release sent to atari for review. Atari
>took it as finial release and made carts out of it.
>Atari attemped to fix the contract code bug but made things worse.
>I am not sure where rev c came from

I remember that. When I got my disk drive, I recall always using the REVBTOC.EXE program that patched Basic to Rev. C. whenever I did any Basic programming. Then I found Turbo Basic and was a permanent convert. :-) (A bit of history: Frank Ostrowski, author of Turbo Basic, also developed my favourite language on the Atari ST: GFA Basic! :-)

>
>James B
>
>

3645. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000607184958.16212A-100000@vtn1>
Source record: 44162

On 7 Jun 2000, AtariGirl1983 wrote:

> Hi again everyone,
>
> I thank you all for your help BUT I am having major problems trying to save
> from Basic on my 1200XL. I am using Revision C and I keep getting Error-130
> messages. Is there a certain sequence that one must follow in order to get a
> program saved on disk? Does it vary drive to drive? I have an 810 drive, 1050
> drive, and 1010 program recorder. I tried to save to each of these storage
> devices about five times on different occasions. Thanks for the help already
> given.
>
> Jessica
>

Error 130 is a non-existant device error which is not specific to BASIC or to any type of drive or recorder. Generally it indicates a syntax or spelling error in your command input. The most likely cause would be something like:

'save "d1:myfile.bas"' which will fail even with Turbo BASIC (which is case insensitive) and MYDOS (which can use lower case filenames). The reason for the failure is that there is no "d" device (also no "c" device). You must ensure the device name is specified in upper case (even in Turbo BASIC as it will not translate stuff within quotes).

jkp

3646. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <393f0170$0$95975@news.erinet.com>
Source record: 44163

Error 130 is 'unknown device'.
You're typing something wrong.
It should be like so:
SAVE "D:PROG.BAS
must be all caps. I can't figure what you're typing wrong.
You're not putting an "x" in there are you? Like SAVE "Dx:PROG.BAS.
The "x" is to be replaced with drive number 1, 2, 3, 4.
I dunno.
Uhm. The D: handler is loaded at boot time. You are booting
a DOS aren't you?
I dunno.
I think D: handler is booted with DOS Disk.
For certain, you won't be able to do a save without DOS installed.
Russg

3647. Re: Euchre in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Charles Richmond <richmond@dallas.net>
Message-ID: <393F3C10.2188E50@dallas.net>
Source record: 44164

"Brett J. Latchford" wrote:
>
> Hmmm, way back in the day (my first go around with atari) I had a pretty
> good euchre program written entirely in basic. I learned a lot about
> programming by looking at that program, I wonder if anybody out there
> has it. I actually contacted the guy I sold my 8bit to, but he says he
> gave it away years ago.
>
Somewhere I have an issue of Creative Computing magazine from mid-1977
that has the game of Euchre in BASIC. I got this issue from NCC-1977
in the Creative Computing booth... If I can find this issue, I will
be glad to send you a .gif file scan of the program. I do *not* think
that OCR will work well with the listing...it looked to be done on a
teletype.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

3648. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Charles Richmond <richmond@dallas.net>
Message-ID: <393F3D24.DBB8D63@dallas.net>
Source record: 44165

```
Mindfield wrote:
>
> On Mon, 05 Jun 2000 19:22:37 -0700, Don <dons@qnet.com> drooled an
> embarassing wet spot in his lap as he typed:
>
> >
> >Tom Green is NOT an American. He is a CANADIAN. Since you know so much about
> >you should see that he has gone home to CANADA several times on his show.
> >
>
> Erm... I don't watch his show. I make it a point not to subject my
> environment to anything that that's of imminent concern to the EPA.
> Tom Green falls into that category. :-) And I'm Canadian... though
> sharing the same maple leaf with him sort of gives me the willies...
>
Is "sharing the maple leaf" kind of like "giving the finger"???

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

3649. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Charles Richmond <richmond@dallas.net>
Message-ID: <393F3F60.2CC985D0@dallas.net>
Source record: 44166

AtariGirl1983 wrote:
>
> That was around the time when car companies were comptemplating about making a
> joystick operated car, joy model based on the infamous Atari. I hope they were
> using a Wico as opposed to a wieldly Atari. I think they should make a
> trackball operated car, talk about the rate of car accidents going up. I know
> about the hand ache, the joy's that cme with my 800 were 2600 style and they
> are definately not ergonomic.
>
A lot of kids your age that I see behind the wheel of a car...they drive just
like they were using a track ball!!! Of course I am sure that *you*
would
never do that...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

3650. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Charles Richmond <richmond@dallas.net>
Message-ID: <393F410B.3109328C@dallas.net>
Source record: 44167

"MarK." wrote:
>
> Wasn't there an Atari in WarGames?
>
I do *not* remember one...the kid who broke into the military computer
had an IMSAI 8080...
>
> Also, there was a TV series during the 80s which feautred a wiz-kid
> hacking into some secret project (or his school files, or both) and he
> had a 'puter-room with 800s in it. I think it was called "Whiz Kids",
> best bet it was from 1983. (That kid also played in 'Little House On the
> Prairie'... as Laura's adopted brother)
>
I loved that show!!! I have all but two of the episodes on video tape...
It was a Donald Belasaurius production, like "Simon & Simon", and many
other action shows... The 'Little House on the Prairie" kid was
Matthew Labradeaux. I think he sells cars now...no longer is an actor.
(His name on Little House was Albert...)

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

3651. Re: Alan Reeve and Diamond 3 rom

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-07 00:00:00 UTC
From: Velcro SPY <NOSvelcro@netunlimited.netPAM>
Message-ID: <393EFB33.DEBA97EB@netunlimited.netPAM>
Source record: 44168

where's the website with the ROM?

Nelson Nieves wrote:
>
> I found a website with an .arc file that includes a rom of the Diamond cart.
> and a text message from Alan Reeve. As it turns out Alan made the Diamond
> rom available for free a long time ago. Does anyone know whether he also
> posted a copy of Diamond Write for free? Or some of the other Diamond
> related software packages?
>
> I bought the diamond developers kit along with many other packages including
> Diamond Paint, but never got a chance to get Diamond Write.
>
> _____
> Get Your Private, Free E-mail at http://services.dropmail.com/

3652. Re: High speed disk I/O with SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000607210423.26958.00001418@ng-bg1.news.cs.com>
Source record: 44169

Hi Richard-
>What *I think* I found were the two high speed boot disks in the distributions were not compatible.<
Sorry, I don't follow you. Do you mean the ATR disks with APE that have APE_WARP and Sparta 3.2G?

> I wasn't even running at high speed, just plugged in a SIO2PC cable, it worked so I then added 2 drives and nada! Backed off to 1 drive and SIO2PC cable and got sporadic reads and errors. Ended up cleaning the cables a bit and it cleared up. <
I've had similar symptoms, although I've never tried cleaning the SIO cables. I'll try that. My usual setup is computer to Quintopus; then one switched SIO cable to 2 drives, and one switched SIO cable to the interface. I have the same results with or without the Quintopus. But the switched Q. let's me disconnect things without constant plugging/unplugging.

Richard, I thank you very much for your time and efforts in this quest of mine. The total number of people who replied was 6. Wish some more had, but I certainly appreciate the inputs of the six. I've got to go back now and review the findings, then I'll post them.

SIO2PC and APE are really slick when they are working properly, and for some folks make a pretty good substitute for an Atari hard drive.

Regards,
Larry

3653. Euchre in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: "Brett J. Latchford" <bjlatch@sympatico.ca>
Message-ID: <393EF077.B368E00@sympatico.ca>
Source record: 44170

Hmmm, way back in the day (my first go around with atari) I had a pretty good euchre program written entirely in basic. I learned a lot about programming by looking at that program, I wonder if anybody out there has it. I actually contacted the guy I sold my 8bit to, but he says he gave it away years ago.

3654. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000607224516.17870.00002251@ng-co1.aol.com>
Source record: 44171

>atarigirl1983@aol.com (AtariGirl1983) says:

>major problems trying to save from Basic on my 1200XL. I am using Revision C
and >I keep getting Error-130 messages.

Sounds like DOS was not booted when you started the 1200XL..
1. you have to connect the cables
2. power up the drive
3. insert a disk containing DOS.SYS
4. power the 1200 with BASIC installed

This will install the D: device handler allowing you to utilize the File
Management System with the disk drive.

Error 130 means either:
1. DOS was not installed at boot or
2. You misspelled the SAVE"D:FILE" command badly enough that the OS didn't
recognize you wanted to access that D: device.

-Ron

I don't have a solution but I admire the problem.

3655. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000608014011.26081.00002598@ng-cu1.aol.com>
Source record: 44172

Ok, someone finally remembered to tell me that...! I guess that was the
problem, I did not in fact have DOS booted at the time.

>>major problems trying to save from Basic on my 1200XL. I am using Revision
>C
>and >I keep getting Error-130 messages.
>
>Sounds like DOS was not booted when you started the 1200XL..
>1. you have to connect the cables
>2. power up the drive
>3. insert a disk containing DOS.SYS
>4. power the 1200 with BASIC installed
>
>This will install the D: device handler allowing you to utilize the File
>Management System with the disk drive.
>
>Error 130 means either:
>1. DOS was not installed at boot or
>2. You misspelled the SAVE"D:FILE" command badly enough that the OS didn't
>recognize you wanted to access that D: device.
>
>-Ron
>
>I don't have a solution but I admire the problem.

3656. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000608013326.26081.00002594@ng-cu1.aol.com>
Source record: 44173

>>
>> That was around the time when car companies were comptemplating about
>making a
>> joystick operated car, joy model based on the infamous Atari. I hope they
>were
>> using a Wico as opposed to a wieldly Atari. I think they should make a
>> trackball operated car, talk about the rate of car accidents going up. I
>know
>> about the hand ache, the joy's that cme with my 800 were 2600 style and
>they
>> are definately not ergonomic.
>>
>A lot of kids your age that I see behind the wheel of a car...they drive just
>like they were using a track ball!!! Of course I am sure that *you*
>would
>never do that...

I don't *drive*, so don't worry about it. :) Besides, if I did, I would not
wreck, though judging by the way I drive while playing Pole Position, Enduro,
or Grand Prix, you would guess I would be a terrible driver....

3657. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000608014243.05636.00000083@ng-cu1.aol.com>
Source record: 44174

>I don't *drive*, so don't worry about it. :) Besides, if I did, I would not
>wreck, though judging by the way I drive while playing Pole Position, Enduro,
>or Grand Prix, you would guess I would be a terrible driver....

Correction: I would not TRY to wreck, or drive like a manic (like my mum haha).

3658. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000608013454.26081.00002596@ng-cu1.aol.com>
Source record: 44175

```
>
>Mindfield wrote:
>>
>> On Mon, 05 Jun 2000 19:22:37 -0700, Don <dons@qnet.com> drooled an
>> embarassing wet spot in his lap as he typed:
>>
>> >
>> >Tom Green is NOT an American. He is a CANADIAN. Since you know so much
>about
>> >you should see that he has gone home to CANADA several times on his show.
>> >
>>
>> Erm... I don't watch his show. I make it a point not to subject my
>> environment to anything that that's of imminent concern to the EPA.
>> Tom Green falls into that category. :-) And I'm Canadian... though
>> sharing the same maple leaf with him sort of gives me the willies...
>>
>Is "sharing the maple leaf" kind of like "giving the finger"???
>
```

Not if you are in the woods....

3659. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000608013733.26081.00002597@ng-cu1.aol.com>
Source record: 44176

Hi,

I type EVERYTHING in caps in BASIC. I ensured that the name and command were typed in this style:

```
SAVE "D1:PROGRAM.BAS"
```

What am I doing wrong??

3660. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000608001209.28128A-100000@vtn1>
Source record: 44177

On 8 Jun 2000, AtariGirl1983 wrote:

> Ok, someone finally remembered to tell me that...! I guess that was the
> problem, I did not in fact have DOS booted at the time.
>

But that doesn't explain why you couldn't save to a 1010 recorder--the
C: handler is always present.

jkp

3661. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000608040714.06760.00000097@ng-cr1.aol.com>
Source record: 44178

```
>But that doesn't explain why you couldn't save to a 1010 recorder--the
>C: handler is always present.
>
>jkp

Who the heck knows?
```

3662. Re: Euchre in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <covujsov260l9osllrphhv7ohba2u6aiat@4ax.com>
Source record: 44179

On Thu, 08 Jun 2000 01:49:42 GMT, "Brett J. Latchford"
<bjlatch@sympatico.ca> drooled an embarassing wet spot in his lap as
he typed:

>Hmmm, way back in the day (my first go around with atari) I had a pretty
>good euchre program written entirely in basic. I learned a lot about
>programming by looking at that program, I wonder if anybody out there
>has it. I actually contacted the guy I sold my 8bit to, but he says he
>gave it away years ago.

Well I'll be. Looks like I have EUCHRE.BAS inside an ARC file. Dunno
if it's the same one, but I don't imagine there were many Euchre games
made for the 8-bit to begin wth, so this is probably a good match. I
can post it on alt.binaries.comp.atari8bit if you like, or you can
E-Mail me (remove "diespamdie!!!") if you prefer that way.

3663. TAF Flea Market June 21st

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-BEB1D4.07431308062000@bigmomma.idirect.com>
Source record: 44180

agenda for the Toronto Atari Federation meeting of June 21st, 2000, 7:00 PM:

COME ONE, COME ALL to the first TAF FLEA MARKET of the new millenium!

TAF's famous flea markets have always been a great way for fellow Atari users to find the hardware and software they need to improve the Atari computing experience, or to sell what they don't need anymore. As well, it gives them a chance to associate with fellow Atarians. Sell your old stuff, find yourself a treasure!

this particular Flea Market will also give TAF a chance to sell some pieces of equipment that they don't need anymore to homes where they will get more use. And there's some interesting pieces we've amasssed over the years, so you may want to check this out.

As well, the Mario Becroft solutions (VGA adaptor, Mouse Adaptor, QWERTYX, IDE Board) will also be offered for sale. These items are a great way to use modern peripherals with your classic systems.

Admission - FREE
Tables - FREE

Please note - TAF does not support piracy. Anyone selling pirated or stolen goods will be prosecuted to the full extent of the law!

So come on out and have a great time at the TAF Flea Market! We'll see you there!

TORONTO ATARI FEDERATION User Group meetings are held on the third Wedsnday of the month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge Street at Parkhome Avenue. Parking garage inside the complex. Those using public transport can take the TTC's Yonge/University/Spadina line to North York Centre Station. Meetings start 7:00 PM, $2.00 to non-members. Membership is $25 CDN a year, and includes a subscrition to the TAF newsletter PHOENIX. A membership in TAF IS Atari support!

TAF Home Page: http://taf.atari.org
Ken Macdonald, TAF President + Mario Becroft agent: 416-533-0504 or anarkist@idirect.com
Dan Dreibelbis, TAF Vice-President and Sinclap Tamer: 416-766-4743 or dreibel@idirect.com

3664. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: "Brett J. Latchford" <bjlatch@sympatico.ca>
Message-ID: <393F87A0.56ADE0C0@sympatico.ca>
Source record: 44181

Okay at the start of the Princess Bride, Fred Savage is clearly playing Hardball, what I could never figure out is what system he is playing it on.

Also in the early eighties, our local public broadcaster TVO did a series on 8 bit computers called Bits & Bytes, it starred Billy Van. Although the show also included Apples and Commodores, the Atari 800 was set up as well. The whole show took place in one room with about six computer systems set up and was designed to familiarize the general public with home computing. Earlier this decade they did a Windows based sequal.

Andreas Magenheimer wrote:

> Hello folks,
> do you know some tv or cinema movies, that have a little reminder to
> Atari ?!? I merely know these films:
>
> - Starfight (sometimes Starflight, the movie to the game The Last
> Starfighter; pretty funny, with over 300 computer scenes 1984 !!)
> - Terminator II (Portfolio and old Atari consoles)
> - Blade Runner (Atari Logo)
> - Superman III (computer graphics by Atari ?!?)
> - Outer Limits (Atari consoles in a bunker)
> ...
>
> Thats all. Do you know more reminders to Atari in movies ??
> greetings - Andreas Magenheimer

3665. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8ho6ijsid1@nnrp1.deja.com>
Source record: 44182

In article <20000608013733.26081.00002597@ng-cu1.aol.com>,
atarigirl1983@aol.com (AtariGirl1983) wrote:
> Hi,
>
> I type EVERYTHING in caps in BASIC. I ensured that the name and
command were
> typed in this style:
>
> SAVE "D1:PROGRAM.BAS"
> SAVE"D1:PROGRAM.BAS" will work
SAVE "D1:PROGRAM.BAS" won't work

> What am I doing wrong??
>
You are putting in a space within your command, that's a no-no.

Sent via Deja.com http://www.deja.com/
Before you buy.

3666. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <95N%4.22349$C9.428644@news1.online.no>
Source record: 44183

From the sounds I think it's a C64 he's playing

Brett J. Latchford <bjlatch@sympatico.ca> wrote in message
news:393F87A0.56ADE0C0@sympatico.ca...
> Okay at the start of the Princess Bride, Fred Savage is clearly playing
> Hardball, what I could never figure out is what system he is playing it
> on.
>
> Also in the early eighties, our local public broadcaster TVO did a
> series on 8 bit computers called Bits & Bytes, it starred Billy Van.
> Although the show also included Apples and Commodores, the Atari 800 was
> set up as well. The whole show took place in one room with about six
> computer systems set up and was designed to familiarize the general
> public with home computing. Earlier this decade they did a Windows
> based sequal.
>
> Andreas Magenheimer wrote:
>
> > Hello folks,
> > do you know some tv or cinema movies, that have a little reminder to
> > Atari ?!? I merely know these films:
> >
> > - Starfight (sometimes Starflight, the movie to the game The Last
> > Starfighter; pretty funny, with over 300 computer scenes 1984 !!)
> > - Terminator II (Portfolio and old Atari consoles)
> > - Blade Runner (Atari Logo)
> > - Superman III (computer graphics by Atari ?!?)
> > - Outer Limits (Atari consoles in a bunker)
> > ...
> >
> > Thats all. Do you know more reminders to Atari in movies ??
> > greetings - Andreas Magenheimer
>

3667. Re: Euchre in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: Charles Richmond <richmond@dallas.net>
Message-ID: <393FDC4A.BBC39461@dallas.net>
Source record: 44184

Mindfield wrote:
>
> On Thu, 08 Jun 2000 01:49:42 GMT, "Brett J. Latchford"
> <bjlatch@sympatico.ca> drooled an embarassing wet spot in his lap as
> he typed:
>
> >Hmmm, way back in the day (my first go around with atari) I had a pretty
> >good euchre program written entirely in basic. I learned a lot about
> >programming by looking at that program, I wonder if anybody out there
> >has it. I actually contacted the guy I sold my 8bit to, but he says he
> >gave it away years ago.
>
> Well I'll be. Looks like I have EUCHRE.BAS inside an ARC file. Dunno
> if it's the same one, but I don't imagine there were many Euchre games
> made for the 8-bit to begin wth, so this is probably a good match. I
> can post it on alt.binaries.comp.atari8bit if you like, or you can
> E-Mail me (remove "diespamdie!!!") if you prefer that way.
>
Or...I just found the "EUCHRE.BAS inside an ARC file" on the 'net.
You can download it at:

ftp://ftp.sunsite.org.uk/Mirrors/atari.archive.umich.edu/8bit/Games/Misc/euchre.arc

It is only about 11 k bytes, but you will need to un-arc it...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

3668. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8hom9i032i@news1.newsguy.com>
Source record: 44185

Not true.

SAVE "D1:TEST.BAS"
SAVE"D1:TEST.BAS"
S."D1:TEST.BAS"
S. "D1:TEST.BAS"

All work, when there is a DOS present.

SAVE " D1:TEST.BAS" won't work. Note the space between the " and the D.

<melee5@my-deja.com> wrote in message news:8ho6ijsid1@nnrp1.deja.com...
> In article <20000608013733.26081.00002597@ng-cu1.aol.com>,
> atarigirl1983@aol.com (AtariGirl1983) wrote:
> > Hi,
> >
> > I type EVERYTHING in caps in BASIC. I ensured that the name and
> command were
> > typed in this style:
> >
> > SAVE "D1:PROGRAM.BAS"
> > SAVE"D1:PROGRAM.BAS" will work
> SAVE "D1:PROGRAM.BAS" won't work
>
> > What am I doing wrong??
> >
> You are putting in a space within your command, that's a no-no.
>
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3669. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <07S%4.22566$C9.432977@news1.online.no>
Source record: 44186

That's what I thought too. I don't think the Atari minds spaces between the
command and parameters, but as you said, inside the parameter quotation,
it's a no no!

Nelson Nieves <support@celebritybase.net{nospam}> wrote in message
news:8hom9i032i@news1.newsguy.com...
> Not true.
>
> SAVE "D1:TEST.BAS"
> SAVE"D1:TEST.BAS"
> S."D1:TEST.BAS"
> S. "D1:TEST.BAS"
>
> All work, when there is a DOS present.
>
> SAVE " D1:TEST.BAS" won't work. Note the space between the " and the D.
>
>
> <melee5@my-deja.com> wrote in message news:8ho6ijsid1@nnrp1.deja.com...
> > In article <20000608013733.26081.00002597@ng-cu1.aol.com>,
> > atarigirl1983@aol.com (AtariGirl1983) wrote:
> > > Hi,
> > >
> > > I type EVERYTHING in caps in BASIC. I ensured that the name and
> > command were
> > > typed in this style:
> > >
> > > SAVE "D1:PROGRAM.BAS"
> > > SAVE"D1:PROGRAM.BAS" will work
> > SAVE "D1:PROGRAM.BAS" won't work
> >
> > > What am I doing wrong??
> > >
> > You are putting in a space within your command, that's a no-no.
> >
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>

3670. Re: Alan Reeve and Diamond 3 rom

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8homb0035m@news1.newsguy.com>
Source record: 44187

Actually it is in .zip format:

http://archiv.atari-computer.de/rom.htm

"Velcro SPY" <NOSvelcro@netunlimited.netPAM> wrote in message
news:393EFB33.DEBA97EB@netunlimited.netPAM...
> where's the website with the ROM?
>
>
> Nelson Nieves wrote:
> >
> > I found a website with an .arc file that includes a rom of the Diamond
cart.
> > and a text message from Alan Reeve. As it turns out Alan made the
Diamond
> > rom available for free a long time ago. Does anyone know whether he also
> > posted a copy of Diamond Write for free? Or some of the other Diamond
> > related software packages?
> >
> > I bought the diamond developers kit along with many other packages
including
> > Diamond Paint, but never got a chance to get Diamond Write.
> >
> > ____
> > Get Your Private, Free E-mail at http://services.dropmail.com/

3671. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000608134212.2932A-100000@vtn1>
Source record: 44188

```
On Thu, 8 Jun 2000 melee5@my-deja.com wrote:

> SAVE "D1:PROGRAM.BAS" won't work
>
> You are putting in a space within your command, that's a no-no.
>
No. You're wrong. It will work just fine and so will
SAVE "D1:PROGRAM.BAS

BASIC will ignore multiple spaces and the lack of a trailing quote.
```

3672. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: atarigirl1983@aol.com
Message-ID: <20000608173603.06897.00000278@ng-da1.aol.com>
Source record: 44189

>That's what I thought too. I don't think the Atari minds spaces between the
>command and parameters, but as you said, inside the parameter quotation,
>it's a no no!

I never do that anyway, kind of like proper english, since BASIC is designed to
be a lot like english, there are syntax rules similar to those in english.

3673. Re: 1050 ED copy utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000608184641.17821.00001302@ng-fq1.aol.com>
Source record: 44190

>"John K. Picken" yg473@victoria.tc.ca replied:

>Actually, the DOS 2.5 format is the weird one. The format used by MYDOS
>for ED is the same as it uses with all disks and hard drives that
>require more than a single VTOC.

There is a little bit of both here; DOS 2.5 uses a different status byte in the directory (IIRC it is $43 & $63) for files which extend beyond sector 719 instead of its standard $42 & $62 for other files. DOS 2.0 and most others, including MyDOS, simply refuse to believe that those files exist and won't access them.

MyDOS dispenses with the file number tags in each sector whenever it uses ED (and hard drives that require more than a single VTOC. -jkp) in order to make room for the forward sector pointer to exceed 10 bits (1023); this causes DOS 2.0 & 2.5 to doubt that the sectors belong to the associated files and generate an error 164 File Number Mismatch.

This prevents you from copying individual files with one DOS to the other's disk, BUT MyDOS performs just fine to make back-up DUPLICATE DISKs of DOS 2.5 ED medis with the "J" & "1,2/N(1-1040)" command because even though the disk was formatted with the incompatible MyDOS scheme, it will be overwritten with the DOS 2.5 data and be a 2.5 disk. I believe the only caveat is preformat the disk with MyDOS to ED and then use the "/N" (=do not reformat) switch in the duplicate command parameters.

-Ron

I don't have a solution but I admire the problem.

3674. Re: 1050 ED copy utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000608175704.24510A-100000@vtn1>
Source record: 44191

On 8 Jun 2000, RHamiIton5 wrote:

> There is a little bit of both here; DOS 2.5 uses a different status byte in the
> directory (IIRC it is $43 & $63) for files which extend beyond sector 719
> instead of its standard $42 & $62 for other files. DOS 2.0 and most others,
> including MyDOS, simply refuse to believe that those files exist and won't
> access them.

The bit used in the status byte by DOS 2.5 is normally used to indicate
a file "open for write" which is why most other DOS don't see them. While
this was obviously intentionally done in some sort of attempt to maintain
compatibility with DOS 2.0, the unfortunate side effect is that you can
throw a DOS 2.5 disk in the drive and not find the file you're looking
file when using some other DOS. Years ago, our club newsletter editor
called me with just such a problem: he'd downloaded an article using
BobTerm and then logged off and booted PaperClip only to find no article.
The problem was the DOS 2.5 ED format.

> This prevents you from copying individual files with one DOS to the other's
> disk, BUT MyDOS performs just fine to make back-up DUPLICATE DISKs of DOS 2.5
> ED medis with the "J" & "1,2/N(1-1040)" command because even though the disk
> was formatted with the incompatible MyDOS scheme, it will be overwritten with
> the DOS 2.5 data and be a 2.5 disk. I believe the only caveat is preformat the
> disk with MyDOS to ED and then use the "/N" (=do not reformat) switch in the
> duplicate command parameters.

Actually, I think both MYDOS and SpartaDOS are able to read all files on
a 2.5-formatted disk but will not write to the ED sectors. Sparta, in
fact, will not wrote to sector 720 on a MYDOS-formatted disk as it
assumes Atari format ends at sector 719. You shouldn't have to preformat
with the MYDOS duplicate disk format. IIRC the "/N" is mostly to save
time, if specified and the disk needs formatting anyway, the DOS should
go ahead and format.

jkp

3675. Re: 1050 ED copy utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-08 00:00:00 UTC
From: Jamn
Message-ID: <VyX%4.7944$qS3.20072@tor-nn1.netcom.ca>
Source record: 44192

Just convert over to SpartaDOS. It Rocks.

...Jamn

"John K. Picken" <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000608175704.24510A-100000@vtn1...
>
>
> On 8 Jun 2000, RHamiIton5 wrote:
>
> > There is a little bit of both here; DOS 2.5 uses a different status byte
in the
> > directory (IIRC it is $43 & $63) for files which extend beyond sector
719
> > instead of its standard $42 & $62 for other files. DOS 2.0 and most
others,
> > including MyDOS, simply refuse to believe that those files exist and
won't
> > access them.
>
> The bit used in the status byte by DOS 2.5 is normally used to indicate
> a file "open for write" which is why most other DOS don't see them. While
> this was obviously intentionally done in some sort of attempt to maintain
> compatibility with DOS 2.0, the unfortunate side effect is that you can
> throw a DOS 2.5 disk in the drive and not find the file you're looking
> file when using some other DOS. Years ago, our club newsletter editor
> called me with just such a problem: he'd downloaded an article using
> BobTerm and then logged off and booted PaperClip only to find no article.
> The problem was the DOS 2.5 ED format.
>
> > This prevents you from copying individual files with one DOS to the
other's
> > disk, BUT MyDOS performs just fine to make back-up DUPLICATE DISKs of
DOS 2.5
> > ED medis with the "J" & "1,2/N(1-1040)" command because even though the
disk
> > was formatted with the incompatible MyDOS scheme, it will be overwritten
with
> > the DOS 2.5 data and be a 2.5 disk. I believe the only caveat is
preformat the
> > disk with MyDOS to ED and then use the "/N" (=do not reformat) switch in
the
> > duplicate command parameters.
>
> Actually, I think both MYDOS and SpartaDOS are able to read all files on

> a 2.5-formatted disk but will not write to the ED sectors. Sparta, in
> fact, will not wrote to sector 720 on a MYDOS-formatted disk as it
> assumes Atari format ends at sector 719. You shouldn't have to preformat
> with the MYDOS duplicate disk format. IIRC the "/N" is mostly to save
> time, if specified and the disk needs formatting anyway, the DOS should
> go ahead and format.
>
> jkp
>
>

3676. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-09 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000609091815.20865A@ilaskey.compulink.co.uk>
Source record: 43996

In article <one%4.16067$0T2.293303@typhoon.columbus.rr.com>,
see_message_text@columbus.rr.com (Ken Siders) wrote:

> I think it was called "Prime Risk".
That's the one! Thanks.

Iain

3677. CDROM Player and BlackBox, works great

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8hqcv9epk2@nets3.rz.RWTH-Aachen.DE>
Source record: 43997

Howdy folks

I found me a cheap (DM5 or approx. US$2.50) Plextor 12 speed SCSI CD-ROM player. works great. I can't read data yet, but Matthias Belitz wrote a nice little "audio CD control" file for the BlackBox.

I'm happy!!!

CU Mathy van Nisselroy

3678. Re: supra hard drive interface....

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8hqchtepk1@nets3.rz.RWTH-Aachen.DE>
Source record: 43998

Howdy Sloopy

>i am looking for a supra harddrive interface... (or a k-productsone..)
>the rom has gone bad on mine and i need a replacement....
>thanks...

Try contacting Bob Klaas. His (Email) address should be in the FAQ.

CU Mathy van Nisselroy

3679. Re: Re: Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-09 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000609140314.52063B@ilaskey.compulink.co.uk>
Source record: 43999

In article <d61rjs0hu95eokvmebefahp1iubsn49adb@4ax.com>,
diespamdie!!!mindfield@home.com (Mindfield) wrote:

> On Mon, 5 Jun 2000 20:37:51 +0000, Lonny Pursell <atari@SYNTAX.ERROR>
> drooled an embarassing wet spot in his lap as he typed:
>
> >
> >Not a movie, but wasn't an ST visible on the Arsineo Hall show?
>
> Yeah... the band used it for MIDI. I've seen that a lot,
If you go and see Sparks, they still have an ST + 1 keyboard (and a
shedload of units hidden no doubt) on stage.

Iain

3680. FREE Atari Catalogs! Discounts! More Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-09 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8hsjov$777$1@user2.teleport.com>
Source record: 44000
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

If your reading for my Free catalogs, jump to the bottom, otherwise read on. I've added new items to my Catalogs, including, for the first time, ST Hard Drives, SyQuest 88 Meg removable Hard Drive, Software, Books, Light Pens, Atari Touch Tablet & some Cartridges for the ST like DVT VCR, ST Replay & Computer Eyes! So come and Get it! First come, first serve.

e-mail: atari@benjamin.net

To take advantage of Discounts or FREE Monitors or FREE Jaguar Video Cable, you must E-Mail me to Claim it & state what you want in E-Mail.

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount with a $200 Purchase. Discounts Apply to Classic Atari 8 Bit, Atari ST and/or Atari Jaguar. Hardware, Software, Books & Accessories! Shipping not figured into Discount. Customer pays Shipping. Limited Time offer! Substitutions considered.

FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega 2 ST or a 1040STe and receive a FREE Monitor. Your Choice of a Color or MonoChrome Monitor. FREE Monitor when purchasing an Atari 8 Bit Computer. Buy an Atari 800XL or an Atari 130XE and an Atari 8 Bit Disk Drive such as an Atari 1050 Drive & receive your choice of any Monitor in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 of Atari Jaguar items, receive absolutely FREE, a +NEW in BAG Jaguar Composite Video/Stereo Audio Cable. Offer Available for Limited Time only. First Come, First Serve! Subject due to availability! Customer pays all Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, &

my SoftWare Catalogs are my largest. They have the biggest Byte Count.
You should see my inventory! I have TruckLoads of HardWare, Boxes and
Boxes of Software & Libraries of Books & Reference Material for the
Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And
remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3681. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-09 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8hsk6oako1@user2.teleport.com>
Source record: 44001
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3682. FA [Melb, Au]: Atari 800XL system in original box on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-09 00:00:00 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <39403c4d@pan.izone.net.au>
Source record: 44193

On eBay.com.au:

Atari 800XL home computer, in original box (c.1985):

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=352143306

Ian's Oldtime Computers.

3683. Re: Re: Euchre in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-09 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <e0n0ksosp78oi75hlsvt0rm9k4dutbpk26@4ax.com>
Source record: 44194

On Thu, 08 Jun 2000 10:47:55 -0700, Charles Richmond
<richmond@dallas.net> drooled an embarassing wet spot in his lap as he
typed:

>Or...I just found the "EUCHRE.BAS inside an ARC file" on the 'net.
>You can download it at:
>
>ftp://ftp.sunsite.org.uk/Mirrors/atari.archive.umich.edu/8bit/Games/Misc/euchre.arc
>
>It is only about 11 k bytes, but you will need to un-arc it...

That works, too... glad to see Umich still has their 8-bit archive.

3684. Re: Euchre in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-09 00:00:00 UTC
From: "Brett J. Latchford" <bjlatch@sympatico.ca>
Message-ID: <394077DC.AD659F84@sympatico.ca>
Source record: 44195

Yup, that's what I'll do.

Thanks for the help

Mindfield wrote:

> On Thu, 08 Jun 2000 10:47:55 -0700, Charles Richmond
> <richmond@dallas.net> drooled an embarassing wet spot in his lap as he
> typed:
>
> >Or...I just found the "EUCHRE.BAS inside an ARC file" on the 'net.
> >You can download it at:
> >
> >ftp://ftp.sunsite.org.uk/Mirrors/atari.archive.umich.edu/8bit/Games/Misc/euchre.arc
> >
> >It is only about 11 k bytes, but you will need to un-arc it...
>
> That works, too... glad to see Umich still has their 8-bit archive.

3685. Flight Sim II copy protection

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-10 00:00:00 UTC
From: SII <jerry.glenwright@sixty3ink.ndo.co.uk>
Message-ID: <8hsvhcetr1@nnrp1.deja.com>
Source record: 44002

Anyone figured out how to crack FSII copy protection?

I have the original boxed version that I paid megabucks for back in 1986 (plus another boxed copy I bought at a garage sale) and I'd like to back it up for use with an emulator.

The main disk has a bad sector every eleventh sector but, as it loads in two parts I can't find the code that's checking these sectors (if, indeed, that is what's going on)

Help from knowledgeable programmers would be great!

Thanks

Sent via Deja.com http://www.deja.com/
Before you buy.

3686. Re: WIDESPREAD INCOMPETENCE AT BELL ATLANTIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-10 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <s914ks4vlk7ldqqj4eh5vps4tj8hvda5ra@4ax.com>
Source record: 44003

The other Day Speed-Demon@tdswwtbam.mil wrote:

>Friday, June 9, 2000
>-
>It would seem that in every category of service BA offers, there are a
>whole lot of unhappy customers.

Why thanks for that, I will attempt to enter this post as a basic program on my
Atari and see if it works...

Another words...ARSE!!
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3687. TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-10 00:00:00 UTC
From: Will Dwinnell <predictor@compuserve.com>
Message-ID: <39422776.B4BFDA7@compuserve.com>
Source record: 44004

I remember an article from a long (!) time ago about making sound effects on home computers. There was some information on sound effects used in the movie TRON which were generated on an Atari 800 (there may have been some mention of the Apple][, also). Does anyone have this article or the source code (it was in BASIC)?

Will Dwinnell
predictor@compuserve.com

3688. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-10 00:00:00 UTC
From: Richard Atkinson <rga24@hermes.cam.ac.uk>
Message-ID: <Pine.LNX.4.21.0006101551070.31166-100000@luveno.eng.cam.ac.uk>
Source record: 44005

On Sat, 10 Jun 2000, Will Dwinnell wrote:

> I remember an article from a long (!) time ago about making sound
> effects on home computers. There was some information on sound effects
> used in the movie TRON which were generated on an Atari 800 (there may
> have been some mention of the Apple][, also). Does anyone have this
> article or the source code (it was in BASIC)?

I imagine most of the sound effects in Tron were made with Wendy Carlos's
modular Moog system.

Richard

3689. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-10 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <rfd8hEHALjQ5EwI6@lovecraft.demon.co.uk>
Source record: 44006

In article <39422776.B4BFDA7@compuserve.com>, Will Dwinnell
<predictor@compuserve.com> writes
>I remember an article from a long (!) time ago about making sound
>effects on home computers. There was some information on sound effects
>used in the movie TRON which were generated on an Atari 800 (there may
>have been some mention of the Apple][, also). Does anyone have this
>article or the source code (it was in BASIC)?

Not sure what sound effects would have been done on an Apple][, but the
machine that the programmer was using was an Apple ///

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3690. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-10 00:00:00 UTC
From: Joe Kennedy <jsk@home.com>
Message-ID: <LAt05.123261$R4.741444@news1.rdc1.nj.home.com>
Source record: 44007

If you can find it COMPUTE! magazine September 1982 - Vol. 4, No. 9, Iss. 28
"Apple and Atari and the Sounds of TRON".

"Will Dwinnell" <predictor@compuserve.com> wrote in message
news:39422776.B4BFDA7@compuserve.com...
> I remember an article from a long (!) time ago about making sound
> effects on home computers. There was some information on sound effects
> used in the movie TRON which were generated on an Atari 800 (there may
> have been some mention of the Apple][, also). Does anyone have this
> article or the source code (it was in BASIC)?
>
> Will Dwinnell
> predictor@compuserve.com
>

3691. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000610142604.22542.00000004@ng-bg1.aol.com>
Source record: 44008

>"Joe Kennedy" jsk@home.com says:

>If you can find it COMPUTE! magazine September 1982 - Vol. 4, No. 9, Iss. 28
>"Apple and Atari and the Sounds of TRON".

Have it; there it was & here is the listing...

"Three Atari sound effects by Laurent Basset, who helped program many of the
Atari sounds in TRON."

```
10 ? CHR$(125): POKE 710,80: POKE 755,0: ? "THUNDER & RAIN"
14 FOR TIME=0 TO 1
15 B=INT(255*RND(0)+50): X=RND(0)*200
20 FOR PITCH=1 TO B: SOUND 0, PITCH, 8, 15: NEXT PITCH
25 FOR T=1 TO X: NEXT T: NEXT TIME: SOUND 0, 0, 0, 0
27 FOR RAIN=0 TO 15 STEP 0.2: SOUND 1, 0, 0, RAIN: FOR W=1 TO 20: NEXT W: NEXT
RAIN: FOR W=1 TO 2000: NEXT W: SOUND 1, 0, 0, 0
40 FOR X=1 TO 100: NEXT X
50 ? CHR$(125): POKE 710,80: POKE 755,0: ? "HEART BEAT"
60 FOR Y=1 TO 5: FOR W=1 TO 40: SOUND 0, 12, 3, 15: NEXT W: FOR W=1 TO 150:
SOUND 0, 0, 0, 0: NEXT W: NEXT Y: SOUND 0, 0, 0, 0
70 FOR X=1 TO 200: NEXT X
80 ? CHR$(125): POKE 710,80: POKE 755,0: ? "STEAM LOCOMOTIVE"
90 X=0.1
100 FOR W=1 TO 150
110 FOR LOUD=15 TO 4 STEP STEP -X: SOUND 0, 15, 0, LOUD: NEXT LOUD
120 X=X+0.01: IF X>0.7 THEN X=0.7
130 NEXT W: SOUND 0, 0, 0, 0
135 FOR S=1 TO 2
140 SOUND 1, 40, 10, 10: SOUND 2, 10, 10, 8: SOUND 3, 90, 10, 10
145 FOR X=1 TO 200: NEXT X
147 SOUND 1, 0, 0, 0: SOUND 2, 0, 0, 0: SOUND 3, 0, 0, 0
148 FOR X=1 TO 60: NEXT X
150 NEXT S
```

I have .GIFs of the 3 page article in a .ZIP for anyone interested.

-Ron
-Ron

I don't have a solution but I admire the problem.

3692. Re: Wtd: Eastern Front 1943,1944

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-10 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <ncj3ksgvdq390930flcbv4abb0var7i7ia@4ax.com>
Source record: 44009

On Wed, 7 Jun 2000 10:26:38 -0500 (CDT), Video61@webtv.net (Lance Ringquist)
wrote:

>chris has given me permission to reproduce his game on any atari machine
>in small qaunities.

Great!

>he seems like a very nice guy,go ahead and ask him,if you need his
>e-mail address,just go to private mail, and i will give it to you.

Only if we >really< 'need' it?
Well, if you e-mail him again, send him my congratulations - I still
love that game, it's one of my favorites.

>also if you are a eastern front fan like i am, do you have eastern front
>1943, and also 1944,

Ah... are those the advanced levels included in the cartridge version, bya nay
chance?

`> there was also a eastern front scenario program,i
>cannot find them anywhere, help! thanks,
>lance
>
>Video 61 & Atari Sales
> 22735 Congo ST NE
>Stacy MN 55079

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

3693. Re: Euchre in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-10 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <3lj3kss47s6eshr5l9e4hakq65keu5chlt@4ax.com>
Source record: 44010

On Thu, 08 Jun 2000 01:49:42 GMT, "Brett J. Latchford" <bjlatch@sympatico.ca>
wrote:

>Hmmm, way back in the day (my first go around with atari) I had a pretty
>good euchre program written entirely in basic. I learned a lot about
>programming by looking at that program, I wonder if anybody out there
>has it. I actually contacted the guy I sold my 8bit to, but he says he
>gave it away years ago.

If it's the one published in COMPUTE! between 1984 and 1987, then
you can find it at the UMich Archives...
I don't remember if that one was patched (there were some bugs
or typos in the originally published listing, corrected in a
later CAPUTE! column...) In any case, I've got it on my disks...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

3694. Re: How many carts in big black boxes ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8i1qp6$gc7$1@nnrp1.deja.com>
Source record: 44011

Thanks for the replies and sorry for the delay - I was away for a week.

I guess I really meant any cart, not just games. Dig-Dug is good one
for the list. Only have it in a silver box. Is it safe to assume
Eastern Front and ET and other brown carts also came in big boxes?

As far as MS Basic, isn't MS Basic a disk package, while MS
Basic II is a silver cart and smaller box ?

Gene

> As I recall, all the early carts came that way.
> Dig Dug isn't on your list, and I'm sure it came in the big box.
> Larry
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3695. FA: Couple 8bit atari books

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: gametrader@iname.com
Message-ID: <8i2npf$2nt$1@nnrp1.deja.com>
Source record: 44012

For auction on eBay
Awesome games for your atari computer and
User's Handbook to the Atari 400 / 800 computers.
Also a commodore book but I won't mention that here :)
Follow this link to my ebay auctions. or view seller id gametrader

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?
ViewListedItems&userid=gametrader

Thanks
Mark

Sent via Deja.com http://www.deja.com/
Before you buy.

3696. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8i2rqr$2h3$1@korweta.task.gda.pl>
Source record: 44013

In article <zNv%4.350$3p4.16994@news.uswest.net>, "Tierlen" <trnelson@harmonltd.com>
wrote:
>Has anyone ever used an SIO2PC cable? I have been reading about it and am
>interested for the ability to use a PC HDD.
>
>Also, does anyone know where to get one. I have seen the schematics, but
>they are over my head.

You can buy one quite easily - there is one (my) auctioned on ebay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=355333111

j131

3697. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <fl9akso39lbm9f0dukfbtpnqjqajhd612k@4ax.com>
Source record: 44014

The other Day Deborah Cunningham <atarigirl@earthlink.net> wrote:

>See what I mean, I can't get my mom's name off??? Help? What do I do in
>Netscape to change that? Off topic, yes. Nessecary, kind of. Frustrating, h*ll
>yes!
>
>Jessica

It must be somewhere in the prefs?

I use Agent for my posts as I can't stand Outlook or Netscape's mail programs.

I'm sure one of the Netscrape users will be able to help you there..
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3698. Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <Rab15.3891$Rz5.151113@news.magma.ca>
Source record: 44015

Hi,

I recently acquired a second Atari 1050 disk drive for use with my 800 XL system. Both drives work well, and have given me no problems thus far. I wanted to daisy chain the two drives together, which shouldn't be too much of a problem considering that the system will allow up to four drives to be chained at once. The problem is that when the two drives are connected, only one drive will work at a time. There is a drive select switch that can be toggled, but that serves only to select the other drive (#1 or #2) - meaning that the system will use the one you have selected, and virtually ignore the other. I know that you can copy a disk between the two drives, but I am not sure what I am missing. I believe the cables are connected properly (there is not much room for error), and everything seems to be functioning correctly, well, everything except for that one little piece to the puzzle. Here is the state of my machine right now.

- There is a cable running from the computer to the first disk drive in port #1, and another cable running from port #2 on the first disk drive to port #1 on the second.

- Both drive select switches are set to the #1 position. Manipulating these switches seems to do nothing, other than selecting the other drive in the chain, of course.

- The OS I am using: DOS 2.6F

Any assistance you can provide would be appreciated.

Thanks,
Michael Gale

3699. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: Sebastian Kaliszewski <Sebastian.Kaliszewski@softax_com.pl>
Message-ID: <8i3eh6$h1v$1@euler.softax.local>
Source record: 44016

RHamiIton5 wrote in message
<20000610142604.22542.00000004@ng-bg1.aol.com>...
>I have .GIFs of the 3 page article in a .ZIP for anyone interested.

Yes, please:

Sebastian.Kaliszewski@softax.com.pl

3700. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8i3h8o$dg2$1@bob.news.rcn.net>
Source record: 44017

Michael,

Set your second drive so that it is drive 2.

When you copy from DOS, the syntax is:

Dx:FILENAME.EXT,Dy:FILENAME.EXT

where the first filename is your source file, and the second filename is
your destination file.

So, if you want to copy a file called FOOBAR.BAS from a disk in drive one to
a disk in drive 2, you'd hit C for copy from the DOS menu and then at the
next prompt type:

D1:FOOBAR.BAS,D2:FOOBAR.BAS <RETURN>

If you wanted to rename the destination file, you'd have that opportunity,
too. After typing the C and getting the next prompt, you'd type something
like this:

D1:FOOBAR.BAS,D2:NASTYONE.BAS

Note that the delimiter between the two filenames is a comma, unlike the
space that's used in SpartaDos or MS-DOS.

That should do the job.

Alan

Michael Gale <mgale@bitflash.com> wrote in message
news:Rab15.3891$Rz5.151113@news.magma.ca...
> Hi,
>
> I recently acquired a second Atari 1050 disk drive for use with my 800 XL
> system. Both drives work well, and have given me no problems thus far. I
> wanted to daisy chain the two drives together, which shouldn't be too much
> of a problem considering that the system will allow up to four drives to
be
> chained at once. The problem is that when the two drives are connected,
> only one drive will work at a time. There is a drive select switch that
can
> be toggled, but that serves only to select the other drive (#1 or #2) -
> meaning that the system will use the one you have selected, and virtually
> ignore the other. I know that you can copy a disk between the two drives,
> but I am not sure what I am missing. I believe the cables are connected
> properly (there is not much room for error), and everything seems to be
> functioning correctly, well, everything except for that one little piece

to
> the puzzle. Here is the state of my machine right now.
>
> - There is a cable running from the computer to the first disk drive in
port
> #1, and another cable running from port #2 on the first disk drive to port
> #1 on the second.
>
> - Both drive select switches are set to the #1 position. Manipulating
these
> switches seems to do nothing, other than selecting the other drive in the
> chain, of course.
>
> - The OS I am using: DOS 2.6F
>
> Any assistance you can provide would be appreciated.
>
> Thanks,
> Michael Gale
>
>

3701. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <KsCEdDU4bUR5Ew39@lovecraft.demon.co.uk>
Source record: 44018

In article <Rab15.3891$Rz5.151113@news.magma.ca>, Michael Gale
<mgale@bitflash.com> writes
>I believe the cables are connected
>properly (there is not much room for error), and everything seems to be
>functioning correctly, well, everything except for that one little piece to
>the puzzle. Here is the state of my machine right now.

The switches should be set to different positions, I can remember that
much!

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3702. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39456401$0$95981@news.erinet.com>
Source record: 44019

Your problem is the drive select switches.
As you look into the back of the 1050:
both to left is 1
the one closest to you set to right is 2.
I forget the other two (3 & 4).
I guess closest to you left, farthest right is 3 and both to right is 4.
At any rate, you can't have them both the same.
I always made drive one the first in the daisy chain, but that's probably
not necessary.
If you're still having problems, you just say A from DOS menu
and say D2:*.* and D3:*.* and D4:*.* and see if the second
drive responds.
Russg

3703. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3945664c$0$1410@news.erinet.com>
Source record: 44020

Shoot.
In addition to using Netscape's profile manager, your Mom has
to set up a separate mail account for you with Earthlink.
You have to have your username and password on your Mom's
account. You have to do this with Earthlink.
Russg

3704. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39456535$0$1492$53a6d3de@news.erinet.com>
Source record: 44021

Netscape has a profile manager.
I don't remember exactly, but you can set up a profile for yourself.
Then you pick which profile you want when you log onto your ISP.
I just looked in my computer. Look under 'User profile manager'
in your netscape program group. This allows you to log on with
Mom's account, but for e-mail and news, have your own user name
and password. I think.
Russg

3705. Re: 130XE keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: Tom Rosso <audiophiliaNOauSPAM@yahoo.com.invalid>
Message-ID: <05c737e7.8e39820a@usw-ex0103-019.remarq.com>
Source record: 44022

I assume that the 130XE has a ribbon cable from the keyboard
that plugs into the motherboard. At least, that's what goes on
inside my 800XL. It might be worth unplugging the ribbon cable
from the little connector on both ends and see if that does it.
If not, something may be fried.
-Tom

-=< be advised: I don't ever know what I'm talking about :) >=-

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3706. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: Velcro_SPY <NOSvelcro@netunlimited.netPAM>
Message-ID: <39459B5B.9FB2AE0E@netunlimited.netPAM>
Source record: 44023

I would just add that one drive must be set to "1" and the other drive must be set to "2." You might double-check those switches and flip them back and forth a couple times.

I recently added a second floppy drive. I was looking forward to playing of all things Alternate Reality with the benefit of the second drive, which if you think about it would eliminate all that horrible disk flipping when entering establishments. BUT Alternate Reality does not utilize a second drive!

Maybe one day before we all die of old age Phillip Price will go back and amend the AR source code to eliminate the nefarious copy protection and add multi floppy and hard drive support.

Or am I dreeeeaaaming? Al-ter-nate ReALity. Boop boop boop booo boop. Al-ter-nate ReALity.

VS

3707. Assembler/editor cart cxl4003

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <3945B608.5A3A05BD@bellsouth.net>
Source record: 44024

Does anyone out there have a book on this? If there is, I sure would
like to have a copy, or maybe a hint as to where I can find one.
Foster L. Putman
fangmans@bellsouth.net

3708. Wanted : ATARI Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: Thimo Graef <Lord-Chaos@t-online.de>
Message-ID: <8i9ots$b69$5@news.free4u.de>
Source record: 44025

Hi !

I�m looking for ATARI cartridges , especially games from Activision , Parker and other US companies.

I have some games for trade : Ballblazer , Rescue on Fractalus , Blue Max , Necromancer , Crossbow , Battlezone , Crime Buster , Star Raiders 2 , Lode Runner , Into the Eagle�s Nest , Airball,Gato,Desert Falcon , Archon,Eastern Front , Final Legacy , Football , Tennis , One on One (all games new and shrinkwrapped , cartridges)

I also have some XL tapes and software for other computers (ATARI ST,AMIGA , C64 , PC,Sinclair Spectrum/QL , Amstrad CPC) and ca. 80 ATARI 2600 PAL games (games like Fatal Run , Pick �n Pile , some Bitcorp games ...).

If you�re interested , please contact me ,

Thimo (Lord-Chaos@t-online.de)

3709. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-12 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <642A954DD517D411B20C00508BCF23B0012ED35C@mail.sauder.com>
Source record: 44026

Shoot.
In addition to using Netscape's profile manager, your Mom has
to set up a separate mail account for you with Earthlink.
You have to have your username and password on your Mom's
account. You have to do this with Earthlink.
Russg

3710. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000612224831.17052.00002690@ng-fq1.aol.com>
Source record: 44027

>Russg" russg@en.com says:

>just say A from DOS menu and say D2:*.* and D3:*.* and D4:*.* and see if the >
second drive responds.

Both left is D1:; White left and black right is D2:

With DOS 2.6 which is a modification of 2.0, you will not be able to access D3:
and up without changing DRVBYT (1802 = $70A), writing DOS files, and rebooting.

The four bits in the low nybble of this location tell DOS which and how many
drives to manage. D1:=1; D2:=2; D3:=4 & D4:=8; just add the values for the
drives present; POKE 1802,TOTAL; write DOS; reboot. TOTAL=15 sets all four bits
for drives one through four and wastes some memory for sector buffers if you
have less than 4 drives
.
-Ron

I don't have a solution but I admire the problem.

3711. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000612230758.17004.00003325@ng-fq1.aol.com>
Source record: 44028

>Sebastian Kaliszewski" Sebastian.Kaliszewski@softax_com.pl asked:

>>I have .GIFs of the 3 page article in a .ZIP for anyone interested.
>
>Yes, please:

send me mail; mine to you came back....??

----- The following addresses had permanent fatal errors -----
<Sebastian.Kaliszewski@softax_com.pl>

----- Transcript of session follows -----
550 <Sebastian.Kaliszewski@softax_com.pl>... Host unknown (Name server:
softax_com.pl: host not found)

-Ron

I don't have a solution but I admire the problem.

3712. Re: Flight Sim II copy protection

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-13 00:00:00 UTC
From: Alberto BARSELLA <ishark@lsh01.univ-lille1.fr>
Message-ID: <m3k8ftwx9t.fsf@mokulen.univ-lille1.fr>
Source record: 44029

SII <jerry.glenwright@sixty3ink.ndo.co.uk> writes:

> Anyone figured out how to crack FSII copy protection?

I recall that a very long time ago I worked hard on FS2, not really to
crack it but to understand the "language" used for scenery.... (which
was the same used on the PCs, BTW).

> The main disk has a bad sector every eleventh sector but, as it loads
> in two parts I can't find the code that's checking these sectors (if,
> indeed, that is what's going on)

A wild guess is that every track has a double sector and FS2 installs
its own SIO routines to handle that. I remember something like that,
but I'm probably mixing it up with something else.

> Help from knowledgeable programmers would be great!

If only I had my Atari (and the docs!) here.... :(((

Bye,
Alberto
--
Alberto BARSELLA
PGP fingerprint = 13 3F 22 D2 0B 0A D3 25 F1 89 FE B5 82 AD 75 2A
** Beliefs are dangerous. Beliefs allow the mind to stop functioning.
A non-functioning mind is clinically dead. Believe in nothing... **

3713. Re: Assembler/editor cart cxl4003

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-13 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39463315$0$63244$53a6d3de@news.erinet.com>
Source record: 44030

No book, but a few text files on assembler and ASMED.
http://www.en.com/users/russg/proglang.htm

3714. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-13 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <kss15.4080$Rz5.159895@news.magma.ca>
Source record: 44031

Thanks for all of your answers. I believe John has hit upon the right one,
so I was wondering when should the value be written to memory?

Thanks again,
Michael

John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000612171014.25557A-100000@vtn1...
>
>
> On Mon, 12 Jun 2000, Michael Gale wrote:
>
> > Hi,
> >
> > I recently acquired a second Atari 1050 disk drive for use with my 800
XL
> > system. Both drives work well, and have given me no problems thus far.
I
> > wanted to daisy chain the two drives together, which shouldn't be too
much
> > of a problem considering that the system will allow up to four drives to
be
> > chained at once. The problem is that when the two drives are connected,
> > only one drive will work at a time. There is a drive select switch that
can
> > be toggled, but that serves only to select the other drive (#1 or #2) -
> > meaning that the system will use the one you have selected, and
virtually
> > ignore the other. I know that you can copy a disk between the two
drives,
> > but I am not sure what I am missing. I believe the cables are connected
> > properly (there is not much room for error), and everything seems to be
> > functioning correctly, well, everything except for that one little piece
to
> > the puzzle. Here is the state of my machine right now.
> >
> > - There is a cable running from the computer to the first disk drive in
port
> > #1, and another cable running from port #2 on the first disk drive to
port
> > #1 on the second.
> >
> > - Both drive select switches are set to the #1 position. Manipulating
these
> > switches seems to do nothing, other than selecting the other drive in

the
> > chain, of course.
> >
> > - The OS I am using: DOS 2.6F
> >
> > Any assistance you can provide would be appreciated.
> >
> > Thanks,
> > Michael Gale
> >
> Set one drive as D1: (both switches left), set the other as D2: (front
> switch right, rear left).
>
> Download and use either MYDOS or SpartaDOS. DOS 2.6f was an unofficial
> hack of Atari DOS 2.0 and, I believe, includes a non-standard 1050
> format. Also, because it's based on DOS 2.0, it's possible that someone
> wrote the DOS to disk, set up for a single DOS--unlike more advanced DOS,
> DOS 2.x is not able to handle extra drives without a POKE into 1802
> ($070A). If you must continue using DOS 2.x, make sure the value in
> 1802 is set to 3 for two drives (bit 0=D1:, bit 1=D2:, etc.).
>
> jkp
>
>

3715. ATARI GAME

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-13 00:00:00 UTC
From: voodoo <voodoo@topwebmaster.de>
Message-ID: <8i61qj$47rtm$1@fu-berlin.de>
Source record: 44032

http://members.tripod.de/kazik/mega_links.htm

3716. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000613182108.20097A-100000@vtn1>
Source record: 44033

On Tue, 13 Jun 2000, Michael Gale wrote:

> Thanks for all of your answers. I believe John has hit upon the right one,
> so I was wondering when should the value be written to memory?
>

Boot DOS and go to BASIC.

Type in: POKE 1802,3<Return>
CLOSE #1<Return>
OPEN #1,8,0,"D1:DOS.SYS"<Return>
END<Return>

This will set DOS 2.x up for drives 1 and 2 and write DOS to the disk so
it will boot that way in the future. Note the "END" can be replaced by
"DOS", "CLOSE #1", "LOAD ...", etc.--any command that will force BASIC
to close open channels.

If you want to get really esoteric, you can use "XIO 3" and
"XIO 12" in place of "OPEN" and "CLOSE" <grin>.

You could also just do the POKE and then go to DOS and write DOS files
but that just wastes time as there's no need to rewrite DUP.SYS. Any
Atari-compatible DOS (MYDOS, TopDOS, etc.) will write DOS.SYS to the
disk in D: (not necessarily D1: with MYDOS) as soon as you open DOS.SYS
for write and then close the channel.

You figure values in 1802 in binary as follows:

D1: 1 D5: 16
D2: 2 D6: 32
D3: 4 D7: 64
D4: 8 D8: 128

Add the values for the drives you want enabled and poke the total.

Do not poke in more than you need as that just wastes low memory
for unused drive buffers. The normal with DOS 2.0 is 3 (D1: and D2:);
with DOS 2.5 it's 131 (1+2+128) for D1: D2: and the D8: RAMdisk.

If you switch to a better DOS, you can set the drives from the DUP.SYS
menu (TopDOS) or not have to bother (MYDOS).

jkp

3717. Re: Assembler/editor cart cxl4003

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8i7ig0$r8e$1@plutonium.compulink.co.uk>
Source record: 44034

In article <3945B608.5A3A05BD@bellsouth.net>, fangmans@bellsouth.net
(Foster L. Putman) wrote:

> Does anyone out there have a book on this? If there is, I sure would
> like to have a copy, or maybe a hint as to where I can find one.
The manual was so full of errors as to be laughable. One program listing
even had "ERROR - " where the cart had spotted a syntax error but the
manual writer still printed out the listing and put it in the manual!

Iain

3718. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <39475277_1@news.iglou.com>
Source record: 44035

On 2000-06-13 mgale@bitflash.com said:
>Thanks for all of your answers. I believe John has hit upon the
>right one, so I was wondering when should the value be written to
>memory?
>Thanks again,
>Michael
>John K. Picken <yg473@victoria.tc.ca> wrote in message
>news:Pine.GSO.3.95.iB1.0.1000612171014.25557A-100000@vtn1...
>>it's possible that someone wrote the DOS to disk, set up for a
>>single DOS--unlike more advanced DOS, DOS 2.x is not able to
>>handle extra drives without a POKE into 1802 ($070A). If you must
>>continue using DOS 2.x, make sure the value in 1802 is set to 3
>for two drives (bit 0=D1:, bit 1=D2:, etc.). >
>> jkp
Go into Basic and type ? PEEK(1802). If it says 3, you're okay. If it
says 1, type POKE 1802,3 and then type DOS and press H (Write DOS Files).
If I remember correctly, Atari DOS 2.5 came with a setup program that could
be loaded from the DOS menu to set the number of drives.

Net-Tamer V 1.08X - Test Drive

3719. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_960990592@rtfm.mit.edu>
Source record: 44036
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: June 7, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8
Closer To Home (CTH) BBS, running in an emulated Atari, telnet://cth.tzo.com/
FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

3720. Re: Problems Saving In Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3947931B.44B8F71A@mail.uni-mainz.de>
Source record: 44037

AtariGirl1983 schrieb:
>
> Hi,
>
> I type EVERYTHING in caps in BASIC. I ensured that the name and command were
> typed in this style:
>
> SAVE "D1:PROGRAM.BAS"
>
> What am I doing wrong??

Hi there,
if you still get an Error 130 this often means the drive or the DOS is
not avaiable. Boot any DOS first (with Basic on), then try to save to
disk... maybe this helps. greetings - Andreas

3721. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3947a87e@fmlynet.org>
Source record: 44038

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: atarigirl1983@aol.com (AtariGirl1983)
>> Try looking into a company called CRL http://www.crl.com/personal.html -
>> they
>> offer diai up unix shells and by their map, seem to have access in the N.KY.
>> area. Hey, can't hurt to give 'em a call huh :)
> Nope I looked, nowhere near Ky. Maybe the list could be a project of mine or
> something because I keep running into shell account links.

Yeh, that would be good.. to matter the fact, I was thinking of doing this
myself, but if two or more were to pull this together....

So, when we say dialup, would a BBS with telnet access count?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3722. Re: rize with me... MP3 Translator

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3947a87e@fmlynet.org>
Source record: 44039

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Jeremy" <1iquid@home.com>
> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0002.391c512d@fmlynet.org...
>> FamilyNet HQ: Telnet:\\www.family-bbs.net
>>
>> Hello, just had an interesting idea that I wanted to share for our
>> versatile and fun computer system.
>>
>> I was introduced to some MP3 files that are Atari in theme at:
>>
>> http://artists.mp3s.com/artists/68/stasischamber.html
>>
> Atari theme? Please explain...

In other words, they are songs about Atari games.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3723. Re: Atari XL cardridges secam/pal/ntsc ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3947966A.4B278932@mail.uni-mainz.de>
Source record: 44040

Hi there,
you can always use NTSC carts on PAL systems. they will at least run,
but some of them will not have colours or flicker very much.
On the XL computer I have a few NTSC carts without colors on PAL system,
because they use that bad NTSC color trick, that does not work on PAL
systems (thinking of broderbund games...)

With the VCS 7800 and some NTSC carts you do not only lose colors, but
some of them flicker very much (thinking of summer & winter games and
others). AFAIK atari did not produce Secam computers or consoles
(maybe you use a Secam West tv but not a Secam Atari !!
Or do you own one of these ultra-rare french secam Ataris with SCART
instead of a monitor jacket ?!?). Newer european Tv`s can also display
NTSC without problems, maybe you should buy a new tv then...
But do not worry to buy the carts - they will always run !!
greetings - Andreas

3724. Re: Odp: Any polish dudes or dudettes here ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39479473.94F90C0C@mail.uni-mainz.de>
Source record: 44041

Daniel Kozminski schrieb:
>
> Hello !
>
> > P.S.: Still searching the new URL for Atari Area and AIDS...
>
> My name is Daniel Kozminski aka dely, and i`m owner of Atari Area
> website. New url is http://www.atari-area.prv.pl/
>
> If you want to find your favourite game just try to use great search
> engine in the left bar of main page (labeled: SZUKAJ GRY)
>
> Sorry for my poor english ;]
>
> greetings 2 all atarians
>
> dely
>
> ps. url of aids group is http://aids.planet-d.net

Thank you very much Dely, for that kind info !!
greetings - Andreas

P.S.: Any newer XL demos from 2000 avaiable ?!?

3725. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <394797A9.CC2A57D9@mail.uni-mainz.de>
Source record: 44042

"Ernest R. Schreurs" schrieb:
>
> On Mon, 05 Jun 2000 08:12:13 GMT, cryorunner@yahoo.com (Rhett James
> Barnes) wrote:
>
> >I'm not very experienced with using virtual Atari disks in emulators or
> >SIO2PC type programs. I'm just used to doing things like in the old days,
> >with regular disks and normal DOS's. But recently I found a couple
> >programs that I'd lost to bit-rot on a web-site as .ATR's, geared towards
> >use with emulators. The problem is that these files are odd-sizes, with
> >the minimum number of sectors to fit the actual game. I can't find a
> >virtual disk editor that will let me move these games to a standard-sized
> >disk image so I can open it with SIO2PC and get it to a real disk. I
> >tried Atari VD Editor 1.23 (Mac), but it said it didn't recognize the
> >disks DOS (and gives me a garbled directory).
> >
> >I don't have any working with DOS's that can handle odd-sized disks, but I
> >did try to use MyDOS 4.5 on my 800 with SIO2PC to load the files with no
> >success.
> >
> >Anyway, can anyone give me some tips on getting these files loaded on to
> >my 800 and saved onto a normal 5 1/4" floppy?
> >
> >Thanks in advance!
> >-Rhett
>
> You can simply increase the size of these ATR files by catenating a
> text file to the end of it. Create a dummy text file of the
> apropriate number of bytes with a text editor and then enter this
> command from a dos prompt:
> copy /b game.atr + dummy.txt new.atr
> and this will create an atr file that has the extra bytes appended to
> it. I do not know if XDIR would support these atr files. If so, you
> could extract the files and put them in a regular ATR file.
>
> Keep those XL's/XE's humming.

hi there,
or create a new ATR image of a XL sector copy program, that will
continue reading even when errors appear (like Mycopier and many
others). then start that ATR (boot your Atari with it) and copy the
mini-ATRs back to the real disks. for all error sectors, the sector
copier will then write empty sectors, which is just what you need...
greetings - Andreas

3726. Re: Falcon baby

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3947b68d@fmlynet.org>
Source record: 44043

FamilyNet HQ: Telnet:\\www.family-bbs.net

Well, the cool thing about the ST/TT/Falcon side of things is that yes,
there is the .DI format that is unique, and yes you do have to build them as
you go. But they are fairly well set once you do.
ATR, DCM, and XFD files work fairly well since you can download them to
the ST, and then get the Atari 400/800 computer to read and uncompress them
with various utilities. (Rather than have the ST do it).

Hmmm.. so it works on a TT? I'll have to remember that, though I am
fairly happy with the 1040ST I currently use.

Doctor Clu

From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
> Greg Goodwin schrieb:
>>
>> FamilyNet HQ: Telnet:\\www.family-bbs.net
>>
>> > From: "Mark Bedingfield" <mark@baypc.com.au>
>> > Is there a way to use a Falcon or ST's hard drive networked in some fasion
>> > to an 8-Bit, I saw some mention of it but didn't describe in much detail.
>> > Mark Bedingfield
>>
>> Mark,
>>
>> You are in luck. There is a program called 800 XLDJ that I have been
>> building a good use for. It requires a Atari ST/STE/Falcon (would love to
> see
>> this tested on an Atari TT) and a SIO2PC. You can find the program at:
>>
>> http://wwwstud.ira.uka.de/~s_tomczy/dj800.html
>>
>> All and all, a well done program. If you have any questions, feel free
> to
>> ask, since I have gone through the trouble of asking most of the questions
>> about it one could hope to ask.
>>
>> Doctor Clu
>> Atari 400 w/48K |>== SIO2ST cable ==[| 1040 ST 4 Meg w/AdSpeed User
>>
>> FamilyNet <> Internet Gated Mail
>> http://www.fmlynet.org
> Ok, so lets ask some questions. The XLDJ uses its very own format (since
> it is an older program). Is there any converter avaiable, that converts

> the .DJ images to ATR or XFD standard (and vice versa) ?? Thats the
> problem for most Atari ST/STE/TT/Falcon users, they can use the DJ but
> no ATR/XFD images and PC users cannot use their DJ images... Besides, a
> friend of mine uses the DJ with his TT, another one with ST and STE and
> a third one with the Falcon, so it is working on all these machines (ok,
> the Falcon and maybe the TT need a little modification). - andreas
> magenheimer

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3727. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3947b68d@fmlynet.org>
Source record: 44044

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: FVINAS <FVINAS@usa.alcatel.com>
> How about the one at theaters right now. It's called "Road Trip"
> There's one kid who wears an Atari t-shirt through out almost the
> whole movie.
> Vidar "Hawk" Olavesen wrote:

ABOUT TIME someone mentioned ROAD TRIP. So tell me, is it ever mentinoed
why he is wearing the shirt?

Doctor Clu

>> How about Cloak and Dagger. and D.A.R.Y.L.
>>
>> Just the ones spring to mind at the moment.
>>
>> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
>> news:393BCCCD.72A6F0FD@mail.uni-mainz.de...
>> > Hello folks,
>> > do you know some tv or cinema movies, that have a little reminder to
>> > Atari ?!? I merely know these films:
>> >
>> > - Starfight (sometimes Starflight, the movie to the game The Last
>> > Starfighter; pretty funny, with over 300 computer scenes 1984 !!)
>> > - Terminator II (Portfolio and old Atari consoles)
>> > - Blade Runner (Atari Logo)
>> > - Superman III (computer graphics by Atari ?!?)
>> > - Outer Limits (Atari consoles in a bunker)
>> > ...
>> >
>> > Thats all. Do you know more reminders to Atari in movies ??
>> > greetings - Andreas Magenheimer

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3728. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000614113350.09745.00000453@ng-fq1.aol.com>
Source record: 44045

>rhamiiton5@aol.comedy.com (RHamiIton5) erred:

>send me mail; mine to you came back....??

obviously (?) remove the "edy.com"

> ----- Transcript of session follows -----
>550 <Sebastian.Kaliszewski@softax_com.pl>... Host unknown (Name server:
>softax_com.pl: host not found)
>

-Ron

I don't have a solution but I admire the problem.

3729. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3947c49c@fmlynet.org>
Source record: 44096

FamilyNet HQ: Telnet:\\www.family-bbs.net

This is just rightous!! Thanks Ron.

Cool to know that the Atari had something to do with a cool movie like
TRON.

Doctor Clu

PS: The Clu in my name came from TRON now that I think about it.

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
>> "Joe Kennedy" jsk@home.com says:
>> If you can find it COMPUTE! magazine September 1982 - Vol. 4, No. 9, Iss. 28
>> "Apple and Atari and the Sounds of TRON".
> Have it; there it was & here is the listing...
> "Three Atari sound effects by Laurent Basset, who helped program many of the
> Atari sounds in TRON."
> 10 ? CHR$(125): POKE 710,80: POKE 755,0: ? "THUNDER & RAIN"
> 14 FOR TIME=0 TO 1
> 15 B=INT(255*RND(0)+50): X=RND(0)*200
> 20 FOR PITCH=1 TO B: SOUND 0, PITCH, 8, 15: NEXT PITCH
> 25 FOR T=1 TO X: NEXT T: NEXT TIME: SOUND 0, 0, 0, 0
>27 FOR RAIN=0 TO 15 STEP 0.2: SOUND 1, 0, 0, RAIN: FOR W=1 TO 20: NEXT W: NEXT
> RAIN: FOR W=1 TO 2000: NEXT W: SOUND 1, 0, 0, 0
> 40 FOR X=1 TO 100: NEXT X
> 50 ? CHR$(125): POKE 710,80: POKE 755,0: ? "HEART BEAT"
> 60 FOR Y=1 TO 5: FOR W=1 TO 40: SOUND 0, 12, 3,

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3730. Re: TRON soudn effects?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3947c49c@fmlynet.org>
Source record: 44097

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Deborah Cunningham <atarigirl@earthlink.net>
> Hi!
> Yes, please!
> atarigirl@earthlink.net
> Jessica (AtariGirl1983, once upon a time......)

Why the change name? I thought Atarigirl was cute.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3731. sday night Atari chat...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3947c49c@fmlynet.org>
Source record: 44098

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hi folks, I was demanded by Wizbandit to advertise the Thursday night chat session that we have every week at:

http://stargate.cs.swau.edu/atari

It starts at 8pm CST, look forward to seeing ya'll there!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3732. BBS Phone Numbers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <40O15.4584$Rz5.171289@news.magma.ca>
Source record: 44099

Hi,

Does anyone know of any Ontario, Canada, based Bulletin Board Systems for vintage computers? Perhaps a list I can download?

Thanks,
Michael

3733. Atari 2600-7800 Sega Master System Sega CD Games & More Yahoo Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Gary's TV <garystv@brightok.net>
Message-ID: <jKN15.153$pg7.24895@newshog.newsread.com>
Source record: 44100
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.sega.genesis,comp.sys.atari.8bit

http://page.auctions.yahoo.com/user/sega_master_system

3734. sio help needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <394816B4.7253F1EF@bellsouth.net>
Source record: 44101

I have built a single chip (74LS00) sio2pc cable and can't seem to get
it working.
I have the cable daisy chained into my percom drive. With APE98 running,
I turn my 130XE on and get nothing from the disk drive. I do get a
scratchy noise as the ready prompt comes up on the monitor. When I type
DOS, I get the Atari test screen. On the APE monitor I get the
following read-outs:
Dev:31 Cmd:53 Aux1:00 Aux2:00 chksum:84 each time I reboot the atari.
I can get a different indication if I plug the cable in after booting up
on the percom.
In DOS, I get a different Dev # etc for each D: # I push on the Atari

I've double, tripple checked my pin-outs, connections, and solder joints
and can't find anything wrong. The correct voltages show up on the
correct pins of the IC. APE tells me that COM 1 is active, and the
monitor read outs would indicate that something is being read.

Can anyone help me out?

Lee Putman
fangmans@bellsouth.net

3735. Wanted: Atari ST Book

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Johnny Thorn <high.fructose@citruside-punks.edu>
Message-ID: <KMU15.50018$Ft1.2772300@typhoon.ne.mediaone.net>
Source record: 44102

Hello. If you have a Atari ST book (notebook) complete, working condition
that you are selling, please email me. I will pay a very fair price. Thanks.

3736. Re: sio help needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <skgfpmn6is4169@corp.supernews.com>
Source record: 44103

IMHO: You should switch to a 1489 type since it is easier to build and
almost impossible to burn up anything. Been so long since I have seen a
74LS00 I have trouble remembering what it is about.

Foster L. Putman <fangmans@bellsouth.net> wrote in message
news:394816B4.7253F1EF@bellsouth.net...
> I have built a single chip (74LS00) sio2pc cable and can't seem to get
> it working.
> I have the cable daisy chained into my percom drive. With APE98 running,
> I turn my 130XE on and get nothing from the disk drive. I do get a
> scratchy noise as the ready prompt comes up on the monitor. When I type
> DOS, I get the Atari test screen. On the APE monitor I get the
> following read-outs:
> Dev:31 Cmd:53 Aux1:00 Aux2:00 chksum:84 each time I reboot the atari.
> I can get a different indication if I plug the cable in after booting up
> on the percom.

OK, this means the data out is working. Dev:31 => D1:, Cmd:53 => S or
Status. It also probably means you have the Command Line to RI wired right.

Scratchy sound could be two drives fighting for D1: or a bad ground. Other
then checking the ground, I seem to mix up pin 6 and 9 on a regular
basis<DOH!>, don't play with anything but the PC data out to Atari data in.
That will be the path from pin 3 of the PC to pin 3 of the Atari.

> In DOS, I get a different Dev # etc for each D: # I push on the Atari
>
> I've double, tripple checked my pin-outs, connections, and solder joints
> and can't find anything wrong. The correct voltages show up on the
> correct pins of the IC. APE tells me that COM 1 is active, and the
> monitor read outs would indicate that something is being read.
>
> Can anyone help me out?

Let us know what happens.

3737. Re: sio help needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-14 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <39485669.6A716F1A@bellsouth.net>
Source record: 44104

It was your article that I built this thing from...I had a handful of 74LS00s
along with sockets, resistors, and cables. All I had to buy was the zener and
card. Anyway, IBM3 in through a 1K res., with the 5.1v zener going to ground,
to pin 10 of the IC. Atari in out from pin 8 of the IC through a 1N914 diode.
All grounds are tight and right. I don't know what else to try.
Lee

Richard Cortese wrote:

> IMHO: You should switch to a 1489 type since it is easier to build and
> almost impossible to burn up anything. Been so long since I have seen a
> 74LS00 I have trouble remembering what it is about.
>
> Foster L. Putman <fangmans@bellsouth.net> wrote in message
> news:394816B4.7253F1EF@bellsouth.net...
> > I have built a single chip (74LS00) sio2pc cable and can't seem to get
> > it working.
> > I have the cable daisy chained into my percom drive. With APE98 running,
> > I turn my 130XE on and get nothing from the disk drive. I do get a
> > scratchy noise as the ready prompt comes up on the monitor. When I type
> > DOS, I get the Atari test screen. On the APE monitor I get the
> > following read-outs:
> > Dev:31 Cmd:53 Aux1:00 Aux2:00 chksum:84 each time I reboot the atari.
> > I can get a different indication if I plug the cable in after booting up
> > on the percom.
>
> OK, this means the data out is working. Dev:31 => D1:, Cmd:53 => S or
> Status. It also probably means you have the Command Line to RI wired right.
>
> Scratchy sound could be two drives fighting for D1: or a bad ground. Other
> then checking the ground, I seem to mix up pin 6 and 9 on a regular
> basis<DOH!>, don't play with anything but the PC data out to Atari data in.
> That will be the path from pin 3 of the PC to pin 3 of the Atari.
>
> > In DOS, I get a different Dev # etc for each D: # I push on the Atari
> >
> > I've double, tripple checked my pin-outs, connections, and solder joints
> > and can't find anything wrong. The correct voltages show up on the
> > correct pins of the IC. APE tells me that COM 1 is active, and the
> > monitor read outs would indicate that something is being read.
> >
> > Can anyone help me out?
>
> Let us know what happens.

3738. Sparta Dos X

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: CybrSlider <cybrslider@home.com>
Message-ID: <Uf125.1988$OZ.438491@news1.rdc2.tx.home.com>
Source record: 44105

I saw a site on the 'net that had the Sparta Dos X manual in text format for viewing. I can't remember where it was now. Does anyone have a clue where that was? My manual got trashed in the great flood (hot water tank went south) and it's been so long since I've used my 8-bit I can't remember most of the set up stuff. Thanks!

David

3739. Re: sio help needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000615031324.24616D-100000@vtn1>
Source record: 44106

My guess would be, as Rick mentioned, two drives fighting for the
same address. Try booting without the real drive. If that works,
make sure your APE and real drives are all set to different addresses.

I have experienced situations where SIO2PC and a 1050 absolutely
refused to coexist on the SIO bus; in that case I resorted to booting
off SIO2PC and (techs say this is bad but it worked for me) swapping
cables with the computer running when I needed a real floppy.

A recent thread on location 1802 with Atari DOS might also apply if
you get more than two drives.

jkp

3740. Re: sio help needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <3948BF49.499B5475@bellsouth.net>
Source record: 44107

I does the same thing; the drive in the loop, the drive out of the loop
(sio to the xe). I'm about to give it up. It seems as though the Atari is
talking to the PC, but with the sio hooked up nothing on the Atari side
want to work.
Lee

"John K. Picken" wrote:

> My guess would be, as Rick mentioned, two drives fighting for the
> same address. Try booting without the real drive. If that works,
> make sure your APE and real drives are all set to different addresses.
>
> I have experienced situations where SIO2PC and a 1050 absolutely
> refused to coexist on the SIO bus; in that case I resorted to booting
> off SIO2PC and (techs say this is bad but it worked for me) swapping
> cables with the computer running when I needed a real floppy.
>
> A recent thread on location 1802 with Atari DOS might also apply if
> you get more than two drives.
>
> jkp

3741. Re: sio help needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <skhkbdulis492@corp.supernews.com>
Source record: 44108

Puzzler. Could be a problem with one of the diodes forward voltages. When I
was fooling around with the circuits I tried using LEDs for the
diodes<thought flashing LEDs would look good for an indication of activity>
and the circuit failed to operate with a 1.2V forward voltage: It really is
that close to not working at all with the 7400, .6V extra forward voltage
and it bites the dust.

I wouldn't give up on SIO2PC, but I would really go the 1489 route. The chip
is readily available from Radio Shack, buck fifty or so. Each gate of the
1489 is 3 tansistor inverting amplifier and only ~4k load. It actually takes
less parts/connections current limiting, outpus can take a dead short,
etcetera.

A poor ASCII version<heck, my web page was originally done a decade ago>
http://www.netmagic.net/~ricortes/1489.txt
A really good site with proper pics.
http://www.redshift.com/~cdyson/atari.html

If you have all the cables and connectors, 20 minutes or so tops to finish
it.

Foster L. Putman <fangmans@bellsouth.net> wrote in message
news:3948BF49.499B5475@bellsouth.net...
> I does the same thing; the drive in the loop, the drive out of the loop
> (sio to the xe). I'm about to give it up. It seems as though the Atari is
> talking to the PC, but with the sio hooked up nothing on the Atari side
> want to work.
> Lee
>
> "John K. Picken" wrote:
>
> > My guess would be, as Rick mentioned, two drives fighting for the
> > same address. Try booting without the real drive. If that works,
> > make sure your APE and real drives are all set to different addresses.
> >
> > I have experienced situations where SIO2PC and a 1050 absolutely
> > refused to coexist on the SIO bus; in that case I resorted to booting
> > off SIO2PC and (techs say this is bad but it worked for me) swapping
> > cables with the computer running when I needed a real floppy.
> >
> > A recent thread on location 1802 with Atari DOS might also apply if
> > you get more than two drives.
> >
> > jkp
>

3742. Basic programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: Daniel Goldenstein <danielg2@netvision.net.il>
Message-ID: <8ib0u2$er3$1@news.netvision.net.il>
Source record: 44109

Where can I see a guide for Atari Basic programming?

3743. Re: Basic programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39494df5$0$95981@news.erinet.com>
Source record: 44110

```
for a list of BASIC commands:
http://sr7.xoom.com/Pairman/bascmd.txt
```

3744. Rana with a 6502

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000615175649.17091.00000045@ng-ck1.news.cs.com>
Source record: 44111

I recently purchased a Rana 1000 that is a little unususal (I think). First, it has a rotating locking mechanism like a 1050, although it does not have a Tandon mechanism. But when I opened it up, I found a 6502 and 6522 instead of the usual 8031 mpu with an 8155 ram-timer. I've had 6 Rana's, and this is the first one I've had with a 6502. Has anyone else run into one of these? I'm presuming that this is a very early production unit, before a major cost-reduction effort that changed the direction of Rana's drives.

Comparing the boards, it's easy to see why Rana went to the 8031. I didn't count, but there are definitely fewer IC's on the 8031 board. Well, now the bad news. The 6502 board is bad. The drive powers up normally, seeks to track zero, then settles at track 39, but will only boot intermittently. It will boot, making quite a few read errors when cold, but after it has been on for a bit, it won't boot at all. Swapped out the mechanism for a known good mech, and the results were the same. Put the mechanism I had taken out into a known-good Rana, and after a quick adjustment on the radial alignment, it worked fine, even in DD. So the next question is what is likely to be wrong? Any guesses? I'd appreciate any thoughts, and especially if anyone has any more background info about Rana's.
Larry

3745. Re: sio help needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000615185224.21010.00003168@ng-bh1.news.cs.com>
Source record: 44112

Here are a couple of things to try, if you haven't already. I have never used a 74LS00 cable, but I've used both a 14C89 and MAX232 with APE98.

1. APE98 would not work at all for me using the RI line. Period. Try the DSR. Better yet, install a small switch, so you can choose depending on what interface software you are using. (SIO2PC uses RI.)

2. Do you have the speed in "Options" set to 1X? And do you have correct settings for your cable under the "Basic Serial Setup?"
Since you mention a Percom drive, your Atari should be running at 1X SIO speed.

3. If you build a 1489 cable, get a 14C89 and be sure to put in the .1uF decoupling capacitor as shown at Clarence Dyson's site. My 1489 cable without the capacitor would not work with a real drive in the chain. I put in a 14C89 and the capacitor and it works flawlessly, at least at 1X speed.

4. What you describe does sound like 2 drives fighting for the bus. What Dos are you using?
I have good success with MyDos 4.5.

5. Don't give up! Getting these things to work properly keeps life interesting.

6. There has been a lot written in this newsgroup about SIO2PC and APE. Go to deja.com and do a power search on these topics, and you will likely find a lot of good information. (although at the current time, everything before 1999 seems to be missing.)

Good luck.
Larry White

3746. FREE Atari Catalogs! Discounts! More Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ibrd9$s35$1@user2.teleport.com>
Source record: 44113
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

If your reading for my Free catalogs, jump to the bottom, otherwise read on. I've added new items to my Catalogs, including, for the first time, ST Hard Drives, SyQuest 88 Meg removable Hard Drive, Software, Books, Light Pens, Atari Touch Tablet & some Cartridges for the ST like DVT VCR, ST Replay & Computer Eyes! So come and Get it! First come, first serve.

e-mail: atari@benjamin.net

To take advantage of Discounts or FREE Monitors or FREE Jaguar Video Cable, you must E-Mail me to Claim it & state what you want in E-Mail.

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount with a $200 Purchase. Discounts Apply to Classic Atari 8 Bit, Atari ST and/or Atari Jaguar. Hardware, Software, Books & Accessories! Shipping not figured into Discount. Customer pays Shipping. Limited Time offer! Substitutions considered.

FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega 2 ST or a 1040STe and receive a FREE Monitor. Your Choice of a Color or MonoChrome Monitor. FREE Monitor when purchasing an Atari 8 Bit Computer. Buy an Atari 800XL or an Atari 130XE and an Atari 8 Bit Disk Drive such as an Atari 1050 Drive & receive your choice of any Monitor in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 of Atari Jaguar items, receive absolutely FREE, a +NEW in BAG Jaguar Composite Video/Stereo Audio Cable. Offer Available for Limited Time only. First Come, First Serve! Subject due to availability! Customer pays all Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, &

my SoftWare Catalogs are my largest. They have the biggest Byte Count.
You should see my inventory! I have TruckLoads of HardWare, Boxes and
Boxes of Software & Libraries of Books & Reference Material for the
Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And
remember, if you can't come see me today, come see me tomorrow!

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FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3747. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ibrsc$t64$1@user2.teleport.com>
Source record: 44114
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3748. scott adams whomper stomper cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <14641-39497BB7-1@storefull-172.iap.bryant.webtv.net>
Source record: 44115

i have been told that whomper stomper from scott adams has been
successfully ported over to cartridge format, as soon as receive it,i
will check on memory requirements,and post when it is available,thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3749. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8i9f7l$jru@cs.vu.nl>
Source record: 44116

Mindfield <diespamdie!!!mindfield@home.com> writes:

>On Mon, 5 Jun 2000 20:37:51 +0000, Lonny Pursell <atari@SYNTAX.ERROR>
>drooled an embarassing wet spot in his lap as he typed:

>>Not a movie, but wasn't an ST visible on the Arsineo Hall show?

>Yeah... the band used it for MIDI. I've seen that a lot, actually,
>particularily in music videos. I know a lot of bands used Atari STs
>for MIDI. Camouflage (who credit "Atary" in the liner notes :-),
>Madonna (two STacys), 808 State (their 1040ST appeared in a few vids),
>Kon Kan, The Shamen, Art of Noise, and so on...

And I was in a State-of-the-art studio in Holland lately, and besides
a lot of Pro-tools winloose NT boxes, they still had 3 (!) atari 1040ST's
in action.

--Ivo

3750. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8i9g1a$k5a@cs.vu.nl>
Source record: 44117

Charles Richmond <richmond@dallas.net> writes:
>Matthew Labradeaux. I think he sells cars now...no longer is an actor.
>(His name on Little House was Albert...)

He sells cars??? You're kiddin', right?

--Ivo

3751. Re: Atari Vinyl singles

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8i9gdr$k8m@cs.vu.nl>
Source record: 44118

rhamiiton5@aol.comedy.com (RHamiIton5) writes:

>>Lonny Pursell atari@SYNTAX.ERROR says:

>>Here in the US there was complete album (lp) called Pacman Fever with
>>many tunes on it. Perhaps someome knows more?

>I have that LP, will have to dig it out; played it maybe 3 times since bought
>in '86?

>-Ron

What??? I never heard about this? I had a frisbee with the atari logo
on it. Won it on some sort of fancy fair in germany. An Atari LP, called
pacman fever???? MP3, MP3!!!! Please!!!

--Ivo

3752. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8i9emd$jm3@cs.vu.nl>
Source record: 44119

cryorunner@yahoo.com (Rhett James Barnes) writes:

>A few years back when I was starting to think I was so cool for buying my
>first two arcade games, I was driving near a local university when I saw a
>kid (ie college freshman, born in ~1980) wearing an Atari shirt. I'll
>have to admit I was a little puzzled. And I realized I am definately NOT
>hep. But that icon has survived (in a somewhat warped form) to the
>youunger generations. Boy am I old.

Those guys from Soulwax (belgium band) wear Atari T-shirts and offcourse,
the guys and girls of Atari Teenage Riot.

--Ivo

3753. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-15 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8i9foo$k1n@cs.vu.nl>
Source record: 44120

JTKirk <no_me_j.j_t_kirk@geocities.com> writes:

>Speaking of Knight Rider, I remember on one episode, KITT displaying
>supposedly some car they were tracking on the screen - it was
>Rally Speedway for the A8!

I wish we had AVI-files of all these movies and series. BTW the first posting
in this thread mentioned Terminator II, but, I remember terminator (one)
having 6502 opcodes running down the screen, not T2. And it _surely_
was atari 8-bit code. $d40a (WSYNC) is visible IIRC. See one of the
first issues of MegaZine. It had all the mnemonics written down,

--Ivo

3754. Please, help for power supply 800xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: BAchus <h.kamstra@chello.nl>
Message-ID: <394964BA.2E52453A@chello.nl>
Source record: 44121

I read the faq posting and yes!!, this must be the right groop.

I'll try to be short wich is diffucult for me.

Today I bougt a 2nd hand Atari 800XE at a dayly fair in holland. I am scince short a collector off old cpu systems and this one i didn't have yet. Actually i never ever had an Atari cpu, (I do have an Atari 2600 b.t.w.). But the problem is the cpu is wat i got and that's it, meaning no wires ore anyting. I bougt it together wiht 4 roms for 15 guilders = 7$. I thougt it to be a bargain, even if the cpu doesn't work becoase i got 4 roms!!

But looking at the 800xe i saw i just needed the usual tv cable like i use with my c64. But i also saw the 7 pins power supply port. And i thougt uh oh i don't have that. so my question is,
-does the 800xe need an adaptor
-how many volts does it adapt?
-what other power supply can i use, will the c64 adaptor work for instance?
-the c64 adaptor lacks a few pins whereas it does go in a 7 pins port as well, is this the same whith the 800xe?
-what do you all suggest i do besides looking for another 2nd hand adaptor?

Knowing how great the newsgroops can be i thank you all in advance.

Then one other question. I maintain a sit with called: Computer Emulation wich is about Up-to-Date emulators & direct linx to their games pages & OSroms if needed. Currently i am serving y'all wihth MSX, C64-Vic20-Pet, ZX spec/ZX81, Amstrad, Amiga, Atari ST, Apple II and the BBC-Microcpu.
So as you assumed, i have to add the Atari 800xe to the list, as someone mailing me already stated. (and other Atari cpu's??) so again i have a few questions
-what are the best 800xe emu's and where do i get them
-where can i find Atari 800 XE Games Pages with games for download to use with the emu's
-where can i get the OS-roms

I don't want to seem lazy becoase i will offcoarse also search for them myself but if you have any info, it would offc. be very welcome so i can add the Atari 800 XE to my page soon. vistit my page at:

http://members.fortunecity.com/computeremulation

Greetings to all

Gnomula.

3755. Re: Please, help for power supply 800xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <$LU50WAurWS5EwLX@lovecraft.demon.co.uk>
Source record: 44122

In article <394964BA.2E52453A@chello.nl>, BAchus <h.kamstra@chello.nl>
writes

>I thougt it to be a bargain, even if the cpu doesn't work becoase i
>got 4 roms!!

I'll give you 20 guilders for the CPU and you can keep the ROMs :)

>But looking at the 800xe i saw i just needed the usual tv cable like i
>use with my c64. But i also saw the 7 pins power supply port. And i
>thougt uh oh i don't have that. so my question is,
>-does the 800xe need an adaptor

Yes. It does.

>-how many volts does it adapt?

Depends on your country. Since all 800XEs were sold in Europe, they
should take 220/230v AC down to I suspect 5 and 12V.

The seven pin socket takes power as:

Pins 1,4,6 - + 5V
Pins 3,5,7 - Gnd
Pin 2 - Shield.

It is arranged, from top right, clockwise:

Pin 6,1,4,2,5,3,7

>-what other power supply can i use, will the c64 adaptor work for
>instance?

Unlikely. IIRC, the C64 has 4 pins.

>-the c64 adaptor lacks a few pins whereas it does go in a 7 pins port as
>well, is this the same whith the 800xe?
>-what do you all suggest i do besides looking for another 2nd hand
>adaptor?

Find an adaptor. All Atari models except the 1200XL (never sold in
Europe anyway) are the same.

>So as you assumed, i have to add the Atari 800xe to the list, as someone
>mailing me already stated. (and other Atari cpu's??) so again i have a
>few questions
>-what are the best 800xe emu's and where do i get them

There isn't a specific 800XE emulator. Do a web search on Atari800Win
and you will find the best, most reliable, freeware Atari emulator ever
made. It even runs on my Win2000 system.

>-where can i find Atari 800 XE Games Pages with games for download to
>use with the emu's

There are a couple - a web search should help, as I can never remember
the URLs.

>-where can i get the OS-roms

There might be some information about this on the Atari800Win page.
coughs ;).

HTH,
Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3756. Re: Please, help for power supply 800xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000616000510.11461B-100000@vtn1>
Source record: 44123

Here is the pin-out for the power connector port (looking at the computer):

V Notch at top
7 6
3 1
5 4
2

Pins 1, 4 and 6 are all +5vdc
Pins 3, 5 and 7 are ground ("earth" in the UK)
Pin 2 is shield ground.

You need 5vdc at about 1.5 amps. Any good, low-ripple supply will work (I run my Atari off a supply pulled from an old 8088 PC).

jkp

3757. Atari Hardware & Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: JOHN THACKERAY <john@tradeinpost.com>
Message-ID: <8icumd$9ap$1@neptunium.btinternet.com>
Source record: 44124
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
--
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire
TF11 8AF
Tel: 00+44+(0)1952 462135
john@tradeinpost.com
www.tradeinpost.com
```

3758. Re: Please, help for power supply 800xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: BAchus <h.kamstra@chello.nl>
Message-ID: <394A2FEF.8A5BFAE6@chello.nl>
Source record: 44125

Thanx, Thanx, Thanx,... for all the info and help already,

you see, thats what i like about the newsgroops, the best of people are on it, knoglegde sharing rules!!!

Well, i'll be off then finding the adaptor of any kind saying atari adaptor. or if i can't find any i might buy one online if not too expensive combining send costs.

and secondly i'll be off updating my site with a nice atari cpu emulator and nice links to it's games pages!

Thanx again for the help

Greetings from Gnomula at:
http://members.fortunecity.com/computeremulation

3759. PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <wMr25.5177$Rz5.187540@news.magma.ca>
Source record: 44126

Hi,

I recently purchased and installed a 5 1/4" floppy drive on my PC. I read in the Atari FAQ that:

"The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive, can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB, and then reformatted on a 1.2M drive to 360k, can be read reliably only on a 1.2M drive.
(all this assumes you are using DD media, not HD)."

When I format a DD Disk on my PC using the appropriate format options:

Format A: /F:360

Once the format is complete, the resulting disk is not readable by my Atari 1050 floppy drive, and when I format the disk on my Atari drive, the format is not readable by my PC drive. So, one of the questions I have is how do I format the disks so it is readable by both drives, but only writable by one of them?

My second question has to do with the DCM format. Once I UNARC the file on my PC, how do I unpack the DCM file, so that the appropriate files and directories are created? Do I need to extract them on the Atari?

Perhaps it might be more clear to you if I give you an example:

I want to take an Atari OS I downloaded onto my PC, which is compressed using the ARC format, and extract the files from the DCM format so when I use the disk on my Atari, it will boot the OS.

Any help would be appreciated.

Michael

3760. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: CybrSlider <cybrslider@home.com>
Message-ID: <NSs25.3982$OZ.721068@news1.rdc2.tx.home.com>
Source record: 44127

Hi Michael,

Please bear with me as I'm very rusty and by no means an expert.

In order for the PC to read an Atari formatted diskette, I believe a utility program must be running. I believe in the Atari FAQ it lists a few that can be used. There is also one relocated at the following site:

http://nleaudio.com/css/Files.htm

I have had some trouble downloading files at that site using Netscape. It simply wants to open the file as if it were a text file. I can't seem to edit the type in my preferences so that it will want to download it. If you use Internet Explorer you shouldn't have any problem. Anyway....

Running this utility on the PC, you should be able to read an Atari formatted diskette. Then you can copy the file from the PC to the Atari diskette. Stick the diskette back into your Atari and run the unarc program to unarc the file. At the site listed above is another Utility called Disk Communicator. When you download it, it is in ARC format also so you'll have to un-ARC it too. This is an Atari program that will un-"DCM" the .dcm file.

I hope this helps you out.

David

Michael Gale <mgale@bitflash.com> wrote in message
news:wMr25.5177$Rz5.187540@news.magma.ca...
> Hi,
>
> I recently purchased and installed a 5 1/4" floppy drive on my PC. I read
> in the Atari FAQ that:
>
> "The following is generally true in the PC world:
> - disks written on 360k drives can be read on either drive
> - blank disk formatted and written on 1.2M drives can be read on
> either kind
> - disks written on a 360k drive, and overwritten on a 1.2M drive,
> can be read reliably only on a 1.2M drive.
> - disks previously formatted on a 360k drive, or formatted as 1.2MB,
> and then reformatted on a 1.2M drive to 360k, can be read reliably
> only on a 1.2M drive.
> (all this assumes you are using DD media, not HD)."
>
> When I format a DD Disk on my PC using the appropriate format options:
>
> Format A: /F:360

>
> Once the format is complete, the resulting disk is not readable by my
Atari
> 1050 floppy drive, and when I format the disk on my Atari drive, the
format
> is not readable by my PC drive. So, one of the questions I have is how do
I
> format the disks so it is readable by both drives, but only writable by
one
> of them?
>
> My second question has to do with the DCM format. Once I UNARC the file
on
> my PC, how do I unpack the DCM file, so that the appropriate files and
> directories are created? Do I need to extract them on the Atari?
>
> Perhaps it might be more clear to you if I give you an example:
>
> I want to take an Atari OS I downloaded onto my PC, which is compressed
> using the ARC format, and extract the files from the DCM format so when I
> use the disk on my Atari, it will boot the OS.
>
> Any help would be appreciated.
>
> Michael
>
>

3761. For sale - 8bit hardware and SW.

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: darklord@kih.net
Message-ID: <8idnoq$f4$1@nnrp1.deja.com>
Source record: 44128

For sale, continental USA only, S&H NOT included. Reply via E-mail.
Will not break up. For one week only, then it goes into the garbage
bin - need room badly for new computing platform. :-(

1 800XL
1 1050 drive
1 1050 drive (quirky)
Power supply's for all
Sio cables for all
video cable to hook to RGB monitors (exam. Commodore 1080/1084)
4 joysticks

Lots of software:

Ultima 3
Wizards Crown
Archon
Joust
Demons Winter
Star Raiders
Star Raiders 2
Spiderman
Raid on Fractalus

More...

Bob Klaas's CD-ROM collection of 8-Bit software.

First $35 plus S&H gets it! (make offers anyways)

Thanks.

Sent via Deja.com http://www.deja.com/
Before you buy.

3762. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <eet25.5373$Rz5.188206@news.magma.ca>
Source record: 44129

Hi David,

Isn't the program "XFIBMRDR.COM" only to used for the XF551 disk drive?

Thanks for your help,
Michael

3763. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <skkpjftfis462@corp.supernews.com>
Source record: 44130

Michael Gale <mgale@bitflash.com> wrote in message
news:wMr25.5177$Rz5.187540@news.magma.ca...
> Hi,
>
> I recently purchased and installed a 5 1/4" floppy drive on my PC. I read
> in the Atari FAQ that:
>
> "The following is generally true in the PC world:
> - disks written on 360k drives can be read on either drive
> - blank disk formatted and written on 1.2M drives can be read on
> either kind
> - disks written on a 360k drive, and overwritten on a 1.2M drive,
> can be read reliably only on a 1.2M drive.
> - disks previously formatted on a 360k drive, or formatted as 1.2MB,
> and then reformatted on a 1.2M drive to 360k, can be read reliably
> only on a 1.2M drive.
> (all this assumes you are using DD media, not HD)."
>
> When I format a DD Disk on my PC using the appropriate format options:
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> Format A: /F:360
>
> Once the format is complete, the resulting disk is not readable by my
Atari
> 1050 floppy drive, and when I format the disk on my Atari drive, the
format
> is not readable by my PC drive. So, one of the questions I have is how do
I
> format the disks so it is readable by both drives, but only writable by
one
> of them?

Most of the utilities are for modified 1050s, those that can handle 256
bytes per sector.

I did write a quick and dirty set of programs for transfering files from an
IBM to stock 1050, but unfortunately all the files at archive.umich ended up
with a 1 byte length difference after transfer which broke them. I don't
have the originals around anymore, so it may be hard to find a working copy.

Most people nowadays just opt for an SIO2PC cable, it is a much more elegant
and universal solution to many problems.

3764. Where to get Pilot Commands

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: AC <dede@fwi.com>
Message-ID: <394A79B6.AF61103@fwi.com>
Source record: 44131

It's embrassing to say, but I don't remember all the commands to Pilot
of all the easiest languages.. Plus we lost manuals and stuff... Do they
have any online material stuff too ??

3765. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000616123359.9476A-100000@vtn1>
Source record: 44132

On Fri, 16 Jun 2000, Michael Gale wrote:

> Hi,
>
> I recently purchased and installed a 5 1/4" floppy drive on my PC. I read
> in the Atari FAQ that:
>
> "The following is generally true in the PC world:

> - disks written on 360k drives can be read on either drive

Usually true.

> - blank disk formatted and written on 1.2M drives can be read on
> either kind

Only sometimes true.

> - disks written on a 360k drive, and overwritten on a 1.2M drive,
> can be read reliably only on a 1.2M drive.

Since you included the "reliably" qualifier, this is always true.

> - disks previously formatted on a 360k drive, or formatted as 1.2MB,
> and then reformatted on a 1.2M drive to 360k, can be read reliably
> only on a 1.2M drive.
> (all this assumes you are using DD media, not HD)."
>

It's doubtful a 360K drive would work correctly with a HD disk regardless
of any previous format. Formatting DD disks to 1.2MB is possible with
additional TSR's installed such as FDREAD or 2M (both available on
Simtel).

> When I format a DD Disk on my PC using the appropriate format options:
>
> Format A: /F:360
>
> Once the format is complete, the resulting disk is not readable by my Atari
> 1050 floppy drive, and when I format the disk on my Atari drive, the format
> is not readable by my PC drive. So, one of the questions I have is how do I
> format the disks so it is readable by both drives, but only writable by one
> of them?

/F:360 gives you a double-sided format with 512-byte sectors accounted
for by MS-DOS as two sectors per cluster (aka allocation unit). There is
no way you're ever going to get a 1050 to read PC-formatted, double-sided
disks or even to handle the 512-byte sectors. The only double-sided disks

you can read with a 1050 (assuming a double density upgrade) are those formatted in a XF551 in which case, the 1050 could handle the first 720 of 1440 sectors.

The MS-DOS format, aside from sector size, is incompatible with the XF551 format also because the MS one places alternate sectors on opposite sides of the disk i.e. to read cluster #1, you read sector #1 from side A and sector #2 from side B (done this way for speed). The XF551 format places sectors 1-720 on side A and 721-1440 on side B thus permitting access to side A by a single-sided, double density drive.

There are a few programs which are supposed to let you access Atari-formatted disks with a PC drive. My experience with them was that only disks formatted on a XF551 using MYDOS could reliably be used with a PC 360K drive.

>
> My second question has to do with the DCM format. Once I UNARC the file on
> my PC, how do I unpack the DCM file, so that the appropriate files and
> directories are created? Do I need to extract them on the Atari?
>

Generally, yes; use Disk Communicator by Robert Puff.

> Perhaps it might be more clear to you if I give you an example:
>
> I want to take an Atari OS I downloaded onto my PC, which is compressed
> using the ARC format, and extract the files from the DCM format so when I
> use the disk on my Atari, it will boot the OS.
>

Your best bet is to transfer the file via SIO2PC or APE. Alternatively, you can use DCM2ATR on the PC and produce a disk image which will still require a SIO2PC cable and one of SIO2PC or APE for use.

jkp

3766. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: CybrSlider <cybrslider@home.com>
Message-ID: <aRv25.4018$OZ.742882@news1.rdc2.tx.home.com>
Source record: 44133

Hi Michael,

Oops! Yes, that is correct. Try this link instead:

http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi
Type spartados into the search box and press search. Look for a download
called myutil.zip. I think that's the one you want.

Richard Cortese brought up a good point, one that I failed to think off. The
stock Atari 1050 formats disks with 128 byte sectors. The only utilities
I've seen write 256 byte sectors. If your 1050 is stock, the SIO2PC may be
your only hope.

David

Michael Gale <mgale@bitflash.com> wrote in message
news:eet25.5373$Rz5.188206@news.magma.ca...
> Hi David,
>
> Isn't the program "XFIBMRDR.COM" only to used for the XF551 disk drive?
>
> Thanks for your help,
> Michael
>
>

3767. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <now25.5430$Rz5.189872@news.magma.ca>
Source record: 44134

Do you prefer APE over SIO2PC, or vice versa?

Michael

John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000616123359.9476A-100000@vtn1...
>
>
> On Fri, 16 Jun 2000, Michael Gale wrote:
>
> > Hi,
> >
> > I recently purchased and installed a 5 1/4" floppy drive on my PC. I
read
> > in the Atari FAQ that:
> >
> > "The following is generally true in the PC world:
>
> > - disks written on 360k drives can be read on either drive
>
> Usually true.
>
> > - blank disk formatted and written on 1.2M drives can be read on
> > either kind
>
> Only sometimes true.
>
> > - disks written on a 360k drive, and overwritten on a 1.2M drive,
> > can be read reliably only on a 1.2M drive.
>
> Since you included the "reliably" qualifier, this is always true.
>
> > - disks previously formatted on a 360k drive, or formatted as 1.2MB,
> > and then reformatted on a 1.2M drive to 360k, can be read reliably
> > only on a 1.2M drive.
> > (all this assumes you are using DD media, not HD)."
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>
> It's doubtful a 360K drive would work correctly with a HD disk regardless
> of any previous format. Formatting DD disks to 1.2MB is possible with
> additional TSR's installed such as FDREAD or 2M (both available on
> Simtel).
>
> > When I format a DD Disk on my PC using the appropriate format options:
> >

> > Format A: /F:360
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> > Once the format is complete, the resulting disk is not readable by my
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> > 1050 floppy drive, and when I format the disk on my Atari drive, the
format
> > is not readable by my PC drive. So, one of the questions I have is how
do I
> > format the disks so it is readable by both drives, but only writable by
one
> > of them?
>
> /F:360 gives you a double-sided format with 512-byte sectors accounted
> for by MS-DOS as two sectors per cluster (aka allocation unit). There is
> no way you're ever going to get a 1050 to read PC-formatted, double-sided
> disks or even to handle the 512-byte sectors. The only double-sided disks
> you can read with a 1050 (assuming a double density upgrade) are those
> formatted in a XF551 in which case, the 1050 could handle the first 720
> of 1440 sectors.
>
> The MS-DOS format, aside from sector size, is incompatible with the
> XF551 format also because the MS one places alternate sectors on
> opposite sides of the disk i.e. to read cluster #1, you read sector #1
> from side A and sector #2 from side B (done this way for speed). The
> XF551 format places sectors 1-720 on side A and 721-1440 on side B
> thus permitting access to side A by a single-sided, double density
> drive.
>
> There are a few programs which are supposed to let you access Atari-
> formatted disks with a PC drive. My experience with them was that only
> disks formatted on a XF551 using MYDOS could reliably be used with a
> PC 360K drive.
>
>
> >
> > My second question has to do with the DCM format. Once I UNARC the file
on
> > my PC, how do I unpack the DCM file, so that the appropriate files and
> > directories are created? Do I need to extract them on the Atari?
> >
>
> Generally, yes; use Disk Communicator by Robert Puff.
>
>
> > Perhaps it might be more clear to you if I give you an example:
> >
> > I want to take an Atari OS I downloaded onto my PC, which is compressed
> > using the ARC format, and extract the files from the DCM format so when
I
> > use the disk on my Atari, it will boot the OS.

> >
>
> Your best bet is to transfer the file via SIO2PC or APE. Alternatively,
> you can use DCM2ATR on the PC and produce a disk image which will still
> require a SIO2PC cable and one of SIO2PC or APE for use.
>
>
> jkp
>
>

3768. Monitor Cables?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: "Brett J. Latchford" <bjlatch@sympatico.ca>
Message-ID: <394A94B3.AB835116@sympatico.ca>
Source record: 44135

Okay, here is one that I can't figure out,
My XEGS to my Commodore monitor and i get color.
My 130XE to my Commodore monitor (rgb cable) color.
My 800xl to my Commodore monitor (black and white).
I don't get it, when hooked up to my tv its fine.

Any thoughts,

Brett

3769. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <394ADA5B.6260AEA@bellsouth.net>
Source record: 44136

If you are using NetScape and have a problem with it trying to read the file
instead of downloading it, depress the shift key when you click on the file
name...works every time.
flp

CybrSlider wrote:

> Hi Michael,
>
> Please bear with me as I'm very rusty and by no means an expert.
>
> In order for the PC to read an Atari formatted diskette, I believe a
> utility program must be running. I believe in the Atari FAQ it lists a few
> that can be used. There is also one relocated at the following site:
>
> http://nleaudio.com/css/Files.htm
>
> I have had some trouble downloading files at that site using Netscape.
> It simply wants to open the file as if it were a text file. I can't seem to
> edit the type in my preferences so that it will want to download it. If you
> use Internet Explorer you shouldn't have any problem. Anyway....
>
> Running this utility on the PC, you should be able to read an Atari
> formatted diskette. Then you can copy the file from the PC to the Atari
> diskette. Stick the diskette back into your Atari and run the unarc program
> to unarc the file. At the site listed above is another Utility called Disk
> Communicator. When you download it, it is in ARC format also so you'll have
> to un-ARC it too. This is an Atari program that will un-"DCM" the .dcm file.
>
> I hope this helps you out.
>
> David
>
> Michael Gale <mgale@bitflash.com> wrote in message
> news:wMr25.5177$Rz5.187540@news.magma.ca...
> > Hi,
> >
> > I recently purchased and installed a 5 1/4" floppy drive on my PC. I read
> > in the Atari FAQ that:
> >
> > "The following is generally true in the PC world:
> > - disks written on 360k drives can be read on either drive
> > - blank disk formatted and written on 1.2M drives can be read on
> > either kind
> > - disks written on a 360k drive, and overwritten on a 1.2M drive,

> > can be read reliably only on a 1.2M drive.
> > - disks previously formatted on a 360k drive, or formatted as 1.2MB,
> > and then reformatted on a 1.2M drive to 360k, can be read reliably
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> > (all this assumes you are using DD media, not HD)."
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> > When I format a DD Disk on my PC using the appropriate format options:
> >
> > Format A: /F:360
> >
> > Once the format is complete, the resulting disk is not readable by my
> Atari
> > 1050 floppy drive, and when I format the disk on my Atari drive, the
> format
> > is not readable by my PC drive. So, one of the questions I have is how do
> I
> > format the disks so it is readable by both drives, but only writable by
> one
> > of them?
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> > My second question has to do with the DCM format. Once I UNARC the file
> on
> > my PC, how do I unpack the DCM file, so that the appropriate files and
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> > Perhaps it might be more clear to you if I give you an example:
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> > I want to take an Atari OS I downloaded onto my PC, which is compressed
> > using the ARC format, and extract the files from the DCM format so when I
> > use the disk on my Atari, it will boot the OS.
> >
> > Any help would be appreciated.
> >
> > Michael
> >
> >

3770. Re: Monitor Cables?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <394AE30D.8729C9F8@bellsouth.net>
Source record: 44137

The color signals going to your color tv are frequency modulated so that they will work with your tv tuner. The signals going to your monitor through a 5 pin DIN connector in the back or side of your computer are; Luminance (pin #1), Composite Video (pin #4), Ground (pin #2), a different Video signal (except for XE) (pin #5), and Audio (pin #3). Audio and one of the video signals connect to your monitor through RCA plugs. If you have color output on your tv, I would say that your color circuits are working. I would look for an open in either the DIN plug or the RCA plugs. If you can't find it there, then there has to be an open circuit in the DIN jack in the computer.

Audio/red---- #3 * * #1----brown/Luminance

NC/white----#5 * * #4----black/Composite
Video
ground/green----#2 *
I hope this helps you out.
flp

"Brett J. Latchford" wrote:

> Okay, here is one that I can't figure out,
> My XEGS to my Commodore monitor and i get color.
> My 130XE to my Commodore monitor (rgb cable) color.
> My 800xl to my Commodore monitor (black and white).
> I don't get it, when hooked up to my tv its fine.
>
> Any thoughts,
>
> Brett

3771. DOS 2.5 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <394AE512.6A090FA7@bellsouth.net>
Source record: 44138

I have never seen a DOS manual and it's been a good 10 or so years since
I've used my Atari. I can get around fairly nimbly in MSDOS but have
forgotten most of what I ever knew about Atari DOS. Are there any FAQs
or video manuals around?
flp

3772. For sale - 8bit hardware and SW.

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: darklord@kih.net
Message-ID: <642A954DD517D411B20C00508BCF23B0012ED3B9@mail.sauder.com>
Source record: 44139

For sale, continental USA only, S&H NOT included. Reply via E-mail.
Will not break up. For one week only, then it goes into the garbage
bin - need room badly for new computing platform. :-(

1 800XL
1 1050 drive
1 1050 drive (quirky)
Power supply's for all
Sio cables for all
video cable to hook to RGB monitors (exam. Commodore 1080/1084)
4 joysticks

Lots of software:

Ultima 3
Wizards Crown
Archon
Joust
Demons Winter
Star Raiders
Star Raiders 2
Spiderman
Raid on Fractalus

More...

Bob Klaas's CD-ROM collection of 8-Bit software.

First $35 plus S&H gets it! (make offers anyways)

Thanks.

Sent via Deja.com http://www.deja.com/
Before you buy.

3773. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <642A954DD517D411B20C00508BCF23B0012ED3BC@mail.sauder.com>
Source record: 44140

Michael Gale <mgale@bitflash.com> wrote in message
news:wMr25.5177$Rz5.187540@news.magma.ca...
> Hi,
>
> I recently purchased and installed a 5 1/4" floppy drive on my PC. I read
> in the Atari FAQ that:
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> "The following is generally true in the PC world:
> - disks written on 360k drives can be read on either drive
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> can be read reliably only on a 1.2M drive.
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> and then reformatted on a 1.2M drive to 360k, can be read reliably
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> When I format a DD Disk on my PC using the appropriate format options:
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> Once the format is complete, the resulting disk is not readable by my
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> 1050 floppy drive, and when I format the disk on my Atari drive, the
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> is not readable by my PC drive. So, one of the questions I have is how do
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> format the disks so it is readable by both drives, but only writable by
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bytes per sector.

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IBM to stock 1050, but unfortunately all the files at archive.umich ended up
with a 1 byte length difference after transfer which broke them. I don't
have the originals around anymore, so it may be hard to find a working copy.

Most people nowadays just opt for an SIO2PC cable, it is a much more elegant
and universal solution to many problems.

3774. Monitor Cables?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: "Brett J. Latchford" <bjlatch@sympatico.ca>
Message-ID: <642A954DD517D411B20C00508BCF23B0012ED3C5@mail.sauder.com>
Source record: 44141

Okay, here is one that I can't figure out,
My XEGS to my Commodore monitor and i get color.
My 130XE to my Commodore monitor (rgb cable) color.
My 800xl to my Commodore monitor (black and white).
I don't get it, when hooked up to my tv its fine.

Any thoughts,

Brett

3775. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-16 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <642A954DD517D411B20C00508BCF23B0012ED3C8@mail.sauder.com>
Source record: 44142

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instead of downloading it, depress the shift key when you click on the file
name...works every time.
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CybrSlider wrote:

> Hi Michael,
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> Please bear with me as I'm very rusty and by no means an expert.
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> In order for the PC to read an Atari formatted diskette, I believe a
> utility program must be running. I believe in the Atari FAQ it lists a few
> that can be used. There is also one relocated at the following site:
>
> http://nleaudio.com/css/Files.htm
>
> I have had some trouble downloading files at that site using Netscape.
> It simply wants to open the file as if it were a text file. I can't seem to
> edit the type in my preferences so that it will want to download it. If you
> use Internet Explorer you shouldn't have any problem. Anyway....
>
> Running this utility on the PC, you should be able to read an Atari
> formatted diskette. Then you can copy the file from the PC to the Atari
> diskette. Stick the diskette back into your Atari and run the unarc program
> to unarc the file. At the site listed above is another Utility called Disk
> Communicator. When you download it, it is in ARC format also so you'll have
> to un-ARC it too. This is an Atari program that will un-"DCM" the .dcm file.
>
> I hope this helps you out.
>
> David
>
> Michael Gale <mgale@bitflash.com> wrote in message
> news:wMr25.5177$Rz5.187540@news.magma.ca...
> > Hi,
> >
> > I recently purchased and installed a 5 1/4" floppy drive on my PC. I read
> > in the Atari FAQ that:
> >
> > "The following is generally true in the PC world:
> > - disks written on 360k drives can be read on either drive
> > - blank disk formatted and written on 1.2M drives can be read on
> > either kind
> > - disks written on a 360k drive, and overwritten on a 1.2M drive,

> > can be read reliably only on a 1.2M drive.
> > - disks previously formatted on a 360k drive, or formatted as 1.2MB,
> > and then reformatted on a 1.2M drive to 360k, can be read reliably
> > only on a 1.2M drive.
> > (all this assumes you are using DD media, not HD)."
> >
> > When I format a DD Disk on my PC using the appropriate format options:
> >
> > Format A: /F:360
> >
> > Once the format is complete, the resulting disk is not readable by my
> Atari
> > 1050 floppy drive, and when I format the disk on my Atari drive, the
> format
> > is not readable by my PC drive. So, one of the questions I have is how do
> I
> > format the disks so it is readable by both drives, but only writable by
> one
> > of them?
> >
> > My second question has to do with the DCM format. Once I UNARC the file
> on
> > my PC, how do I unpack the DCM file, so that the appropriate files and
> > directories are created? Do I need to extract them on the Atari?
> >
> > Perhaps it might be more clear to you if I give you an example:
> >
> > I want to take an Atari OS I downloaded onto my PC, which is compressed
> > using the ARC format, and extract the files from the DCM format so when I
> > use the disk on my Atari, it will boot the OS.
> >
> > Any help would be appreciated.
> >
> > Michael
> >
> >

3776. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: CybrSlider <cybrslider@home.com>
Message-ID: <BgJ25.1607$M_3.123751@news1.rdc2.tx.home.com>
Source record: 43946

Well thank you!

Foster L. Putman <fangmans@bellsouth.net> wrote in message
news:394ADA5B.6260AEA@bellsouth.net...
> If you are using NetScape and have a problem with it trying to read the
file
> instead of downloading it, depress the shift key when you click on the
file
> name...works every time.
> flp
>
> CybrSlider wrote:
>
> > Hi Michael,
> >
> > Please bear with me as I'm very rusty and by no means an expert.
> >
> > In order for the PC to read an Atari formatted diskette, I believe a
> > utility program must be running. I believe in the Atari FAQ it lists a
few
> > that can be used. There is also one relocated at the following site:
> >
> > http://nleaudio.com/css/Files.htm
> >
> > I have had some trouble downloading files at that site using
Netscape.
> > It simply wants to open the file as if it were a text file. I can't seem
to
> > edit the type in my preferences so that it will want to download it. If
you
> > use Internet Explorer you shouldn't have any problem. Anyway....
> >
> > Running this utility on the PC, you should be able to read an Atari
> > formatted diskette. Then you can copy the file from the PC to the Atari
> > diskette. Stick the diskette back into your Atari and run the unarc
program
> > to unarc the file. At the site listed above is another Utility called
Disk
> > Communicator. When you download it, it is in ARC format also so you'll
have
> > to un-ARC it too. This is an Atari program that will un-"DCM" the .dcm
file.
> >
> > I hope this helps you out.

> >
> > David
> >
> > Michael Gale <mgale@bitflash.com> wrote in message
> > news:wMr25.5177$Rz5.187540@news.magma.ca...
> > > Hi,
> > >
> > > I recently purchased and installed a 5 1/4" floppy drive on my PC. I
read
> > > in the Atari FAQ that:
> > >
> > > "The following is generally true in the PC world:
> > > - disks written on 360k drives can be read on either drive
> > > - blank disk formatted and written on 1.2M drives can be read on
> > > either kind
> > > - disks written on a 360k drive, and overwritten on a 1.2M drive,
> > > can be read reliably only on a 1.2M drive.
> > > - disks previously formatted on a 360k drive, or formatted as
1.2MB,
> > > and then reformatted on a 1.2M drive to 360k, can be read
reliably
> > > only on a 1.2M drive.
> > > (all this assumes you are using DD media, not HD)."
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> > > When I format a DD Disk on my PC using the appropriate format options:
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> > > Format A: /F:360
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> > > Once the format is complete, the resulting disk is not readable by my
> > Atari
> > > 1050 floppy drive, and when I format the disk on my Atari drive, the
> > format
> > > is not readable by my PC drive. So, one of the questions I have is
how do
> > I
> > > format the disks so it is readable by both drives, but only writable
by
> > one
> > > of them?
> > >
> > > My second question has to do with the DCM format. Once I UNARC the
file
> > on
> > > my PC, how do I unpack the DCM file, so that the appropriate files and
> > > directories are created? Do I need to extract them on the Atari?
> > >
> > > Perhaps it might be more clear to you if I give you an example:
> > >
> > > I want to take an Atari OS I downloaded onto my PC, which is
compressed

> > > using the ARC format, and extract the files from the DCM format so
when I
> > > use the disk on my Atari, it will boot the OS.
> > >
> > > Any help would be appreciated.
> > >
> > > Michael
> > >
> > >
>

3777. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: Karl Heller <kheller2@ix.netcom.com>
Message-ID: <170620001305209540%kheller2@ix.netcom.com>
Source record: 43947
Body handling: HTML body converted to readable text

Actually, I feel the Apple MAC has that good feeling. I've been
an Atari 8bit head for many many years. I started getting out of it in
the mid 90's. The PC world made me puke and I passed over that for BSD
Style Unix. I fell in love with that... but, it wasn't until I started
playing with Macs that I got that good old feeling again.

Karl

In article <20000606195820.26141.00002082@ng-cu1.aol.com>,
AtariGirl1983 wrote:

>
>
> I know very little about HTML though I use netscape. I learned HTML (hyper
> text messy language), then they (teachers) got me started on using netscape
> composer. Hey, I forgot my HTML! UGH! Sometimes people underestimate the
> power of actually knowing how to do something without a design tool.
>
> Jessica
>
>
> >
> >
> >It's been my experience that IE is much more tolerant of malformed
> >HTML. Netscape adheres to the HTML RFC better than IE. IE is designed to
> >work with the Microsoft web authoring tools (FrontPage). Have you seen the
> >crap that FrontPage produces? Sometimes it amazes me that any browser can
> >properly display that stuff.
> >
> >I think Microsoft did this on purpose. Think about it: Newbie Joe writes
> >some HTML. Netscape won't display it because maybe he left off the closing
> >
tag. But, IE displays the page because it determined where to end
> >the table. Joe thinks IE is better because it displayed his page when
> >Netscape didn't. Which browser is Joe going to use? That's great for
> >Microsoft, but bad for the web because now there's a group of people out
> >there that cannot do anything without a graphical tool since they know
> >nothing about HTML.
> >
> >
> >
> >-Bob
> >
> >

> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.

3778. FA: Atari 7800 Game Systems w/21 Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: MexiAce <staalejg@bigfoot.com>
Message-ID: <8igfnfvau1@slb7.atl.mindspring.net>
Source record: 43948

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=360504364

3779. FA: Intellivision Game Systems w/55 Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: MexiAce <staalejg@bigfoot.com>
Message-ID: <8igin6$8si$1@slb6.atl.mindspring.net>
Source record: 43949

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=360535429

3780. FA: Atari 800 Computer System (In Original Box)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: MexiAce <staalejg@bigfoot.com>
Message-ID: <8igk9m$gh6$1@slb0.atl.mindspring.net>
Source record: 43950

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=360552594

3781. Replacement power supply for Atair 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: John & Cindy Linskey <cjlink@mindspring.com>
Message-ID: <8igpeaoie1@slb0.atl.mindspring.net>
Source record: 43951

I recent acquired two Atari 1050 disk drives without the power supplies. I am hoping that Radio shack's universal power supply would work with the drives, but would like to know if anyone has found a replacement for the original units?

Another questions that I need answering, is rather or not 5 1/4 double density disks IBM formatted would be compatible with the drives?

Thanks in advance,

John

3782. Re: Replacement power supply for Atair 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <UX8L0xAt5+S5EwOr@lovecraft.demon.co.uk>
Source record: 43952

In article <8igpeaoie1@slb0.atl.mindspring.net>, John & Cindy Linskey
<cjlink@mindspring.com> writes

>Another questions that I need answering, is rather or not 5 1/4 double
>density disks IBM formatted would be compatible with the drives?

IIRC, any soft-sector disk will work. HD discs are perhaps even more
use, as you can flip them (they should have an extra notch on the
opposite side, although it's a /long/ time since I've seen an HD 5.25
floppy). Hard sector discs mess up the timing...

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3783. CCAG 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <394c3850_2@athena.netset.com>
Source record: 43953

Hi!

An open letter of thanks to all those who showed up, helped out, and just made our first CCAG alot of fun! Mike, Tim, Alan, Tom, my buds from the Atari group, Glenn, Charles, and others! You guys who drove a while, I pray all of you made it back safe! Till we meet again at CCAG 2001! Happy hunting and happy hacking!

Regards,

Jim W. Krych

3784. Re: Replacement power supply for Atair 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <skon17r7is4107@corp.supernews.com>
Source record: 43954

John & Cindy Linskey <cjlink@mindspring.com> wrote in message
news:8igpeaoie1@slb0.atl.mindspring.net...
> I recent acquired two Atari 1050 disk drives without the power supplies.
I
> am hoping that Radio shack's universal power supply would work with the
> drives, but would like to know if anyone has found a replacement for the
> original units?

Don't know about RS univerals, but all you need is 9VAC at about 3 amps.

RS labels their transformers a little funny, something like 12VAC will be a
12V center tapped @6.3 volts or something like that. IMO: Stick with
something as close as you can to the 9VAC/3amps. You can hack a PC power
supply into the drive, only takes something like 3 solder point and an
connector, but it is an act of desperation.
>
> Another questions that I need answering, is rather or not 5 1/4 double
> density disks IBM formatted would be compatible with the drives?

Soon as you reformat them in the Atari.

3785. Re: Rana with a 6502

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000616234204.17936.00003636@ng-co1.aol.com>
Source record: 44143

> llpwhite@cs.com (LLpwhite) said

snip...
>now the bad news. The drive powers up normally, seeks >to track zero, then
>settles at track 39, but will only boot intermittently. It will boot, making
quite a
>few read errors when cold, but after it has been on for a bit, it won't boot
at all. >(snip..) So the next question is what is likely to be wrong?

Hope you find out; my Percom AT88.PD does the same thing. Boots when cold,
eventually stops responding and won't reboot when warm...

-Ron

I don't have a solution but I admire the problem.

3786. Re: DOS 2.5 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000617000654.17936.00003641@ng-co1.aol.com>
Source record: 44144

>Foster L. Putman" fangmans@bellsouth.net asked:

>have forgotten most of what I ever knew about Atari DOS. Are there any FAQs
>or video manuals around?

this site:
http://www.crestviewfl.com/~richard/atari-docs.htm
has the 2.5 manual except for the XIO and other BASIC interface material. Look
at XLSearch:
http://www.newbreedsoftware.com/xlsearch/
for the complete MyDOS 4.5 release; its manual is totally complete (430 Atari
sectors) or mail me and I can send it in ascii or atascii.

-Ron

I don't have a solution but I admire the problem.

3787. FA: nice/hard to find carts, inc KARATE by FUNVISION

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-17 00:00:00 UTC
From: Lizi and Darren <dnepotts@one.net.au>
Message-ID: <394b4f71@pink.one.net.au>
Source record: 44145

I currently have a copy of KARATE by FUNVISION up for grabs and it will make
a great addition to any good collectors inventory.

ALL OF MY AUCTIONS
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=thejudianpe
oplesfront&include=0&since=-1&sort=2&rows=25

KARATE - FUNVISION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359530689

4 IN 1ONE - BITCORP
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359475568

SPACE GRID - UNKNOWN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359490459

CRAB CONTROL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359505408

8 IN 1 - SPACEVISION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359521980

8 IN 1 - SPACEVISION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359527446

GALAXY DEFENDER- UNKNOWN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353892607

4 GAMES IN ONE - BITCORP
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353882574

DRAGON TREASURE - UNKNOWN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353887422

POOYAN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359483405

KEYSTOR KAPERS - UNUSUAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359535333

MS PAC MAN - UNUSUAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359537550

ENDURO - UNUSUAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359538933

BOOM BANG - RAINBOWVISION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359546937

BOOM BANG - HES - BOXED
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359548435

SNAIL AGAINST SQUIRREL - BITCORP
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353891481

2 PAK SPECIAL - HES
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353892163

2 PAK SPECIAL - HES
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353893508

2 PAK SPECIAL - HES
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=353892607

2 PAK SPECIAL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359533003

3788. New content at CTH - The BBS Era

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8ih4uu$3gn$1@nnrp1.deja.com>
Source record: 43955

I am pleased to announce that there is a new feature added to the Closer To Home web site. It's a series of web pages that examines the BBS era from the perspectives of various Atari 8-bit sysops, user group leaders, and programmers. Have a look at-

http://cth.tzo.com/interviews/intro.html

I want to publicly thank those that responded to my requests for interviews. Your interviews are on the site. I would also like to encourage those who haven't responded yet to please do so. Your knowledge and insight is appreciated, so please take a few minutes from your busy schedule and share them with others.

-- Tom, AKA Codeman, sysop of Pro node 439.

---
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

3789. Re: Xformer 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: q <caradon@camtech.net.au>
Message-ID: <0TU25.17934$N4.684312@ozemail.com.au>
Source record: 43956

I've got the same problem. Where do you get the Atari800Win?

Donald

"Edward Scissorhands" <EdwardS@lovecraft.demon.co.uk> wrote in message
news:2ycT9FBTG7N5EwBS@lovecraft.demon.co.uk...
> In article <3937A652.3633739@erols.comX>, Stephen Knox
> <gooch@erols.comX> writes
> >First thing to do is not use a crappy emulator like XFormer (unless
you're doing
> >disk based stuff)
> >
> >Get Atari800Win or the DOS version. Much better, more compatible and
great
> >sound, all the things XFormer lacks
>
>
> Yes, get Atari800Win! It's happy under Windows 2000, and I tried Xformer
> - all the games I wanted didn't work, they're actually as good as my old
> 130XE under Atari800Win :)
>
> And it's freeware ;)
>
> Richard
>
> --
> Edward Scissorhands |\ _,,,---,,_
> Bunburyist, Goth, Citroenist. AGF-Borg - 0 of Goth /,`.-'`' -.
;-;;,
> E-Mail: EdwardS<at>lovecraft.demon.co.uk |,4-))-,_. ,\
`'::.
> Homepage: http://www.lovecraft.demon.co.uk/ '----''(_/--'
`-'_)Morticia

3790. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-k6H3d9prglbP@cth-digital-ts01-s22.cab.cth.com.au>
Source record: 43957

On Sun, 16 Jun 3900 16:47:41, "CybrSlider" <cybrslider@home.com>
wrote:

> Hi Michael,
>
> Please bear with me as I'm very rusty and by no means an expert.
>
> In order for the PC to read an Atari formatted diskette, I believe a
> utility program must be running. I believe in the Atari FAQ it lists a few
> that can be used. There is also one relocated at the following site:
>
> http://nleaudio.com/css/Files.htm
>
> I have had some trouble downloading files at that site using Netscape.
> It simply wants to open the file as if it were a text file. I can't seem to
> edit the type in my preferences so that it will want to download it. If you
> use Internet Explorer you shouldn't have any problem. Anyway....

Hold the shift key when clicking the file. Should download ok then

James B

3791. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-QS51smlMbuYE@cth-digital-ts01-s22.cab.cth.com.au>
Source record: 43958

On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
> On Fri, 16 Jun 2000, Michael Gale wrote:
>
> > Hi,
> >
> > I recently purchased and installed a 5 1/4" floppy drive on my PC. I read
> > in the Atari FAQ that:
> >
> > "The following is generally true in the PC world:
> >
> > - disks written on 360k drives can be read on either drive
> >
> Usually true.
>
> > - blank disk formatted and written on 1.2M drives can be read on
> > either kind
> >
> Only sometimes true.
>
> > - disks written on a 360k drive, and overwritten on a 1.2M drive,
> > can be read reliably only on a 1.2M drive.
> >
> Since you included the "reliably" qualifier, this is always true.
>
> > - disks previously formatted on a 360k drive, or formatted as 1.2MB,
> > and then reformatted on a 1.2M drive to 360k, can be read reliably
> > only on a 1.2M drive.
> > (all this assumes you are using DD media, not HD)."
> >
>
> It's doubtful a 360K drive would work correctly with a HD disk regardless
> of any previous format. Formatting DD disks to 1.2MB is possible with
> additional TSR's installed such as FDREAD or 2M (both available on
> Simtel).
>
> > When I format a DD Disk on my PC using the appropriate format options:
> >
> > Format A: /F:360
> >
> > Once the format is complete, the resulting disk is not readable by my Atari

> > 1050 floppy drive, and when I format the disk on my Atari drive, the format
> > is not readable by my PC drive. So, one of the questions I have is how do I
> > format the disks so it is readable by both drives, but only writable by one
> > of them?
>
> /F:360 gives you a double-sided format with 512-byte sectors accounted
> for by MS-DOS as two sectors per cluster (aka allocation unit). There is
> no way you're ever going to get a 1050 to read PC-formatted, double-sided
> disks or even to handle the 512-byte sectors. The only double-sided disks
> you can read with a 1050 (assuming a double density upgrade) are those
> formatted in a XF551 in which case, the 1050 could handle the first 720
> of 1440 sectors.
>
> The MS-DOS format, aside from sector size, is incompatible with the
> XF551 format also because the MS one places alternate sectors on
> opposite sides of the disk i.e. to read cluster #1, you read sector #1
> from side A and sector #2 from side B (done this way for speed). The
> XF551 format places sectors 1-720 on side A and 721-1440 on side B
> thus permitting access to side A by a single-sided, double density
> drive.
>
> There are a few programs which are supposed to let you access Atari-
> formatted disks with a PC drive. My experience with them was that only
> disks formatted on a XF551 using MYDOS could reliably be used with a
> PC 360K drive.
>
>
> >
> > My second question has to do with the DCM format. Once I UNARC the file on
> > my PC, how do I unpack the DCM file, so that the appropriate files and
> > directories are created? Do I need to extract them on the Atari?
> >
>
> Generally, yes; use Disk Communicator by Robert Puff.
>
>
> > Perhaps it might be more clear to you if I give you an example:
> >
> > I want to take an Atari OS I downloaded onto my PC, which is compressed
> > using the ARC format, and extract the files from the DCM format so when I
> > use the disk on my Atari, it will boot the OS.
> >
>
> Your best bet is to transfer the file via SIO2PC or APE. Alternatively,
> you can use DCM2ATR on the PC and produce a disk image which will still
> require a SIO2PC cable and one of SIO2PC or APE for use.

Doesn't the floppy board for the BB handle ms dos disks with a reader
program?
I think the xf551 with a CSS upgrade also can handle ms dos disks

formatted at 360K. Although the sector is handeled as 2 halves.
I beleave Happy can handle ms format tho with 256 byte sectors.
Shouldn't too hard for 512 byte ones.

Can the pc format disks at 180K?
Would make in intersting project for supermax. Readiing/writing 512
byte sector disks. It has enough ram.

James B

3792. Re: Monitor Cables?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-KBomPTLObocT@cth-digital-ts01-s22.cab.cth.com.au>
Source record: 43959

On Sun, 16 Jun 3900 21:43:55, "Brett J. Latchford"
<bjlatch@sympatico.ca> wrote:

> Okay, here is one that I can't figure out,
> My XEGS to my Commodore monitor and i get color.
> My 130XE to my Commodore monitor (rgb cable) color.
> My 800xl to my Commodore monitor (black and white).
> I don't get it, when hooked up to my tv its fine.
>

Composit chromanice (colour) isn.t connected in the 800XL.
Use composit video instead like on your XEGS.

James B

3793. Re: Using Odd-Sized ATR Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8ii19p$pc6$1@freenet9.carleton.ca>
Source record: 43960

Rhett James Barnes (cryorunner@yahoo.com) writes:
> In article <FLW_4.14957$0T2.282905@typhoon.columbus.rr.com>, "Ken Siders"
> <see_message_text@columbus.rr.com> wrote:
>
>> "Rhett James Barnes" <cryorunner@yahoo.com> wrote in message
>> news:cryorunner-0506001615470001@dt083nd4.san.rr.com...
>>
>> If any of the files display a 'k' in the upper left corner of the screen
>> when
>> booting, you can retrieve the original executable using programs available
>> at my site.
>>
>> --Ken Siders
>> atari8bit&columbus,rr,com
>> (change punctuation to reply)
>> http://home.columbus.rr.com/ksiders/atari.htm
>
> I guess I just assumed they would not be "boot disks," so I never tried to
> boot off of them. Rainbow 1.4 would not boot any of these .ATR's, but a
> real 800 would via SIO2PC. They do indeed have small "k" in the corner.

These images are generated by some sort of EXE-to-ATR converter and
are all broken. They report the wrong size in the ATR header, which
confuses some programs. I had to fix APE to work with these a long time
ago.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3794. Re: Re: Re: Good to be back

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <Y7035.10437$FC6.221162@newsread1.prod.itd.earthlink.net>
Source record: 43961

Chicago_Consultant <terrapin42NOteSPAM@hotmail.com.invalid> wrote in message
news:09566bfe.193e6242@usw-ex0103-023.remarq.com...
> ilaskey@cix.compulink.co.uk belted out in a nasal, Jerry
> Lewis-like tone:
>
> >Not quite. MS weren't *that* big until Win3 and more notably
> Win3.1 came
> >out. Then it started to become the huge monster we see today.
>
> And to think these weren't even stand-alone OS's. It took
> Microsoft until 1995 to have a standard GUI OS (NT was earlier, I
> know, but was hardly a standard in the PC world), when Apple
> released the first in 1984! Why the PC world didn't flock to
> OS/2, I'll never know.

I think it was the memory costs, it sure impressed me. OS/2 2.0 was pretty
popular for a while, but people still complained it needed too much RAM...
I even saw OS/2 1.3 as a student. It looked pretty cool to me, and I
remember
being impressed by it's segmentation (Can I admit that without being
shot)...
Not that it was 64K segments but that the memory bounds checker would
trap on byte boundaries. It was one of the few programs that actually used
the 286 segments correctly...(from memory)... Version 2.0 was the 386 only
version and it was extremely stable...

One thing that did suck was the number of floppys it took to install. It
was over
20 3 1/2's from memory... Actually I take that back... I rarely had to
reinstall it,
so I guess compared to Windows 9x's which requires regular reinstalls it
wasn't
so bad...

>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network
*
> The fastest and easiest way to search and participate in Usenet - Free!
>
>
Cheers
Peter

3795. Re: Replacement power supply for Atair 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <Db335.11173$Xx5.518634@bgtnsc06-news.ops.worldnet.att.net>
Source record: 43962

John,

I still have several NEW power supplies for the Atari 1050 disk drives (in original boxes). You can have them for $10 each plus shipping. I also have several USED ones available, priced at $5 each plus shipping. Reply in Email to s.winick@worldnet.att.net if interested.

Sheldon

"John & Cindy Linskey" <cjlink@mindspring.com> wrote in message news:8igpeaoie1@slb0.atl.mindspring.net...
> I recent acquired two Atari 1050 disk drives without the power supplies.
I
> am hoping that Radio shack's universal power supply would work with the
> drives, but would like to know if anyone has found a replacement for the
> original units?
>
> Another questions that I need answering, is rather or not 5 1/4 double
> density disks IBM formatted would be compatible with the drives?
>
> Thanks in advance,
>
> John
>
>

3796. SpartaDOS basic commands

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <394CC8E5.4251761D@bellsouth.net>
Source record: 43963

Can some one give me the basic commands for Sparta DOS? I have a disk
with Sparta DOS and don't know how to get it to delete files, format
another disk and so on.
Thanks
Lee Putman

3797. Re: A new SIO2PC/APE survey

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000618124050.04759.00002142@ng-ba1.news.cs.com>
Source record: 43964

Here are the survey results. I'd like to thank everyone who responded. There aren't any results that jump right out at me, because the answers provided varied quite a bit relative to the number of responses. I also had to do a little "creative interpretation" in a few cases, based on the answers provided (did my best to reflect what was said within the framework of my questions). Larry

1. Do you normally use SIO2PC or APE?
2-ea APE, 4-ea SIO2PC

2. If you use APE, what version do you use?
Dos, APE98

3. Do you have a real SIO drive on line at the same time your are using an SIO2PC or APE drive?
Yes from all 6
Some used only one real drive, and some had more than one.

4. Is your Atari NTSC or PAL?
NTSC 4, PAL 2

5. What type of PC do you use -- 8088, 286 or 386, 486, Pentium or better?
8088 - Pentium/Better (A little of everything, including multiple computers)

6. Do you run (a Dos version of) SIO2PC or APE under MS-Dos or Windows 3.X or W95/98/2000? (This is certainly doable with a fast processor).
No from all 6

7. Are you able to run a REAL Atari drive in high speed mode without errors on either the Atari drive or the PC Virtual drive? (US Doubler, Indus, XF551, Happy, etc.)
The SIO2PC users all said YES
The APE users were split 1-Yes, and 1-No

8. If you are able to run at high speed SIO on a real drive, and you are using APE, are you using 2X or 3X?
The only person indicating "Yes" could run up to 3X successfully.

9. If you are able to run at high speed SIO, what type of a high speed Atari drive *and* high speed driver are you using?
The drives varied quite a bit, although most were some form of an enhanced 1050, and the most common driver was Sparta 3.2X or 3.3X, followed by the Black Box driver.

10. If you are able to run at high-speed, what type of cable are you using -- MAX232 (type), 1489/14C89, or something else. (Please specify one-chip or 2-chip design).

MAX (2-chip), 74LS00, 4049, 2-ea. Max 1-chip, 1-ea 1489/14C89-type.

3798. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-W87MHk3Kfxms@ppp-206-170-217-135.nhwd02.pacbell.net>
Source record: 43965

Also, everyone should note that Netscape has a problem with ARC
compreesed files and should use a different method to download ARC
files.

Ken

On Fri, 16 Jun 2000 10:53:45, "Richard Cortese"
<ricortes@netmagic.net> wrote:

> Michael Gale <mgale@bitflash.com> wrote in message
> news:wMr25.5177$Rz5.187540@news.magma.ca...
> > Hi,
> >
> > I recently purchased and installed a 5 1/4" floppy drive on my PC. I read
> > in the Atari FAQ that:
> >
> > "The following is generally true in the PC world:
> > - disks written on 360k drives can be read on either drive
> > - blank disk formatted and written on 1.2M drives can be read on
> > either kind
> > - disks written on a 360k drive, and overwritten on a 1.2M drive,
> > can be read reliably only on a 1.2M drive.
> > - disks previously formatted on a 360k drive, or formatted as 1.2MB,
> > and then reformatted on a 1.2M drive to 360k, can be read reliably
> > only on a 1.2M drive.
> > (all this assumes you are using DD media, not HD)."
> >
> > When I format a DD Disk on my PC using the appropriate format options:
> >
> > Format A: /F:360
> >
> > Once the format is complete, the resulting disk is not readable by my
> Atari
> > 1050 floppy drive, and when I format the disk on my Atari drive, the
> format
> > is not readable by my PC drive. So, one of the questions I have is how do
> I
> > format the disks so it is readable by both drives, but only writable by
> one
> > of them?
>
> Most of the utilities are for modified 1050s, those that can handle 256
> bytes per sector.
>
> I did write a quick and dirty set of programs for transfering files from an

> IBM to stock 1050, but unfortunately all the files at archive.umich ended up
> with a 1 byte length difference after transfer which broke them. I don't
> have the originals around anymore, so it may be hard to find a working copy.
>
> Most people nowadays just opt for an SIO2PC cable, it is a much more elegant
> and universal solution to many problems.
>
>

3799. Re: SpartaDOS basic commands

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8ij4csnds1@news.storm.ca>
Source record: 43966

```
Quick command list for SDX:

ARC - ARC program
ATR - attributes
BASIC - go to internal BASIC
BOOT - select file to boot on disk
CAR - run cartridge
CHDIR - change directory (also CWD and CD)
CHKDSK - check disk
CHTD - change time date
CHVOL - change volume name
COLD - cold reboot
COMMAND - Sparta's COMMAND.COM
COPY - copy files
DATE - set system date
DIR - show directory (also DIRS - short directory)
DUMP - show file in hex and ASCII
ERASE - also DEL and DELETE
FIND - looks for filename on all drives unless drive number specified
FORMAT - formats disk
KEY - on or off
LOAD - loads file (does not run)
MEM - shows current low memory limits
MENU - much like Norton Commander with only one panel
MKDIR - make directory (also MD)
PATH - set path to search for commands that aren't internal
PAUSE - for batch commands' wait for a keypress
PEEK - like the BASIC command
POKE - like the BASIC command
PROMPT - set command prompt
RENAME - renames file
RMDIR - deletes empty directory (also RD and DELDIR)
RS232 - loads RS232 handler for PR Connection or 850
SAVE - saves binary data
SET - sets environmental variables
SWAP - swaps disk drives
TD - Time/Date display
TIME - set system time
TYPE - roughly the same as copying to the screen
UNERASE - restores previously erased files, if possible
VERIFY - turns write verify on or off
X - executes programs that require no carts installed

To run programs like Turbo Basic XL, custom CONFIG.SYS files are required.
Options for CONFIG.SYS include:
```

USE - specify OSRAM, BANKED or NONE. Where SDX will have its secondary RAM area. For programs that use the OSRAM area (such as Turbo Basic) specify BANKED. This will cost you one of your expanded memory banks
DEVICE SPARTA - required. Can add number of buffers (optional) default 4 and optional max number of files open default 5
DEVICE SIO - required. Permits high speed SIO with drives that support it, regular for all others.
DEVICE INDUS - optional. For Indus drives. Enables Syncromesh
DEVICE ATARIDOS.SYS - Optional. Lets you read DOS 2.X format disks including MyDOS
DEVICE RAMDISK - Optional drive number and optional number of banks to use. Default doesn't use the 130xe banks, leaving them free for other programs
DEVICE CLOCK - for the RTime8
DEVICE JIFFY - for when there's no RTime8
DEVICE XEP80 - XEP80 driver

The actual manual is over 100 pages; I have neither a scanner nor a touch-typing ability, so this very brief overview is all I will do. If you have any specific questions I'll do what I can to help.

David P.

"Foster L. Putman" <fangmans@bellsouth.net> wrote in message news:394CC8E5.4251761D@bellsouth.net...
> Can some one give me the basic commands for Sparta DOS? I have a disk
> with Sparta DOS and don't know how to get it to delete files, format
> another disk and so on.
> Thanks
> Lee Putman
>

3800. Re: SpartaDOS basic commands

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <394D243B.F0EC8F95@bellsouth.net>
Source record: 43967

Thank you very much, appreciate it.
flp

"David A. Paterson" wrote:

> Quick command list for SDX:
>
> ARC - ARC program
> ATR - attributes
> BASIC - go to internal BASIC
> BOOT - select file to boot on disk
> CAR - run cartridge
> CHDIR - change directory (also CWD and CD)
> CHKDSK - check disk
> CHTD - change time date
> CHVOL - change volume name
> COLD - cold reboot
> COMMAND - Sparta's COMMAND.COM
> COPY - copy files
> DATE - set system date
> DIR - show directory (also DIRS - short directory)
> DUMP - show file in hex and ASCII
> ERASE - also DEL and DELETE
> FIND - looks for filename on all drives unless drive number specified
> FORMAT - formats disk
> KEY - on or off
> LOAD - loads file (does not run)
> MEM - shows current low memory limits
> MENU - much like Norton Commander with only one panel
> MKDIR - make directory (also MD)
> PATH - set path to search for commands that aren't internal
> PAUSE - for batch commands' wait for a keypress
> PEEK - like the BASIC command
> POKE - like the BASIC command
> PROMPT - set command prompt
> RENAME - renames file
> RMDIR - deletes empty directory (also RD and DELDIR)
> RS232 - loads RS232 handler for PR Connection or 850
> SAVE - saves binary data
> SET - sets environmental variables
> SWAP - swaps disk drives
> TD - Time/Date display
> TIME - set system time
> TYPE - roughly the same as copying to the screen
> UNERASE - restores previously erased files, if possible

> VERIFY - turns write verify on or off
> X - executes programs that require no carts installed
>
> To run programs like Turbo Basic XL, custom CONFIG.SYS files are required.
> Options for CONFIG.SYS include:
>
> USE - specify OSRAM, BANKED or NONE. Where SDX will have its secondary RAM
> area. For programs that use the OSRAM area (such as Turbo Basic) specify
> BANKED. This will cost you one of your expanded memory banks
> DEVICE SPARTA - required. Can add number of buffers (optional) default 4
> and optional max number of files open default 5
> DEVICE SIO - required. Permits high speed SIO with drives that support it,
> regular for all others.
> DEVICE INDUS - optional. For Indus drives. Enables Syncromesh
> DEVICE ATARIDOS.SYS - Optional. Lets you read DOS 2.X format disks
> including MyDOS
> DEVICE RAMDISK - Optional drive number and optional number of banks to use.
> Default doesn't use the 130xe banks, leaving them free for other programs
> DEVICE CLOCK - for the RTime8
> DEVICE JIFFY - for when there's no RTime8
> DEVICE XEP80 - XEP80 driver
>
> The actual manual is over 100 pages; I have neither a scanner nor a
> touch-typing ability, so this very brief overview is all I will do. If you
> have any specific questions I'll do what I can to help.
>
> David P.
>
> "Foster L. Putman" <fangmans@bellsouth.net> wrote in message
> news:394CC8E5.4251761D@bellsouth.net...
> > Can some one give me the basic commands for Sparta DOS? I have a disk
> > with Sparta DOS and don't know how to get it to delete files, format
> > another disk and so on.
> > Thanks
> > Lee Putman
> >

3801. Re: SpartaDOS basic commands

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000618161015.23294.00000739@ng-fe1.aol.com>
Source record: 43968

>"David A. Paterson" david_p@storm.ca responded:

>Quick command list for SDX:
>
>ARC - ARC program
>ATR - attributes
>BASIC - go to internal BASIC
>BOOT - select file to boot on disk
>CAR - run cartridge
>CHDIR - change directory (also CWD and CD) .....

For the disk version, many are the same except format can also be INIT and XINIT (Sparta disks) or AINIT (DOS 2 compatible disk); a DIR of all the .COM files on the master diskette gives you a good idea of the external commands. Greater than (>) is the path delineator going down and less than (<) coming back up.

There is also CREDIR, DELDIR and TREE for directory maintenance; PROTECT and UNPROTECT for files and LOCK and UNLOCK for disks; SPCOPY, XCOPY, and DUPDSK as utilities.

-Ron

I don't have a solution but I admire the problem.

3802. Re: Replacement power supply for Atair 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000618162118.23294.00000740@ng-fe1.aol.com>
Source record: 43969

>Richard Kilpatrick (PC)" richard@lovecraft.demon.co.uk replied:

>IIRC, any soft-sector disk will work. HD discs are perhaps even more
>use, as you can flip them (they should have an extra notch on the
>opposite side, although it's a /long/ time since I've seen an HD 5.25

ANY 5.25 will usually work in the 810 or 1050 and the power supply is 9 volt AC
and 1.5 to 3 amp.

In the US, HD 5.25's (1.2M) disks have no differentiating extra notch and can
only be flipped when one is added or the drive is write protect modified.

>floppy). Hard sector discs mess up the timing...

The 810 and 1050 pay no attention to the hard sector timing holes; The XF551,
Percoms and some other aftermarket drives, however... are a different matter.

-Ron

I don't have a solution but I admire the problem.

3803. Atari800

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-NjqleYdE8QZb@ppp-206-170-217-129.nhwd02.pacbell.net>
Source record: 43970

Is anyone here using the atari800 emulator with the cartridge image of mac65? I have tried numerous times and ways to get this working but it just will not work for me? anyone know how to make it work? Or send me an cart image that does work? I am an owner of an original mac65 cart from icd so there would be no copyright problem. thanks

Ken

3804. Re: Where to get Pilot Commands

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000618163200.23294.00000742@ng-fe1.aol.com>
Source record: 43971

>AC dede@fwi.com said:

> I don't remember all the commands to Pilot
>of all the easiest languages.. Plus we lost manuals and stuff... Do they
>have any online material stuff too ??

Try: http://www.atarimagazines.com/ the Antic project and look in the first 6
or so issues; there were some articles and well commented programs.
A.N.A.L.O.G. also did one or two around issue 15-20 , but don't know if they
are online yet. My Happy 1050 connection across town has the manual if we can
get it scanned.

-Ron

I don't have a solution but I admire the problem.

3805. FA: Atari 600XL w/Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: MexiAce <staalejg@bigfoot.com>
Message-ID: <8ijrhm$kb8$1@slb2.atl.mindspring.net>
Source record: 43972

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359765310

3806. Re: SpartaDOS basic commands

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <394D80CD.A073F08E@bellsouth.net>
Source record: 43973

What I have is a disk with XD23E.DOS, RD.COM, SET.COM, and TIME.COM. Apparently, what you see is all I have other than the internal commands. Thanks anyway, for the help.
flp

RHamiIton5 wrote:

> >"David A. Paterson" david_p@storm.ca responded:
>
> >Quick command list for SDX:
> >
> >ARC - ARC program
> >ATR - attributes
> >BASIC - go to internal BASIC
> >BOOT - select file to boot on disk
> >CAR - run cartridge
> >CHDIR - change directory (also CWD and CD) .....
>
> For the disk version, many are the same except format can also be INIT and
> XINIT (Sparta disks) or AINIT (DOS 2 compatible disk); a DIR of all the .COM
> files on the master diskette gives you a good idea of the external commands.
> Greater than (>) is the path delineator going down and less than (<) coming
> back up.
>
> There is also CREDIR, DELDIR and TREE for directory maintenance; PROTECT and
> UNPROTECT for files and LOCK and UNLOCK for disks; SPCOPY, XCOPY, and DUPDSK as
> utilities.
>
> -Ron
>
> I don't have a solution but I admire the problem.

3807. Re: Atari800

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <skr1gqeue7f49@corp.supernews.com>
Source record: 43974

Hello Ken,

<kenames@earthlink.net> wrote in message
news:f5O4dXX6MbiT-pn2-NjqleYdE8QZb@ppp-206-170-217-129.nhwd02.pacbell.net...
> Is anyone here using the atari800 emulator with the cartridge image of
> mac65? I have tried numerous times and ways to get this working but it
> just will not work for me? anyone know how to make it work? Or send me
> an cart image that does work? I am an owner of an original mac65 cart
> from icd so there would be no copyright problem. thanks
>
>
Here is a web site that you should consider trying
out if no one sends you the mac65 rom image:

http://www.newbreedsoftware.com/xlsearch/

It is a search engine that is designed to locate all
Atari XL Series computer programs on the web.

XL Series is mostly the same as the 400/800 for
they are both Atari 8-bit computers.

I have an Atari 800XL computer in which I have
archived because of floppy drive problems.

Wally

3808. Re: Replacement power supply for Atair 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000618194451.27165A-100000@vtn1>
Source record: 43975

On 18 Jun 2000, RHamiIton5 wrote:

> >Richard Kilpatrick (PC)" richard@lovecraft.demon.co.uk replied:
>
> >IIRC, any soft-sector disk will work. HD discs are perhaps even more
> >use, as you can flip them (they should have an extra notch on the
> >opposite side, although it's a /long/ time since I've seen an HD 5.25
>
> ANY 5.25 will usually work in the 810 or 1050 and the power supply is 9 volt AC
> and 1.5 to 3 amp.
>
> In the US, HD 5.25's (1.2M) disks have no differentiating extra notch and can
> only be flipped when one is added or the drive is write protect modified.
>
> >floppy). Hard sector discs mess up the timing...
>
> The 810 and 1050 pay no attention to the hard sector timing holes; The XF551,
> Percoms and some other aftermarket drives, however... are a different matter.
>

My experience is that HD disks do not work correctly with Atari drives but
that the 1050 does indeed ignore the extra holes in hard-sectored disks.

jkp

3809. Re: Monitor Cables?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-18 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8ik45jefg1@slb3.atl.mindspring.net>
Source record: 43976

The 800XL did not connect the CHROMA cable on the connector. Instead of COMPOSITE, LUMA and CHROMA, you only have COMPOSITE and LUMA (black and white). If you have the 130XE hooked up properly (using what you call the RGB cable...), just swap the CHROMA with the COMPOSITE and it will work fine.

The 130XE uses LUMA and CHROMA - the 800XL has to use LUMA and COMPOSITE (which will also work on the 130XE, but the signal quality is better with LUMA / CHROMA)

Bob

> > Okay, here is one that I can't figure out,
> > My XEGS to my Commodore monitor and i get color.
> > My 130XE to my Commodore monitor (rgb cable) color.
> > My 800xl to my Commodore monitor (black and white).
> > I don't get it, when hooked up to my tv its fine.
> >

3810. Re: Re: Xformer 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-19 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <p15rksguoclg8oo4q1f6ugl3rrssg5qi8c@4ax.com>
Source record: 43977

On Sun, 18 Jun 2000 10:01:59 +0930, "q" <caradon@camtech.net.au>
drooled an embarassing wet spot in his lap as he typed:

>I've got the same problem. Where do you get the Atari800Win?

http://www.concentric.net/~Twist/atari800win/

Its DOS counterpart (upon which Atari800Win is based) can be found
here:

http://cas3.zlin.vutbr.cz/~stehlik/a800.htm

>
>Donald
>

3811. Re: Please, help for power supply 800xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-19 00:00:00 UTC
From: BAchus <h.kamstra@chello.nl>
Message-ID: <394DEA02.402BA95A@chello.nl>
Source record: 43978

Yess, I have now added the Atari 8-bit to my site as well, thanx to you guys & girlz out here in the newsgroops. I know, afterwards it was simple, but i never really let my eye fall on Atari 8 bit emulation until i bougt an old 800XE at a market in Holland with 4 carts for $7,- and that offcoarse got me curious. Now i am almost ashamed that it took until now that i added the great Atari 8-bit emulation to my page.

I offcoarse offer everyone the Up-to-Date Emulators (but without doubt it is Atari800(Win,dos,mac) that rules big time, me using the Windows one), All needed Os&diskroms in one ready to go zip, and i have a direct Linx-List to the games Pages. (P.S. Disks on my 800 XE, so i guess i need a diskdrive????, sorry for my ignorance i should read better always, but...)

Anyone know how to get around the .dcm bug download with Netscape, or is it just as simple that i have to use another browser like microsofts explorer?

These are the Direct Linx To Games Pages i offer my visitors:

ftp://ftp.spudster.org/pub/Atari/CTH/Games/ATR/
ftp://ftp.spudster.org/pub/Atari/CTH/Games/DCM/
http://homepages.ihug.co.nz/~aaronat/atari.html
ftp://atari.fornax.sk/pub/atari/8bit/Games/

I will offcoarse search for more myself,... but iff anyone has info on great sites with those lovely .atr's & .dcm's etc. and is willing to share it with me i would be very happy, i will than instantly add them to my Atari 8 Bit Games Pages site at my Homepage: Computer Emulation.

I wanna again thank everyone for helpin me out with the 800xe and with the emulation info.

Greetings Gnomula at:
http://members.fortunecity.com/computeremulation

3812. FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-19 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8ikscqhlr1@korweta.task.gda.pl>
Source record: 43979

Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=361867042

j131

3813. Information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-19 00:00:00 UTC
From: Robert Losch <robert.losch@isp.lu>
Message-ID: <394E26B3.787C5233@isp.lu>
Source record: 43980
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.amstrad,comp.sys.sinclair,comp.sys.amiga,comp.sys.msx

Hi all,

I'm in the process of researching a book about the "golden" home computer years (1980-1990, roughly), with a focus on the european scene, and I would very much appreciate any assistance I could get on the following:

- The companies and people behind the machines: company histories, financial data, developer bios, and, dare I hope, contact addresses of people involved in the development of any of the popular home computers

- Magazines, reviews, product catalogues and promo material (for scanning or photographing)

I'd also be very interested in infos about machines that were limited to a certain market (Thomson TO/MO series, etc...) and all those machines that didn't quite make it (like the Enterprise 64/128, etc...)

Also, if anyone is/was involved in demos and user groups, I'd be more than glad to hear from you.

Thanks a million in advance, and apologies for the cross-posting
Robert

3814. NEW ATARI SOFTWARE 4 SALE! LQQK

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-19 00:00:00 UTC
From: vangelisv@aol.com
Message-ID: <20000619101139.07480.00000370@ng-ct1.aol.com>
Source record: 43981

Big SUMMER SALE!
Largest Atari Software Dealer on the EastCoast
C-64,Amiga,ST,XL,XE and more!
Check out my site at:
http://vangelisv.safeshopper.com/

thanks
AV

3815. Re: Monitor Cables?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-19 00:00:00 UTC
From: "Brett J. Latchford" <bjlatch@sympatico.ca>
Message-ID: <394E8904.B3461B9C@sympatico.ca>
Source record: 43982

Thanks, very much did the trick. I gotta say it never occured to me the
cables would be set up the same. Oh, well.

Brett

Atari Bob wrote:

> The 800XL did not connect the CHROMA cable on the connector. Instead of
> COMPOSITE, LUMA and CHROMA, you only have COMPOSITE and LUMA (black and
> white). If you have the 130XE hooked up properly (using what you call the
> RGB cable...), just swap the CHROMA with the COMPOSITE and it will work
> fine.
>
> The 130XE uses LUMA and CHROMA - the 800XL has to use LUMA and COMPOSITE
> (which will also work on the 130XE, but the signal quality is better with
> LUMA / CHROMA)
>
> Bob
>
> > > Okay, here is one that I can't figure out,
> > > My XEGS to my Commodore monitor and i get color.
> > > My 130XE to my Commodore monitor (rgb cable) color.
> > > My 800xl to my Commodore monitor (black and white).
> > > I don't get it, when hooked up to my tv its fine.
> > >

3816. Re: Information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-19 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <49D1457E59%news@youmustbejoking.demon.cu.invalid>
Source record: 43983
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.amstrad,comp.sys.sinclair,comp.sys.amiga,comp.sys.msx,comp.sys.acorn.misc

This deserves an extra crosspost, so...

In message <394E26B3.787C5233@isp.lu>
Robert Losch <robert.losch@isp.lu> wrote:

> Hi all,

> I'm in the process of researching a book about the "golden" home
> computer years (1980-1990, roughly), with a focus on the european scene,
> and I would very much appreciate any assistance I could get on the
> following:

> - The companies and people behind the machines: company histories,
> financial data, developer bios, and, dare I hope, contact addresses of
> people involved in the development of any of the popular home computers

> - Magazines, reviews, product catalogues and promo material (for
> scanning or photographing)

> I'd also be very interested in infos about machines that were limited to
> a certain market (Thomson TO/MO series, etc...) and all those machines
> that didn't quite make it (like the Enterprise 64/128, etc...)

> Also, if anyone is/was involved in demos and user groups, I'd be more
> than glad to hear from you.

> Thanks a million in advance, and apologies for the cross-posting
> Robert

... comp.sys.acorn.misc added :-)

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spec+3, Risc PC, A3010 | s zap,uk,eu,org ** anti-UBE | Northumberland
| BBC M128, Linux PC | @ retrospec,co,uk | Toon Army
| Down with the Mackems!

PCs... loathe them or ignore them, you can't like them...

3817. Atari 2600-7800 Games New In Box & More On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-20 00:00:00 UTC
From: "Mr. Lee" <sega_master_system@yahoo.com>
Message-ID: <Lyz35.1501$pg7.147302@newshog.newsread.com>
Source record: 43984
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.atari,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

http://page.auctions.yahoo.com/user/sega_master_system

2600 Mario Bros New
7800 Meltdown New
2600-7800 Dark Chambers

& More!

3818. Jagfest 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-20 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8in1bk$m5m$2@sshuraaa-i-1.production.compuserve.com>
Source record: 43985

I just found out a couple of days ago, quite by accident
that the Atari Jagfest 2000 is a go.
In fact, its this coming weekend, June 24th, 2000.
It is at the U.T. Student Union Building. 10Am to 11Pm. $10.00

Bring your Jaguar, with Battleship to compete, and probably a
small TV.

And bring your Lynx too!

See the site at:"http://jaguar.holyoak.com/jagfest/jf2k.html".
or my link at "http://people.delphi.com/rldetlefsen/".

Rick D.

--

3819. Re: Information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-20 00:00:00 UTC
From: AndyC <ac@sys.uea.ac.uk>
Message-ID: <Pine.OSF.3.95.1000620131817.8536D-100000@humphrey.sys.uea.ac.uk>
Source record: 43986
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.msx,comp.sys.acorn.misc

Thought some csa*8* readers (and that's not the cheeky atari scampsters)
might be interested, since the original was posted to a non-existant
group. Ho hum, eh?

On Mon, 19 Jun 2000, Darren Salt wrote:

> This deserves an extra crosspost, so...
>
> In message <394E26B3.787C5233@isp.lu>
> Robert Losch <robert.losch@isp.lu> wrote:
>
> > Hi all,
>
> > I'm in the process of researching a book about the "golden" home
> > computer years (1980-1990, roughly), with a focus on the european scene,
> > and I would very much appreciate any assistance I could get on the
> > following:
>
> > - The companies and people behind the machines: company histories,
> > financial data, developer bios, and, dare I hope, contact addresses of
> > people involved in the development of any of the popular home computers
>
> > - Magazines, reviews, product catalogues and promo material (for
> > scanning or photographing)
>
> > I'd also be very interested in infos about machines that were limited to
> > a certain market (Thomson TO/MO series, etc...) and all those machines
> > that didn't quite make it (like the Enterprise 64/128, etc...)
>
> > Also, if anyone is/was involved in demos and user groups, I'd be more
> > than glad to hear from you.
>
> > Thanks a million in advance, and apologies for the cross-posting
> > Robert
>
> ... comp.sys.acorn.misc added :-)

3820. Buy, Sell and Exchange at the Trade In Post

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-20 00:00:00 UTC
From: JOHN THACKERAY <john@tradeinpost.com>
Message-ID: <8inrvj$e4i$3@neptunium.btinternet.com>
Source record: 43987
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
--
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire
TF11 8AF
Tel: 00+44+(0)1952 462135
john@tradeinpost.com
www.tradeinpost.com
```

3821. I need help, again

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-20 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <394FE63B.5984D7B1@bellsouth.net>
Source record: 43988

I'm having a problem 'saving assembly source code out to the disk drive.
I have the guide for MAC65, using what it says doesn't work. "SAVE
#filespec" is supposed to save the tokenized user source file to the
specified device (in this case D1:). it doesn't work. Using the Atari
Assembler Editor (I have no DOCs), I come up with the same thing,
nothing works. Both assemblers assemble source files, list, auto number,
and so on so one would think that there is nothing wrong with the
software. It must be something I am doing wrong. Any ideas?
Lee Putman

3822. Re: I need help, again

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <skvrachae7f75@corp.supernews.com>
Source record: 43989

Try changing to LIST command instead. The save option is for saving a memory region.

There are a few other things you may not be used to, for instance the MAC defaults to the no object option, you have to turn it on to even generate code. Before you turn on the .obj, all you are doing is syntax checking.

You will also probably want to compile directly to and from a disk file, at least I like to for larger programs.
Foster L. Putman <fangmans@bellsouth.net> wrote in message news:394FE63B.5984D7B1@bellsouth.net...
> I'm having a problem 'saving assembly source code out to the disk drive.
> I have the guide for MAC65, using what it says doesn't work. "SAVE
> #filespec" is supposed to save the tokenized user source file to the
> specified device (in this case D1:). it doesn't work. Using the Atari
> Assembler Editor (I have no DOCs), I come up with the same thing,
> nothing works. Both assemblers assemble source files, list, auto number,
> and so on so one would think that there is nothing wrong with the
> software. It must be something I am doing wrong. Any ideas?
> Lee Putman
>

3823. Re: I need help, again

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-20 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000620181059.18139A-100000@vtn1>
Source record: 43990

On Tue, 20 Jun 2000, Foster L. Putman wrote:

> I'm having a problem 'saving assembly source code out to the disk drive.
> I have the guide for MAC65, using what it says doesn't work. "SAVE
> #filespec" is supposed to save the tokenized user source file to the
> specified device (in this case D1:). it doesn't work. Using the Atari
> Assembler Editor (I have no DOCs), I come up with the same thing,
> nothing works. Both assemblers assemble source files, list, auto number,
> and so on so one would think that there is nothing wrong with the
> software. It must be something I am doing wrong. Any ideas?
> Lee Putman
>
If you are using quotation marks as per Atari BASIC, then that's your
problem. Output options for MAC/65 source code are:

```
SAVE #Dx:filespec ; save tokenized
LIST #Dx:filespec ; ASCII save with line numbers
PRINT #Dx:filespec ; ASCII save without line numbers
```

Input options are:

```
LOAD # ; load tokenized
ENTER # ; enter listed source
ENTER #Dx:filespec,A ; enter unnumbered source
```

LOAD may have the filespec followed by ,M to merge.

jkp

3824. FA: Atari 600XL w/Power Supply - Last Day - No Reserve

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-20 00:00:00 UTC
From: MexiAce <staalejg@bigfoot.com>
Message-ID: <8ipakk$2gk$1@slb0.atl.mindspring.net>
Source record: 43991

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=359765310

3825. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-20 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <3873-39504973-67@storefull-177.iap.bryant.webtv.net>
Source record: 43992

please go for it, i will be very happy to carry it,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3826. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <iKNukEBTiHU5EwIw@lovecraft.demon.co.uk>
Source record: 43896

In article <395046FD.2F6A6E0E@atari-history.com>, Atari History
Webmaster <webmaster@atari-history.com> writes

> ï¿½ï¿½ I'm willing to do a run 100 units if there is enough interest.ï¿½ï¿½
> I'd like to keep the price down to somewhere around $30-$35 or so.ï¿½
> ï¿½ The idea is a simple interface, no bells and whistles, no
> suggestions on ZIP disks, hard drives and so forth, just a simple
> interface to allow the use of stock Atari SF314/354 disk drives.ï¿½ï¿½
> The only option I may consider is building an SIO2PC interface into
> the unit.

Sounds like a good idea - with the SIO2PC, a great idea :)

I'd certainly buy one under $40. Would it work with compatible drives,
though (ST systems weren't often sold with dual drives here, but there
were many which used a standard Shugart type 3.5" drive).

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3827. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000621053503.20879.00003857@ng-bh1.news.cs.com>
Source record: 43897

Hi Curt-
Count me in. I'll buy two in the price range you mention. I'm a little unclear about
> > Now Atari 8-bit users can use 3.5" high density diskettes<< since these were both 720K drives. (?) But, whatever you mean -- I'm definitely interested. It would be neat if you could have these available for sale at the Columbus (OH) swap fest, Sept. 9th.
Larry White

3828. Re: I need help, again

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-d0xMFlmVdYog@cth-digital-ts01-s11.cab.cth.com.au>
Source record: 43898

On Sun, 20 Jun 3900 16:46:35, "Foster L. Putman"
<fangmans@bellsouth.net> wrote:

> I'm having a problem 'saving assembly source code out to the disk drive.
> I have the guide for MAC65, using what it says doesn't work. "SAVE
> #filespec" is supposed to save the tokenized user source file to the
> specified device (in this case D1:). it doesn't work. Using the Atari
> Assembler Editor (I have no DOCs), I come up with the same thing,
> nothing works. Both assemblers assemble source files, list, auto number,
> and so on so one would think that there is nothing wrong with the
> software. It must be something I am doing wrong. Any ideas?
> Lee Putman
>

SAVE#D:FILENAME.EXT SAVES FILE
LIST#D:FILENAME.EXT listfile to drive
ENTER#D:FILENAME.EXT [(,M) (,A)] enter listed file. M merge will
merge one file onto another, If line numbers are the same, old line
numbers will be overwritten with the new one. A allows un numbered
text from disk incomeing text will be numbered.
LOAD#D:FILENAME.TXT (,A) loads file. A is append load file to one in
memory. line numbers will be doubled up using this option. use REN to
make all line numbers contuinous.

JamesB

3829. Re: MIDI for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8iq8js$p72$1@nets3.rz.RWTH-Aachen.DE>
Source record: 43899

Howdy Brett, folks

>I would like to know what the best Midi-Software/Hardware was for the
>8-bit and if anywhere this could be aquired.

Somebody in England is workingf on a new MIDI interface. Otherwise check out
Best Electronics and B&C Computervision. Their addresses (Email&Snailmail)
should be in Michael Current's FAQ

CU Mathy van Nisselroy

3830. Re: Scenery (Was:Re: Flight Sim II copy protection)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8iq96a$p72$2@nets3.rz.RWTH-Aachen.DE>
Source record: 43900

Howdy Alberto

>> Anyone figured out how to crack FSII copy protection?
>
>I recall that a very long time ago I worked hard on FS2, not really to
>crack it but to understand the "language" used for scenery.... (which
>was the same used on the PCs, BTW).

How hard would it be to turn PC-scenery disks to Atari scenery disks?

CU Mathy van Nisselroy

3831. Re: 130XE keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8iq9nu$p72$3@nets3.rz.RWTH-Aachen.DE>
Source record: 43901

Howdy Tom, folks

>I assume that the 130XE has a ribbon cable from the keyboard
>that plugs into the motherboard. At least, that's what goes on
>inside my 800XL. It might be worth unplugging the ribbon cable
>from the little connector on both ends and see if that does it.
>If not, something may be fried.

This usually works only a couple of times and for a short period. Best Electronics has replacements for both types of the XE mylar. That's the sheet of plastic inside the keyboard. You have single layer and double layer versions. Sugiyama (or something like that) and Action Technologies (IIRC) both use the same double layer mylar. The other brand (which starts with an M I belief) uses a single layer. Brad of Best Electronics has these single layer mylars specially made, because the once Atari used are really bad. Single layer and double layer sheets are not interchangeble (because of the keyboard construction). Last time I heard/looked, both versions cost 22 (Twentytwo) US dollars. I tried both versions. Never had one go bad on me yet. BTW I looked at all my XE's. Only one had the single layer mylar.

CU Mathy van Nisselroy

3832. Re: Information request

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: "John.L.Masterman" <john.masterman@dtn.ntl.com>
Message-ID: <LX145.5674$_55.119677@news2-win.server.ntlworld.com>
Source record: 43902
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.amstrad,comp.sys.sinclair,comp.sys.amiga,comp.sys.msx,comp.sys.acorn.misc

Robert,

Try one of my pages about Memotech MTX systems. There's a wealth of data on
there and I also have some of the original 8" factory disks and the drives
to read them on.

John

Darren Salt <news@youmustbejoking.demon.cu.invalid> wrote in message
news:49D1457E59%news@youmustbejoking.demon.cu.invalid...
> This deserves an extra crosspost, so...
>
> In message <394E26B3.787C5233@isp.lu>
> Robert Losch <robert.losch@isp.lu> wrote:
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> > Hi all,
>
> > I'm in the process of researching a book about the "golden" home
> > computer years (1980-1990, roughly), with a focus on the european scene,
> > and I would very much appreciate any assistance I could get on the
> > following:
>
> > - The companies and people behind the machines: company histories,
> > financial data, developer bios, and, dare I hope, contact addresses of
> > people involved in the development of any of the popular home computers
>
> > - Magazines, reviews, product catalogues and promo material (for
> > scanning or photographing)
>
> > I'd also be very interested in infos about machines that were limited to
> > a certain market (Thomson TO/MO series, etc...) and all those machines
> > that didn't quite make it (like the Enterprise 64/128, etc...)
>
> > Also, if anyone is/was involved in demos and user groups, I'd be more
> > than glad to hear from you.
>
> > Thanks a million in advance, and apologies for the cross-posting
> > Robert
>
> ... comp.sys.acorn.misc added :-)
>
> --
> | Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,

> | Spec+3, Risc PC, A3010 | s zap,uk,eu,org ** anti-UBE | Northumberland
> | BBC M128, Linux PC | @ retrospec,co,uk | Toon Army
> | Down with the Mackems!
>
> PCs... loathe them or ignore them, you can't like them...

3833. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8iqa2p$p72$4@nets3.rz.RWTH-Aachen.DE>
Source record: 43903

Howdy Velcro

>I recently added a second floppy drive. I was looking forward to playing
>of all things Alternate Reality with the benefit of the second drive,
>which if you think about it would eliminate all that horrible disk
>flipping when entering establishments. BUT Alternate Reality does not
>utilize a second drive!

If you RAMdisk is big enough try using that. IIRC Mike Jewison did something like that to play Alternate Reality and wrote about it in Atari Classic (in the Ben Poehland era)

CU Mathy van Nisselroy

3834. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: dnoguero@iname.com
Message-ID: <8iqi8g$677$1@nnrp1.deja.com>
Source record: 43904
Body handling: HTML body converted to readable text

Count me in for one!

->Dan

In article <395046FD.2F6A6E0E@atari-history.com>,
Atari History Webmaster wrote:
>
> --------------E8AEA5F0AC26B5FAD747F400
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> Hi,
>
> I just finished a classic gaming "Retro Reproduction" for the Atari
> 7800 called the 7800 High Score Cartridge. Now I'm looking to do
> another hardware project. What I am considering is an interface to
> allow all Atari 8bit computer users the ability to use Atari ST SF314
&
> SF354 disk drives on their Atari 400/800, XL/XE computer systems.
>
> The XE2ST interface will be inside of the old Atari SX212/XEP80
> interface case and will allow an Atari 8-bit to plug an SIO cable into
> the back of the unit and allow an Atari SF3x4 disk drive to plug into
> the back of the unit as any drive from 1-4. Now Atari 8-bit users
can
> use 3.5" high density diskettes and more importantly use Atari made
disk
> drives which are abundant and cheap. I've always thought that Atari
> itself should have designed this very product and sold it as it would
> have helped bridge the gap between XE and ST users by allowing the use
> of peripherals by both computer communities.
>
> I'm willing to do a run 100 units if there is enough interest.
I'd
> like to keep the price down to somewhere around $30-$35 or so. The
> idea is a simple interface, no bells and whistles, no suggestions on
ZIP
> disks, hard drives and so forth, just a simple interface to allow the
> use of stock Atari SF314/354 disk drives. The only option I may
> consider is building an SIO2PC interface into the unit.
>
> Please send me some feedback and if enough people are interested
and
> its a favorable response, I'll start work on this and have it done in

> about 2 months.
>
> Curt
>
> --------------E8AEA5F0AC26B5FAD747F400
> Content-Type: text/html; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
>
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> Hi,
>
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> High Score Cartridge. Now I'm looking to do another
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> project. What I am considering is an interface to allow
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> Atari 8bit computer users the ability to use Atari ST SF314 &
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> disk drives on their Atari 400/800, XL/XE computer systems.
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The XE2ST interface will be inside of the old Atari
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> the back of the unit and allow an Atari SF3x4 disk drive to plug into
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Please send me some feedback and if enough people are
interested
> and its a favorable response, I'll start work on this and have it done
> in about 2 months.
>

>

>
Curt
>

>

>
> --------------E8AEA5F0AC26B5FAD747F400--
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3835. WTB : Centronics Printer I/F for Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: paul.barker@orange.co.uk
Message-ID: <8iqjdn$764$1@nnrp1.deja.com>
Source record: 43905

Hi All

I'm looking for a centronics printer interface for an 8bit Atari.
Probably for use with Mini Office II.

I am in the UK so would prefer to source one over here, but I have no
problem buying from anywhere. I would appreciate only working units and
if any s/w is needed that it be included.

Cheers

Paul

--

##
Paul Barker - Senior Systems Engineer (Technical) - Orange PLC - UK

The opinions expressed here are my own and may be incorrect.
##

Sent via Deja.com http://www.deja.com/
Before you buy.

3836. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <3950B5E1.13425FD6@bellsouth.net>
Source record: 43906

Hey Curt,
Definitely add me to your list of prospective buyers. The interface
would open up a whole range of new possibilities.
Lee Putman

3837. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: "Brett J. Latchford" <bjlatch@sympatico.ca>
Message-ID: <3950C480.D9CB5DD@sympatico.ca>
Source record: 43907

Sounds great, I could stop hunting down blank 5 1/4 inch disks. Makes
my life much easier, I'd be happy in that price range as well.

Brett

Atari History Webmaster wrote:

> Hi,
>
> I just finished a classic gaming "Retro Reproduction" for the Atari
> 7800 called the 7800 High Score Cartridge. Now I'm looking to do
> another hardware project. What I am considering is an interface to
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> & SF354 disk drives on their Atari 400/800, XL/XE computer systems.
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> The idea is a simple interface, no bells and whistles, no suggestions
> on ZIP disks, hard drives and so forth, just a simple interface to
> allow the use of stock Atari SF314/354 disk drives. The only option
> I may consider is building an SIO2PC interface into the unit.
>
> Please send me some feedback and if enough people are interested
> and its a favorable response, I'll start work on this and have it done
> in about 2 months.
>
>
>
> Curt
>
>

3838. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: magea000@mail.uni-mainz.de
Message-ID: <3950D6DE.D2A95B56@mail.uni-mainz.de>
Source record: 43908

Mathy Van Nisselroy schrieb:
>
> Howdy Velcro
>
> >I recently added a second floppy drive. I was looking forward to playing
> >of all things Alternate Reality with the benefit of the second drive,
> >which if you think about it would eliminate all that horrible disk
> >flipping when entering establishments. BUT Alternate Reality does not
> >utilize a second drive!
>
> If you RAMdisk is big enough try using that. IIRC Mike Jewison did something
> like that to play Alternate Reality and wrote about it in Atari Classic (in the
> Ben Poehland era)
>
> CU Mathy van Nisselroy

Thats not true: I own and sometimes play AR the city+dungeon. it works
with 48k RAM & 64K RAM (the city) and 48k,64k,128k RAM (the dungeon -
allthough the label on the package says minimum=64k RAM !!). The city
supports 2 drives without problems (if they are switched on, when the
bootdisk (disk 1 side a) is booted). The dungeon even supports 4 drives
if you have so many...

(Of course sometimes you still have to swap disks, because the city has
4 disk sides, the dungeon 5 disk sides; 2 read/write heads are not
supported !! maybe AR does not like certain floppy drives, like XF551
and other floppy drives. only the dungeon supports a 64k Ramdisk;)
greetings - Andreas

3839. Cartridge traders wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Ron Slaminko <ronald.slaminko@boeing.com>
Message-ID: <3950CEE2.FFC5A251@boeing.com>
Source record: 43909

I've been collecting carts for a couple years now, and seem to have pretty much cleaned out the local thrifts. I've got a lot of duplicates for trade (nothing too rare, but maybe there's something you need). There are over 400 different carts listed for these classic computers and videogame systems: Commodore 64/128, VIC-20, Radio Shack Color Computer, Texas Instruments TI-99/4A, Atari 400/800/XL/XE, Atari 2600, 5200, & 7800, Intellivision, Odyssey2, Fairchild Channel F, RCA studio II, Microvision, Emerson Arcadia, Astrocade, and Colecovision. See the list, and my want list, at:

http://members.xoom.com/krslam/havelist.htm

Thanks for looking!
Ron

3840. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: magea000@mail.uni-mainz.de
Message-ID: <3950DB05.E58D8817@mail.uni-mainz.de>
Source record: 43910

Michael Gale schrieb: [snip]
>
. So, one of the questions I have is how do I
> format the disks so it is readable by both drives, but only writable by one
> of them?
>
> My second question has to do with the DCM format. Once I UNARC the file on
> my PC, how do I unpack the DCM file, so that the appropriate files and
> directories are created? Do I need to extract them on the Atari?
>
> Perhaps it might be more clear to you if I give you an example:
>
> I want to take an Atari OS I downloaded onto my PC, which is compressed
> using the ARC format, and extract the files from the DCM format so when I
> use the disk on my Atari, it will boot the OS.
>
> Any help would be appreciated.
>
> Michael

Hello michael,
Atari and IBM PC have different formats, thus it is impossible to use
one floppy format for Atari and PC (unless you have some special
program, which I might not know to exist). So, you can only use Atari or
IBM PC format...

DCM is the extender for Bob Puffs Diskcommunicator (uses *.DCM, *.DC3
and *.DSK as common extenders). So boot up the diskcomm 3.2 to unpack
these "files".

An Atari OS is always hardware - a normal Atari only boots the OS when
inserted as a ROM or Eprom (its not an Atari St with [T]OS on disk). So,
if you do not have any patched/changed Atari or any special software,
you cannot boot the OS from disk. The arced and diskcommed Os is just
there for backup reasons, so anyone can make ROM/Eprom backups easily or
use the Os with some emulator...

greetings - Andreas

3841. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: magea000@mail.uni-mainz.de
Message-ID: <3950DD57.6AF5F098@mail.uni-mainz.de>
Source record: 43911

kenames@earthlink.net schrieb:
>
> Also, everyone should note that Netscape has a problem with ARC
> compreesed files and should use a different method to download ARC
> files.
>
> Ken
>

For me, Netscape only works with *.ZIP files. It is also unable to download *.ARC, *.DCM, *.XFD, *.ATR and other uncommon compression formats (uncommon for Netscape). It does download these programs without any errors (holding the shift key or pressing the right mouse button), but if I try to unpack them at home, I end up with dozens of errors (CRC checksum error, ...). Thus, for downloading atari 8Bit stuff I use Internet explorer, although I don`t like it. But its the only solution I have at the moment (since Netscape does not work properly).

greets - Andreas

P.S. We have and use Mime (here at university) and other important things fow download, still Netscape does not work correct in these cases...

3842. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: magea000@mail.uni-mainz.de
Message-ID: <3950E132.769379@mail.uni-mainz.de>
Source record: 43912

[snip]
> Doesn't the floppy board for the BB handle ms dos disks with a reader
> program?
> I think the xf551 with a CSS upgrade also can handle ms dos disks
> formatted at 360K. Although the sector is handeled as 2 halves.
> I beleave Happy can handle ms format tho with 256 byte sectors.
> Shouldn't too hard for 512 byte ones.
>
> Can the pc format disks at 180K?
> Would make in intersting project for supermax. Readiing/writing 512
> byte sector disks. It has enough ram.
>
> James B

Yes, the BB can read MS DOS disks with a special reader program. The XF551 with BOB Puff or Stefan Dorndorf OS upgrade can also read 360k MS DOS disks with a reader program. An XF351 (upgraded XF551, with 3,5" drive) and installed Bob Puff or Stefan Dorndorf XF upgrade can also read 720k MS DOS disks with a reader program. And finally a Happy can read 180k MS DOS disks with the Happy master disk (and its IBMREAD program). MS DOS can provide 180kbyte (or it could at least - in the old days). I am not sure, if there is already any floppy drive or program to read HD (1440kbyte) MS DOS disks. Maybe the german HDI from Erhard Puetz can do that or the BB also ?!? greets - Andreas

P.S. Isn`t there any way to upgrade a 1050 with two read/write heads ?? (like in the 1450XLD) - And with some special hardware (like Happy, Speedy and such, using Cache buffers) or software, still no way to read 512 bytes per sector ?!?

3843. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: magea000@mail.uni-mainz.de
Message-ID: <3950E2B2.4AE67492@mail.uni-mainz.de>
Source record: 43913

```
Atari History Webmaster schrieb:
>
> Hi,
>
> I just finished a classic gaming "Retro Reproduction" for the Atari
> 7800 called the 7800 High Score Cartridge. Now I'm looking to do
> another hardware project. What I am considering is an interface to
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> interface case and will allow an Atari 8-bit to plug an SIO cable into
> the back of the unit and allow an Atari SF3x4 disk drive to plug into
> the back of the unit as any drive from 1-4. Now Atari 8-bit users
> can use 3.5" high density diskettes and more importantly use Atari
> made disk drives which are abundant and cheap. I've always thought
> that Atari itself should have designed this very product and sold it
> as it would have helped bridge the gap between XE and ST users by
> allowing the use of peripherals by both computer communities.
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> I'm willing to do a run 100 units if there is enough interest.
> I'd like to keep the price down to somewhere around $30-$35 or so.
> The idea is a simple interface, no bells and whistles, no suggestions
> on ZIP disks, hard drives and so forth, just a simple interface to
> allow the use of stock Atari SF314/354 disk drives. The only option
> I may consider is building an SIO2PC interface into the unit.
>
> Please send me some feedback and if enough people are interested
> and its a favorable response, I'll start work on this and have it done
> in about 2 months.
>
>
>
> Curt
>
>

Hello Curt,
since this project sounds very interesting, I will forward this info to
(german) ABBUC news. Maybe you also get some responses from there...
greetings - Andreas
```

3844. Re: I need help, again

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000621124723.23099.00000155@ng-fd1.aol.com>
Source record: 43914

>Foster L. Putman" fangmans@bellsouth.net asked:

>I have the guide for MAC65, using what it says doesn't work. "SAVE
>#filespec" is supposed to save the tokenized user source file to the
>specified device (in this case D1:). it doesn't work. Using the Atari
>Assembler Editor (I have no DOCs), I come up with the same thing,

don't see any syntax error on the MAC unless you are including the quotes. LOAD & SAVE#filespec is correct for tokenized source code and BLOAD & BSAVE#filespec for assembled object code.

The ASMED uses different conventions; you must LIST & ENTER#filespec your atascii source files; an appended comma M (ENTER#filespec,M) will merge the load with existing source without clearing the text buffer. LOAD#filespec retrieves object code to address from which it was assembled. The save command requires the less than symbol to precede the hex address (SAVE#filespec<0600,06F7)

-Ron

I don't have a solution but I admire the problem.

3845. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39510d2e@fmlynet.org>
Source record: 43915

FamilyNet HQ: Telnet:\\www.family-bbs.net

Curt,

Staying busy in the atari Scene still I see. Excellent. Yes, since my
hobby seems to be all about bridging the Atari8/ST gap, I would love one. I
could even furnish a SX212 to be refurbished. A noble use for a 1200 buad
modem.
Would the drive have the ability to be used as a Atari 8 or ST drive? If
only Atari8, that's cool with me.

Would you need an interface for every ST drive being used?

What kind of formats would the ST drives allow? Double, extended, even
quad density?

Thanks again and zot me down as one of the 100.

Doctor Clu
Atari 400 / 1040 ST connected with SIO2ST cable and 800XL DJ

@>-->----------

> Atari History Webmaster <webmaster@atari-history.com> wrote:

> I'm looking to do another hardware project. What I am considering is an
>interface to allow all Atari 8bit computer users the ability to use Atari ST >
SF314 & SF354 disk drives on their Atari 400/800, XL/XE computer systems.
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>> consider is building an SIO2PC interface into the unit.
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>> Please send me some feedback and if enough people are interested

> and its a favorable response, I'll start work on this and have it done in
>> about 2 months.
>>
>> Curt

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3846. olumn term program like Bobterm?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39510d2e@fmlynet.org>
Source record: 43916

FamilyNet HQ: Telnet:\\www.family-bbs.net

(Sorry for posting the last message four times... server hichuped I guess) :)

Well, I'm in the market for a terminal program that has 80 columns, ANSI
& ATASCII, and the abilities of Bobterm.

Ice-T offers 80 column.
BobTerm offers the awesome macros.

I tend to switch between the two, but I'd like to know if there is a
term program that offers the best of both worlds, and here's the kicker... at
48K (I use 48K 400/800 machines).

Any suggestions?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3847. ing an Atari 400 on 24/7

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39510d2e@fmlynet.org>
Source record: 43917

FamilyNet HQ: Telnet:\\www.family-bbs.net

Well, I have recently assembled from various parts an Atari 400 w/ 48K
that I wouldn't mind if it blew up. (I have the ones I care about stored away,
and this one is good for testing stuff, having fun with, etc)

I use an Atari8 now days as a quick way of checking E-mail and newsgroups
through a local server when I'm at home. I figure if I leave it on that is
less wear an tear on disk and hard drives (unless I REALLY need them, then I
power them up at that time.)

So here are some power questions:

With leaving an Atari 400 on 24/7 what kind of power would that pull over
an extended period of time? How would this pull compare to an alarm clock or
VCR that is plugged in all the time.

What components of a 400 (or Atari8) are likely to go out with extended
use like this?

How are those components effected by extended use verses the computer
power spike when a computer is first turned on? Which is worse overal for the
computer in the case of the Atari8? Being left on, or turned on and off on a
daily basis?

Thanks in advance,

Doctor Clu

Atari chat session every Thursday at 8PM CST
http://stargate.cs.swau.edu/atari

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3848. ing an Atari 400 on 24/7

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.39510d2e@fmlynet.org>
Source record: 43918

FamilyNet HQ: Telnet:\\www.family-bbs.net

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I use an Atari8 now days as a quick way of checking E-mail and newsgroups
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daily basis?

Thanks in advance,

Doctor Clu

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http://stargate.cs.swau.edu/atari

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3849. ing an Atari 400 on 24/7

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.39510d2e@fmlynet.org>
Source record: 43919

FamilyNet HQ: Telnet:\\www.family-bbs.net

Well, I have recently assembled from various parts an Atari 400 w/ 48K
that I wouldn't mind if it blew up. (I have the ones I care about stored away,
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How are those components effected by extended use verses the computer
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Thanks in advance,

Doctor Clu

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http://stargate.cs.swau.edu/atari

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3850. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000621143639.16347.00004340@ng-fe1.aol.com>
Source record: 43920

>magea000@mail.uni-mainz.de schrieb:

>An Atari OS is always hardware - a normal Atari only boots the OS when
>inserted as a ROM or Eprom (its not an Atari St with [T]OS on disk). So,
>if you do not have any patched/changed Atari or any special software,
>you cannot boot the OS from disk.

Whoaa.. "always" is a long time! Are you including the Translator Disk for the XL series as 'special software'? It boots an altered OS through means other than hardware.

-Ron

I don't have a solution but I admire the problem.

3851. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <K0845.23919$FC6.547617@newsread1.prod.itd.earthlink.net>
Source record: 43921

Hi Everyone,

AtariGirl1983 <atarigirl1983@aol.com> wrote in message
news:20000604203417.09585.00000888@ng-mf1.aol.com...
> I know it is probably a good idea to jut use a cheap old 486 to connect to
the
> net with, but perhaps it is a matter of showing off the power of your 8
bit
> when you connect to the net with it. I did some looking as well but no
such
> luck as some ISP's have PC only policies for shell accounts. Kind of dumb
to
> me. Besides, it would feel much more comfortable and fun if I could
connect to
> the 'net with one of my 8bits (I think out my collection my 1200 XL or my
800
> would be the best bet).
>
> >Well, I took that to heart ... so I went back to the list I'd sent the
link
> >to,
> >did the legwork for my local area and found several that did in fact
offer
> >dial-ups. I'll grant you, 90+% don't and national providers like
EarthLink
> >want you to reg a domain name with them to give you a dial up shell. So,
> >they
> >are out there to be found provided the end user is willing to put in a
few
> >hours phone time calling around. I have to agree with you though, that a
> >better solution is just to use a cheap 386 or 486 PC as a front end as
well
> >as
> >for the other additional advantages ....

Don't give in to the dark side....

How about a dual atari approach ?

I've been lurking as usual and an idea 'popped' into my head...
Here's some things I'm guessing:

1. Most people with atari 8 bits have more than one (You just cant help
picking up another cheap one)

2. PPP is do-able on an 8 bit...(I'm pretty sure Commodore people have done ppp))

3. Joystick networking is also doable...

Why not stick the 3 above things together. Write a program that runs one atari as a dedicated ppp to joystick gateway.
Hook up the other atari to the joystick ports and then you could have one machine take care of all the crunching required for ppp, and the other can just happily suck data from the other box...
If you were really smart you could implement the PPP code in a cartridge and make it work ok on 16K machines... So your gateway is a diskless self booting system...

You could also offer a disk version for people who didn't want to fork out for
the cartridge...

That way you pull out your old atari 400, slap the cartridge in it, plug a couple
of cables into the joystick ports on both machines and hey presto an all atari
solution.

Once your done, unplug the cartridge and joystick plugs from the 400, slap star-raiders and your stick back in and your back in zylon heaven.

Rebutals, comments, suggestions welcome
Peter

3852. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3951294d@fmlynet.org>
Source record: 43922

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: magea000@mail.uni-mainz.de

> (Of course sometimes you still have to swap disks, because the city has
> 4 disk sides, the dungeon 5 disk sides; 2 read/write heads are not
> supported !! maybe AR does not like certain floppy drives, like XF551
> and other floppy drives. only the dungeon supports a 64k Ramdisk;)
> greetings - Andreas

Hmmm... so what if you copied the disk sides onto virtual disks, and had
four virtual drives going at once with a SIO2PC or SIO2ST setup?

Curious, (and may have to try this...)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3853. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000621152600.14081.00000343@ng-fq1.aol.com>
Source record: 43923

One of the best ideas for the 8-bit I've heard in a while. With so many problems out there with the 1050 and with so many ST drives out there, why didn't anyone think of this before. A lot of people could not only use this but also afford it. Count me in as well.

Allan Bushman

3854. New XE2ST Interface is a GO!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <39511F70.E90F2399@atari-history.com>
Source record: 43924

Hi everyone,

Well in just one day I have gotten over a dozen positive responses so
I'd say this project is definitely a GO. So I'll start work and setup
an update page in the following weeks and post the progress/status of
the project. Hopefully this will be ready by sometime in September.

Curt

Atari History Webmaster wrote:

> Hi,
>
> I just finished a classic gaming "Retro Reproduction" for the Atari
> 7800 called the 7800 High Score Cartridge. Now I'm looking to do
> another hardware project. What I am considering is an interface to
> allow all Atari 8bit computer users the ability to use Atari ST SF314
> & SF354 disk drives on their Atari 400/800, XL/XE computer systems.
>
> The XE2ST interface will be inside of the old Atari SX212/XEP80
> interface case and will allow an Atari 8-bit to plug an SIO cable into
> the back of the unit and allow an Atari SF3x4 disk drive to plug into
> the back of the unit as any drive from 1-4. Now Atari 8-bit users
> can use 3.5" high density diskettes and more importantly use Atari
> made disk drives which are abundant and cheap. I've always thought
> that Atari itself should have designed this very product and sold it
> as it would have helped bridge the gap between XE and ST users by
> allowing the use of peripherals by both computer communities.
>
> I'm willing to do a run 100 units if there is enough interest.
> I'd like to keep the price down to somewhere around $30-$35 or so.
> The idea is a simple interface, no bells and whistles, no suggestions
> on ZIP disks, hard drives and so forth, just a simple interface to
> allow the use of stock Atari SF314/354 disk drives. The only option
> I may consider is building an SIO2PC interface into the unit.
>
> Please send me some feedback and if enough people are interested
> and its a favorable response, I'll start work on this and have it done
> in about 2 months.
>
>
>
> Curt
>
>

3855. Re: Cartridge traders wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8ireiu$s01$1@nnrp1.deja.com>
Source record: 43925

Ron,

The link works, but the page is blank.

Gene

In article <3950CEE2.FFC5A251@boeing.com>,
Ron Slaminko <ronald.slaminko@boeing.com> wrote:
> I've been collecting carts for a couple years now, and seem to have
> pretty much cleaned out the local thrifts. I've got a lot of
duplicates
> for trade (nothing too rare, but maybe there's something you need).
> There are over 400 different carts listed for these classic computers
> and videogame systems: Commodore 64/128, VIC-20, Radio Shack Color
> Computer, Texas Instruments TI-99/4A, Atari 400/800/XL/XE, Atari 2600,
> 5200, & 7800, Intellivision, Odyssey2, Fairchild Channel F, RCA studio
> II, Microvision, Emerson Arcadia, Astrocade, and Colecovision. See
the
> list, and my want list, at:
>
> http://members.xoom.com/krslam/havelist.htm
>
> Thanks for looking!
> Ron
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3856. Re: New XE2ST Interface is a GO!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sl2ntpble7f155@corp.supernews.com>
Source record: 43926

Were you going to use the same disk controller chip as the ST? Has the price
on those dropped a lot lately?

****
Atari History Webmaster <webmaster@atari-history.com> wrote in message
news:39511F70.E90F2399@atari-history.com...
Hi everyone,
Well in just one day I have gotten over a dozen positive responses so I'd
say this project is definitely a GO. So I'll start work and setup an
update page in the following weeks and post the progress/status of the
project. Hopefully this will be ready by sometime in September.

Curt
Atari History Webmaster wrote:
****

3857. Re: CCAG 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1ecjp05.zzcn0r1taag6N%rlcolli@ibm.net>
Source record: 43927

J.W. Krych <jwkrych@n2net.net> wrote:
> An open letter of thanks to all those who showed up, helped out, and just
> made our first CCAG alot of fun! Mike, Tim, Alan, Tom, my buds from the
> Atari group, Glenn, Charles, and others! You guys who drove a while, I pray
> all of you made it back safe! Till we meet again at CCAG 2001! Happy
> hunting and happy hacking!

I couldn't make it, any pictures or stories to share?

--
Ryan 'Gozar' Collins
http://www.collinsoft.com

3858. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <sl2p20nve7f145@corp.supernews.com>
Source record: 43928

<magea000@mail.uni-mainz.de> wrote in message
news:3950E132.769379@mail.uni-mainz.de...
> [snip]
> P.S. Isn`t there any way to upgrade a 1050 with two read/write heads ??
> (like in the 1450XLD) - And with some special hardware (like Happy,
> Speedy and such, using Cache buffers) or software, still no way to read
> 512 bytes per sector ?!?

I don't have all my 1050 SAMs manual around anymore, but the only chips in a stock 1050 are the 6507, 4k ROM, 128 byte RAM, 6532 RIOT chip, and the controller. Since the 6507 can handle 8k of address space, I would bet on the ability to upgrade a 1050 if someone wants to. IIRC a couple of addresses are not fully decoded, kind of like the PIA in an 8 bit takes up a full page, but really only needs 4 bytes.

IMHO: At this stage it would be hard to support for several reasons. It makes sense to only put maybe 2k of RAM in it, but I don't even know if they are still making them that small. Almost all PCs only have a 3.5" floppy now, so 5.25" disks and drives are getting hard to find.

When I just did a 1050 upgrade to double density, JDR no longer carried the 6810 RAM, I had to pull one out of another drive. We are going to be running into more problems like this, ok for us but I don't see a lot of people that are interested on this level anymore.

3859. FA: Atari 7800s w/21 Games - Last few hours!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: MexiAce <staalejg@bigfoot.com>
Message-ID: <8irsl4$h9$1@slb6.atl.mindspring.net>
Source record: 43929

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=360504364

3860. chip for 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3951c3fc@fmlynet.org>
Source record: 43930

FamilyNet HQ: Telnet:\\www.family-bbs.net

3861. venerable 613ce624669931 proviso frameworks misers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: popularizes@Madames.com
Message-ID: <3950cc14@mainlux2vara>
Source record: 43931

Hawley roof ballplayer extraneously. flinching stratum conveys hastened slain. paperer exposures careful flu. slain assassinates bickers solvers meridian roof exclaim Bryant Buchwald thus. abduct Giuseppe.

3862. Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <395046FD.2F6A6E0E@atari-history.com>
Source record: 43993

Hi,

I just finished a classic gaming "Retro Reproduction" for the Atari 7800 called the 7800 High Score Cartridge. Now I'm looking to do another hardware project. What I am considering is an interface to allow all Atari 8bit computer users the ability to use Atari ST SF314 & SF354 disk drives on their Atari 400/800, XL/XE computer systems.

The XE2ST interface will be inside of the old Atari SX212/XEP80 interface case and will allow an Atari 8-bit to plug an SIO cable into the back of the unit and allow an Atari SF3x4 disk drive to plug into the back of the unit as any drive from 1-4. Now Atari 8-bit users can use 3.5" high density diskettes and more importantly use Atari made disk drives which are abundant and cheap. I've always thought that Atari itself should have designed this very product and sold it as it would have helped bridge the gap between XE and ST users by allowing the use of peripherals by both computer communities.

I'm willing to do a run 100 units if there is enough interest. I'd like to keep the price down to somewhere around $30-$35 or so. The idea is a simple interface, no bells and whistles, no suggestions on ZIP disks, hard drives and so forth, just a simple interface to allow the use of stock Atari SF314/354 disk drives. The only option I may consider is building an SIO2PC interface into the unit.

Please send me some feedback and if enough people are interested and its a favorable response, I'll start work on this and have it done in about 2 months.

Curt

3863. Re: I need help, again

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <6nY35.730$PQ4.14454@news1.online.no>
Source record: 43994

You have a DOS running in the background too I hope ?

John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000620181059.18139A-100000@vtn1...
>
>
> On Tue, 20 Jun 2000, Foster L. Putman wrote:
>
> > I'm having a problem 'saving assembly source code out to the disk drive.
> > I have the guide for MAC65, using what it says doesn't work. "SAVE
> > #filespec" is supposed to save the tokenized user source file to the
> > specified device (in this case D1:). it doesn't work. Using the Atari
> > Assembler Editor (I have no DOCs), I come up with the same thing,
> > nothing works. Both assemblers assemble source files, list, auto number,
> > and so on so one would think that there is nothing wrong with the
> > software. It must be something I am doing wrong. Any ideas?
> > Lee Putman
> >
> If you are using quotation marks as per Atari BASIC, then that's your
> problem. Output options for MAC/65 source code are:
>
> SAVE #Dx:filespec ; save tokenized
> LIST #Dx:filespec ; ASCII save with line numbers
> PRINT #Dx:filespec ; ASCII save without line numbers
>
> Input options are:
>
> LOAD # ; load tokenized
> ENTER # ; enter listed source
> ENTER #Dx:filespec,A ; enter unnumbered source
>
> LOAD may have the filespec followed by ,M to merge.
>
> jkp
>
>

3864. Re: PC to Atari File Transfers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-21 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8iq3dfrpo1@nnrp1.deja.com>
Source record: 43995

> Doesn't the floppy board for the BB handle ms dos disks with a reader
> program?
> I think the xf551 with a CSS upgrade also can handle ms dos disks
> formatted at 360K. Although the sector is handeled as 2 halves.
> I beleave Happy can handle ms format tho with 256 byte sectors.
> Shouldn't too hard for 512 byte ones.
>
> Can the pc format disks at 180K?
> Would make in intersting project for supermax. Readiing/writing 512
> byte sector disks. It has enough ram.
>
> James B
>
>
I make my PC do 180K formats on my 360K drive with:

Format b: /1/4 but only in true (boot to) DOS mode. DOS windows
won't work!

Then I can copy some web stuff to it in DOS mode again, take it to my
Happy and convert away. I'm pretty sure the 180K format is using 512
byte sectors. Going from Happy disk to PC, the files can be copied
using windoze with no problems, but the other way around is no good
without the DOS mode. The lack of the second FAT on a single sided
disk throws windoze into fits if its supposed to write to the disk.
You just wind up with garbage. If that's not bad enough, windows then
wants to launch scandisk on it which really does the disk in.

Sent via Deja.com http://www.deja.com/
Before you buy.

3865. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Velcro_SPY <NOSvelcro@netunlimited.netPAM>
Message-ID: <39523B15.EE3C09C6@netunlimited.netPAM>
Source record: 43796

"Richard Kilpatrick (PC)" wrote:

> They have to keep the silence before the 'rap rap rap' of a pilot at the
> airlock.
> Or maybe it's an alien...
>
> Who can tell...

You can tell because the Jaggies have green space helmets. DUH!

VS

3866. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <HqSncPOv1kU5EweN@lovecraft.demon.co.uk>
Source record: 43797

In article <39523B15.EE3C09C6@netunlimited.netPAM>, Velcro_SPY
<NOSvelcro@netunlimited.netPAM> writes

>You can tell because the Jaggies have green space helmets. DUH!

You got bored of it early, didn't you...

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3867. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Gary <bitbucket@home.com>
Message-ID: <39525746.BBE2244D@home.com>
Source record: 43798

```
Velcro_SPY wrote:
>
> "Richard Kilpatrick (PC)" wrote:
>
> > They have to keep the silence before the 'rap rap rap' of a pilot at the
> > airlock.
> > Or maybe it's an alien...
> >
> > Who can tell...
>
> You can tell because the Jaggies have green space helmets. DUH!
>
> VS

Not in later levels.
```

3868. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: "Jack H. Lee" <eplicon@rac6.wam.umd.edu>
Message-ID: <8iu0irobc1@dailyplanet.wam.umd.edu>
Source record: 43799

Velcro_SPY <NOSvelcro@netunlimited.netpam> wrote:
: "Richard Kilpatrick (PC)" wrote:

:> They have to keep the silence before the 'rap rap rap' of a pilot at the
:> airlock.
:> Or maybe it's an alien...
:>
:> Who can tell...

: You can tell because the Jaggies have green space helmets. DUH!

That's true for the earlier levels. As the game progresses, all pilots have the white helmet and you must wait for the door knock (which makes the game still frightening because you don't know what you'll hear--the knock or the Jaggi leaping at the windshield!).

3869. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: "Jack H. Lee" <eplicon@rac6.wam.umd.edu>
Message-ID: <8iu10dobc2@dailyplanet.wam.umd.edu>
Source record: 43800

Andre <stein@agnld.uni-potsdam.de> wrote:

: Rescue on Fractalus was first released on disk and cassette by Epyx in US and
: Aktivision in europe in 1985. The cart version came later (remake by Atari to boost
: the XE Game System which was released in 1987 if I remember right).

There another story to this. In 1982, Lucasfilm and Atari had an agreement (quite big news at the time), in which Lucasfilm would develop games for the Atari system and computers (and for which Atari would be exclusive distributor). Ballblazer and Rescue on Fractalus were the two titles announced, but by this time, Atari hit hard times and the projects went into limbo. It was actually intended to be cartridge releases, as Lucasfilm developed a bank-switching routine so it would run on all Atari computers. But that didn't happen, and when Tramiel bought Atari, he sold off the rights to the games to Epyx.

Fractalus was one of the very first programs to use the fractal technology for the home computer, incidentally. But by the time the game was finally released, fractals were already commonplace. I seem to remember that around 1985, IBM was bragging on TV commercials about how their scientists created fractals on their computer and decided it could be used in analyzing cancer cells...

3870. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <Pine.LNX.4.21.0006221721060.5595-100000@shell.one.net>
Source record: 43801

On Thu, 22 Jun 2000, LLpwhite wrote:

[snip]

> the Columbus (OH) swap fest, Sept. 9th.
> Larry White

Can I get more info on this? I'm in Cincinnati and would like to go.

-Bob

Sent via Deja.com http://www.deja.com/
Before you buy.

3871. I am looking for Atari 7800 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sl5mu69qe7f152@corp.supernews.com>
Source record: 43802

Hello Everybody,

I am looking for the following titles to help
complete my Atari 7800 collection:

JINKS - (*Missing Number)
MAT MANIA Challenge - (*Missing Number)
CRACK'ED - CX7836
SUMMER GAMES - CX7826
WINTER GAMES - CX7831
COMMANDO - CX7838
FIGHT NIGHT - CX7851
DIG DUG - CX7803
IMPOSSIBLE MISSION - CX7832

I chose to include catalog numbers to make
it easier to find the games.

Amateur Atari historian and Devout Atari game player,
Wally

3872. Jaguar VR News....

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: atarivision@my-deja.com
Message-ID: <8irlq7$1gs$1@nnrp1.deja.com>
Source record: 43932

www.AtariVision.com

The site has been launched
)basically just the layout for now, until I have time to upload all the
files(

but I did upload the JagVR News page, which everyone should find quite
interesting!

Please take a look, feel free to sign the guestbook!

Thanks,

Clint Thompson
AtariVision

Sent via Deja.com http://www.deja.com/
Before you buy.

3873. Re: Need feedback on new project: HDI already does this!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <395155ed.3336210@news.wxs.nl>
Source record: 43933

>In article <395046FD.2F6A6E0E@atari-history.com>,
> Atari History Webmaster <webmaster@atari-history.com> wrote:
>On Wed, 21 Jun 2000 00:39:26 -0400, Atari History Webmaster <webmaster@atari-history.com>
wrote:
>
>>Hi,
>>
>> I just finished a classic gaming "Retro Reproduction" for the Atari
>>7800 called the 7800 High Score Cartridge. Now I'm looking to do
>>another hardware project. What I am considering is an interface to
>>allow all Atari 8bit computer users the ability to use Atari ST SF314 &
>>SF354 disk drives on their Atari 400/800, XL/XE computer systems.
>>
>> The XE2ST interface will be inside of the old Atari SX212/XEP80
>>interface case and will allow an Atari 8-bit to plug an SIO cable into
>>the back of the unit and allow an Atari SF3x4 disk drive to plug into
>>the back of the unit as any drive from 1-4. Now Atari 8-bit users can
>>use 3.5" high density diskettes and more importantly use Atari made disk
>>drives which are abundant and cheap. I've always thought that Atari
>>itself should have designed this very product and sold it as it would
>>have helped bridge the gap between XE and ST users by allowing the use
>>of peripherals by both computer communities.
>>
>> I'm willing to do a run 100 units if there is enough interest. I'd
>>like to keep the price down to somewhere around $30-$35 or so. The
>>idea is a simple interface, no bells and whistles, no suggestions on ZIP
>>disks, hard drives and so forth, just a simple interface to allow the
>>use of stock Atari SF314/354 disk drives. The only option I may
>>consider is building an SIO2PC interface into the unit.
>>
>> Please send me some feedback and if enough people are interested and
>>its a favorable response, I'll start work on this and have it done in
>>about 2 months.
>>
>>
>>
>>Curt

For some reason the original post is not yet on the news server
of my provider. so I cannot reply to the original message, but
I wanted to reply to this message anyway:

Actually, the HDI interface from Erhard Puetz already does this.
I have two of those.
The HDI is a high density floppy controller unit that allows attaching

almost any PC floppy drive, including 3.5 inch 1.44 meg.
Also, it has an Atari ST connector standard, so you can plug in
the ST drives right away.
You stated High density capability while the SF314 is only 720 Kb,
so only DD. Also, the SF354 only supports 360 Kb disks.
Anyway, try contacting Erhard. He already wrote the ROM stuff.
He made his stuff PD I believe.
However, the biggest problem he has is obtaining the floppy
controller ship. The WD floppy controller is sort of impossible
to get anymore.

Keep those XL's/XE's humming.

3874. FA eBay: INTV3,Colecovision,Odyssey&#65533;,Atari 8-bit setups +C-64,Apple 2,3 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Ianoid <ianoid@earthling.net>
Message-ID: <%te45.19645$ds.555258@newsread2.prod.itd.earthlink.net>
Source record: 43934
Cross-posted to: alt.games.atari,alt.games.video.classic,comp.sys.apple2.marketplace,comp.sys.atari.8bit,fj.fleamarket.video-game,rec.games.video.atari,rec.games.video.classic,rec.games.video.intellivision,rec.games.video.marketplace

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=ianoid

or Seller Search on eBay for ianoid

Some of the video game highlights:
Odyssey 2 setup with voice, 40 games (most boxed)
INTV 3 (sorta rare intellivision console) with 27 games (many boxed)
Colecovision setup with Atari converter and 30 games
Temple of Apshai for C-64
Wizardry 1, 2, graphing paper for Apple 2
Tetris for C-64
Amiga Hacker by Steve Cartwright

lotsa other computer software.

Thanks for looking...

--
-Ian(oid)
Change earthling to earthlink to reply
ianoid@earthling.net

3875. Re: intetnet

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: gclyde6393@aol.com
Message-ID: <20000621225436.01831.00000301@ng-fl1.aol.com>
Source record: 43935

I have called the local library in ascii. Still 80 col would be nice. I also had an Atari friend with a dialup shell get my 130xe on the net and searched AltaVista for Ford Mustang. It came back w/ over 1k articles. Where are you from? I'm in Rochester NY

3876. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Will Dwinnell <predictor@compuserve.com>
Message-ID: <3951DB50.6B3A03A@compuserve.com>
Source record: 43936

Ivo van Poorten wrote:
"BTW the first posting in this thread mentioned Terminator II, but, I remember terminator (one)
having 6502 opcodes running down the screen, not T2. And it _surely_ was atari 8-bit code. $d40a (WSYNC) is visible IIRC."

I am pretty sure that was Apple][code.

Will Dwinnell
predictor@compuserve.com

3877. It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <dB2RW6J+SeU5Ewer@lovecraft.demon.co.uk>
Source record: 43937

At last! My Rescue on Fractalus cartridge arrived...

Plug in the 65XE...
Set everything up nicely...

And it's like going back 10 years :)

Best of all:
The aliens still make me jump.

So what if the graphics are pixellated, the gameplay beats /anything/ I have on Playstation :)

Which leads to a question. Behind Jaggi Lines, IIRC, was dated 1984. My cart is dated 1987... why did it take 3 years for the game to reach the market?

Richard, just needs his 800XL and 1050s to have everything just right...
(Incidentally, Lord Chaso/Thimo Graef supplied the game - he has advertised here. It was just like new, still shrinkwrapped...)
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3878. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_961669039@rtfm.mit.edu>
Source record: 43938
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: June 7, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8
Closer To Home (CTH) BBS, running in an emulated Atari, telnet://cth.tzo.com/
FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

3879. Re: Scenery (Was:Re: Flight Sim II copy protection)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Alberto BARSELLA <ishark@lsh01.univ-lille1.fr>
Message-ID: <m3em5qrnzc.fsf@mokulen.univ-lille1.fr>
Source record: 43939

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:

> How hard would it be to turn PC-scenery disks to Atari scenery disks?

Depends on when they were released. I recall that the PC fl.sim. was
able to handle more commands than the Atari. (a FS scenery is more
like a program with if/jump/etc. than raw data, or at least it WAS).
I think that Fl.Sim.4 already included quite a lot of stuff which was
not supported by the Atari fl.sim (generic 3D surfaces, upwards air
flows, etc). I don't know if the latest FS98/FS2000 still use the
same format.
The very old scenario disks covering the US would probably work, the
more modern ones would require "cleaning", probably not impossible to
obtain something which works and is not missing most of the stuff, but
definitely not an easy task.

Bye,
Alberto
--
Alberto BARSELLA
PGP fingerprint = 13 3F 22 D2 0B 0A D3 25 F1 89 FE B5 82 AD 75 2A
** Beliefs are dangerous. Beliefs allow the mind to stop functioning.
A non-functioning mind is clinically dead. Believe in nothing... **

3880. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <3951F5B6.6F2C6B49@agnld.uni-potsdam.de>
Source record: 43940

> Which leads to a question. Behind Jaggi Lines, IIRC, was dated 1984. My
> cart is dated 1987... why did it take 3 years for the game to reach the
> market?

Rescue on Fractalus was first released on disk and cassette by Epyx in US and Aktivision in europe in 1985. The cart version came later (remake by Atari to boost the XE Game System which was released in 1987 if I remember right).

> Richard, just needs his 800XL and 1050s to have everything just right...
> (Incidentally, Lord Chaso/Thimo Graef supplied the game - he has
> advertised here. It was just like new, still shrinkwrapped...)

Except 'Choplifter' (Atari remake), 'Karateka', 'Summer Games' and 'Crystal Castles' all blue-boxed cartridges are quite easy to get in europe/Germany because they were mass-produced and the XEGS wasn't sold that good, so many many cartridges were left (in shrinkwrap)... in 1990 all Atari 8-Bit homecomputers were sold in Germany together with 10 (!) of the blue cartridges and the 'legendary' XC12 datasette for nearly $100 or something like that.

Greets,

Andre

3881. Re: Cartridge traders wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <hZn45.808$sB1.23218@news.magma.ca>
Source record: 43941

> The link works, but the page is blank.

I'm using IE 5 and the page works just fine.

Michael

3882. Re: Cartridge traders wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Ron Slaminko <ronald.slaminko@boeing.com>
Message-ID: <39521CCB.F8AF71E1@boeing.com>
Source record: 43942

Hmmm. Shows up fine with Navigator 4.5. Maybe try going straight to
the want list at

http://members.xoom.com/krslam/wantlist.htm

Then you can link to the list of duplicates from there. If all else
fails, email me and I'll send the lists to you directly.
Ron

ejgnandt@my-deja.com wrote:
>
> Ron,
>
> The link works, but the page is blank.
>
> Gene
>
> In article <3950CEE2.FFC5A251@boeing.com>,
> Ron Slaminko <ronald.slaminko@boeing.com> wrote:
> > I've been collecting carts for a couple years now, and seem to have
> > pretty much cleaned out the local thrifts. I've got a lot of
> duplicates
> > for trade (nothing too rare, but maybe there's something you need).
> > There are over 400 different carts listed for these classic computers
> > and videogame systems: Commodore 64/128, VIC-20, Radio Shack Color
> > Computer, Texas Instruments TI-99/4A, Atari 400/800/XL/XE, Atari 2600,
> > 5200, & 7800, Intellivision, Odyssey2, Fairchild Channel F, RCA studio
> > II, Microvision, Emerson Arcadia, Astrocade, and Colecovision. See
> the
> > list, and my want list, at:
> >
> > http://members.xoom.com/krslam/havelist.htm
> >
> > Thanks for looking!
> > Ron
> >
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3883. It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3952428c@fmlynet.org>
Source record: 43943

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
> At last! My Rescue on Fractalus cartridge arrived...
> Plug in the 65XE...
> Set everything up nicely...
> And it's like going back 10 years :)

It does that doesn't it?

> Best of all:
> The aliens still make me jump.

Man... I remember that. All's quiet, and then suddenly this humaniod with eye stalks pops up and starts smashing on your windshield. Cool!

> So what if the graphics are pixellated, the gameplay beats /anything/ I
> have on Playstation :)

Oh you are just biased. If you had started out with the Playstation you would probably think there was nothing better there too.

> Which leads to a question. Behind Jaggi Lines, IIRC, was dated 1984. My
> cart is dated 1987... why did it take 3 years for the game to reach the
> market?

Bad marketing? Though Atari was ahead of the times in many cases, it did tend to lollygag in others.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3884. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <n8TPJXMqziU5Ew7m@lovecraft.demon.co.uk>
Source record: 43944

In article <0001.3952428c@fmlynet.org>, Greg Goodwin <Greg.Goodwinp0.f2.
n8.z8@fmlynet.org> writes

>> So what if the graphics are pixellated, the gameplay beats /anything/ I
>> have on Playstation :)
>
> Oh you are just biased. If you had started out with the Playstation you
>would probably think there was nothing better there too.

Heh... I was late into the Atari scene... I had Mac before I got an XL.
In all seriousness, I've got loads of PSX games which are playable, but
none of which I would miss especially, or play endlessly like Rescue on
Fractalus.

If only someone would take the basic elements of the game, keep the
responsive nature and simple controls, and just update the graphics, it
would be outstanding.

But...

They have to keep the silence before the 'rap rap rap' of a pilot at the
airlock.
Or maybe it's an alien...

Who can tell...

Richard (PSX version - add Doom[1] style mission once the search and
rescue mission was complete, to get into a Jaggi base and destroy it
before moving onto a new planet - and make returning to the mothership
under player control, so once they're beyond the atmosphere, they have
to shoot Jaggi craft (if there are any - perhaps on high levels?) and
guide the craft back to the mothership - but make these levels less
involved).

[1] Original doom. Another game that keeps my heart in my mouth...
combined with Rescue's ability to make me jump, should be a recipe for
regular cardiac arrest!
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3885. FS: Atari STe and peripherals, complete PD/Shareware library, and MORE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-22 00:00:00 UTC
From: Josh Renaud <kirkman@umsl.edu>
Message-ID: <B577A997.6C34%kirkman@umsl.edu>
Source record: 43945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.8bit

Well, it had to come to an end someday... I have to sell my old Atari stuff
to make room for other stuff.. :(Fortunately, my Atari will still live on
through emulation on my iMac, but emulation ain't perfect.

Anyway, below is a list of what I'm selling. Right now I am asking
$250+shipping for all of it. I will consider breaking it up if I can't find
a buyer for the entire package. I want to sell to someone who will take care
of this stuff and appreciate it the way I did. Reply to this in email if
you're interested!

Original Software:
Phasar 3.0 - original box/manuals
Timeworks WordWriter 2.0 - original box/manuals
PC-DItto 3.0
GFA Basic
1st-Word
DB Master One/Megaroids
Space Harrier
Metro Cross
Epyx World Games
Epyx Battleship
Top Gun
Harrier Combat Simulator
12 Computer/Atari ST User/STart! disks

Books:
GFA BASIC
GFA BASIC Training Reboot Camp
Atari ST Internals
1001 Things To Do With Your Atari ST

Hardware:
1 1040STe - 2 megs, TOS 1.4 or 1.6
1 520ST - Half-meg, TOS 1.0 or 1.2
2 SF314 Double-sided double-density drives
1 SC1224 Color monitor
1 Beetle Mouse - may not work
1 Atari standard mouse
(the CPUs, disk drive, and Beetle mouse all come in their original boxes and
have the original documentation, as well)

Magazines:
3 Issues of Current Notes (Apr, Oct, Nov 93)
1 AtariUser (Apr 92)
2 Atari Advantage (May, Oct 92)

1 Atari ST Informer (Dec 92)
1 Atari Interface Magazine (May, Fall 92)

PD/Shareware Library:
168 PD/Shareware disks
All programs are archived
Each disk is categorized (Productivity, Communications, Games, etc)
15 Magazine cover disks
The library includes one set of master disks, and then anywhere from 1-3
copies of each disk
The library also includes two bound catalogs
One lists all files in alphabetical order with the disk number they
appear on
One lists all the files by disk number order

Josh Renaud
kirkman@umsl.edu
=-=-=-

3886. FS: ACTION! cartridge + Toolkit - $35

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: Chet <see_sig@home.com>
Message-ID: <mfy45.12927$3D1.197450@news1.frmt1.sfba.home.com>
Source record: 43803

ACTION! cartridge + manual in binder + ACTION! Toolkit - $35 plus shipping
from CA

reply to cchudasa - at - jps.net

3887. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000622211749.09387.00000009@ng-bd1.news.cs.com>
Source record: 43804

They typically post the info here at CSA8.
I'll see what I can find out and get it posted.
Larry White

3888. Re: New XE2ST Interface is a GO!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000622214026.09387.00000012@ng-bd1.news.cs.com>
Source record: 43805

The web site for updates is a great idea. I'm also really curious as to what the hardware will be. Most ST FDC's were 1772 02 and 02-02, IIRC. These are also the chips used in the Floppy Boards. An 02-02 will do HD. But since the ST drives are *really* "dumb", there isn't anything to preclude using a modern PC controller chip? An even bigger curiosity (to me) is how this could be done so inexpensively. That would seem to dictate a very small board, and very few chips. I'll be following this with great interest!
Larry

3889. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: Ken Siders <see_message@columbus.rr.com>
Message-ID: <6vz45.1424$mG6.14386@typhoon.columbus.rr.com>
Source record: 43806

I scanned in a card I got from a club member:
http://home.columbus.rr.com/ksiders/acecswap.jpg

--Ken
atari8bitATcolumbusDOTrrDOTcom

"Bob Ryan" <ryanr@one.net> wrote in message
news:Pine.LNX.4.21.0006221721060.5595-100000@shell.one.net...
> On Thu, 22 Jun 2000, LLpwhite wrote:
>
> [snip]
>
> > the Columbus (OH) swap fest, Sept. 9th.
> > Larry White
>
> Can I get more info on this? I'm in Cincinnati and would like to go.
>
>
> -Bob
>
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3890. Re: Cartridge traders wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8iuhur$4s3$1@nnrp1.deja.com>
Source record: 43807

Worked fine today. I must have hit the server at a bad time yesterday.
Gene

In article <39521CCB.F8AF71E1@boeing.com>,
Ron Slaminko <ronald.slaminko@boeing.com> wrote:
> Hmmm. Shows up fine with Navigator 4.5. Maybe try going straight to
> the want list at
>
> http://members.xoom.com/krslam/wantlist.htm
>
> Then you can link to the list of duplicates from there. If all else
> fails, email me and I'll send the lists to you directly.
> Ron
>
> ejgnandt@my-deja.com wrote:
> >
> > Ron,
> >
> > The link works, but the page is blank.
> >
> > Gene
> >
> > In article <3950CEE2.FFC5A251@boeing.com>,
> > Ron Slaminko <ronald.slaminko@boeing.com> wrote:
> > > I've been collecting carts for a couple years now, and seem to
have
> > > pretty much cleaned out the local thrifts. I've got a lot of
> > duplicates
> > > for trade (nothing too rare, but maybe there's something you
need).
> > > There are over 400 different carts listed for these classic
computers
> > > and videogame systems: Commodore 64/128, VIC-20, Radio Shack Color
> > > Computer, Texas Instruments TI-99/4A, Atari 400/800/XL/XE, Atari
2600,
> > > 5200, & 7800, Intellivision, Odyssey2, Fairchild Channel F, RCA
studio
> > > II, Microvision, Emerson Arcadia, Astrocade, and Colecovision.
See
> > the
> > > list, and my want list, at:
> > >
> > > http://members.xoom.com/krslam/havelist.htm
> > >

> > > Thanks for looking!
> > > Ron
> > >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3891. Re: Atari Vinyl singles

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8iv8eo$e93$1@nets3.rz.RWTH-Aachen.DE>
Source record: 43808

Howdy Ivo, folks

>What??? I never heard about this? I had a frisbee with the atari logo
>on it. Won it on some sort of fancy fair in germany. An Atari LP, called
>pacman fever???? MP3, MP3!!!! Please!!!

Try www.atari-computer.de/abbuc
Click on ATARI SOUNDS (not sure about that last S)

Don't know if Pacman fever is one of them, but these are Atari songs in MP3
form.

CU Mathy van Nisselroy

3892. Re: Scenery (Was:Re: Flight Sim II copy protection)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8iv8o2$e93$2@nets3.rz.RWTH-Aachen.DE>
Source record: 43809

Howdy Alberto, folks

>The very old scenario disks covering the US would probably work, the
>more modern ones would require "cleaning", probably not impossible to
>obtain something which works and is not missing most of the stuff, but
>definitely not an easy task.

Well, maybe somebody is reading this and thinking.....

CU Mathy van Nisselroy

3893. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8iv9m0$e93$3@nets3.rz.RWTH-Aachen.DE>
Source record: 43810

Howdy Curt

> The XE2ST interface will be inside of the old Atari SX212/XEP80
>interface case and will allow an Atari 8-bit to plug an SIO cable into
>the back of the unit and allow an Atari SF3x4 disk drive to plug into
>the back of the unit as any drive from 1-4. Now Atari 8-bit users can
>use 3.5" high density diskettes and more importantly use Atari made disk
>drives which are abundant and cheap. I've always thought that Atari
>itself should have designed this very product and sold it as it would
>have helped bridge the gap between XE and ST users by allowing the use
>of peripherals by both computer communities.

I have a BlackBox with FloppyBoard, so I don't need such an upgrade, but I do have a couple of suggestions:

Make it possible to use at least two ST drives. That way you can copy directly from 3.5 to 3.5 Inch disk. Saves a lot of time and hassle.

Would be nice if it came with a utility to transfer files between Atari and PC disks (both ways). The BlackBox comes with such a utility, it is great.

Use a drive select switch. Either one of all ST drives (where the second ST drive would be one number higher than the first) or one for each (where the ST drives could be numbered 2, 5, 8). O yes, it would be nice if they could use drivenumbers 5, 6, 7 and 8.

Hope that helps. I'ld love to see your upgrade make it to the public.

CU Mathy van Nisselroy

3894. Re: olumn term program like Bobterm?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8iv9qj$e93$4@nets3.rz.RWTH-Aachen.DE>
Source record: 43811

Howdy Greg

> Ice-T offers 80 column.
> BobTerm offers the awesome macros.

How about an upgraded 80 column driver that will do 9600 instead of 4800 for BobTerm 1.2x? I don't have it with me though.

CU Mathy van Nisselroy

3895. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ivc0llea1@user2.teleport.com>
Source record: 43812
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3896. FREE Atari Catalogs! Discounts! More Atari! Free stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ivbi2kqn1@user2.teleport.com>
Source record: 43813
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

If your looking for my Free catalogs, skip to the bottom,otherwise read on. I've added new items to my Catalogs, including, for the first time, ST Hard Drives, SyQuest 88 Meg removable Hard Drive, Software, Books, Light Pens, Atari Touch Tablet and some Cartridges for the ST like DVT VCR Hard Drive Backup, ST Replay & Computer Eyes! So come and Get it!

e-mail: atari@benjamin.net

To take advantage of Discounts, FREE Monitors or FREE Jaguar Cable, you must E-Mail me to Claim it & state what you want in E-Mail.Be specific!

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount with a $200 Purchase. Discounts Apply to Classic Atari 8 Bit, Atari ST and/or Atari Jaguar. Hardware, Software, Books & Accessories! Shipping not figured into Discount.

FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega ST2 or 1040STe & receive a FREE ST Monitor. Your Choice of a Color or Mono-Chrome Monitor. FREE Monitor when purchasing an Atari 8 Bit Computer. Buy an Atari 800XL or a 130XE and receive your choice of any Monitor in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 worth of Atari Jaguar items, receive absolutely FREE, a +NEW in the BAG Jaguar Stereo Audio/Composite Video Cable.

Offer Available for Limited Time only. First Come, First Serve! Subject due to availability! Customer pays Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the

Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And
remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
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to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3897. Re: Atari Vinyl singles

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <RcH45.6307$rH5.15165@nntpserver.swip.net>
Source record: 43814

I am not sure if I am leaving the original subject now (can't find the original
posting) but I saw at least two or three different Atari related vinyl singles
in record stores during the 80's.

I particularly remember 'Atari Baby' which according to a search now
was a Sigue Sigue Sputnik song. I thought it was some other pop/rock
band.

http://www.uvdaze.force9.co.uk/music.htm

If the original question was about vinyl singles produced by or in
association with Atari, then I am certainly off-topic.

Anders

3898. Re: venerable 613ce624669931 proviso frameworks misers

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <3953641D.49B7908B@bellsouth.net>
Source record: 43815

Ooooooooohhh! More secret spy codes!

popularizes@Madames.com wrote:

> Hawley roof ballplayer extraneously. flinching stratum conveys hastened slain. paperer exposures careful flu. slain assassinates bickers solvers meridian roof exclaim Bryant Buchwald thus. abduct Giuseppe.

3899. Re: Atari Vinyl singles

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8ivsp7kmo1@plutonium.compulink.co.uk>
Source record: 43816

In article <RcH45.6307$rH5.15165@nntpserver.swip.net>,
anders.skelander@swipnet.se (ANDERS SKELANDER) wrote:
> I particularly remember 'Atari Baby' which according to a search now
> was a Sigue Sigue Sputnik song. I thought it was some other pop/rock
> band.
Was def. SSS and off their first album. They also used to wear a lot of
Atari logo'd clothing and the logo was all over their album too. I used to
have some SSS t-shirts that were more Atari than SSS.

Iain

3900. Re: Atari Vinyl singles

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: rja <no@spam.please>
Message-ID: <395396fe$1@rpc1284.daytonoh.ncr.com>
Source record: 43817

"Pacman Fever" was one of a collection of arcade-related songs
that came out in the early 80s by a band called "Buckner and Garcia".
They also had songs like "Do the Donkey Kong" and "Goiun' Berzerk".

They actually have a webpage with an online jukebox and ordering
info (CDs) at http://www.bucknergarcia.com/ ...

Hope this helps...

rob

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:8iv8eo$e93$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Ivo, folks
>
> >What??? I never heard about this? I had a frisbee with the atari logo
> >on it. Won it on some sort of fancy fair in germany. An Atari LP, called
> >pacman fever???? MP3, MP3!!!! Please!!!
>
> Try www.atari-computer.de/abbuc
> Click on ATARI SOUNDS (not sure about that last S)
>
> Don't know if Pacman fever is one of them, but these are Atari songs in
MP3
> form.
>
> CU Mathy van Nisselroy
>

3901. Terrible Minolta Customer Service Reps

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: Joe Kennedy <jsk@home.com>
Message-ID: <CRN45.17887$lU5.150871@news1.rdc1.nj.home.com>
Source record: 43818

This seems to be the place to warn others about terrible customer service. Now it's Minolta's turn.

Their RD3000, not a cheap camera, has a SCSI port that is covered by a cheap rubber plug that is not attached to the camera. simply sticks on to the SCSI port sometimes.

Now buy an RD3000 for big bucks; lose the cap within 6 weeks and Minolta offers to allow you to buy another rubber plug, with their customer service representatives insisting that it is your fault that the cap falls out not their design.

Well, you know how much it is the small things that influence what type of camera you buy. Guess what, after a Minolta 1500EX and an RD3000, probably won't be the next brand of camera I buy.

Minolta thank you customer service reps for another lost customer.

And thank you folks for letting me vent.

Joe

3902. Atari Software for Sale at the Trade In Post

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <8j09kp$ka6$1@uranium.btinternet.com>
Source record: 43819

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
00+44+(0)1952 462135
www.tradeinpost.com
john@tradeinpost.com

3903. FA: Atari 600XL collection: Manuals, Carts, Books, etc

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: Stephen Eddy <stephen.eddy@btinternet.com>
Message-ID: <8j0adq$k84$1@plutonium.btinternet.com>
Source record: 43820

I have the following item for auction on Ebay:-

Atari 600XL with Manuals and Software and IO Magazine -
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=363914542

Take a look

3904. FA: Massive Atari Page 6 Disk Collection

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: Stephen Eddy <stephen.eddy@btinternet.com>
Message-ID: <8j0aek$k94$1@plutonium.btinternet.com>
Source record: 43821

I have the following item for auction on Ebay:-

Massive Atari Page 6 Collection (150+ disks) -
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=363914542

Take a look

3905. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <8j0gokias1@nnrp1.deja.com>
Source record: 43822

Andre,

Is an XE version of "Super Breakout" available in Europe? Its on the
cart list but I've never seen it here.

Gene

In article <3951F5B6.6F2C6B49@agnld.uni-potsdam.de>,
Andre <stein@agnld.uni-potsdam.de> wrote:
> > Which leads to a question. Behind Jaggi Lines, IIRC, was dated
1984. My
> > cart is dated 1987... why did it take 3 years for the game to reach
the
> > market?
>
> Rescue on Fractalus was first released on disk and cassette by Epyx
in US and
> Aktivision in europe in 1985. The cart version came later (remake by
Atari to boost
> the XE Game System which was released in 1987 if I remember right).
>
> > Richard, just needs his 800XL and 1050s to have everything just
right...
> > (Incidentally, Lord Chaso/Thimo Graef supplied the game - he has
> > advertised here. It was just like new, still shrinkwrapped...)
>
> Except 'Choplifter' (Atari remake), 'Karateka', 'Summer Games'
and 'Crystal
> Castles' all blue-boxed cartridges are quite easy to get in
europe/Germany because
> they were mass-produced and the XEGS wasn't sold that good, so many
many cartridges
> were left (in shrinkwrap)... in 1990 all Atari 8-Bit homecomputers
were sold in
> Germany together with 10 (!) of the blue cartridges and
the 'legendary' XC12
> datasette for nearly $100 or something like that.
>
> Greets,
>
> Andre
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3906. Re: Terrible Minolta Customer Service Reps

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <Fm3nPqB6O7U5EwPw@lovecraft.demon.co.uk>
Source record: 43823

```
In article <CRN45.17887$lU5.150871@news1.rdc1.nj.home.com>, Joe Kennedy
<jsk@home.com> writes
>This seems to be the place to warn others about terrible customer service.
>Now it's Minolta's turn.
>
>Their RD3000, not a cheap camera, has a SCSI port that is covered by a cheap
>rubber plug that is not attached to the camera. simply sticks on to the SCSI
>port sometimes.

Dork. This is totally off topic.

And I have an RD3000. If you're too dim to keep track of the cover,
that's your problem - 80% of digital cameras on the market use these
covers.

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'\_)Morticia
```

3907. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8j0nu9kpl1@sshuraac-i-1.production.compuserve.com>
Source record: 43824

Weird Science..where?

My note says Weird Science, episode. "Grandpa". Its a Jaguar.

Rick D.

--

3908. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8j0o1hkpl2@sshuraac-i-1.production.compuserve.com>
Source record: 43825

The Thing 1982...

Well, thats why I said, "in one version". The movie is listed in
my notes, but I never saw any Atari in subsequent viewings.
Probaly went to fast to realize it was something else the first
time.

Rick D.

--

3909. Re: Atari Floppy Drive Dilemma

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8j0p0rkpl3@sshuraac-i-1.production.compuserve.com>
Source record: 43826

With DOS 2.5, I found SETUP to not work well. I had to use the Basic POKE 1802..., DOS, Write DOS method. Much easier. I found that 2.5 and Setup would give me either two drives, or one drive and a ramdisk. But the Basic method gave me two drives and the ramdisk. Poke 1802,3+128 does this.(128 is bit 7(drive 8), and the ramdisk handler expects to be drive 8). There is a patch to make the ramdisk drive 4 at the same time it is drive 8 for software that only allows four drives.

Rick D.

--

3910. Re: I need help, again

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8j0pe2kpl4@sshuraac-i-1.production.compuserve.com>
Source record: 43827

Foster mentioned problems Saving Mac/65 files...

You didn't mention what errors were produced if any.
Did you check the disk to see if the file was written, what its
size was?

The obvious first question is:
Did you boot with a DOS disk?

Rick D.

--

3911. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-23 00:00:00 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <Pine.LNX.4.21.0006232220440.1505-100000@shell.one.net>
Source record: 43828

Thanks! I plan on attending.

-Bob

On Fri, 23 Jun 2000, Ken Siders wrote:

>
> I scanned in a card I got from a club member:
> http://home.columbus.rr.com/ksiders/acecswap.jpg
>
> --Ken
> atari8bitATcolumbusDOTrrDOTcom
>
> "Bob Ryan" <ryanr@one.net> wrote in message
> news:Pine.LNX.4.21.0006221721060.5595-100000@shell.one.net...
> > On Thu, 22 Jun 2000, LLpwhite wrote:
> >
> > [snip]
> >
> > > the Columbus (OH) swap fest, Sept. 9th.
> > > Larry White
> >
> > Can I get more info on this? I'm in Cincinnati and would like to go.
> >
> >
> > -Bob
> >
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>
>
>
>
> ---
> Deja.com: Before you buy.
> http://www.deja.com/
> * To modify or remove your subscription, go to
> http://www.deja.com/edit_sub.xp?group=comp.sys.atari.8bit
> * Read this thread at
> http://www.deja.com/thread/%3C6vz45.1424%24mG6.14386%40typhoon.columbus.rr.com%3E
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3912. Re: Hooking Up SCSI Disks to Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8j3maommo1@news.storm.ca>
Source record: 43746

To the best of my knowledge, there is no Atari 800 to SCSI interface. The upgraded 600xl, the 800xl and the 130xe (and possibly some European models - I'm writing from North America here) do have interfaces available for a HD at least - I don't think there are any CD-ROM drivers about.

Sorry I couldn't be the bearer of better news,

David P.

"ETom000001" <etom000001@aol.com> wrote in message news:20000624130045.21233.00003576@ng-ft1.aol.com...
> I have spare equipment from my Power Macintosh that I was wondering would be
> usable on my Atari 800. The only peripheral I own is a tape drive, so you have
> an idea of what kind of speed and storage increase I'm interested in.
>
> I was thinking that since the spare equipment are a SCSI hard disk drive and
> SCSI 4X CD-ROM I would need only 1 piece of equipment to bridge my Atari with
> the peripherals. Is there such a piece of equipment or do I need to put one
> together myself?
>
> Thank you all in advance for your replies.
>
> Edison
>

3913. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8j3q36nfr1@news.storm.ca>
Source record: 43747

Sigh.

In good military terms, this is called situating the estimate.

Or, in easier language, deciding on results before doing a detailed
analysis.

Why a 65C816? Why 14Mhz?

Why 128K EEPROM for the OS? What is it that requires 128K? What memory
mapping would be used?

What is a "16 bit" sound processor? POKEY currently runs using 16 bits of
information for each channel; arguably, it already is a 16 bit sound
processor.

And so on, and so on... Proper analysis would be:

- decide what functions you desire;
- examine methods of implementation;
- assess methods of implementation;
- decide method of implementation;
- derive requirements from the method you decided to use.

David P
(Feeling old and crotchety tonight)

"Anthony Rudzki" <Arudzki@home.net> wrote in message
news:Ead55.18749$A%3.204817@news1.rdc2.pa.home.com...
>
> 1) W65C816 processor running at 14MHz --for compatability, or who cares?
> 2) 128K Flash OS w/ 4K boot ROM
> 3) 16 bit sound processor
> 4) 16 bit sprite engine. Something similar to suzy in the lynx would be
> great!
> 5) USB bus (although we would have to write our own drivers)
>
>
>

3914. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8j1e67$sgd@cs.vu.nl>
Source record: 43829

"Foster L. Putman" <fangmans@bellsouth.net> writes:

>Hey Curt,
>Definitely add me to your list of prospective buyers. The interface
>would open up a whole range of new possibilities.
>Lee Putman

Me too. I'll definitely buy one (or two).

--Ivo

3915. Re: Need feedback on new project

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000624060952.01395.00000078@ng-cm1.news.cs.com>
Source record: 43830

>> I scanned in a card I got from a club member:<<

What a good idea! And it is very legible!
Larry

3916. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3954AE8B.59DBEA5@t-online.de>
Source record: 43831

> Andre,
>
> Is an XE version of "Super Breakout" available in Europe? Its on the
> cart list but I've never seen it here.

Means XE-version 'in blue box' or just a later re-release of the game? As for the blue boxed games: I've never seen this title in blue box. The only thing I think to remember right was a silverbox release for 'Super Breakout' with a 'Plays on XE computers...'-sticker on it - but I'm not sure if it was really 'Super Breakout'. Sorry!

Andre

>
>
> Gene
>
> In article <3951F5B6.6F2C6B49@agnld.uni-potsdam.de>,
> Andre <stein@agnld.uni-potsdam.de> wrote:
> > > Which leads to a question. Behind Jaggi Lines, IIRC, was dated
> 1984. My
> > > cart is dated 1987... why did it take 3 years for the game to reach
> the
> > > market?
> >
> > Rescue on Fractalus was first released on disk and cassette by Epyx
> in US and
> > Aktivision in europe in 1985. The cart version came later (remake by
> Atari to boost
> > the XE Game System which was released in 1987 if I remember right).
> >
> > > Richard, just needs his 800XL and 1050s to have everything just
> right...
> > > (Incidentally, Lord Chaso/Thimo Graef supplied the game - he has
> > > advertised here. It was just like new, still shrinkwrapped...)
> >
> > Except 'Choplifter' (Atari remake), 'Karateka', 'Summer Games'
> and 'Crystal
> > Castles' all blue-boxed cartridges are quite easy to get in
> europe/Germany because
> > they were mass-produced and the XEGS wasn't sold that good, so many
> many cartridges
> > were left (in shrinkwrap)... in 1990 all Atari 8-Bit homecomputers
> were sold in
> > Germany together with 10 (!) of the blue cartridges and

> the 'legendary' XC12
> > datasette for nearly $100 or something like that.
> >
> > Greets,
> >
> > Andre
> >
> >
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3917. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8j2n83te1@nnrp1.deja.com>
Source record: 43832

In article <8i9foo$k1n@cs.vu.nl>,
Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
> JTKirk <no_me_j.j_t_kirk@geocities.com> writes:
>
> >Speaking of Knight Rider, I remember on one episode, KITT displaying
> >supposedly some car they were tracking on the screen - it was
> >Rally Speedway for the A8!
>
> I wish we had AVI-files of all these movies and series. BTW the first
posting
> in this thread mentioned Terminator II, but, I remember terminator
(one)
> having 6502 opcodes running down the screen, not T2. And it _surely_
> was atari 8-bit code. $d40a (WSYNC) is visible IIRC. See one of the
> first issues of MegaZine. It had all the mnemonics written down,
>
> --Ivo
>
Yo! ivo, hows that Atari thang going, carmel from sunny? London, any
way Atari at the movies (or flicks as their also called)
>terminator 2's atari coding was actually source code for atari dos
cant remember what version, paul verhoeven must have been a director of
great taste, atariwise that is, because it also featured the atari
portfolio trying to hack into the security systems (try doing that with
ms), I suppose you could also consider the film D.A.R.Y.L i was told
that there was a scene with the main character play atari version pole
position at turbo speed, (was he using a pc emulator!!! only joking), I
suppose you could also being into the equation TV programs that
featured atari
A- An American TV sitcom called kate and ali, it used to be shown on
channel4 in the uk, the son (chip, nice americanism there) in several
episodes was seen playing the classic Atari800, no games where shown
B- Magnum, P.I, the one that had tom sellick in the lead role, one
episode had him holed up in a hospital, i think it was a coloured kid
that was shown playing defender on an Atari600xl, later in that episode
tom sellicks character was shown using the Atari600xl to hack into a
network or something
British Childrens t.v series (cant remember if itv or BBC showed it)
called chocki's children had two boys haunched over an atari 800
playing space invaders(atari conv) at turbo speed
The film paris texas had a scene in a U.S style covered shopping
mall/precinct, they were interviewing shoppers and i remember 1
particular person because he was carrying boxes of atari equipment
heading outside

BBC 2's open university program on 2 occasions had a program about the computer industry, it featured a firm selling OPD (one per desk) by ICL i think, and also Atari (when they were owned by the tramiels) and it was basically wittling on about strategy, marketing etc (what! STRATEGY! MARKETING! Atari, the tramiels, surely this cant be the same Atari can it) anyway it featured J.T (jack tramiel himself... Fat useless sod!) and the UK head of marketing rob harding (this is made in 1986), look that word marketing is there again, is someone trying to tell me atari actually knew what marketing was, yeh just as much as they knew about supporting those that were using and buying atari's) I also remember that BBC or was it ITV did a drama series on the games software industry, i remember that john cleese was in it, the main character kills of john cleese eventally, there wass a scene in a swimming pool, and the software house specialised in developing games for the Atari ST, the main character in several episodes was seen haunched over the old 520st (the one the 130st was based on), doing programming on it

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3918. atari @ the movies 2

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8j2ngj$17j$1@nnrp1.deja.com>
Source record: 43833

Yo! guys and gals, hows that Atari thang going, carmel from sunny? London, any way Atari at the movies (or flicks as their also called)
>terminator 2's atari coding was actually source code for atari dos cant remember what version, paul verhoeven must have been a director of great taste, atariwise that is, because it also featured the atari portfolio trying to hack into the security systems (try doing that with ms), I suppose you could also consider the film D.A.R.Y.L i was told that there was a scene with the main character play atari version pole position at turbo speed, (was he using a pc emulator!!! only joking), I suppose you could also being into the equation TV programs that featured atari
A- An American TV sitcom called kate and ali, it used to be shown on channel4 in the uk, the son (chip, nice americanism there) in several episodes was seen playing the classic Atari800, no games where shown
B- Magnum, P.I, the one that had tom sellick in the lead role, one episode had him holed up in a hospital, i think it was a coloured kid that was shown playing defender on an Atari600xl, later in that episode tom sellicks character was shown using the Atari600xl to hack into a network or something
British Childrens t.v series (cant remember if itv or BBC showed it) called chocki's children had two boys haunched over an atari 800 playing space invaders(atari conv) at turbo speed
The film paris texas had a scene in a U.S style covered shopping mall/precinct, they were interviewing shoppers and i remember 1 particular person because he was carrying boxes of atari equipment heading outside
BBC 2's open university program on 2 occasions had a program about the computer industry, it featured a firm selling OPD (one per desk) by ICL i think, and also Atari (when they were owned by the tramiels) and it was basically wittling on about strategy, marketing etc (what! STRATEGY! MARKETING! Atari, the tramiels, surely this cant be the same Atari can it) anyway it featured J.T (jack tramiel himself... Fat useless sod!) and the UK head of marketing rob harding (this is made in 1986), look that word marketing is there again, is someone trying to tell me atari actually knew what marketing was, yeh just as much as they knew about supporting those that were using and buying atari's)
I also remember that BBC or was it ITV did a drama series on the games software industry, i remember that john cleese was in it, the main character kills of john cleese eventally, there wass a scene in a swimming pool, and the software house specialised in developing games for the Atari ST, the main character in several episodes was seen haunched over the old 520st (the one the 130st was based on), doing programming on it

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3919. Console keys software fix

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <3954E28D.6EB3384A@bellsouth.net>
Source record: 43834

The console keys on my XE130 are fried, and I can't afford a new keyboard right now.
All the 8-bit emulators available define F keys as replacements for the Atari console keys. There are numerous Atari keyboard redefinition programs that allow the user to assign a key to a certain set of keystrokes.
My question... Does anyone know of any software that will accomplish this feat? Or, at best, does anybody know how to go about writing a program to do it?
I could probably cobble something together if I had all the information, but as it stands, I don't know where to start.
Lee Putman

3920. Hooking Up SCSI Disks to Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: etom000001@aol.com
Message-ID: <20000624130045.21233.00003576@ng-ft1.aol.com>
Source record: 43835

I have spare equipment from my Power Macintosh that I was wondering would be usable on my Atari 800. The only peripheral I own is a tape drive, so you have an idea of what kind of speed and storage increase I'm interested in.

I was thinking that since the spare equipment are a SCSI hard disk drive and SCSI 4X CD-ROM I would need only 1 piece of equipment to bridge my Atari with the peripherals. Is there such a piece of equipment or do I need to put one together myself?

Thank you all in advance for your replies.

Edison

3921. Re: Hooking Up SCSI Disks to Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000624143523.23617.00000084@ng-fd1.aol.com>
Source record: 43836

> etom000001@aol.com (ETom000001) asks:

>I have spare equipment from my Power Macintosh that I was wondering would be
>usable on my Atari 800.
(snip..)
>I was thinking that since the spare equipment are a SCSI hard disk drive and
>SCSI 4X CD-ROM I would need only 1 piece of equipment to bridge my Atari with
>the peripherals. Is there such a piece of equipment or do I need to put one
>together myself?

The MIO and Black Box have SCSI connectivity but are limited to XL/XE usage
thru the Parallel Bus Interface. The ATR8000 is SIO cabled and I have heard
about but never seen a model which had SCSI HD capability. You will probably
put one together yourself.

-Ron

I don't have a solution but I admire the problem.

3922. Re: Console keys software fix

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000624142708.23617.00000082@ng-fd1.aol.com>
Source record: 43837

>"Foster L. Putman" fangmans@bellsouth.net asks:

>The console keys on my XE130 are fried, I can't afford a new keyboard right
now.
(snip..)
>There are numerous Atari keyboard redefinition programs that allow the user
>to assign a key to a certain set of keystrokes. My question... Does anyone
>know of any software that will accomplish
this feat? Or, at best, does anybody know
>how to go about writing a program to do it?

IIRC the console keys are not read by the standard K: routine and 53279 works differently for Peek() than it does for Poke, but it still might be possible to make some interrupt code as an Autorun.Sys that could look for a normally unused key combination like Shift+Ctrl+S and pass the info on to the OS. You might have to replicate part of the stage 2 verticle blank code in RAM and alter the part that resets CONSOL at $D01F. You would almost certainly NOT be able to do a cassette boot utilizing this patch!

-Ron

I don't have a solution but I admire the problem.

3923. Questions About The XE System

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: Sneedy <mketler@goodland.ixks.com>
Message-ID: <39551C78.97108097@goodland.ixks.com>
Source record: 43838

I just recently acquired an Atari Xe System, and it came with a keyboard, lightgun, and controller, but there weren't any docs. I've ran the built-in game(Missle Command), and everything seems to be in working order.

My next question is what to do next with it; I'm interested in buying a disk drive, if possible, as well as some disk games. What drive model should I be looking for? Where would be a good place to start looking? Does a disk drive even work with the XE System(and furthermore, what 8-bit computer is inside the XE?)

Also, what are tape drives? I've heard something about them, but from what I understand, they were much bigger in the Europe then they were here in the states.

I'm also interested in learning basic, so what would I need to get started here? What versions of basic are available?

Thanks to anyone who has the time to answer my questions, it is appreciated. Have a nice day.

-sneedy

3924. bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8j3bl0ell1@nnrp1.deja.com>
Source record: 43839

As far as i understand it Atari had already declared bankruptsy before JTS sold Atari for 5 million USD, so essentially JTS couldn't give a sh*te how much they got for Atari, i guess their philosophy was better get something now for Atari, then nothing for it later on
According to a @friend@ of mine JTS only sold Hasbro the IPR's (intellectual Property rights) to Atari's software archives, namely pacman, digdug, star raiders etc...This has nothing to do with the Atari brandname and logo, and from what I understand it didn't include the hardware (vcs/lynx/st/e/falcon/8bit etc), I know this as my "friend" obtained the remnents of Atari's rights to pacman (for the home)

My idea is for someone to 'obtain' the rights to Atari's h/w patents, and do some deal with wms (who own the remnents of what was Atari's coin up division, the original part of Atari) i say this because, i guess everyone and his wife knows that hasbro have no intention of extending their atari divisions interest in the videogames/ computing ind. outside of software, obviously those socalled experts/pro's at hasbro don't know of Atari's past as a software house, because if they did, hasbro wouldn't have bothered buying Atari's s/w archives... Anyway back to my idea... Do some sort of deal with wms, which essentially gets the atari h/w back into mass production and mass distribution... And essentially do the same thing that IBM did with the PC... namely allow other companies to manufacture Atari (3rd pty) compatables (you can forget, ppc/k7's and p11/111 sh*te) only anything compatable with 65*** or 68*** will do, obviously update the h/w to reflect current tech. standards. i.e removable hard drives/ mass storage dev/ built in cdroms/r-writables, dvd roms etc... and a better version of sio/usb etc (which is one of the same thing anyway) and sell it at the £250/350 barrier... At that price it would be a good seller, forget microsoft (ms) supplying the o/s or dos (we don't want their sh*te in our system) we should go along the lines of what linux is succeeding in acheiving, but without having to adopt linux, allow people to obtain h/w and systems s/w upgates very inexpensively using a similar system to pd/sharewhere, whereas once the user has registered the purchased product (this would be done while he is purchasing his new atari system) all he has to do is send off either the h/w or systems s/w to the manufacturer and for little more then the price of the upgrade/& postage the user will have an up to date system, rather then having to by new s/w or h/w which is unnessesary, this will mean that compaNIES LIKE M/S OR INTEL wont be able to dominate the market like they have, as 3rd party atari s/w and h/w manufacturers, whilst they won't be rolling in it so to speak, they won't have the same problems regarding compatability, bug's etc... after all let's not forget the liitle problem that AMD processors have with windows 95 and 98, now if my idea

was successfull, this wouldn't happen because anyone making s/w or h/w for atari or 3rd pty compat's would have to make sure that his/her product was compatable with all h/w and s/w on atari systems, what would eventually happen is that because Atari the computer firm, has nothing to do with the Atari division owned by hasbro, because Atari systems would becomme popular again, people will want to see Atari's software archive played on Atari's h/w, which means that hasbro would have to seek permission from Atari (comp) to write s/w for Atari and Atari compatable systems, Atari (comp) on the other hand would want an assurance that any thing that hasbro releases on the Atari, isn't then marketed on other competing systems, also that any software rights that was previously owned by the old Atari, would not be allowed to be marketed or sold on other competing systems, and that the name ATARI was not in any way shape or form associated with products marketed for competing systems... essentially keeping the ATARI name unique and not only that but it means that if you buy a product with the name Atari on it, you are assured that the product will only play on Atari systems, and not for m/s sega/sony/nintendo etc...Now before y'all accuse me of being ant m/s or japanese etc... look at it the other way, Say since 1990 when was the last time sega sony/ nintendo or m/s(intel) done anything for Atari.. I cant remember the aforementioned producing anything for atari (h/w or s/w), If they did I must be living on another planet, so in practice, why should Atari produce software or products for competing systems

And with regards to the IPR's that Atari have (the old atari that is), and since according to various commentators in the videogames/computer ind. account's for about 90%plus of everything that has being produced since Atari's inception both h/w and s/w relevant to computer or videogame or interactive entertainment, basically mean that any 'technological developments' that have being instigated for use in h/w and s/w for computer, videogames and interactive entertainment in the last 25-30 years can be traced back to something that Atari themselves, invented, pioneered or created, after all if ampex can still obtain royalites from video tapes (30 years after the things were invente), why didn't Atari start hammering s/w and h/w manufacturers now for those royalties..., because looking at it logically sega, sony, m/s nintendo, activision, eidos, even hasbro, are basic using ATARI Technology or inventions and putting them or marketing them on someone elses system ... Now if you call yourselves Atari users, and that is Atari users in the true sence i.e That you still own the h/w and s/w and are still actively using the system daily... And not one of those sad sod's who use 'emulators', I don't count that as being an Atari user, in the true sence... still getting back to my point... As Atari users(in the trueist sence) would you rather have atari technology (h/w & s/w) used in Atari systems, or would you rather see Atari technology seen in someone elses electronic box

And with regards to customers or market share, the fact is there allready a ready made market for new Atari systems (provided that they instigate backup, support, cohesive/consistant sales and marketing

programmes etc) after all you have those that now have pc's, mac's amiga's etc, and given that if the new Atari's were getting the same support that these 'other' systems enjoy s/w wise with heavyweight programmes and entertainment s/w to compete with msword, lotus note, borland c, tomb raider etc... After all they used to be Atari users, so what's stopping them now...
Then ofcourse you have those that own the "jap crap" i.e sega, sony & nintendo, of to put it another way Atari technology reverse engineereed by the jap's (atari technology in someone elses electronic box), those who as we all know also used to own Atari (though they'd hate to admit it)
Then you have the rest of us (consumers that is) who are wanting to get ahead in videogames or interactive entertainment, who are wanting to buy a quality up to date system, with quality backup, service, support and software, from a supplier that beleives in advancing the technology it was founded on, and supplier that has shown that it can be inovative and not someone selling Atari technology in someone elses box, and not some pale immitation like sega, sony or nintendo... I guess it's about time that users of these competing systems wake up and smell the coffee, and understand that what your buying is atari technology with someone elses name on it, stop being such sad sod's and why not buy atari technology with ATARI's name on it.... That's if you call yourselves Atari users (in the trueist sence)
P S when someone mentioned msdos, why was it that disinfectant or detergents came to mind... no joking ofcourse

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3925. Re: Console keys software fix

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000624144438.16365A-100000@vtn1>
Source record: 43840

On 24 Jun 2000, RHamiIton5 wrote:

> >"Foster L. Putman" fangmans@bellsouth.net asks:
>
> >The console keys on my XE130 are fried, I can't afford a new keyboard right
> now.
> (snip..)
> >There are numerous Atari keyboard redefinition programs that allow the user
> >to assign a key to a certain set of keystrokes. My question... Does anyone
> >know of any software that will accomplish
> this feat? Or, at best, does anybody know
> >how to go about writing a program to do it?
>
> IIRC the console keys are not read by the standard K: routine and 53279 works
> differently for Peek() than it does for Poke, but it still might be possible to
> make some interrupt code as an Autorun.Sys that could look for a normally
> unused key combination like Shift+Ctrl+S and pass the info on to the OS. You
> might have to replicate part of the stage 2 verticle blank code in RAM and
> alter the part that resets CONSOL at $D01F. You would almost certainly NOT be
> able to do a cassette boot utilizing this patch!
>
> -Ron
>
> I don't have a solution but I admire the problem.
>

Ron's right: the console keys are not tied in with the normal keyboard and
therefore do not produce an interrupt for use by the normal handler. To
make things worse, he's also right about $D01F--there's no way you can
stuff a value into it that can be read by software; actually, writing to
it will result in sound.

Just about the only recourse is a replacement keyboard though I have seen
a "fix" for faulty console keys (a resistor IIRC). The best bet is
probably to look for another XE at a thrift store/garage sale and swap
keyboards (if the replacement is a 65XE or is a 130XE in worse shape than
the one you already have).

jkp

3926. Re: Hooking Up SCSI Disks to Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000624145353.16365B-100000@vtn1>
Source record: 43841

On 24 Jun 2000, RHamiIton5 wrote:

> > etom000001@aol.com (ETom000001) asks:
>
> >I have spare equipment from my Power Macintosh that I was wondering would be
> >usable on my Atari 800.
> (snip..)
> >I was thinking that since the spare equipment are a SCSI hard disk drive and
> >SCSI 4X CD-ROM I would need only 1 piece of equipment to bridge my Atari with
> >the peripherals. Is there such a piece of equipment or do I need to put one
> >together myself?
>
> The MIO and Black Box have SCSI connectivity but are limited to XL/XE usage
> thru the Parallel Bus Interface. The ATR8000 is SIO cabled and I have heard
> about but never seen a model which had SCSI HD capability. You will probably
> put one together yourself.
>
> -Ron
>
> I don't have a solution but I admire the problem.
>
>

I'm not sure, but I think the Supra interface might be usable with an 800.
I believe Bob Klaas owns the rights and could probably provide the answer.

If you do find an interface that will work with the 800, you will still
face a couple of problems in that most 8-bit stuff will only work with
128 or 256 byte sectors and, at least with the MIO and probably the Black
Box, you have to disable parity checking on Mac HDDs (unsure if parity is
used with Power Macs).

A cheaper option might be to run an MS-DOS emulator on the Power Mac so
you can use SIO2PC or APE to access a portion of the Mac's HDD and its CD.

jkp

3927. Re: Questions About The XE System

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000624150238.16365C-100000@vtn1>
Source record: 43842

On Sat, 24 Jun 2000, Sneedy wrote:

> I just recently acquired an Atari Xe System, and it came with a
> keyboard, lightgun, and controller, but there weren't any docs. I've
> ran the built-in game(Missle Command), and everything seems to be in
> working order.
>

You've got an XEGS (Game System). It's essentially the same as an Atari
65XE computer.

> My next question is what to do next with it; I'm interested in buying a
> disk drive, if possible, as well as some disk games. What drive model
> should I be looking for? Where would be a good place to start looking?

Any drive designed to work with an Atari 8-bit computer will do. Probably
the cheapest and most readily available are the Atari 1050. If you can
find one with an upgrade (US Doubler, Happy, or Archiver) expect to pay
more but it's certainly worth it. You could also use an Atari XF551
(double-sided, double density) but they're less mechanically reliable and
more expensive. It's probably best to avoid the old Atari 810 drives--
they're not quite "bigger than a bread box" but close, and are limited
to single density. Best places to look: thrift shops and garage sales.

> Does a disk drive even work with the XE System(and furthermore, what
> 8-bit computer is inside the XE?)

Yes and, as above, a 65XE (6502 microprocessor, 64KB RAM, 1.79mhz clock).

>
> Also, what are tape drives? I've heard something about them, but from
> what I understand, they were much bigger in the Europe then they were
> here in the states.

Tape drives were a cheap storage device. With the Atari, you need an
Atari tape drive unlike the old TRS-80 which could use any cassette deck.
They were bigger in Europe than North America because computer equipment
was (still is?) far more expensive over there. Believe me, you really
don't want to start fooling around with tape--an unmodified disk drive
uses a 19K2 data transfer rate; the tape drives use 300-600 baud and
are unreliable as well as inconvenient.

>
> I'm also interested in learning basic, so what would I need to get
> started here? What versions of basic are available?

The book "Your Atari Computer" by Lon Poole et al will give you a listing of the Atari BASIC commands along with programming examples. Without buying extra cartridges, the best bet is Turbo BASIC--it's compatible with Atari BASIC but much more powerful, is about three times faster, and complete, on-disk documentation is available.

> Thanks to anyone who has the time to answer my questions, it is
> appreciated. Have a nice day.
>
> -sneedy
>
>
>

You're welcome. Have a cool weekend.

jkp

3928. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <slaib6dojev16@news.supernews.com>
Source record: 43843

"Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk> wrote

> The aliens still make me jump.

I remember the first time I saw that. I was playing the game late at night in, oh, around 1984 or so, and I was a bit sleepy, and the next thing I know that damn alien is pounding on my windshield! I jumped, too!

3929. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <39551D8F.B4990E68@hotmail.com>
Source record: 43844

at the start of The Princess Bride, Fred Savage is playing Hardball which
is an XL/XE game

3930. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-24 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <39552063.763BFB02@hotmail.com>
Source record: 43845

hey good idea! so who is going to get to work on it?

a technologically up-to-date version of the Atari 8-bit would surely be
better than PCs or Macs (well, even more so than the existing Ataris)

3931. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <5Cc55.18738$A%3.204417@news1.rdc2.pa.home.com>
Source record: 43748

Whew, I guess it's been too quiet here at comp.sys.atari.8bit.

New hardware? Never happen. Why? A basic fundamental problem. The world lives on graphics and you don't have ANYONE who would be willing to stick their neck out to come up with a new chip set. Pure and simple.

You want a box that will sell, but to do so, you would have to have USB, PCI slots, SIMM/DRAM memory, voodoo2 (at least) graphics, and a IDE hard drive system. Thats what ALL the hardware is compatable with. Why not just buy a PC?

The community is developing (or redeveloping) 1.44Meg disk drive, IDE Hard drives, and browsers for internet communications. Thats about as far as it will go I believe.

tony

3932. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <rUc55.28685$ds.832616@newsread2.prod.itd.earthlink.net>
Source record: 43749

Hi Carmel,

I have a bunch of problems/questions with this strategy.

- Your proposing that the system be 'Open architecture'. What's to stop some company implementing a not quite Atari compatible Atari... Much like the early days of PC-clones... The market place pressure? / Atari would check it, If it isn't up to muster it gets rejected ? What if it is better than the architecture that Atari offers... Maybe they would reject that too because it offers competition...

<carmel_andrews@my-deja.com> wrote in message news:8j3bl0ell1@nnrp1.deja.com...
> As far as i understand it Atari had already declared bankruptsy before
> JTS sold Atari for 5 million USD, so essentially JTS couldn't give a
> sh*te how much they got for Atari, i guess their philosophy was better
> get something now for Atari, then nothing for it later on
> According to a @friend@ of mine JTS only sold Hasbro the IPR's
> (intellectual Property rights) to Atari's software archives, namely
> pacman, digdug, star raiders etc...This has nothing to do with the Atari
> brandname and logo, and from what I understand it didn't include the
> hardware (vcs/lynx/st/e/falcon/8bit etc), I know this as my "friend"
> obtained the remnents of Atari's rights to pacman (for the home)
>
It sure is an interesting question, does anybody else know exactly what Hasbro's deal covered ?

<Hasbro stuff snipped>

> wouldn't have bothered buying Atari's s/w archives... Anyway back to my
> idea... Do some sort of deal with wms, which essentially gets the atari
> h/w back into mass production and mass distribution... And essentially
> do the same thing that IBM did with the PC... namely allow other
> companies to manufacture Atari (3rd pty) compatables (you can forget,
> ppc/k7's and p11/111 sh*te) only anything compatable with 65*** or 68***
> will do, obviously update the h/w to reflect current tech. standards.

I think using a 65*** or 68*** is a bad idea, it's just too old. I would suggest a modern decent embedded cpu. They now have embedded RISC/VLIW that run at over 1 BIP. If you wanted to offer backwards compatibility, install a 68K/6502 emulator in rom, (copied to RAM for fast execution) and use that. A few years ago I would have suggested StrongARM, not any more.

<new hardware snipped... it's good stuff>

> (which is one of the same thing anyway) and sell it at the ?250/350
> barrier... At that price it would be a good seller, forget microsoft

OK thats about, what $500 bucks U.S. ?

If you look at the playstation-2 hardware you get an idea of what sort of stuff that much dough should buy you. I would love a playstation-2 that had expansion possibilities, a decent keyboard, compilers, OS's/the works... In other words a new home computer...

< lots of software strategy snipped>

> postage the user will have an up to date system, rather then having to
> by new s/w or h/w which is unnessesary, this will mean that compaNIES
> LIKE M/S OR INTEL wont be able to dominate the market like they have, as
> 3rd party atari s/w and h/w manufacturers, whilst they won't be rolling
> in it so to speak, they won't have the same problems regarding
> compatability, bug's etc... after all let's not forget the liitle

This is cool, but for OS stuff why not supply the OS on media, and registered owners get sent a new CD/ Whatever every now and then... If you wanted to make the system really proprietry, you could store a unique ID on the motherboard of each machine, encrypt the software to the motherboard and then let the machine download it. Only problem is privacy advocates and normal people feeling 'trapped' to your OS...(Significant I reckon)...

> problem that AMD processors have with windows 95 and 98, now if my idea
> was successfull, this wouldn't happen because anyone making s/w or h/w
> for atari or 3rd pty compat's would have to make sure that his/her
> product was compatable with all h/w and s/w on atari systems, what would
> eventually happen is that because Atari the computer firm, has nothing
> to do with the Atari division owned by hasbro, because Atari systems
> would becomme popular again, people will want to see Atari's software
> archive played on Atari's h/w, which means that hasbro would have to
> seek permission from Atari (comp) to write s/w for Atari and Atari
> compatable systems, Atari (comp) on the other hand would want an
> assurance that any thing that hasbro releases on the Atari, isn't then
> marketed on other competing systems, also that any software rights that
> was previously owned by the old Atari, would not be allowed to be
> marketed or sold on other competing systems, and that the name ATARI was
> not in any way shape or form associated with products marketed for
> competing systems... essentially keeping the ATARI name unique and not
> only that but it means that if you buy a product with the name Atari on
> it, you are assured that the product will only play on Atari systems,
> and not for m/s sega/sony/nintendo etc...

This means that your new Atari would force hardware/software vendors to submit designs for verification. How much would this cost/how long would it take ? Thats exactly what current companies do and IMHO it sucks. Sure it keeps the junk from
surfacing, but it also causes small developers heaps of grief. Compare the diversity of games available for the PC to the console machines. Occasionally if your lucky they port a PC game to a console...

Imagine that your new Atari becomes succesful with the policies you suggested, It sure sounds like a monopolistic practise to me, forcing

vendors to not port software to another architecture and offer it...
Presumably there would be some kind of repercussions if they did... The
Atari laywers would sue them if they released 'FOO' for the Playstation-2
after it was released on the Atari. Boy, I bet the Justice department would
get interested...

>Now before y'all accuse me of
> being ant m/s or japanese etc... look at it the other way, Say since
> 1990 when was the last time sega sony/ nintendo or m/s(intel) done
> anything for Atari.. I cant remember the aforementioned producing
> anything for atari (h/w or s/w), If they did I must be living on another
> planet, so in practice, why should Atari produce software or products
> for competing systems
> And with regards to the IPR's that Atari have (the old atari that is),
> and since according to various commentators in the videogames/computer
> ind. account's for about 90%plus of everything that has being produced
> since Atari's inception both h/w and s/w relevant to computer or
> videogame or interactive entertainment, basically mean that any
> 'technological developments' that have being instigated for use in h/w
> and s/w for computer, videogames and interactive entertainment in the
> last 25-30 years can be traced back to something that Atari themselves,
> invented, pioneered or created, after all if ampex can still obtain
> royalites from video tapes (30 years after the things were invente), why
> didn't Atari start hammering s/w and h/w manufacturers now for those
> royalties..., because looking at it logically sega, sony, m/s nintendo,
> activision, eidos, even hasbro, are basic using ATARI Technology or
> inventions and putting them or marketing them on someone elses system

Man your opening a real can of worms here. Companys already sue for
intellectual property issues... Can you imagine what would have happened if
Apple had managed to win it's suit against MS ? I am not a MS supporter,
but the idea that Apple could have rights to all 'GUI's... Apple lost, but
imagine if XEROX did that... Or perhaps ...Hmm cant remember the guys name
who developed the GUI... It would just be terrible...

> ... Now if you call yourselves Atari users, and that is Atari users in
> the true sence i.e That you still own the h/w and s/w and are still
> actively using the system daily... And not one of those sad sod's who
> use 'emulators', I don't count that as being an Atari user, in the true
> sence... still getting back to my point... As Atari users(in the trueist
> sence) would you rather have atari technology (h/w & s/w) used in Atari
> systems, or would you rather see Atari technology seen in someone elses
> electronic box

I like Atari 8 bit systems because they offered an amazing synergy of
hardware and software technology at the time they came out. (Not the ST,
the Amiga was much more philosophically like an 8 bit than the ST). You
could see that synergy realized any time you fired up star-raiders... The
software used the hardware, and it came to life.

<snip, I agree on the market share point>

> Then ofcourse you have those that own the "jap crap" i.e sega, sony &
> nintendo, of to put it another way Atari technology reverse engineereed
> by the jap's (atari technology in someone elses electronic box), those
> who as we all know also used to own Atari (though they'd hate to admit
> it)

Come on mate! Don't hassle Nintendo, If you read the history you will
discover that Atari's management managed to shoot
itself in the foot repeatedly... Atari's management was it's own worst
enemy. If they had released the 1400/1450 XL,
Got the rights to Amiga, and actually kept innovating they would still be
here. They even messed up the release of the Jaguar and Lynx. Consider
Nintendo in particular, Didn't they actually SHOW Atari the NES... Oh yeah
and they had the 7800 but
didn't release it right away... Pitiful... The 5200 joysticks sucked,
engineering pleaded with them not to use the bad sticks, but hey they lost
that decision. The 5200 could have been 400 compatible (easily) but they
made it just a bit different... (Insanity ???, why not just take a 400, chop
off the keyboard and sell that...) It would have been about the same
size/wouldn't it ? The ST's, surely they could have done better...

> Then you have the rest of us (consumers that is) who are wanting to get
> ahead in videogames or interactive entertainment, who are wanting to buy
> a quality up to date system, with quality backup, service, support and
> software, from a supplier that beleives in advancing the technology it
> was founded on, and supplier that has shown that it can be inovative and
> not someone selling Atari technology in someone elses box, and not some
> pale immitation like sega, sony or nintendo... I guess it's about time
> that users of these competing systems wake up and smell the coffee, and
> understand that what your buying is atari technology with someone elses
> name on it, stop being such sad sod's and why not buy atari technology
> with ATARI's name on it.... That's if you call yourselves Atari users
> (in the trueist sence)
> P S when someone mentioned msdos, why was it that disinfectant or
> detergents came to mind... no joking ofcourse
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Don't get me wrong, I like your idea, but think you need to ponder a bit
more... Reguarding your last bit, I would venture that if you build it they
will buy it... If it's good then they will buy more... The atari name
still has sizeable goodwill. I am firmly
of the opinion that if somebody implemented a modern system, with the same
focus as the team that designed the 400/800, they would have a winner on
there hands. Computers are commonplace nowdays, it's very different from
the early 80's...
If somebody came out with a brand new system, un-encumbered with the
problems of old hardware, at a price point of $500
for the base machine with say 64 MB RAM, 10 GB Disk, A decent processor and
AV subsystems, and with the Atari name

and some real backing behind it, people would buy it. People would buy it
in droves, Older people who remember Atari when it was #1, and the strange
new generation (Y?) who seem to think atari is cool in a retro kind of way.
Oh yeah and if
it could play DVD's and games were as simple to play as hitting 'eject' on
the dvd player, loading the game, and hey-presto.
Imagine a playstation-2 made into a 'real' computer... With an awesome Atari
logo on it...

Cheers
Peter

p.s. To lawyers... Atari and Hasbro and owned by whoever owns them
nowdays... Hasbro/ JTS / ???

3933. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <D2d55.18747$A%3.204707@news1.rdc2.pa.home.com>
Source record: 43750

TJ Edmister <damage_x@hotmail.com> wrote in message
news:39552063.763BFB02@hotmail.com...
> hey good idea! so who is going to get to work on it?
>
> a technologically up-to-date version of the Atari 8-bit would surely be
> better than PCs or Macs (well, even more so than the existing Ataris)
>
What exactly is a technologically up-to-date atari 8 bit? What would be hot
is if someone who is skilled with PLDs or some sort could rework Antic or
GTIA. If you want to breath new life, start there.

tony

3934. OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <Ead55.18749$A%3.204817@news1.rdc2.pa.home.com>
Source record: 43751

```
1) W65C816 processor running at 14MHz --for compatability, or who cares?
2) 128K Flash OS w/ 4K boot ROM
3) 16 bit sound processor
4) 16 bit sprite engine. Something similar to suzy in the lynx would be
great!
5) USB bus (although we would have to write our own drivers)
```

3935. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <b6fgIEEdLWV5Ew0k@lovecraft.demon.co.uk>
Source record: 43752

In article <rUc55.28685$ds.832616@newsread2.prod.itd.earthlink.net>,
Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net> writes
>Hi Carmel,
>
>I have a bunch of problems/questions with this strategy.
>
>- Your proposing that the system be 'Open architecture'. What's to stop
>some company implementing a not quite Atari compatible Atari... Much like
>the early days of PC-clones... The market place pressure? / Atari would
>check it, If it isn't up to muster it gets rejected ? What if it is better
>than the architecture that Atari offers... Maybe they would reject that too
>because it offers competition...

coughs

Tiger released the Apple][based Learning Computer, apparently, last
year. Why base it on the in some ways superior, but as a childs toy,
vastly inferior, Apple?

Surely a $99, cartridge, SIO and PBI compatible 'learning computer'
would be a better way to go.

Problem is, who is going to make ANTIC, GTIA and Pokey?

The Apple][didn't use custom chips.

Even the //e was fairly simple, although they were custom.

Finally, //e-extended production, with a 4-chip board, only stopped
recently, and the new chips were surface mount, therefore compatible
with modern technologies.

I'd like to see a 520XE-M, or even better, 520XEFM, but it won't
happen...

What is this BlackBox that people keep talking about, anyway?

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3936. Re: atari @ the movies 2

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <ehrals4i2hn2uqlrpnvadf3u2k453is1pr@4ax.com>
Source record: 43753

On Sat, 24 Jun 2000 16:27:13 GMT, carmel_andrews@my-deja.com drooled
an embarassing wet spot in his lap as he typed:

>A- An American TV sitcom called kate and ali, it used to be shown on
>channel4 in the uk, the son (chip, nice americanism there) in several
>episodes was seen playing the classic Atari800, no games where shown

Wasn't Kate & Allie Canadian? Not that it really matters...

>BBC 2's open university program on 2 occasions had a program about the
>computer industry, it featured a firm selling OPD (one per desk) by ICL

The OPD was by Sinclair Research -- it was a Sinclair QL desktop
system. Didn't really take off, but had a nice multitasking OS.

>i think, and also Atari (when they were owned by the tramiels) and it
>was basically wittling on about strategy, marketing etc (what!
>STRATEGY! MARKETING! Atari, the tramiels, surely this cant be the same
>Atari can it) anyway it featured J.T (jack tramiel himself... Fat
>useless sod!) and the UK head of marketing rob harding (this is made in
>1986), look that word marketing is there again, is someone trying to
>tell me atari actually knew what marketing was, yeh just as much as
>they knew about supporting those that were using and buying atari's)

Jack wasn't so bad; it was his sons, Gary, Leonard and Sam that were
the useless sods. They're the ones that drove Atari into the dirt
when Jack retired.

>I also remember that BBC or was it ITV did a drama series on the games
>software industry, i remember that john cleese was in it, the main
>character kills of john cleese eventally, there wass a scene in a
>swimming pool, and the software house specialised in developing games
>for the Atari ST, the main character in several episodes was seen
>haunched over the old 520st (the one the 130st was based on), doing
>programming on it

I don't think the 130ST was ever released -- at least not in great
quantities. They also did a 260ST which I think also wasn't released.

>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

3937. Re: Questions About The XE System

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <vvralscgrus2rk1lqmn89tkkss507fiq9g@4ax.com>
Source record: 43754

On Sat, 24 Jun 2000 13:39:21 -0700, Sneedy <mketler@goodland.ixks.com>
drooled an embarassing wet spot in his lap as he typed:

>I just recently acquired an Atari Xe System, and it came with a
>keyboard, lightgun, and controller, but there weren't any docs. I've
>ran the built-in game(Missle Command), and everything seems to be in
>working order.
>
>My next question is what to do next with it; I'm interested in buying a
>disk drive, if possible, as well as some disk games. What drive model
>should I be looking for?

The 1050 is the most common. It's a single-sided, enhanced density
drive (130k), which you can also get US Doublers for to give it true
double-density (180k) and ultra speed sector skew. Another popular
one is the XF551 -- a double-sided, double-density drive (360k).

> Where would be a good place to start looking?

Here... or EBay.

>Does a disk drive even work with the XE System(and furthermore, what
>8-bit computer is inside the XE?)

Yes. The XEGS (XE Game System) is basically a remodeled 65XE. To
that end it has all the connections, it's just missing the expansion
bus (meaning you can't hook an MIO or blackbox up to it)

>Also, what are tape drives? I've heard something about them, but from
>what I understand, they were much bigger in the Europe then they were
>here in the states.

Tape drives used regular audio casettes to store program data.
They're rediculously slow, and reliability largely depended on the
casette media you used. Typically low-storage tapes (10-20 minute
ones) were more reliable due to the extra thickness of the mylar.
Larger tapes (regular audio 60-90 minute) were less reliable because
the mylar was thinner, and was more condusive to bit rot.

>
>I'm also interested in learning basic, so what would I need to get
>started here? What versions of basic are available?

The XEGS has Basic Rev. C I believe, which is considered all-round
reliable. There are a number of sources for learning bits of Atari
basic, but I can't recall any offhand.

>Thanks to anyone who has the time to answer my questions, it is
>appreciated. Have a nice day.
>
>-sneedy

3938. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <icsalsgig8iiis1shb1aoj0morsmukqevo@4ax.com>
Source record: 43755

On Sat, 24 Jun 2000 22:10:47 GMT, carmel_andrews@my-deja.com drooled
an embarassing wet spot in his lap as he typed:

>As far as i understand it Atari had already declared bankruptsy before
>JTS sold Atari for 5 million USD, so essentially JTS couldn't give a
>sh*te how much they got for Atari, i guess their philosophy was better
>get something now for Atari, then nothing for it later on
>According to a @friend@ of mine JTS only sold Hasbro the IPR's
>(intellectual Property rights) to Atari's software archives, namely
>pacman, digdug, star raiders etc...This has nothing to do with the Atari
>brandname and logo, and from what I understand it didn't include the
>hardware (vcs/lynx/st/e/falcon/8bit etc), I know this as my "friend"
>obtained the remnents of Atari's rights to pacman (for the home)

Hasbro own the Atari name. They have renamed their gaming division to
Atari, replacing the Hasbro Interactive name.

>
>My idea is for someone to 'obtain' the rights to Atari's h/w patents,
>and do some deal with wms (who own the remnents of what was Atari's coin
>up division, the original part of Atari) i say this because, i guess
>everyone and his wife knows that hasbro have no intention of extending
>their atari divisions interest in the videogames/ computing ind. outside
>of software, obviously those socalled experts/pro's at hasbro don't know
>of Atari's past as a software house, because if they did, hasbro
>wouldn't have bothered buying Atari's s/w archives... Anyway back to my
>idea... Do some sort of deal with wms, which essentially gets the atari
>h/w back into mass production and mass distribution... And essentially
>do the same thing that IBM did with the PC... namely allow other
>companies to manufacture Atari (3rd pty) compatables (you can forget,
>ppc/k7's and p11/111 sh*te) only anything compatable with 65*** or 68***
>will do, obviously update the h/w to reflect current tech. standards.
>i.e removable hard drives/ mass storage dev/ built in
>cdroms/r-writables, dvd roms etc... and a better version of sio/usb etc
>(which is one of the same thing anyway) and sell it at the ï¿½250/350
>barrier... At that price it would be a good seller, forget microsoft
>(ms) supplying the o/s or dos (we don't want their sh*te in our system)
>we should go along the lines of what linux is succeeding in acheiving,
>but without having to adopt linux, allow people to obtain h/w and
>systems s/w upgates very inexpensively using a similar system to
>pd/sharewhere, whereas once the user has registered the purchased
>product (this would be done while he is purchasing his new atari system)
>all he has to do is send off either the h/w or systems s/w to the
>manufacturer and for little more then the price of the upgrade/&
>postage the user will have an up to date system, rather then having to

>by new s/w or h/w which is unnessesary, this will mean that compaNIES
>LIKE M/S OR INTEL wont be able to dominate the market like they have, as
>3rd party atari s/w and h/w manufacturers, whilst they won't be rolling
>in it so to speak, they won't have the same problems regarding
>compatability, bug's etc... after all let's not forget the liitle
>problem that AMD processors have with windows 95 and 98, now if my idea
>was successfull, this wouldn't happen because anyone making s/w or h/w
>for atari or 3rd pty compat's would have to make sure that his/her
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>and not for m/s sega/sony/nintendo etc...Now before y'all accuse me of
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>1990 when was the last time sega sony/ nintendo or m/s(intel) done
>anything for Atari.. I cant remember the aforementioned producing
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>ind. account's for about 90%plus of everything that has being produced
>since Atari's inception both h/w and s/w relevant to computer or
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>'technological developments' that have being instigated for use in h/w
>and s/w for computer, videogames and interactive entertainment in the
>last 25-30 years can be traced back to something that Atari themselves,
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>royalites from video tapes (30 years after the things were invente), why
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>activision, eidos, even hasbro, are basic using ATARI Technology or
>inventions and putting them or marketing them on someone elses system
>... Now if you call yourselves Atari users, and that is Atari users in
>the true sence i.e That you still own the h/w and s/w and are still
>actively using the system daily... And not one of those sad sod's who
>use 'emulators', I don't count that as being an Atari user, in the true
>sence... still getting back to my point... As Atari users(in the trueist
>sence) would you rather have atari technology (h/w & s/w) used in Atari

>systems, or would you rather see Atari technology seen in someone elses
>electronic box
>And with regards to customers or market share, the fact is there
>allready a ready made market for new Atari systems (provided that they
>instigate backup, support, cohesive/consistant sales and marketing
>programmes etc) after all you have those that now have pc's, mac's
>amiga's etc, and given that if the new Atari's were getting the same
>support that these 'other' systems enjoy s/w wise with heavyweight
>programmes and entertainment s/w to compete with msword, lotus note,
>borland c, tomb raider etc... After all they used to be Atari users, so
>what's stopping them now...
>Then ofcourse you have those that own the "jap crap" i.e sega, sony &
>nintendo, of to put it another way Atari technology reverse engineereed
>by the jap's (atari technology in someone elses electronic box), those
>who as we all know also used to own Atari (though they'd hate to admit
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>Then you have the rest of us (consumers that is) who are wanting to get
>ahead in videogames or interactive entertainment, who are wanting to buy
>a quality up to date system, with quality backup, service, support and
>software, from a supplier that beleives in advancing the technology it
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>understand that what your buying is atari technology with someone elses
>name on it, stop being such sad sod's and why not buy atari technology
>with ATARI's name on it.... That's if you call yourselves Atari users
>(in the trueist sence)
>P S when someone mentioned msdos, why was it that disinfectant or
>detergents came to mind... no joking ofcourse
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

3939. Re: Questions About The XE System

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000624230831.04251.00000249@ng-co1.aol.com>
Source record: 43756

>Mindfield diespamdie!!!mindfield@home.com responded:

>The XEGS has Basic Rev. C I believe, which is considered all-round
>reliable. There are a number of sources for learning bits of Atari
>basic, but I can't recall any offhand.

Lon Poole's book is the best single resource I have seen. Also try here:
http://members.xoom.com/Pairman/Ref.html

-Ron

I don't have a solution but I admire the problem.

3940. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000624231852.04251.00000252@ng-co1.aol.com>
Source record: 43757

>"Richard Kilpatrick (PC)" richard@lovecraft.demon.co.uk asked:

>What is this BlackBox that people keep talking about, anyway?

A parallel bus interface with some RAM, and Hard & floppy drvie controllers by
CSS (Bob Puff); check their site:
http://www.nleaudio.com/css/index.htm

-Ron

I don't have a solution but I admire the problem.

3941. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <YGf55.19046$A%3.207303@news1.rdc2.pa.home.com>
Source record: 43758

> In good military terms, this is called situating the estimate.
>
> Or, in easier language, deciding on results before doing a detailed
> analysis.

This is actually called 'We need something to talk about, sooooo, I might as well come up with something'. I am looking at possibilities for machines, not impossibilities....otherwise we would already be talking 1Ghz Intel monsters....

>
> Why a 65C816? Why 14Mhz?

65C816 since it is compatable with the 6502 code wise. 14Mhz is I think the top speed of it (or is it 20?)

>
> Why 128K EEPROM for the OS? What is it that requires 128K? What memory
> mapping would be used?

128K Flash since 512K and up are scarce and on allocation. What requires 128K is the OS (single tasking), DOS, and drivers for peripherals (probably using 30K total). The funny thing is that rewriting the current OS to work in 65C816 native mode may make it smaller.

>
> What is a "16 bit" sound processor? POKEY currently runs using 16 bits of
> information for each channel; arguably, it already is a 16 bit sound
> processor.

If you want to drive POKEY go ahead, I was looking at soundblaster or so.
>
> And so on, and so on... Proper analysis would be:
>
> - decide what functions you desire;
> - examine methods of implementation;
> - assess methods of implementation;
> - decide method of implementation;
> - derive requirements from the method you decided to use.

Actually, in the real world you would be right. BUT, here in Atariville, the reality is this:

If I designed a new computer based on the above, I would need an OS that no one has time to write, a DOS that no one wants to write, and drivers for USB peripherals that I would get stares if I mentioned it.

Hell, no one has written a DOS that breaks the 16 MB hard drive partition barrier yet. (as far as I know), so starting on a whole new project is a bit much.

Tony

3942. XEGS variations?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3955B9B3.7C29@volcano.net>
Source record: 43759

I have two XEGS systems and will be selling one. Outside of "this one looks better", are there any variations I should look out for which would make one preferable to the other? Thanks!

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

3943. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <5Xi55.876$MS3.12178@news1.online.no>
Source record: 43760

As I think I stated earlier, the sounds are C64, not Atari, so I think he's playing a C64, not an Atari (the loser ;-))

TJ Edmister <damage_x@hotmail.com> wrote in message news:39551D8F.B4990E68@hotmail.com...
> at the start of The Princess Bride, Fred Savage is playing Hardball which
> is an XL/XE game
>

3944. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <Vh4T+pEAOdV5Ewlt@lovecraft.demon.co.uk>
Source record: 43761

In article <YGf55.19046$A%3.207303@news1.rdc2.pa.home.com>, Anthony Rudzki <Arudzki@home.net> writes

>If you want to drive POKEY go ahead, I was looking at soundblaster or so.

Boring *laughs*

Part of the beauty of the Atari is the way it sounds and the fact that people have to program it to sound that way, instead of sampling.

Dual Pokey chips, to provide stereo, or the XE-M chip, would be much nicer. I'd guess that the XE-M had been designed whilst the Apple IIgs was around, which is widely regarded as the machine to beat where sound origination is concerned (before getting into FM-synth and sampling on PCs).

Why not make a PC-clone, in a small case, which runs an emulator from DOS all contained in flash ROM?

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3945. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <3955f9ec.941015@news.netunlimited.net>
Source record: 43762

On Sun, 25 Jun 2000 01:15:15 GMT, "Anthony Rudzki" <Arudzki@home.net>

>What exactly is a technologically up-to-date atari 8 bit? What would be hot
>is if someone who is skilled with PLDs or some sort could rework Antic or
>GTIA. If you want to breath new life, start there.

You could just put in on a chassis that fits inside a clone case, plug
in a 6502 running at 500 mhz, add a modern graphics card. Then we
could get Lance at Video 61 to run off a bunch of BASIC carts with new
gfx modes.

GR. 5 + 32 = 640 x 480 x 256 colors.
GR. 6 + 32 = 800 x 600 x 4096 colors.
GR. 7 + 32 = 1280 800 x unlimited colors.

VS

PS: just kidding really.

3946. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <P9p55.1879$E82.5859@newsfeed.slurp.net>
Source record: 43763

Carmel I love your idea and would buy most anything new that is related to Atari, but I just do not see it happening. Hasbro only wanted to get Atari so that it could profit on all the patents and this does not include the computer aside. If they were smart they would see that part to someone who would want to start it up again. Who??? I am not sure.... Also, I think Hasbro should take over the Lynx and start producing it again. It would be stiff competition for the Game Boy color.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3947. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Liam Busey <buseyl@deja.com>
Message-ID: <395659B4.3738@deja.com>
Source record: 43764

TJ Edmister wrote:
>
> hey good idea! so who is going to get to work on it?
>
> a technologically up-to-date version of the Atari 8-bit would surely > be better than PCs or Macs (well, even more so than the existing > Ataris)

A modern Atari 8bit may very well be better than a PC or Mac but I doubt
anyone would buy one. There's no market for consumer general purpose 8
bit computers these days. A shame.

Liam Busey

3948. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <39566EBF.49D80F80@bellsouth.net>
Source record: 43765

carmel_andrews@my-deja.com wrote:

> As far as i understand it Atari had already declared bankruptsy before
>

I bought my Atari 800 in 1979 and a XE130 in 1988 or '89. Sitting on my computer desk is a Pentium III PC. I made a living with PCs since 1984. Why did I keep my 8-bit Atari - I don't know. Why am I messing around with an 'old' 8-bit computer - I don't know. Maybe it's just something for an old, retired man to do.

The sorry management history of Atari was and is a crime, it's a wonder that it lasted as long as it did. It happened and you can't change it.

Could Atari come back, be reborn? My answer to that is, WHY?

Why would anyone buy an 8-bit computer that has no software, or hardware for that matter, that can't compare with anything the modern PC will provide. Two or three good examples:

Huge software applications/games that need fast (1ghtz cpu ?) computers
and
lots of storage (40 gig hard drv?) space, and lots of ram (512 meg?).

Fly SubLogics Flight Simulator on the Atari, and then fly MS Flight Sim
2000 on
the PC.

Listen to that favorite music CD, or watch that DVD movie on your Atari.

Let's face it, way back when...doing most anything on a computer was hard work. That work could be done on an Atari system as easy and as good as anything else that was on the market at the time. This is not the case now.

So, I ask again, why do people (including me) continue to "play" with the Atari? To see what they can make it do. To see how far they can push the machine (like taking an XE130 and pumping it's RAM up to 1 meg when there was really nothing developed to use all of the 128k the computer came with).

Human nature is not to throw a perfectly good operating computer away. That and nostalgia is why people still have, buy, use, and collect their Ataris. Just like people who loved their commodores, or cocos, and on, and on...
flp

3949. Re: Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <gltcls8uo4il45prkk6porvhsn7jpm8hka@4ax.com>
Source record: 43766

On Sun, 25 Jun 2000 10:40:16 +0100, "Richard Kilpatrick (PC)"
<richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>Why not make a PC-clone, in a small case, which runs an emulator from
>DOS all contained in flash ROM?

Well that would cheating then, wouldn't it? And besides, there is no
emulator in existence that is utterly, utterly 100% spot-on perfect as
far as emulating the 8-bit goes. Atari800Win/DOS and XL-It! are very
close, but there are still issues, and you'd still be paying a bit for
an emulated 8-bit in a case like that. Consider that you'd need a
Pentium-class processor to run at full 8-bit speed, a good Vesa 2
compliant video card to get a proper video mode in full screen with
the correct aspect ratio and full overscanning abilities, and you'd
have to steal the CTH-modified routines from A800Win and port them to
the DOS version in order to get proper R: handling ability that can
actually talk to a real modem or network connection in the PC.

Then, of course, there's no hope for real cartriges... and as far as I
know only the CTH-modified A800Win can run OSS cart ROMs properly.
(Well, it runs Mac/65, anyway...)

>
>Richard

3950. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <Ghw55.31637$ds.931089@newsread2.prod.itd.earthlink.net>
Source record: 43767

Foster L. Putman <fangmans@bellsouth.net> wrote in message
news:39566EBF.49D80F80@bellsouth.net...
>
>
> carmel_andrews@my-deja.com wrote:
>
> > As far as i understand it Atari had already declared bankruptsy before
> >
>
> I bought my Atari 800 in 1979 and a XE130 in 1988 or '89. Sitting on my
> computer desk is a Pentium III PC. I made a living with PCs since 1984.
Why
> did I keep my 8-bit Atari - I don't know. Why am I messing around with an
> 'old' 8-bit computer - I don't know. Maybe it's just something for an old,
> retired man to do.
>
> The sorry management history of Atari was and is a crime, it's a wonder
that
> it lasted as long as it did. It happened and you can't change it.
>
> Could Atari come back, be reborn? My answer to that is, WHY?
>
> Why would anyone buy an 8-bit computer that has no software, or hardware
for
> that matter, that can't compare with anything the modern PC will provide.
> Two or three good examples:

>
> Huge software applications/games that need fast (1ghtz cpu ?)
computers
> and
> lots of storage (40 gig hard drv?) space, and lots of ram (512 meg?).
>
> Fly SubLogics Flight Simulator on the Atari, and then fly MS Flight
Sim
> 2000 on
> the PC.
>
> Listen to that favorite music CD, or watch that DVD movie on your
Atari.
>

<rest snipped>

Ok to answer this, lets be practical. When Atari released the 400/800 they were technically competitive with other offerings, many might say they were ahead of the competition. For anyone to seriously consider a new 'Atari' or micro for that matter then they have to address the issues you have.

- Making a machine based on an 8 bit will attract some people (The sort reading this newsgroup) but the vast majority won't
even consider it.
- What price would you sell the machine for ? What's your target audience ?

That said, I think there are two ideas going on here, the 'Lets build a new 8 bit with resources possible for the Atari community... the 65816 type machines' and, could some company (with sufficient resources) design a new machine that has the attractiveness of the Atari 8 bit, modernized...

Taking an arbitrary price point of about $500 US, A decent modern micro (non pc-compatible) base unit only (No monitor,
no harddrive (it would need one)... But with DVD and RAM should get you to a playstation-2 level.
Imagine a machine like a playstation-2. With that level of graphics and audio, but with a decent harddrive, USB, IDE, 100 base-t ethernet, that's the sort of machine I am thinking of.

If a company did this, didn't make the machine obviously braindamaged, and sold it, I think it would sell. If it was a new 'Hasbro/Atari box' then that would be fine. They could still make the games, and have the machine boot from DVD. It would be a box that you could throw a game DVD into and play, or put a movie DVD into and watch. You could surf the net with it. The only thing that the Playstation-2 won't do from what I can see is offer capabilities as a general purpose machine...
You would have to sell your system for more than the Playstation-2, because you couldn't guarantee you would make money
on software (Which home console makers lock you into)...

If somebody offered a box like a PS-2 with a keyboard and programmability/expansion, I sure would take a long look at it.
Would you ?

Cheers,
Peter

3951. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <3956E6D5.23D5@hotmail.com>
Source record: 43768

Foster L. Putman wrote:
>
> Could Atari come back, be reborn? My answer to that is, WHY?
>

My answer to that has two parts. The first thing is simply that it would be an alternative to Windoze, PCs, and Macs. More importantly I would like a new computer standard for hardware reasons.

In terms of usability I prefer PCs, I have lots of PCs and no Macs. This is because I like MS-DOS as an interface and I use a lot of DOS programs. Right now I am running a Cx686MX-225mhz with MS-DOS 6.0 and Windows for Workgroups 3.11. Almost all new software that comes out is for Windoze 9x or something else but not DOS (except for things like emulators which I use a lot). I consider Win 9x to be a very poor OS so I don't use it on most of my computers. I have had all sorts of problems with Win 9x and it's software, DOS never has those problems (like corrupting itself so that I have to reinstall it), in fact Win3.11 has never demolished itself either. Win 9x is also more demanding of disk space, RAM, and processor power.

So, I tolerate PCs but I don't really like them. With all this bad software about, I being a programmer am compelled to try and do a better job myself. Of course PC hardware was stupid to begin with and standards are scarce. Even things that once were fairly standard, like OPL2/adlib cards and modems, are being replaced now by Sound Blaster cards that emulate the OPL2 (poorly) and these horrid things called WinModems. Also, the only programming languages that I like to use are BASIC and assembler while most other PC programmers think C is the only thing worth using. I have all sorts of trouble finding the right documentation to take advantage of PC components from assembler. Much of the documentation that I find leads me to think that PC hardware is so stupidly complicated that I don't even want to mess with it. On the Atari 8-bit you read ONE memory location and examine the bits to make use of the joystick, and another spot for the trigger. On PCs you have to write to some location, then, using the PC's timer, you see how long it takes certain bits to change and that is how you read the position of the joystick. Seems to me like an excessive pain in the butt (and it certainly isn't the only thing).

So I want a new computer to program (I like 6502s and 65816s, but anything would probably be better than an x86). I also want a new computer so that some actual hardware standards can help companies to make software of better quality. It isn't nice to have to download 3.6mb modem drivers or have your computer lockup every other time you use it.

Even if there were a new Atari that had a 65816 at 14mhz and other specs that were comparable not to a 500mhz PC but were comparable to an early 90s machine I would like that. It wouldn't be a total solution but I could program for it and use it to browse the web and things. Right now all the programming I do involves 8-bit machines. I am working on some games for the Atari, NES, and Turbo Grafx which all use 6502 variants.

3952. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-25 00:00:00 UTC
From: Hall/Dobson <soba@istar.ca>
Message-ID: <DUv55.19564$lp.494528@cac1.rdr.news.psi.ca>
Source record: 43769

The gossip I heard was that "Behind Jaggi Lines" was pirated before the game got to market. The official release was "Rescue on Fractalus." Hence the difference in names.

E.

3953. Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <1rfdlsoecu08c4ds7c9pf9c6uo1dcsdqaf@4ax.com>
Source record: 43770

On Sun, 25 Jun 2000 23:08:22 GMT, "Peter Laing"
<snailboy1REMOVECAPSTOREPLY@earthlink.net> drooled an embarassing wet
spot in his lap as he typed:

>Taking an arbitrary price point of about $500 US, A decent modern micro (non
>pc-compatible) base unit only (No monitor,
>no harddrive (it would need one)... But with DVD and RAM should get you to a
>playstation-2 level.
>Imagine a machine like a playstation-2. With that level of graphics and
>audio, but with a decent harddrive, USB, IDE, 100 base-t ethernet, that's
>the sort of machine I am thinking of.
>
>If a company did this, didn't make the machine obviously braindamaged, and
>sold it, I think it would sell. If it was a new 'Hasbro/Atari box' then
>that would be fine. They could still make the games, and have the machine
>boot from DVD. It would be a box that you could throw a game DVD into and
>play, or put a movie DVD into and watch. You could surf the net with it.
>The only thing that the Playstation-2 won't do from what I can see is offer
>capabilities as a general purpose machine...
>You would have to sell your system for more than the Playstation-2, because
>you couldn't guarantee you would make money
>on software (Which home console makers lock you into)...

The fundamental problem with this is that the video game console
market is saturated as it is -- and it doesn't take much. You only
need two or three competing systems on the market to reach saturation
level; anything above and beyond that had better have something pretty
damn revolutionary if they want to even hope to compete. Bringing out
a comparable system isn't good enough, even if it's placed at a price
point below existing consoles. It has to *clearly* and *visibly* give
the general consumer something -- or a number of somethings -- the
other systems don't, can't, and upon being faced with this new
offering, desperately need to. But it ain't gonna happen. Microsoft
won't get *anywhere* with the X-Box, not with the Dreamcast, PSX2 and
Dolphin to contend with.

>If somebody offered a box like a PS-2 with a keyboard and
>programmability/expansion, I sure would take a long look at it.
>Would you ?

History has shown repeatedly that console attachments that try and
turn the machine into a full-fledged computer tend to flop, and
although modern 'net access makes a keyboard attachment a somewhat
more attractive proposition, even the N64's funky blue keyboard
attachment with cartrige-based 56k modem and net access software

hasn't earned its keep.

I know. I'm being cynical, but also realistic. I like the 8-bit the way it was. It was a classic system, advanced for its time with features other machines didn't have. I *still* like it, and it's my favourite machine to emulate -- that and the 2600. Personally, I wouldn't change a thing...

...okay. DiamondGOS could have actually taken off, Philip Price would have finished the AR series, and the Sons of Tramiel would have taken jobs at McDonald's instead of inheriting Atari, but that's *it!* :-)

>
>Cheers,
>Peter

3954. Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <4DA55.475$_b3.24147@newsread1.prod.itd.earthlink.net>
Source record: 43771

Mindfield <diespamdie!!!mindfield@home.com> wrote in message
news:1rfdlsoecu08c4ds7c9pf9c6uo1dcsdqaf@4ax.com...
> On Sun, 25 Jun 2000 23:08:22 GMT, "Peter Laing"
> <snailboy1REMOVECAPSTOREPLY@earthlink.net> drooled an embarassing wet
> spot in his lap as he typed:
>
<Hardware stuff deleted>
> >
> >You would have to sell your system for more than the Playstation-2,
because
> >you couldn't guarantee you would make money
> >on software (Which home console makers lock you into)...
>
> The fundamental problem with this is that the video game console
> market is saturated as it is -- and it doesn't take much. You only
> need two or three competing systems on the market to reach saturation
> level; anything above and beyond that had better have something pretty
> damn revolutionary if they want to even hope to compete. Bringing out
> a comparable system isn't good enough, even if it's placed at a price
> point below existing consoles. It has to *clearly* and *visibly* give
> the general consumer something -- or a number of somethings -- the
> other systems don't, can't, and upon being faced with this new
> offering, desperately need to. But it ain't gonna happen. Microsoft
> won't get *anywhere* with the X-Box, not with the Dreamcast, PSX2 and
> Dolphin to contend with.

I agree that bringing out another console isn't going to work. I haven't
seen the specs of the X-Box in detail, but the psx2
looks to have the lead (Sega is toast, and nintendo's dolphin better be
pretty amazing to even have a shot).
The point here is that they were designed as consoles, not as a general
purpose computer with decent integrated subsystems.

> >If somebody offered a box like a PS-2 with a keyboard and
> >programmability/expansion, I sure would take a long look at it.
> >Would you ?
>
> History has shown repeatedly that console attachments that try and
> turn the machine into a full-fledged computer tend to flop, and
> although modern 'net access makes a keyboard attachment a somewhat
> more attractive proposition, even the N64's funky blue keyboard
> attachment with cartrige-based 56k modem and net access software
> hasn't earned its keep.

Yep, your completely right here (About consoles modified with keyboards), but if it was possible to create micro's in the late 70's/80's that could give a console system a run for its money and provide a general purpose programmable computer, why shouldn't that be possible now ? The Atari 400/800's were actually more advanced than the consoles they competed with in terms of games. The C64 was pretty good too. The Amiga also qualifies, it was an excellent game machine as well as
computer.

>
> I know. I'm being cynical, but also realistic. I like the 8-bit the
> way it was. It was a classic system, advanced for its time with
> features other machines didn't have. I *still* like it, and it's my
> favourite machine to emulate -- that and the 2600. Personally, I
> wouldn't change a thing...
>

OK, but what if somebody built a new machine along the same principles of an Atari 8 bit (great graphics,sound and IO/expandability) , moderinized with hardware, wouldn't you like to use that than a PC? Not a 65** based box, something
based on a decent modern ISA.

> ...okay. DiamondGOS could have actually taken off, Philip Price would
> have finished the AR series, and the Sons of Tramiel would have taken
> jobs at McDonald's instead of inheriting Atari, but that's *it!* :-)
>
>
Yeah and lucasfilm could have kept releasing games for the 8 bit... The 4 they did were pretty awesome, I wish they had kept at it.

Peter

3955. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8j7acv$p2d$1@plutonium.compulink.co.uk>
Source record: 43772

In article <8j2n83te1@nnrp1.deja.com>, carmel_andrews@my-deja.com ()
wrote:
> it featured J.T (jack tramiel himself... Fat useless sod!)
That's not very nice given he's dead!

> and the UK head of marketing rob harding (this is made in
> 1986),
Rob was resonsible for the curcciculum ST packs ISTR which sold a shedload
of units.

> just as much as they knew about supporting those that were using and
> buying atari's)
They had a very limited budget and were hand-tied by Atari US in a lot of
cases. To be fair, they did listen sometimes. I suggested they should sell
the dev kits (ST) to Joe Public rather than developers. We had a few
emails/chats about it (via Alistair Bodin) and lo and behold hey released
the full ST dev docs.

Iain

3956. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8j7ad0$p2f$1@plutonium.compulink.co.uk>
Source record: 43773

In article <8j3bl0ell1@nnrp1.deja.com>, carmel_andrews@my-deja.com ()
wrote:

> As far as i understand it Atari had already declared bankruptsy before
> JTS sold Atari for 5 million USD,
Other way round JTS were bankrupt when they sold off Atari.

> According to a @friend@ of mine JTS only sold Hasbro the IPR's
> (intellectual Property rights) to Atari's software archives, namely
> pacman, digdug, star raiders etc...This has nothing to do with the Atari
> brandname and logo, and from what I understand it didn't include the
> hardware (vcs/lynx/st/e/falcon/8bit etc), I know this as my "friend"
> obtained the remnents of Atari's rights to pacman (for the home)
Nope. They have at least some hardware and def. the name too. They
released the Jaguar cart encryption keys to PD so they obviously have
control over that.

> of software, obviously those socalled experts/pro's at hasbro don't know
> of Atari's past as a software house, because if they did, hasbro
> wouldn't have bothered buying Atari's s/w archives...
Hasbro are doing an awful lot of good stuff with the Atari name an
intellectual rights. Far better than anyone had a right to hope for to be
honest.

> h/w back into mass production and mass distribution... And essentially
Why? As a way to lose money? What is the point. There is nothing left of
whatever people here think of by the name 'Atari'. It's history. Atari is
a state of mind from your youth. The staff have gone, the hardware is
useless for 99% of modern users. You might sell the odd bit of kit to an
Atari nutter but you'd be insane to try such a thing unless you had
a bottomless pit of money to waste.

> do the same thing that IBM did with the PC... namely allow other
> companies to manufacture Atari (3rd pty) compatables (you can forget,
> ppc/k7's and p11/111 sh*te)
Ermm, what makes them shit? They are considerably more potent than a 6502.
Shit because you like getting an Intel? Shit because you all hate bad old
Bill (boo hiss). Explain?

> only anything compatable with 65*** or 68***
But Atari released some PCs so can we use 80286s too? What about the CPUs
in the consoles? What is the point of getting keyed in to some ancient
underpowered CPU just because it was useful 20 years ago and the ATari
name gets you all excited?

> (which is one of the same thing anyway) and sell it at the £250/350
> barrier... At that price it would be a good seller
At that price it would bomb. Forget it. Dreamland.

> we should go along the lines of what linux is succeeding in acheiving,
Semi sensible. Embedded Linux would be a good starting point but would you burn it in ROM or have it a full version on HD? If the latter, how many home users would want to get to grips with a Unix-alike when they can have nice friendly Windows instead?

> but without having to adopt linux, allow people to obtain h/w and
> systems s/w upgates very inexpensively
You really know zero about the economics of running a company don't you. Do you have any idea what it would cost to ship in, refurbish, check, guarantee, ship out stuff?

> 3rd party atari s/w and h/w manufacturers, whilst they won't be rolling
> in it so to speak, they won't have the same problems regarding
> compatability, bug's etc...
And on this complex new hardware, all these 3rd parties are going to write 100% bug free code? The reason Atari/CBM/whatever machines used to be so solid was because they are so simple. Make the machines more up to date and they are going to get buggy. Complexity brings errors unless you are working with a massive budget in which case the product will cost more than people are willing to pay.

> problem that AMD processors have with windows 95 and 98,
One easily fixed prob with win95 and none with win98.

> was successfull, this wouldn't happen because anyone making s/w or h/w
> for atari or 3rd pty compat's would have to make sure that his/her
> product was compatable with all h/w and s/w on atari systems,
Ermm, it's supposed to be like that on WIndows. That's why MS have a certification system for drivers, hardware, apps etc. This is impossible to achieve. No tinpot developer wil be willing to ensure anything they do matches a whole bunch of other peoples efforts, just in case.

> to do with the Atari division owned by hasbro, because Atari systems
> would becomme popular again,
Why? Most people these days don't know who Atari are or think they went under around 1983. To most game buying kids and young adults the name means nothing.

> being ant m/s or japanese etc... look at it the other way, Say since
> 1990 when was the last time sega sony/ nintendo or m/s(intel) done
> anything for Atari..
Why should they? What an idiotic statement. If there was a ten million Atari systems they would which leads on to..

> anything for atari (h/w or s/w), If they did I must be living on another
> planet, so in practice, why should Atari produce software or products
> for competing systems
Atari did it because their own systems weren't selling enough and revenues were falling.

> last 25-30 years can be traced back to something that Atari themselves,
> invented, pioneered or created, after all if ampex can still obtain
> royalites from video tapes (30 years after the things were invente), why
> didn't Atari start hammering s/w and h/w manufacturers now for those
> royalties...,
They did. They got money out of Sega and Nintendo. A lot of money. Didn't
stop them going belly up though.

> ... Now if you call yourselves Atari users, and that is Atari users in
> the true sence i.e That you still own the h/w and s/w and are still
> actively using the system daily...
I still get all gooey eyed at the site of an Atari 800/810 combo and I
have a 130XE and 800XL in my computer room but I know they're only good
for playing some old games that I'm nostalgic about. Anyone that says
otherwise is just deluding themselves. Modern machines can do everything
an Atari could and far better/faster. Cheaper too probably. I paid £1200
for a Mega STe. My last PC was built for around £400 and is a hell of a
lot better.

> And not one of those sad sod's who use 'emulators',
Or realistic people...

> sence... still getting back to my point... As Atari users(in the trueist
> sence)
where trueist == your view.

> would you rather have atari technology (h/w & s/w) used in Atari
> systems, or would you rather see Atari technology seen in someone elses
> electronic box
If there had been a continuity with better systems coming out over the
years and Atari being the same company with the same staff we knew and
loved (with exceptions..) then I'd probably agree. The reality is that
that has all gone. Atari is just a bunch of patents/rights and some fond
memories that seem to delude certain people that muttering 'Atari' will
make it all go well in the world.

> And with regards to customers or market share, the fact is there
> allready a ready made market for new Atari systems (provided that they
> instigate backup, support, cohesive/consistant sales and marketing
> programmes etc)
Proof? Don't say 'fact is' otherwise. Opinion, not fact.

> borland c, tomb raider etc... After all they used to be Atari users, so
> what's stopping them now...
Maybe they have moved forward with their lives...

> Then ofcourse you have those that own the "jap crap" i.e sega, sony &
> nintendo,
Why crap? the fact that Sony sell as much as they do means they have got
it right. Like it or lump it. That said, the PS2 had stiffed in Japan and
is being hammered by the Dreamcast whereas the DC has failed in the US &
Europe to meet targets.

> who as we all know also used to own Atari (though they'd hate to admit
> it)
Huh?

> Then you have the rest of us (consumers that is) who are wanting to get
> ahead in videogames or interactive entertainment, who are wanting to buy
> a quality up to date system,
What like whatever Project X turned in to? i.e. get a bunch of ex-Atari
hardware engineers, Jeff Minter and a shedload of venture capital.
Develop a chipset, wow the press then put it all in a DVD player sold in
Japan and wonder why you have dissapeared from view? What a shambles..
Ooh, Tempest 3K. That will save 'em. Not.

> understand that what your buying is atari technology with someone elses
> name on it,
Who gives a f*ck? Do you care that every time you get in a car you are
using Mr Benz's technology? Nope. Do you care that when you buy a TV it is
a Baird device? Nope.

Sorry but if you really believe what you write you need a dose of reality
and badly.

Iain

3957. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8j7ad1$p2g$1@plutonium.compulink.co.uk>
Source record: 43774

In article <Ead55.18749$A%3.204817@news1.rdc2.pa.home.com>,
Arudzki@home.net (Anthony Rudzki) wrote:

>
> 1) W65C816 processor running at 14MHz --for compatability, or who
> cares?
14Mhz? That will compete well with 1Ghz machines or even 500Mhz machines
at the proposed price point.

> 3) 16 bit sound processor
special in what way or just an off the shelf 50c chip?

> 4) 16 bit sprite engine. Something similar to suzy in the lynx would
> be great!
Why? Hey, lets make a new machine and make it 10 years out of date.

> 5) USB bus (although we would have to write our own drivers)
USB is on the way out. USB2 or Firewire or something.

Iain

3958. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8j7ad2$p2h$1@plutonium.compulink.co.uk>
Source record: 43775

In article <8j3q36nfr1@news.storm.ca>, david_p@storm.ca (David A. Paterson) wrote:

> David P
> (Feeling old and crotchety tonight)
Just realistic.

3959. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-W9ZY9VVCkLdd@cth-digital-ts01-s9.cab.cth.com.au>
Source record: 43776

On Sun, 24 Jun 3900 22:17:33, "David A. Paterson" <david_p@storm.ca>
wrote:

> Sigh.
>
> In good military terms, this is called situating the estimate.
>
> Or, in easier language, deciding on results before doing a detailed
> analysis.
>
> Why a 65C816? Why 14Mhz?
>
> Why 128K EEPROM for the OS? What is it that requires 128K? What memory
> mapping would be used?
>
> What is a "16 bit" sound processor? POKEY currently runs using 16 bits of
> information for each channel; arguably, it already is a 16 bit sound
> processor.

Picking at facts here. Each channel has an 8bit frequency , 4bit
volume, 3bit distortion and a volume only bit. getting 16 bits from
that for a sound processor is a bit much. pokey can combine 2 channels
to make true 16bit sound.

James B

3960. Re: FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8j7g54$53$1@korweta.task.gda.pl>
Source record: 43777

Check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=366694755

j131

3961. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <G5AX47Djp0V5EwXh@lovecraft.demon.co.uk>
Source record: 43778

In article <DUv55.19564$Ip.494528@cac1.rdr.news.psi.ca>, Hall/Dobson
<soba@istar.ca> writes
>The gossip I heard was that "Behind Jaggi Lines" was pirated before the game
>got to market. The official release was "Rescue on Fractalus." Hence the
>difference in names.

I'm trying to flowchart and storyboard a 'Return to Jaggi' game, to send
to Lucas' current games division (Lucasarts?). Obviously, for PSX/2 and
PC, not the 8-bit!

Who knows. If they like the idea, perhaps they will give me a free copy
(and if it's for PSX2, the machine to play it on *laughs*).

There are some elements which are critical to gameplay - however, I
think my plans are looking good. Wish I could program!

Richard

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3962. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: "Jack H. Lee" <eplicon@rac6.wam.umd.edu>
Message-ID: <8j7mul$n48$1@dailyplanet.wam.umd.edu>
Source record: 43779

Hall/Dobson <soba@istar.ca> wrote:
: The gossip I heard was that "Behind Jaggi Lines" was pirated before the game
: got to market. The official release was "Rescue on Fractalus." Hence the
: difference in names.

From what I remember, hackers stole both Behind Jaggi Lines and
Ballblaster via phone lines when they were still work-in-progress
titles. This probably added to the delay of the releases.

3963. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <r65flsojmt3gprtble1djh2h4vcq249bue@4ax.com>
Source record: 43780

The other Day "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk> wrote:

>In article <DUv55.19564$Ip.494528@cac1.rdr.news.psi.ca>, Hall/Dobson
><soba@istar.ca> writes
>>The gossip I heard was that "Behind Jaggi Lines" was pirated before the game
>>got to market. The official release was "Rescue on Fractalus." Hence the
>>difference in names.
>
>I'm trying to flowchart and storyboard a 'Return to Jaggi' game, to send
>to Lucas' current games division (Lucasarts?). Obviously, for PSX/2 and
>PC, not the 8-bit!

It might end up on the Dolphin..Don't laugh :-)

A certain man who reads this group might have a smile on his face if he reads
this :-)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3964. Re: Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <gj5flssqiultktejahf2g4touvr78n2pum@4ax.com>
Source record: 43781

On Mon, 26 Jun 2000 04:04:16 GMT, "Peter Laing"
<snailboy1REMOVECAPSTOREPLY@earthlink.net> drooled an embarassing wet
spot in his lap as he typed:

>I agree that bringing out another console isn't going to work. I haven't
>seen the specs of the X-Box in detail, but the psx2
>looks to have the lead (Sega is toast, and nintendo's dolphin better be
>pretty amazing to even have a shot).

I dunno, Sega's doing fairly well with the Dreamcast. They missed the
boat last time with that 32x band-aid and the ill-fated Saturn, and
when Sony upstaged absolutely everyone, Sega practically faded away
into oblivion. The Dreamcast however has one important thing over the
competition: They hit the next-gen early adopters before anyone else
did, and they have a pretty significant lead. Trip Hawkins tried that
with the 3DO. He even made a Gates-esque quote by saying, "If you want
to beat the competition, you have to place the stake so far out there
that no one will challenge it." Almost immediately, Atari stole his
thunder and released the Jag. Unfortunately they didn't have the
resources to market it properly, and although Sega flopped, they still
managed to steal some of the market. Then Sony and Nintendo stole the
rest. Sega on the other hand has the technology, the resources, and
the wearwithall to keep the DC a strong and solid contender in the new
next-gen wars. Sony's Playstation2 will be pretty strong competition
to because of its existing reputation. The Dolphin, too, also because
of a solid, loyal following of devoted Nintendo fans.

The X-Box... well, that's a whole 'nother ball of wax, that is. And
it'll flop. It's competing with huge guns, using technology that's
barely comparable to what already exists -- and it runs a modified
Win2K fer cryin' out loud. It's basically a PC in a box. History had
shown here, too, that the reverse of the console-to-computer concept
also follows vey closely. Commodore and Atari both tried it.
Atari's hovered on the border of near-failure. Commodore's never made
it past prototype.

>The point here is that they were designed as consoles, not as a general
>purpose computer with decent integrated subsystems.
>
>Yep, your completely right here (About consoles modified with keyboards),
>but if it was possible to create micro's in the late 70's/80's that could
>give a console system a run for its money and provide a general purpose
>programmable computer, why shouldn't that be possible now ? The Atari
>400/800's were actually more advanced than the consoles they competed with
>in terms of games. The C64 was pretty good too. The Amiga also qualifies,

>it was an excellent game machine as well as
>computer.

Because functionally similar as they might be, they appeal to two completely different demographics. We're also talking about two completely different eras, here. In the 70s and 80s, home computing technology was just as new as new as home gaming technology, and everything was fresh and new and original. In those early days, you couldn't say that Game X was like Pac Man because Game X *was* Pac Man; at its initial release, there _were_ no games like it. Today, originality is almost impossible to come buy, and coupled with current game company philosophies, the general public is utterly jaded. We've seen it all, we've done it all, and no one's making much of an attempt to show us something really new and innovative. All it is these days is improvements or alterations on past concepts and technology. So what is there to attract an audience? Retrogamers like the lot of us here would sure love seeing a repackaged or remodeled 8-bit, but in the end, that's the only market something like that will ever reach. It's not by any means anyone's 'starter system' 'cos _that_ particular bar has been raised *far* above the level of even the 16-bit machines. The average starter system these days is a Celery--er, Celeron 350 or so.

Plus, these days, high-end PCs and current game consoles are pretty closely matched when it comes to games, with PCs generally outdoing consoles only in terms of resolution (a limitation of television broadcast signals more than anything). And like I said before, if it can't offer something dramatically superior to what's already out there, no one has any incentive to buy into it.

>
>>
>> I know. I'm being cynical, but also realistic. I like the 8-bit the
>> way it was. It was a classic system, advanced for its time with
>> features other machines didn't have. I *still* like it, and it's my
>> favourite machine to emulate -- that and the 2600. Personally, I
>> wouldn't change a thing...
>>
>
>OK, but what if somebody built a new machine along the same principles of an
>Atari 8 bit (great graphics,sound and IO/expandability) , moderinized with
>hardware, wouldn't you like to use that than a PC? Not a 65** based box,
>something
>based on a decent modern ISA.
>
>> ...okay. DiamondGOS could have actually taken off, Philip Price would
>> have finished the AR series, and the Sons of Tramiel would have taken
>> jobs at McDonald's instead of inheriting Atari, but that's *it!* :-)
>>
>>
>Yeah and lucasfilm could have kept releasing games for the 8 bit... The 4

>they did were pretty awesome, I wish they had kept at it.
>
>Peter
>
>

3965. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <Q0oC7JDDz5V5EwEP@lovecraft.demon.co.uk>
Source record: 43782

In article <r65flsojmt3gprtble1djh2h4vcq249bue@4ax.com>, Paul Irvine
<mclane@btinternet.com> writes

>It might end up on the Dolphin..Don't laugh :-)
>
>A certain man who reads this group might have a smile on his face if he reads
>this :-)

Does this mean I'd have to ask about them giving me a Dolphin, instead?
laughs Or shall I just drop my flowcharts, and go back to working out
if it's ethically right for my C128D and Jaguar to share the same desk
(as the 128D's monitor has a SCART socket, an RGB input for the 80 Col
mode, and CVBS for the 40 Col/C64 mode).

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3966. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <395a7cb7.41044014@news.ds.centuryinter.net>
Source record: 43783

Couldn't it just as easily be the C64 version?

On Sat, 24 Jun 2000 20:43:59 +0000, TJ Edmister <damage_x@hotmail.com>
wrote:

>at the start of The Princess Bride, Fred Savage is playing Hardball which
>is an XL/XE game

3967. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <4j9flssic40ve3lr3br2cfsism8gqv8loh@4ax.com>
Source record: 43784

The other Day "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk> wrote:

>In article <r65flsojmt3gprtble1djh2h4vcq249bue@4ax.com>, Paul Irvine
><mclane@btinternet.com> writes
>
>>It might end up on the Dolphin..Don't laugh :-)
>>
>>A certain man who reads this group might have a smile on his face if he reads
>>this :-)
>
>Does this mean I'd have to ask about them giving me a Dolphin, instead?
>*laughs* Or shall I just drop my flowcharts, and go back to working out
>if it's ethically right for my C128D and Jaguar to share the same desk
>(as the 128D's monitor has a SCART socket, an RGB input for the 80 Col
>mode, and CVBS for the 40 Col/C64 mode).

Hey, join the queue for a Dolphin :-)

Hmmm...I'd put the Jag and the toilet seat adaptor to one side :-)

Being a keen multi system person like yourself I'd have a trusted Atari 800/XL
etc on with it...Down with the system wars :-)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

3968. Re: Flight Sim II copy protection

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: jeanmaro@free.fr
Message-ID: <39577dc2.6416977@news.free.fr>
Source record: 43785

On Sat, 10 Jun 2000 08:50:54 GMT, SII
<jerry.glenwright@sixty3ink.ndo.co.uk> wrote:

>Anyone figured out how to crack FSII copy protection?
>

you can simply get the rom on the net
it s already cracked !

bye

3969. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <5G9onIEUq6V5EwS+@lovecraft.demon.co.uk>
Source record: 43786

In article <4j9flssic40ve3lr3br2cfsism8gqv8loh@4ax.com>, Paul Irvine
<mclane@btinternet.com> writes

>Being a keen multi system person like yourself I'd have a trusted Atari 800/XL
>etc on with it...Down with the system wars :-)

There's no room! Anyway, my house is soon to be dominated by Atari - XE
VGS in the bedroom, XE VGS or my existing 65XE in the living room, 800XL
system in... damn, I'm running out of places.

I had been going to put it in the office where the 128D lives - but the
128D is neat, tidy, all in one and has an 80 col display making it
actually useful for charting ad bookings quickly!

If I ever got a printer for it, the Jaguar would have to move ;)

As it is, I still don't have the keyboard, so it's useless, but the
monitor is good for playing Tempest 2000 on when I'm bored...

Richard, saw some cheap-ish Toilet seat adaptors on eBay and plans on
getting one soon.

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

3970. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: pjsmith@netins.net
Message-ID: <slrn8lf122.kfh.pjsmith@worf.netins.net>
Source record: 43787

In article <395a7cb7.41044014@news.ds.centuryinter.net>, Jon Melbo wrote:
>Couldn't it just as easily be the C64 version?
>
>On Sat, 24 Jun 2000 20:43:59 +0000, TJ Edmister <damage_x@hotmail.com>
>wrote:
>
>>at the start of The Princess Bride, Fred Savage is playing Hardball which
>>is an XL/XE game
>

I believe it was the C64 version. The graphics on it were *definitely* not
the version I have on my XE.

Phil

3971. Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8j8cj1$4gq$1@bob.news.rcn.net>
Source record: 43788

On the matter of adding a keyboard to a console:

As we all know, the XEGS sold fair to middlin' as game console. Somebody I knew at that time tried to get people who purchased it to shell out for a disk drive and make it into a computer. He actually stood outside a Toys R Us, waited until somebody walked out with the XEGS, and handed them a flyer. It urged them to buy the drive. It also urged them to tell Atari what they had done and to ask Atari if they display the disk drive/real computer option prominently in their advertising and on the package.

AFAIK, the litter basket down the street contained many of those flyers by the end of the day, and nothing else came if it.

I think Foster L. Putnam had the right idea. If I didn't have other requirements for my time and room pulling at me, I'd still have the Atari system set up next to, and connected to, my PC, to do what it does best.

3972. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8j8d48$7lp$1@bob.news.rcn.net>
Source record: 43789

Ian, you're really close to the truth on this topic and related ones, but
you're going to break a lot of hearts!

<ilaskey@cix.compulink.co.uk> wrote in message
news:8j7ad2$p2h$1@plutonium.compulink.co.uk...
> In article <8j3q36nfr1@news.storm.ca>, david_p@storm.ca (David A.
> Paterson) wrote:
>
> > David P
> > (Feeling old and crotchety tonight)
> Just realistic.

3973. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <opQ55.357$lt3.175@newsfeed.slurp.net>
Source record: 43790

On 25 Jun 2000 15:12:52 , Liam Busey wrote:

>A modern Atari 8bit may very well be better than a PC or Mac but I doubt
>anyone would buy one. There's no market for consumer general purpose 8
>bit computers these days. A shame.
>
>Liam Busey

That may be true for most, but I would buy one.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3974. Re: Terrible Minolta Customer Service Reps

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Joe Kennedy <jsk@home.com>
Message-ID: <1MQ55.26409$lU5.189915@news1.rdc1.nj.home.com>
Source record: 43791

Man am I glad you brits never make mistakes like clicking the wrong newsgroup when posting. As to keeping track of a cap staying on tight, I suppose that it takes someone so anal...

To the rest of this news group, sorry for the post to the wrong group.

"Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk> wrote in message news:Fm3nPqB6O7U5EwPw@lovecraft.demon.co.uk...
> In article <CRN45.17887$lU5.150871@news1.rdc1.nj.home.com>, Joe Kennedy
> <jsk@home.com> writes
> >This seems to be the place to warn others about terrible customer service.
> >Now it's Minolta's turn.
> >
> >Their RD3000, not a cheap camera, has a SCSI port that is covered by a cheap
> >rubber plug that is not attached to the camera. simply sticks on to the SCSI
> >port sometimes.
>
> Dork. This is totally off topic.
>
> And I have an RD3000. If you're too dim to keep track of the cover,
> that's your problem - 80% of digital cameras on the market use these
> covers.
>
> Richard
> --
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -.
;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
`'::.
> http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
`-'_)Morticia

3975. Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <wuR55.2072$_b3.97213@newsread1.prod.itd.earthlink.net>
Source record: 43792

Alan Sharkis <asharkis@erols.com> wrote in message
news:8j8cj1$4gq$1@bob.news.rcn.net...
> On the matter of adding a keyboard to a console:
>
> As we all know, the XEGS sold fair to middlin' as game console. Somebody
I
> knew at that time tried to get people who purchased it to shell out for a
> disk drive and make it into a computer. He actually stood outside a Toys
R
> Us, waited until somebody walked out with the XEGS, and handed them a
flyer.
> It urged them to buy the drive. It also urged them to tell Atari what
they
> had done and to ask Atari if they display the disk drive/real computer
> option prominently in their advertising and on the package.
>
> AFAIK, the litter basket down the street contained many of those flyers by
> the end of the day, and nothing else came if it.
>
> I think Foster L. Putnam had the right idea. If I didn't have other
> requirements for my time and room pulling at me, I'd still have the Atari
> system set up next to, and connected to, my PC, to do what it does best.

How much of this was crappy marketing/ very late to market. Let's face it,
Atari could have made the 5200 400/800 compatible, offered a keyboard and
they would have had much the same thing. Sure the XEGM was a 64K box, but
it was too late. Does anybody know how much a 5200 cost vs a 400/ the
competitive atari 16K RAM 8 bit at the time as
5200 introduction?

That said, I respect everyone's views, and I always felt the same way
(Keyboards+Consoles are dead ends). It's just that after looking at some
PSX-2 figures, I tried to objectively re-evaluate this option. It all
started a few months ago when somebody posted on the povray benchmark site
the results for a PSX-2 development board. It blew everything else out of
the water. I then started wondering what it would be like to have one of
those development setups (They run Linux too!)...

I guess what this really comes down to is a survey, do game players want
computers too... If the answer is 'not sure', 'possibly' or 'I might' then
that just isn't good enough. I am the kind of guy who would say 'Hell yeah,
and where is the documentation on the custom chip registers...You say it has
microcode ? Can I reprogram that too?'

Peter

3976. Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <slfreh4sjev146@corp.supernews.com>
Source record: 43793
Body handling: HTML body converted to readable text

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Peter Laing wrote in message
news:wuR55.2072$_b3.97213@newsread1.prod.itd.earthlink.net...
>
> Alan Sharkis wrote in message
> news:8j8cj1$4gq$1@bob.news.rcn.net...
> > On the matter of adding a keyboard to a console:
> >
> > As we all know, the XEGS sold fair to middlin' as game console.
Somebody
> I
> > knew at that time tried to get people who purchased it to shell out for
a
> > disk drive and make it into a computer. He actually stood outside a
Toys
> R
> > Us, waited until somebody walked out with the XEGS, and handed them a
> flyer.
> > It urged them to buy the drive. It also urged them to tell Atari what
> they
> > had done and to ask Atari if they display the disk drive/real computer
> > option prominently in their advertising and on the package.
> >
> > AFAIK, the litter basket down the street contained many of those flyers
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> > the end of the day, and nothing else came if it.
> >
> > I think Foster L. Putnam had the right idea. If I didn't have other
> > requirements for my time and room pulling at me, I'd still have the
Atari
> > system set up next to, and connected to, my PC, to do what it does best.
>
> How much of this was crappy marketing/ very late to market. Let's face
it,
> Atari could have made the 5200 400/800 compatible, offered a keyboard and
> they would have had much the same thing. Sure the XEGM was a 64K box, but
> it was too late. Does anybody know how much a 5200 cost vs a 400/ the
> competitive atari 16K RAM 8 bit at the time as
> 5200 introduction?
>
> That said, I respect everyone's views, and I always felt the same way
> (Keyboards+Consoles are dead ends). It's just that after looking at some
```

Could you expand this to PC compatibles since they have a box with keyboard attached? I can dream can't I?
> PSX-2 figures, I tried to objectively re-evaluate this option. It all
> started a few months ago when somebody posted on the povray benchmark site
> the results for a PSX-2 development board. It blew everything else out of
> the water. I then started wondering what it would be like to have one of
> those development setups (They run Linux too!)...
>
> I guess what this really comes down to is a survey, do game players want
> computers too... If the answer is 'not sure', 'possibly' or 'I might' then
> that just isn't good enough. I am the kind of guy who would say 'Hell yeah,
> and where is the documentation on the custom chip registers...You say it has
> microcode ? Can I reprogram that too?'

Been lurking in the QNX newsgroup lately and there does seem like a nitch market is out there, just not an obvious one. The mass market C64/Atari 800 days do seem to have passed.

I should go back to the web site and get some hard figures, but there have been something like 800,000 downloads of the QNX single boot floppy web browser to Russia and 200,000 to Japan. I am pretty sure the demo will boot on something as a lowly as 386 with 3
megs of RAM and no hard drive.

Most of the discussion in the newsgroup is about SBC, Ampro, that kind of stuff, and embedded controllers.

It is all over for the ~$1,000 Atari 800 with an 810 drive, but it does look like there would be a *very* thin market for something that was almost designed like the original Macs or maybe the old Timex 1000, but could satisfy current performance requirements.

I think the rest of the world is kind of getting on the bandwagon, just that they don't have as much money as there is in North America or Western Europe. It won't be an Atari type computer, but I could see some highly technical former Eastern Block county like Poland or Russia coming out Model T type computer design.

3977. ISO2PC cable problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <39580A91.74F91DB9@bellsouth.net>
Source record: 43794

Okay! I went out and got myself a one chip (not a 1489, but
14C...something) cable.
So far, I haven't had to much luck with it. I have been unable to get
anything to work with the ISO2PC software (ver1.19).
I have been able to access the PC from my Atari using APE 95/98. The
only problem is that I can not get my Percom DD drive to work.
What I ended up doing was to unplug the ISO2PC cable from the Percom,
boot the Atari with MyDos4.0 which sets up a ram disk (D8:). Then I plug
the ISO2PC cable into the Percom. I lose the Percom but still have D8:
available to copy files from the PC onto. I then unplug the ISO2PC cable
from the Percom and copy the file(s) from D8: to a disk. Involved, what?

I haven't done to much on the PC side yet. I tried to set up a PC
ramdisk from the Atari, but didn't have much luck. I think a lot of my
problems would go away if I could figure out how to get my Percom to
work with the ISO2PC cable plugged into it (in case you're wondering,
Ape drive bay 1 is empty).
Does anyone have any ideas?
flp

3978. Re: ISO2PC cable problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <slg4so8bjev95@corp.supernews.com>
Source record: 43795

Foster L. Putman <fangmans@bellsouth.net> wrote in message
news:39580A91.74F91DB9@bellsouth.net...
> Okay! I went out and got myself a one chip (not a 1489, but
> 14C...something) cable.

Actually, the 14C89 should be better then the 1489.
> So far, I haven't had to much luck with it. I have been unable to get
> anything to work with the ISO2PC software (ver1.19).
SIO2PC
> I have been able to access the PC from my Atari using APE 95/98. The
> only problem is that I can not get my Percom DD drive to work.
> What I ended up doing was to unplug the ISO2PC cable from the Percom,
> boot the Atari with MyDos4.0 which sets up a ram disk (D8:). Then I plug
> the ISO2PC cable into the Percom. I lose the Percom but still have D8:
> available to copy files from the PC onto. I then unplug the ISO2PC cable
> from the Percom and copy the file(s) from D8: to a disk. Involved, what?

Can you get us some voltages or is everything buttoned up? Do you get any
noises coming out of the Atari with the setup?

The only time I have had trouble is when I was using SIO connectors and
drives that hadn't been used for 4-5 years. They made lousy contact and the
farther away from the computer on the chain, the worse the respose was.
Drive one almost booted, drive 2 would squawk, SIO2PC would ignore
everything.
>
> I haven't done to much on the PC side yet. I tried to set up a PC
> ramdisk from the Atari, but didn't have much luck. I think a lot of my
> problems would go away if I could figure out how to get my Percom to
> work with the ISO2PC cable plugged into it (in case you're wondering,
> Ape drive bay 1 is empty).
> Does anyone have any ideas?
> flp

You are using the RI version of the cable and have the software set up for
that in both SIO2PC and APE, and are not using a 1200XL?
>

3979. Adv.Utility Disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-26 00:00:00 UTC
From: Josephine Groen <josjegroen@hetnet.nl>
Message-ID: <#3#bZQH4$GA.222@net003s>
Source record: 43846

Who will help me to get an Advance UtilityDisk for
my Atari TT.

Wagaz

josjegroen@het net.nl

3980. Re: Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <lp5glskv223cdlpciunn3bjl9kt5ikngg2@4ax.com>
Source record: 43847

On Mon, 26 Jun 2000 15:55:12 -0400, "Alan Sharkis"
<asharkis@erols.com> drooled an embarassing wet spot in his lap as he
typed:

>On the matter of adding a keyboard to a console:
>
>As we all know, the XEGS sold fair to middlin' as game console. Somebody I
>knew at that time tried to get people who purchased it to shell out for a
>disk drive and make it into a computer. He actually stood outside a Toys R
>Us, waited until somebody walked out with the XEGS, and handed them a flyer.
>It urged them to buy the drive. It also urged them to tell Atari what they
>had done and to ask Atari if they display the disk drive/real computer
>option prominently in their advertising and on the package.
>
>AFAIK, the litter basket down the street contained many of those flyers by
>the end of the day, and nothing else came if it.

Not entirely surprising. Gamers want game machines. Dedicated
consoles. And as much as the XEGS was nothing more than a remodeled
65XE computer, it was marketed and sold as a dedicated game machine,
and gamers bought it, despite it being a fully functional computer,
and used it for -- yep -- games. There are of course plenty who used
it as a computer, but there are lots of borderliners out there who
love games and general computing both. But the majority of consumers
sit firmly in one or the other camp; gamers buy game consoles, and
everyone else buys computers. Gamers don't want computers, and
non-gamers (or people who want a real computer) don't generally buy
game systems -- or if they do, they have both in their house and use
the computer more for applications and netting than games.

I mean, *I* would love to see keyboard attachments for past and
existing consoles, but I've got my hands in a lot of pots, so I like
doing lots of different things, including gaming. The average teen,
tho... they want a Dreamcast to play games, and really couldn't care
less if it could run Microsoft Word...

>I think Foster L. Putnam had the right idea. If I didn't have other
>requirements for my time and room pulling at me, I'd still have the Atari
>system set up next to, and connected to, my PC, to do what it does best.

So would I. I've been a loyal fan and stolid trumpeter of Atari since
the first day I brought home a 600XL way back in '85. I loved the
machines -- all of them -- to bits, and I really wouldn't change
anything about them. The 8-bit did what it did for its era extremely
well, and changing it would sort of be like trying to fix what ain't
broke...

3981. Re: Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <7a6glso2n7u092uv0jtlol7b1hjaul4gsf@4ax.com>
Source record: 43848

On Mon, 26 Jun 2000 23:15:40 GMT, "Peter Laing"
<snailboy1REMOVECAPSTOREPLY@earthlink.net> drooled an embarassing wet
spot in his lap as he typed:

>How much of this was crappy marketing/ very late to market. Let's face it,
>Atari could have made the 5200 400/800 compatible, offered a keyboard and
>they would have had much the same thing. Sure the XEGM was a 64K box, but
>it was too late. Does anybody know how much a 5200 cost vs a 400/ the
>competitive atari 16K RAM 8 bit at the time as
>5200 introduction?

That was Atari infighting. It was stubbornness and stupidity that
caused the 5200 to have a different cartrige design, making it
incompatible with standard XL/XE carts.

>That said, I respect everyone's views, and I always felt the same way
>(Keyboards+Consoles are dead ends). It's just that after looking at some
>PSX-2 figures, I tried to objectively re-evaluate this option. It all
>started a few months ago when somebody posted on the povray benchmark site
>the results for a PSX-2 development board. It blew everything else out of
>the water. I then started wondering what it would be like to have one of
>those development setups (They run Linux too!)...
>
>I guess what this really comes down to is a survey, do game players want
>computers too... If the answer is 'not sure', 'possibly' or 'I might' then
>that just isn't good enough. I am the kind of guy who would say 'Hell yeah,
>and where is the documentation on the custom chip registers...You say it has
>microcode ? Can I reprogram that too?'

Sure, but how many people like you are there? I like to program, too,
and love getting right into the bits of a system to make it purr, but
we're a very select group of hackers, dabblers and tech junkies who
just revel in getting inside something, tearing it apart to see what
makes it tick, then figuring out how it could be made better. No
market could ever survive on this crowd. Do gamers want computers,
too? As I've said before, it's two completely different demographics,
and no matter how functionally similar a particular computer might be
to a particular game console, the gamers will *always* buy the
console, even if the computer does all of the same things, runs all
the same games, and offers them the opportunity to do more than just
gaming. See, I bought a computer because I realized that computers
could play games as well or better than consoles of the era, *and*
they were programmable and could let me do so much more than a console
could ever hope to. But I'm the sort of person who wants so much more
out of a system than games. I want to have the opportunity to do

other things, and to make it do what I want it to do. Gamers don't. They don't really even think about that end of things. They just want to play games, and what could possibly be better for playing games than a machine made especially for the task?

>
>Peter
>
>

3982. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <IFW55.21411$A%3.236027@news1.rdc2.pa.home.com>
Source record: 43849

> >
> > 1) W65C816 processor running at 14MHz --for compatability, or who
> > cares?
> 14Mhz? That will compete well with 1Ghz machines or even 500Mhz machines
> at the proposed price point.

Oops...sorry...I meant 1 GHz processor
>
> > 3) 16 bit sound processor
> special in what way or just an off the shelf 50c chip?

Oops...sorry..I meant Super-Duper Virtual Reality Sound System

>
> > 4) 16 bit sprite engine. Something similar to suzy in the lynx would
> > be great!
> Why? Hey, lets make a new machine and make it 10 years out of date.

Oops...sorry...I meant 2.5 Gazillion polygons/second

>
> > 5) USB bus (although we would have to write our own drivers)
> USB is on the way out. USB2 or Firewire or something.
>

Oh, and what the hell, parallel fiber optic I/O.

Well this thread has stopped being fun. The 'new Atari 8 bit' I supposed,
would be a cheap, hobbist machine. Something to play on. As I said before,
NO ONE is going to work on the OS or the drivers...I can tell you that RIGHT
now, so why bother talking about this. I started this thread just to knock
around some ideas on what was possible, or feasable.

tony

3983. New 8-bit (part 2)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <qLW55.21413$A%3.235843@news1.rdc2.pa.home.com>
Source record: 43850

While delving around the web, it dawned on me that the Super NES uses a 65C816 (I think) and its own custom graphics chip. It has multiple modes, 256 colors, and more....hmmmm

Kinda made me think

tony

3984. Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <VzY55.8272$NP5.137901@newsread2.prod.itd.earthlink.net>
Source record: 43851
Body handling: HTML body converted to readable text

Richard Cortese wrote in message
news:slfreh4sjev146@corp.supernews.com...
> Peter Laing wrote in message
> news:wuR55.2072$_b3.97213@newsread1.prod.itd.earthlink.net...
> >
> > Alan Sharkis wrote in message
> > news:8j8cj1$4gq$1@bob.news.rcn.net...

> > That said, I respect everyone's views, and I always felt the same way
> > (Keyboards+Consoles are dead ends). It's just that after looking at
some
>
> Could you expand this to PC compatibles since they have a box with
keyboard
> attached? I can dream can't I?

Sure you can, and it's healthy to dream...

> > PSX-2 figures, I tried to objectively re-evaluate this option. It all
> > started a few months ago when somebody posted on the povray benchmark
site
> > the results for a PSX-2 development board. It blew everything else out
of
> > the water. I then started wondering what it would be like to have one
of
> > those development setups (They run Linux too!)...
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> > I guess what this really comes down to is a survey, do game players want
> > computers too... If the answer is 'not sure', 'possibly' or 'I might'
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> yeah,
> > and where is the documentation on the custom chip registers...You say it
> has
> > microcode ? Can I reprogram that too?'
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> Been lurking in the QNX newsgroup lately and there does seem like a nitch
> market is out there, just not an obvious one. The mass market C64/Atari
800
> days do seem to have passed.
>
> I should go back to the web site and get some hard figures, but there have
> been something like 800,000 downloads of the QNX single boot floppy web
> browser to Russia and 200,000 to Japan. up>I am pretty sure the demo will boot on

something as a lowly as 386 with
3
> megs of RAM and no hard drive.
>
I finally downloaded the QNX demo floppy about 6 hours ago. I was really
impressed with it. Anybody who thinks windows
is a good product needs to download it, write down your DNS and PPP login
username/password, boot it up and test it out.
It does have a few rough edges, but all in all it's awesome.

> Most of the discussion in the newsgroup is about SBC, Ampro, that kind of
> stuff, and embedded controllers.
>
> It is all over for the ~$1,000 Atari 800 with an 810 drive, but it does
look
> like there would be a *very* thin market for something that was almost
> designed like the original Macs or maybe the old Timex 1000, but could
> satisfy current performance requirements.

> I think the rest of the world is kind of getting on the bandwagon, just
that
> they don't have as much money as there is in North America or Western
> Europe. It won't be an Atari type computer, but I could see some highly
> technical former Eastern Block county like Poland or Russia coming out
Model
> T type computer design.

They are in for the time of their lives...
Peter

3985. Re: Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000627132015.7549A@ilaskey.compulink.co.uk>
Source record: 43852

In article <gj5flssqiultktejahf2g4touvr78n2pum@4ax.com>,
diespamdie!!!mindfield@home.com (Mindfield) wrote:

> The X-Box... well, that's a whole 'nother ball of wax, that is. And
> it'll flop. It's competing with huge guns, using technology that's
> barely comparable to what already exists
I take it you haven't seen one in action then? I haven't but those
developers I know who have have said it is really awesome. Don't be misled
by the GFX chipset being by a familiar name - it's about 2-3 generations
beyond current bleeding edge PC GFX cards.

Iain

3986. Re: ISO2PC cable problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <3958AEFA.C5379F9F@bellsouth.net>
Source record: 43853

Richard Cortese wrote:

> Actually, the 14C89 should be better then the 1489.
> 1. Can you get us some voltages or is everything buttoned up? Do you get any
> noises coming out of the Atari with the setup?
> 2. The only time I have had trouble is when I was using SIO connectors and
> drives that hadn't been used for 4-5 years. They made lousy contact and the
> farther away from the computer on the chain, the worse the respose was.
> Drive one almost booted, drive 2 would squawk, SIO2PC would ignore
> everything.
> 3. You are using the RI version of the cable and have the software set up for
>
> that in both SIO2PC and APE, and are not using a 1200XL?
> >

1. The interface is built into the ISO connector. I wouldn't have known if I hadn't checked with an ohm meter. I opened the connector and there sat the 14C89 chip. That is all I saw though, no other components. And yes, everything is buttoned up.

2. The only thing I have in the chain is the Percom drive and the ISO2PC. I did clean the connector pins on the Percom. With the ISO cabled connected there is no reaction from the Percom at all. If I try a cold start with the cabled connected and APE bay 1 empty, I get a READY prompt and then self test when I type DOS (like no disk drive at all). With a DOS in APEs drive bay one, the Atari boots up with no complaint.

3. I'm running a 130XE. Ape is set up for RI, but I don't know about the ISO2PC, or if the interface is RI.

I know this isn't much info, but its all I have at the moment. I've got two 1050s coming in in the next week or so and would like to figure out this present problem before opening up a new can of worms.
flp

3987. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <85pup3kv5p.fsf@quahog.gsfc.nasa.gov>
Source record: 43854

>
> > 5) USB bus (although we would have to write our own drivers)
> USB is on the way out. USB2 or Firewire or something.

Don't knock it- low speed USB is a fairly easy interface to deal with.
You can get chips with USB tranceivers built in, needing only I/O
conditioning parts. Inside, the USB hardware gives an interrupt
driven packet rx/tx model. It wouldn't do for a hard disk interface,
but it wouldn't be unreasonable to rig a USB interface for a Atari
joysticks, and maybe original Atari floppy drives.

Gregm

3988. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <slhfdbl0jev84@corp.supernews.com>
Source record: 43855

Anthony Rudzki <Arudzki@home.net> wrote in message
news:lFW55.21411$A%3.236027@news1.rdc2.pa.home.com...
> Well this thread has stopped being fun. The 'new Atari 8 bit' I supposed,
> would be a cheap, hobbist machine. Something to play on. As I said before,
> NO ONE is going to work on the OS or the drivers...I can tell you that
RIGHT
> now, so why bother talking about this. I started this thread just to
knock
> around some ideas on what was possible, or feasable.

IMO: Atari's weren't cheap until after the Tramiel take over. Conditions that existed were kind of two fold.

You had a cash cow in the VCS, and a company that pretty much said ~Damn the cost, build a great machine.

Then you had that company sold off in fire sale type mania. All the assets were almost given away.

The same conditions could exist again. Somebody like 3Com or Sun could decide to build the box of our dreams that ends up costing ~$10,000 when you scale up 1979 dollars to todays. Something like a really nice workstation for video.sound editing like made for Pixar. Using the same senario of failure and take over, you would then get them being sold in the mass market for $1,000 bucks each.

3989. Re: ISO2PC cable problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <slhfpqk0jev67@corp.supernews.com>
Source record: 43856

Foster L. Putman <fangmans@bellsouth.net> wrote in message
news:3958AEFA.C5379F9F@bellsouth.net...
> 1. The interface is built into the ISO connector. I wouldn't have known if
I
> hadn't checked with an ohm meter. I opened the connector and there sat the
> 14C89 chip. That is all I saw though, no other components. And yes,
everything
> is buttoned up.

OK, if it doesn't have a small signal diode like a 1N914 in there, do NOT
use it with the Percom. Cables w/o the diode are meant to be the only thing
hooked up to the Atari.

3990. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3958e81c@fmlynet.org>
Source record: 43857

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Anthony Rudzki" <Arudzki@home.net>

> The community is developing (or redeveloping) 1.44Meg disk drive, IDE Hard
> drives, and browsers for internet communications. Thats about as far as it
> will go I believe.
> tony

Don't be silly. The Atari community (and a lot of hobby communities)
always develop add ons and hacks as technology becomes cheaper. So we tend to
be about 10 years behind the power curve. But I'm sure people will continue
adding things as they are found in "As-is" piles and used electronic stores.
We are too curious a group to do otherwise.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3991. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3958e81c@fmlynet.org>
Source record: 43858

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: TJ Edmister <damage_x@hotmail.com>
> hey good idea! so who is going to get to work on it?
> a technologically up-to-date version of the Atari 8-bit would surely be
> better than PCs or Macs (well, even more so than the existing Ataris)

What is really amazing is to look at what Apple II became for many users.
As the Macintosh was beginning to take over in the Apple II/Mac conflict that
Jobs so nicely inflicted in Apple, it was running Macintosh systems, DOS
emulation, running it's own stuff, and playing music in quad stereo.
It would take the Macintosh YEARS to touch that.

Moral of the story, the Atari in it's form today is far from what it was
two decades ago, and far from what Atari intended. It has grown.

You can take an Atari, hack it up to 1 meg (or more) for a nice fast ram
disk for your regular applications, put in a graphics interface if you want
using an Atari mouse (or some other mouse I'm sure), connecting to some device
to run a hard drive for you, and a variety of interfaces to run some nice
printers.

Really a very usable system by many standards. :)

Personally, I prefer an 800 with 48K to call a local BBS to check E-mail.
Nothing fancy, but fast, and no hard drive having to spin 24/7. Works for me.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3992. Hooking Up SCSI Disks ... 800XL DJ (ST)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.3958e81c@fmlynet.org>
Source record: 43859

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: etom000001@aol.com (ETom000001)
> I have spare equipment from my Power Macintosh that I was wondering would be
>usable on my Atari 800. The only peripheral I own is a tape drive, so you hav
> an idea of what kind of speed and storage increase I'm interested in.
> I was thinking that since the spare equipment are a SCSI hard disk drive and
> SCSI 4X CD-ROM I would need only 1 piece of equipment to bridge my Atari with
> the peripherals. Is there such a piece of equipment or do I need to put one
> together myself?
> Thank you all in advance for your replies.
> Edison

As everyone knows here (or might not), I tend to have fun skirting around
the Wintel world, so I love to use an Atari ST as my harddrive interface.

Take ANY Atari8 with 48K or higher (Hmmm.. maybe someday I'll try my Atari
800 with 24K or 32K to see if a disk drive can be used.. but I digress).

Any Atari ST,STE,Falcon (and TT I believe) with 4 meg ST ram.
A program from the internet called "800XLDJ".
And most importantly, a cable that you can get a nice version from Steve
Tucker, or Jason Worley or several others, known as a "SIO2PC" cable, which,
since we are connecting a Atari8 to ST becomes a "SIO2ST" cable by application.
(grin)
External SCSI frive (if it was not a type that had an internal drive) and
a way of connecting the drive to the ST (ICD Link II interface, etc)

With this, 800XLDJ is able to create virtual disks for the Atari8 in the
strange but useable .DI format. Other types of compression files.. .ARC,
ATR, .DCM, and other can be read and uncompressed by various programs for the
Atari8 and then saved in the .DI format for later use.

Fun format, and one I use everyday.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3993. Re: Atari at the movies

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.3958e81c@fmlynet.org>
Source record: 43860

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: TJ Edmister <damage_x@hotmail.com>
> at the start of The Princess Bride, Fred Savage is playing Hardball which
> is an XL/XE game

Hey, you're right! Awesome. What a movie to feature an Atari!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3994. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.3958e81c@fmlynet.org>
Source record: 43861

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Anthony Rudzki" <Arudzki@home.net>
> Whew, I guess it's been too quiet here at comp.sys.atari.8bit.
> New hardware? Never happen. Why? A basic fundamental problem. The world
> lives on graphics and you don't have ANYONE who would be willing to stick
> their neck out to come up with a new chip set. Pure and simple.
> You want a box that will sell, but to do so, you would have to have USB, PCI
> slots, SIMM/DRAM memory, voodoo2 (at least) graphics, and a IDE hard drive
> system. Thats what ALL the hardware is compatable with. Why not just buy a
> PC?
> The community is developing (or redeveloping) 1.44Meg disk drive, IDE Hard
> drives, and browsers for internet communications. Thats about as far as it
> will go I believe.
> tony

A few years ago Tiger released the Apple II in a much simpler form. That
was pretty cool.

I still think a message pad designed from the ST would be fun. and even
an Atari8 with the same size that could be written to look at flash roms as
drives would be fun.

Just bare in mind, even if we made the technology smaller, many would
flock to see it, buy it, and so forth. (kinda like with the Wonderboy
(minititure 2600 with 126 built in games) but have you seen what is out there?
They can emulate our games, and play others that by stats alone (can't say for
gameplay) are many times more impressive.

Think for a little bit, what can we or any new Atari company offer? What
niche can be filled? How would you spark an interest in a new generation?

Food for thought.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3995. Re: ISO2PC cable problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <3958D35D.F3AD6D76@bellsouth.net>
Source record: 43862

It's OK, I just tore the connector apart and took a closer look. There is a diode connected to pin 8 of the chip and the orange lead of the sio connector (as per your diagram for the 1489 interface).

Richard Cortese wrote:

> Foster L. Putman <fangmans@bellsouth.net> wrote in message
> news:3958AEFA.C5379F9F@bellsouth.net...
> > 1. The interface is built into the ISO connector. I wouldn't have known if
> I
> > hadn't checked with an ohm meter. I opened the connector and there sat the
> > 14C89 chip. That is all I saw though, no other components. And yes,
> everything
> > is buttoned up.
>
> OK, if it doesn't have a small signal diode like a 1N914 in there, do NOT
> use it with the Percom. Cables w/o the diode are meant to be the only thing
> hooked up to the Atari.

3996. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3958D670.585440EA@mail.uni-mainz.de>
Source record: 43863

Mindfield schrieb:
>
> On Sun, 25 Jun 2000 10:40:16 +0100, "Richard Kilpatrick (PC)"
> <richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
> lap as he typed:
>
> >Why not make a PC-clone, in a small case, which runs an emulator from
> >DOS all contained in flash ROM?
>
> Well that would cheating then, wouldn't it? And besides, there is no
> emulator in existence that is utterly, utterly 100% spot-on perfect as
> far as emulating the 8-bit goes. Atari800Win/DOS and XL-It! are very
> close, but there are still issues, and you'd still be paying a bit for
> an emulated 8-bit in a case like that. Consider that you'd need a
> Pentium-class processor to run at full 8-bit speed, a good Vesa 2
> compliant video card to get a proper video mode in full screen with
> the correct aspect ratio and full overscanning abilities, and you'd
> have to steal the CTH-modified routines from A800Win and port them to
> the DOS version in order to get proper R: handling ability that can
> actually talk to a real modem or network connection in the PC.
>
> Then, of course, there's no hope for real cartriges... and as far as I
> know only the CTH-modified A800Win can run OSS cart ROMs properly.
> (Well, it runs Mac/65, anyway...)
>
> >
> >Richard

Why not create an installable card (just like a soundcard or graphic
card) for the PC that has all nescessary Atari chips on it... then write
an emulator (or patch the existing ones) to use that card ?!?
No computer emulation would be needed and with Antic, GTIA, Pokey, etc.
present the emulators would have less problems ... any volunteers ???
greets - Andreas

3997. Re: ISO2PC cable problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <slhlhigbjev143@corp.supernews.com>
Source record: 43864

That makes it a little tougher. I don't have a Percom to see what they do to condition their I/O.

Anybody out there have a Percom with an SIO2PC cable attached that works?

About the only thing I think I know about Percoms is they are set up to handle multiple drives in the same box, could be something to do with that. Maybe try using MyDOS with the SIO2PC drive really high, like D7: and see what happens.

Foster L. Putman <fangmans@bellsouth.net> wrote in message news:3958D35D.F3AD6D76@bellsouth.net...
> It's OK, I just tore the connector apart and took a closer look. There is a
> diode connected to pin 8 of the chip and the orange lead of the sio connector
> (as per your diagram for the 1489 interface).
>
> Richard Cortese wrote:
>
> > Foster L. Putman <fangmans@bellsouth.net> wrote in message
> > news:3958AEFA.C5379F9F@bellsouth.net...
> > > 1. The interface is built into the ISO connector. I wouldn't have known if
> > I
> > > hadn't checked with an ohm meter. I opened the connector and there sat the
> > > 14C89 chip. That is all I saw though, no other components. And yes,
> > everything
> > > is buttoned up.
> >
> > OK, if it doesn't have a small signal diode like a 1N914 in there, do NOT
> > use it with the Percom. Cables w/o the diode are meant to be the only thing
> > hooked up to the Atari.
>

3998. Re: ISO2PC cable problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <3958D719.5A93B663@bellsouth.net>
Source record: 43865

An afterthought...is there any thing special set-up that I have to do with the
Atari, Percom, or ISO2PC interface before trying to 'talk' with the PC?
flp

Richard Cortese wrote:

> Foster L. Putman <fangmans@bellsouth.net> wrote in message
> news:3958AEFA.C5379F9F@bellsouth.net...
> > 1. The interface is built into the ISO connector. I wouldn't have known if
> I
> > hadn't checked with an ohm meter. I opened the connector and there sat the
> > 14C89 chip. That is all I saw though, no other components. And yes,
> everything
> > is buttoned up.
>
> OK, if it doesn't have a small signal diode like a 1N914 in there, do NOT
> use it with the Percom. Cables w/o the diode are meant to be the only thing
> hooked up to the Atari.

3999. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3958DB23.B352CFBD@mail.uni-mainz.de>
Source record: 43866

[snip]

Hey there,
so lets built up a time-machine, go back to the past and start the 8-bit era all over again. Make Atari 8Bits the biggest computers all over the world (lead Commodore into meaningless nothing), finish the Atari sweet 16 projects (and thus give an end to the pc world) and create an unbeatable 8-Bit Atari that still has life in the 5th millenium... (yeah dreaming can be so coool !!)

Next, "force" any software engineer to produce for Atari, get all great games like AR part 1 to 7, Lucasfilm Maniac Mansion, Zak Mc Cracken, Indiana Jones, Starwars X-Wing, B-Wing, Rebel Assault, etc., Doom, Lara Croft, The Last Ninja and many many more games released for Atari 8-Bit... Damn, I wish I had that time-machine...

(and then realize what I have done wrong, by chanching the time: Atari would have been the superior computer company and thus Atari and not Microsoft would be punished by law; and maybe if I changed the time very badly, in 1996 Atari would have starded its new supercomputer, that controls all weapons all over the world and in 1999 this computer decided to wipe out all mankind by starting a nuclear world war and creating TERMINATOR machines... who knows ?!?
Better not change the time, you cannot see what happens then...)

greetings - Andreas

4000. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <1wxLqLAomNW5Ew4V@lovecraft.demon.co.uk>
Source record: 43867

In article <0002.3958e81c@fmlynet.org>, Greg Goodwin <Greg.Goodwinp0.f2.
n8.z8@fmlynet.org> writes
> What is really amazing is to look at what Apple II became for many users.
>As the Macintosh was beginning to take over in the Apple II/Mac conflict that
>Jobs so nicely inflicted in Apple, it was running Macintosh systems, DOS
>emulation, running it's own stuff, and playing music in quad stereo.

Erm? Quad? The IIgs used an Ensoniq chip offering 31 oscillators, or 15
channels of stereo sound. It was good, but not quite that good ;)

smiles The Apple][family is a great example of how to manage a
product line well. It covers 4 distinct machines (5, if you could the
Apple ///) all of which are at least 80% compatible with each other.

The IIgs, however, presented a unique problem for Apple. Running at the
original speed of 8Mhz, it outperformed the SE - yet cost less, and
offered colour.

However, it wasn't running Macintosh systems - GS/OS 6.0 didn't come
out until 1989, and if you count the earlier models they didn't have a
full toolbox in ROM - it would take until 1990 and the ROM 03 version.
Mousedesk, which also ran on the IIc (and //e, and IIc+) was closer to
GEOS.

DOS Emulation in the early days was no harder than CP/M. You used the
computer as an IO device for a separate computer on a card.

> It would take the Macintosh YEARS to touch that.

Not really... although colour took too long (1988, officially), the Mac
could emulate (to the same extend as the Apple II range) a PC in 1985
with MacCharlie, it had a higher resolution screen, and it always
offered a very sophisticated 4 channel sound chip.

And Apple, unlike Atari and Commodore, did provide a legacy link in the
form of the Apple II card for the LC. They had to do something with all
those VLSI Apple //e chips they designed for the final revision of the
IIe!

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4001. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3958DCC3.EC2C8FE8@mail.uni-mainz.de>
Source record: 43868

Hi there,
maybe we should do a list for programmers, that have some spare-time and like to do something for the little Ataris. A so called "wish-list" that includes the most wanted games and game-conversions for the Atari 8Bit series. (Thinking of so many C64, Apple-II, Spectrum, Amstrad, NES, Genesis, Amiga, ST, PC, etc. games that I would like to see in a playable form on the little Ataris...)

greetings - Andreas

4002. Need MyDos 4.53 Source

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Bob Hays <bob@bobhays.com>
Message-ID: <JR665.23197$dF.880964@news1.rdc1.il.home.com>
Source record: 43869

I'm looking for MyDos 4.53 source. I've found the 4.50 source but would like the latest 4.53 source. I found a site that had it with XLSearch but it was corrupted.

Anybody have it?

Thanks
Bob

4003. Need MyDos 4.53 Source -Repost

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: bob@bobhays.com
Message-ID: <vU665.23199$dF.881038@news1.rdc1.il.home.com>
Source record: 43870

I'm looking for MyDos 4.53 source. I've found the 4.50 source but would like the latest 4.53 source. I found a site that had it with XLSearch but it was corrupted.

Anybody have it?

Thanks
Bob
bob@bobhays.com

4004. Re: ISO2PC cable problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <slhuo1lkjev110@corp.supernews.com>
Source record: 43871

The 1489's only put the equivalent of ~4k load to ground<less when you consider it is through the base of a transistor>, on the output lines. Hard to believe there is something in there that can't drive it to proper logic levels.

Only other thing that I can think of off hand is maybe adding a decoupling cap to the 1489.

I've made maybe 20-30 different versions of the cables just jerking around. Only tested them with 1050s and 810s, but they all seemed to work. I gave about 1/2 the cables away and sold the rest cheap to cover some of the costs, but I don't think there was a single complaint back that the cables weren't working. Could be the Percom thing.
Foster L. Putman <fangmans@bellsouth.net> wrote in message news:3958D719.5A93B663@bellsouth.net...
> An afterthought...is there any thing special set-up that I have to do with the
> Atari, Percom, or ISO2PC interface before trying to 'talk' with the PC?
> flp
>
> Richard Cortese wrote:
>
> > Foster L. Putman <fangmans@bellsouth.net> wrote in message
> > news:3958AEFA.C5379F9F@bellsouth.net...
> > > 1. The interface is built into the ISO connector. I wouldn't have known if
> > I
> > > hadn't checked with an ohm meter. I opened the connector and there sat the
> > > 14C89 chip. That is all I saw though, no other components. And yes,
> > everything
> > > is buttoned up.
> >
> > OK, if it doesn't have a small signal diode like a 1N914 in there, do NOT
> > use it with the Percom. Cables w/o the diode are meant to be the only thing
> > hooked up to the Atari.
>

4005. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1ecuwql.q9b587189tpf2N%rlcolli@ibm.net>
Source record: 43872

Richard Kilpatrick (PC) <richard@lovecraft.demon.co.uk> wrote:
> Tiger released the Apple][based Learning Computer, apparently, last
> year. Why base it on the in some ways superior, but as a childs toy,
> vastly inferior, Apple?
>
> Surely a $99, cartridge, SIO and PBI compatible 'learning computer'
> would be a better way to go.
>
> Problem is, who is going to make ANTIC, GTIA and Pokey?

Another extension of the 8-bit line would be to combine all the chips
(ANTIC, GTIA, POKEY, 6502, and 128K of RAM) onto one chip as a
competitor to the Basic Stamp (and embedded microprocessor used for
robots and other electronic projects).

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

4006. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1ecwbhh.1lv60fz115p2ceN%rlcolli@ibm.net>
Source record: 43873

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
> Why not create an installable card (just like a soundcard or graphic
> card) for the PC that has all nescessary Atari chips on it... then write
> an emulator (or patch the existing ones) to use that card ?!?
> No computer emulation would be needed and with Antic, GTIA, Pokey, etc.
> present the emulators would have less problems ... any volunteers ???

Chuck Steinman of Dataque posed this same question several years ago,
but I don't think there was any progress made on it.

If you're going to do this though, why?

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

4007. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Chris Martin <hacked_up_radio@yahoo.com>
Message-ID: <39592BAC.990AB678@yahoo.com>
Source record: 43874

Anthony Rudzki wrote:

> 1) W65C816 processor running at 14MHz --for compatability, or who cares?
> 2) 128K Flash OS w/ 4K boot ROM
> 3) 16 bit sound processor
> 4) 16 bit sprite engine. Something similar to suzy in the lynx would be
> great!
> 5) USB bus (although we would have to write our own drivers)

If a 8bit clone was built the size of a palm-top computer, complete
with LCD, cartridge port, USB, etc., this would be ideal. If it ran most
of the old software (especially the games and term prgs), I'd buy it!

The A8 and ST computers are just as powerful as current palm-top
computers, AND if an atari clone palm-top existed, it could take
advantage of 15+ years of software.......

Hmmmm.....just being able to take the computer with you..... ;-)

Just a thought!

--
Chris Martin
Hacked-Up Radio
http://www.hackedup.com

4008. Re: Re: Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <agdilskij5afbeujkodl84qr69282ete8b@4ax.com>
Source record: 43875

On Tue, 27 Jun 2000 12:19:35 GMT, ilaskeyremoveme@cix.co.uk (Iain
Laskey) drooled an embarassing wet spot in his lap as he typed:

>I take it you haven't seen one in action then? I haven't but those
>developers I know who have have said it is really awesome. Don't be misled
>by the GFX chipset being by a familiar name - it's about 2-3 generations
>beyond current bleeding edge PC GFX cards.

Not really. Ge-Force and the Voodoo5 with on-board dual SLI are
pretty comparable. I've read the specs, and there's not much the
X-Box will be able to do that modern high-end PCs with decent cards
won't.

Plus, the X-Box will probably cause a lot of people to die of sticker
shock; last I had heard, its initial price was slated at $499...

Mindfield
"But look, you get a free set of Ginsu steak knives! NOW how much
would you pay?"

>
>Iain

4009. 8-bit to a VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <dJa65.323$MZ3.404@newsfeed.slurp.net>
Source record: 43876

Hi,

I had posted this message before about if there was a way to connect an Atari 8-bit to a VGA monitor. A gent came back and told me to buy the monitor cable that hooked up to the computer and had two RCA jacks at the other end. He also told me about a graphics converter which I ordered. Now my question is, how do I get sound? Do I buy some cheap TV and use that or what? Is one of the RCA jacks an audio jack???
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4010. Re: Adv.Utility Disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000627172002.28322A-100000@vtn1>
Source record: 43877

On Mon, 26 Jun 2000, Josephine Groen wrote:

>
> Who will help me to get an Advance UtilityDisk for
> my Atari TT.
>
> Wagaz
>
> josjegroen@het net.nl
>
>

You posted to the wrong group. Try comp.sys.atari.st.

Regards
jkp

4011. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-27 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8jbj2clgp1@news.storm.ca>
Source record: 43878

Hmm... some of the new palmtops do run 320x240 LCD. That would be nifty and neat. Limited utility, but neat.

Drool... portable MULE....

David P.

"Chris Martin" <hacked_up_radio@yahoo.com> wrote in message news:39592BAC.990AB678@yahoo.com...
> Anthony Rudzki wrote:
>
> > 1) W65C816 processor running at 14MHz --for compatability, or who cares?
> > 2) 128K Flash OS w/ 4K boot ROM
> > 3) 16 bit sound processor
> > 4) 16 bit sprite engine. Something similar to suzy in the lynx would be
> > great!
> > 5) USB bus (although we would have to write our own drivers)
>
> If a 8bit clone was built the size of a palm-top computer, complete
> with LCD, cartridge port, USB, etc., this would be ideal. If it ran most
> of the old software (especially the games and term prgs), I'd buy it!
>
> The A8 and ST computers are just as powerful as current palm-top
> computers, AND if an atari clone palm-top existed, it could take
> advantage of 15+ years of software.......
>
> Hmmmm.....just being able to take the computer with you..... ;-)
>
> Just a thought!
>
> --
> Chris Martin
> Hacked-Up Radio
> http://www.hackedup.com
>
>
>

4012. Re: Atari DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <395aa75b$0$1507$53a6afc1@news.erinet.com>
Source record: 43646

I think I have a .atr or .dcm of DOS XL.
Uhm. lemme see.....
Nope, didn't find it in the cth archive.
You want a .atr or .dcm arced or zipped and sent?
Russg

4013. Atari Swap & Sale, Columbus, Ohio

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <mxd65.1828$4h3.19134@typhoon.columbus.rr.com>
Source record: 43879

The Atari Computer Enthusiasts of Columbus wish to announce their 5th? 6th? (time flies when you're having fun) Annual Swap & Sale. September 9, 2000. Please write for details/ map/ electronic or snail mail. Donald Thomas is planning on placing an announce and map on k www.icwhen.com ::Site Features::I.C. News in the near future. Or, while you're there, check out the photos of last year's meet.

--
R. Wayne Arenz

___
| | rarenz@columbus.rr.com
|___/ . / wayne.arenz@healthcare.com
| \ /_\ / rwarenz@freenet.columbus.oh.us
| \/ \/ (if all else REALLY fails)

4014. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8jcseo$og5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 43880

Howdy Greg, folks

> Personally, I prefer an 800 with 48K to call a local BBS to check E-mail.
>Nothing fancy, but fast, and no hard drive having to spin 24/7. Works for
me.

Excuse me, but the ages we Atari 8bitters live in are not THAT dark. Spinning
24/7..... Heck no, I switch my Harddrive of when I switch of the power
supply in my minitower. Just like PC users do. It's just that my Mini Tower
doesn't have a PC inside. THANK GOD!!!!!

CU Mathy van Nisselroy

PS a ZIPdrive stops spinning after it hasn't been accessed for a while (sp?).
If BBS owners would use ZIPdrives, they wouldn't have to keep their harddrives
spinning 24/7 either. There is even some hardware that will power a computer
up when the modem detects a RING.

4015. Re: New 8-bit (part 2)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8jct95$og5$2@nets3.rz.RWTH-Aachen.DE>
Source record: 43881

Howdy Tony, folks

> While delving around the web, it dawned on me that the Super NES uses a
>65C816 (I think) and its own custom graphics chip. It has multiple modes,
>256 colors, and more....hmmmm

Problem with most graphics chips is availability.
Problem number two is, who is willing and able to write the software for them.
Problem number three, how hard is it to hook it to the Atari.
Problem number four, how high is the price.

I know this great chip intended for the MSX computer (no text ability, but 512x512x32k colours), wouldn't be to hard to hook to the Atari. But it probably needs a three layer PCB (which is expansive). And up till now, the only supplier I have heard of wants you to buy a minimum number of these chips (Yamaha V9990).

I tried the 8563/8568 of the C128. Problem is this baby is badly documented and even it's own developer doesn't like it. But it will do 80x25 or 80 x 50 text and up to 640 x 480 pixel graphics and more. I have a prototype soldered together, but I don't speak assembler, have no time to learn it (yet) and don't know how to initialize the chip.

CU Mathy van Nisselroy

PS If I need anything for my XE (I alreay have a BlackBox with FloppyBoard, ZIPdrive, harddrive and CD ROM player) it's the ability to use 80 columns. I have XEP80's but they are SOOOOOOOOO slow. Probably Atari's fault, because the video processor can handle 16 bits, 64kB and colour.

4016. Re: New 8-bit (part 2)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <TiaiexCEufW5EwcF@lovecraft.demon.co.uk>
Source record: 43882

In article <8jct95$og5$2@nets3.rz.RWTH-Aachen.DE>, Mathy Van Nisselroy
<nisse-ma@reze-1.rz.rwth-aachen.de> writes
>PS If I need anything for my XE (I alreay have a BlackBox with FloppyBoard,
>ZIPdrive, harddrive and CD ROM player) it's the ability to use 80 columns. I
>have XEP80's but they are SOOOOOOOOO slow. Probably Atari's fault, because
>the video processor can handle 16 bits, 64kB and colour.

When you say it can handle 16-bits, do you mean 262,000 colours, or
16-bit addressing?

It sounds suspiciously similar to the 128 Chip, in some ways, but
Commodore only provide a TTL level output - I wondered if, given the 64K
RAM in the DCR, a different output circuit could provide analogue RGB.

Richard, has never seen an XEP80.
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4017. FA: Atari 800 (In Original Box)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: MexiAce <staalejg@bigfoot.com>
Message-ID: <8jcve5mkf1@slb6.atl.mindspring.net>
Source record: 43883

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=369456131

4018. ||| new mp3z activated/micro_hyper 02/00|||

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: carl <carl@micromusic.net>
Message-ID: <395A1717.31DFA37@micromusic.net>
Source record: 43884

hi all you friendz of weird music & digital dope!

micromusic's quality_filter_system (qfs) activated
2 new trackz this mornin' :

autobox_beatbot!.mp3 by mc iedh vs C64z:
****
mc iedh gives us the doper of the week with some
silly episodic bouts of cookie cutter butter beatz!
(this is *hedfon music* and something 4 tha bad
fatha'_muckerz among u!)

vermengung.mp3 by drx:
****
when sade hitz a kraftwerk and falco meetz a
chilli pepper the groove getz smooth and the party
very horny! intercooler says: 'shake, shake it baby!'
and sugar meanz: yo!

listen and suck these trackz exclusively at:

http://www.micromusic.net

AND:::AND::: AND:::AND::: AND:::AND::: AND:::AND:::

a new micro_zone has been activated by carl: MICRO_WAREZ

in this zone u can check out music_toolz recommended by
the micromusic community (sharewarez, freewarez, paywarez
or hardwarez).

feel free to add your favorite toolz (micromemberz only)!

AND:::AND::: AND:::AND::: AND:::AND::: AND:::AND:::

the definite 'last_ninja_winner_track_hyper' for orpheus
has been launched by micro_fx_agent joku!!! (thnx bud!)
play the game by navigating through 99 ninjas for full
pleasure (only for 18yearz + ... hehehe :).

enjoy and keep on trackin'!!!

y/microteam
contact@micromusic.net

http://www.micromusic.net
|| ||| | ||| | |||| || | |||
lowtech music for hightech people

4019. Re: ||| new mp3z activated/micro_hyper 02/00|||

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8jd73trsi1@plutonium.compulink.co.uk>
Source record: 43885

In article <395A1717.31DFA37@micromusic.net>, carl@micromusic.net (carl)
wrote:

> hi all you friendz of weird music & digital dope!
Jesus, what a retarted rambling bunch of crap. I'm I getting old?

Iain

4020. FS: Atari 1020 Color Plotter, Epson Printer, and 2 Mac Pluses

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: mjj14@aol.com
Message-ID: <20000628130936.01946.00000313@ng-mf1.aol.com>
Source record: 43886

Hi,
I have the following items for sale:
-2 Macinotsh Pluses - one of them has a non working floppy drive, other than that it is in perfect condition and the other one has a bad picture tube (you have to let it warm up for 5 - 10 mins before it will come on), other than that, the second one also works perfectly. Both come with the original Mac Plus keyboard and mouse and the first one to get sold comes with a power cord (sorry I don't have 2) and some copies of system disks for the Plus. Any more questions, just e-mail me. You can see a pic of one of the Pluses (they both are actually very similar in condition) at:
http://members.aol.com/kjj58/MacPlus1.jpeg
E-mail me a price.
-Epson MX80FT Dot Matrix Printer - I have no clue if this printer works or not, I think it is for non-Apple computers anyway. It has not been tested whatsoever, so I can't guarantee anything. E-mail me if you have more questions. You can see pictures of it at:
http://members.aol.com/kjj58/EpsonMX80FT1.jpeg
http://members.aol.com/kjj58/EpsonMX80FT2.jpeg
http://members.aol.com/kjj58/EpsonMX80FT3.jpeg
E-mail me a price.
-Atari 1020 Color Plotter Printer - this unit is also totally untested and it is for use with Atari's 8 bit computer series. This is for the printer only, no power adaptor, sorry. If you have any questions, e-mail me. You can see pictures of it at:
http://members.aol.com/kjj58/Atari10201.jpeg
http://members.aol.com/kjj58/Atari10202.jpeg
E-mail me a price.
Thanks so much! I am flexible with the prices though if it comes down to a few dollars here or there.
-Matt

4021. Re: Hooking Up SCSI Disks ... 800XL DJ (ST)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000628134318.01759.00000342@ng-fq1.aol.com>
Source record: 43887

>"Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org says:

> Take ANY Atari8 with 48K or higher (Hmmm.. maybe someday I'll try my
>Atari 800 with 24K or 32K to see if a disk drive can be used.. but I digress).

DOS 2.0 will work with a minum of 16K, but it is a little cramped, pretty
limited and slow on file and disk maintenance.

-Ron

I don't have a solution but I admire the problem.

4022. Atari 600XL Complete setup and Massive Page 6 disk collection ... Ends 1 hour

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: Stephen Eddy <stephen.eddy@btinternet.com>
Message-ID: <8jdfl5$36b$1@plutonium.btinternet.com>
Source record: 43888
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit

I have the gollowing Atari auctions on Ebay which will end at 20:30 on the 28/6:-

Atari 600XL with Manuals and Software and IO Magazine - http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=363914542
Massive Atari Page 6 Collection (150+ disks) - http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=363914542

4023. Re: Flight Sim II copy protection

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: SII <jerry.glenwright@sixty3ink.ndo.co.uk>
Message-ID: <8jdjhjppv1@nnrp1.deja.com>
Source record: 43889

In article <39577dc2.6416977@news.free.fr>,
jeanmaro@free.fr wrote:

> you can simply get the rom on the net
> it s already cracked !
>

Where? The one version I could find which I downloaded still had the copy protection. The program cleverly recognises that it is a copy and, after approximately 45 to 60 seconds, totally blacks out the screen! Brilliant protection. It gives you just enough of a taste to want to go out and buy it, but not enough to actually fly the plane.

I have bought many versions over the years including two for the Atari 8-bit (one new, one garage sale), one for the ST, one for the PC and one for the Mac.

I LOVE FSII! And I really want to use the program on an emulator running on my palmtop Libretto...

Jerry

Sent via Deja.com http://www.deja.com/
Before you buy.

4024. HUGE VR UPDATE!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: atarivision@my-deja.com
Message-ID: <8jdsc4$11r$1@nnrp1.deja.com>
Source record: 43890

The Artari section has been updated, as well as the
Jaguar VR news....

check it out, you won't want to miss it!

Enjoy...

Clint
www.AtariVision.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4025. Re: ||| new mp3z activated/micro_hyper 02/00|||

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <riskls4kk6eehpndlo4vhn8sch9un81pn0@4ax.com>
Source record: 43891

The other Day ilaskey@cix.compulink.co.uk wrote:

>In article <395A1717.31DFA37@micromusic.net>, carl@micromusic.net (carl)
>wrote:
>
>> hi all you friendz of weird music & digital dope!
>Jesus, what a retarted rambling bunch of crap. I'm I getting old?
>
>Iain

No.....Not unless what you have is a spreading virus that I got :-)

Seems like that was written under the influence of a drugs experiment?

Perhaps its a test of a new Artificial Un-intelligence program?

Perhaps the person who wrote it is just really thick?

All these questions and more may never be answered :-)
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

4026. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: Robert Cortese <robert_cortese@hotmail.com>
Message-ID: <8jdvek$4uq@journal.concentric.net>
Source record: 43892

I have access to TI DSP programing tools and chips. I remember my dad
telling me once that you can take all the logic from a Atari, rom and o/s
included and *possibly* program a DSP to emulate it. Add an extra module to
output to LCD or Analog VGA + sound and you should basically have an atari
on a chip. Anyone ever try this before? Give me something solid to try and
i'll take a shot at it.

--Robert Cortese

<ilaskey@cix.compulink.co.uk> wrote in message
news:8j7ad0$p2f$1@plutonium.compulink.co.uk...
> In article <8j3bl0ell1@nnrp1.deja.com>, carmel_andrews@my-deja.com ()
> wrote:
>
> > As far as i understand it Atari had already declared bankruptsy before
> > JTS sold Atari for 5 million USD,
> Other way round JTS were bankrupt when they sold off Atari.
>
> > According to a @friend@ of mine JTS only sold Hasbro the IPR's
> > (intellectual Property rights) to Atari's software archives, namely
> > pacman, digdug, star raiders etc...This has nothing to do with the Atari
> > brandname and logo, and from what I understand it didn't include the
> > hardware (vcs/lynx/st/e/falcon/8bit etc), I know this as my "friend"
> > obtained the remnents of Atari's rights to pacman (for the home)
> Nope. They have at least some hardware and def. the name too. They
> released the Jaguar cart encryption keys to PD so they obviously have
> control over that.
>
> > of software, obviously those socalled experts/pro's at hasbro don't know
> > of Atari's past as a software house, because if they did, hasbro
> > wouldn't have bothered buying Atari's s/w archives...
> Hasbro are doing an awful lot of good stuff with the Atari name an
> intellectual rights. Far better than anyone had a right to hope for to be
> honest.
>
> > h/w back into mass production and mass distribution... And essentially
> Why? As a way to lose money? What is the point. There is nothing left of
> whatever people here think of by the name 'Atari'. It's history. Atari is
> a state of mind from your youth. The staff have gone, the hardware is
> useless for 99% of modern users. You might sell the odd bit of kit to an
> Atari nutter but you'd be insane to try such a thing unless you had
> a bottomless pit of money to waste.
>
> > do the same thing that IBM did with the PC... namely allow other

> > companies to manufacture Atari (3rd pty) compatables (you can forget,
> > ppc/k7's and p11/111 sh*te)
> Ermm, what makes them shit? They are considerably more potent than a 6502.
> Shit because you like getting an Intel? Shit because you all hate bad old
> Bill (boo hiss). Explain?
>
> > only anything compatable with 65*** or 68***
> But Atari released some PCs so can we use 80286s too? What about the CPUs
> in the consoles? What is the point of getting keyed in to some ancient
> underpowered CPU just because it was useful 20 years ago and the ATari
> name gets you all excited?
>
> > (which is one of the same thing anyway) and sell it at the £250/350
> > barrier... At that price it would be a good seller
> At that price it would bomb. Forget it. Dreamland.
>
> > we should go along the lines of what linux is succeeding in acheiving,
> Semi sensible. Embedded Linux would be a good starting point but would you
> burn it in ROM or have it a full version on HD? If the latter, how many
> home users would want to get to grips with a Unix-alike when they can have
> nice friendly Windows instead?
>
> > but without having to adopt linux, allow people to obtain h/w and
> > systems s/w upgates very inexpensively
> You really know zero about the economics of running a company don't you.
> Do you have any idea what it would cost to ship in, refurbish, check,
> guarantee, ship out stuff?
>
> > 3rd party atari s/w and h/w manufacturers, whilst they won't be rolling
> > in it so to speak, they won't have the same problems regarding
> > compatability, bug's etc...
> And on this complex new hardware, all these 3rd parties are going to write
> 100% bug free code? The reason Atari/CBM/whatever machines used to be so
> solid was because they are so simple. Make the machines more up to date
> and they are going to get buggy. Complexity brings errors unless you are
> working with a massive budget in which case the product will cost more
> than people are willing to pay.
>
> > problem that AMD processors have with windows 95 and 98,
> One easily fixed prob with win95 and none with win98.
>
> > was successfull, this wouldn't happen because anyone making s/w or h/w
> > for atari or 3rd pty compat's would have to make sure that his/her
> > product was compatable with all h/w and s/w on atari systems,
> Ermm, it's supposed to be like that on WIndows. That's why MS have a
> certification system for drivers, hardware, apps etc. This is impossible
> to achieve. No tinpot developer wil be willing to ensure anything they do
> matches a whole bunch of other peoples efforts, just in case.
>

> > to do with the Atari division owned by hasbro, because Atari systems
> > would becomme popular again,
> Why? Most people these days don't know who Atari are or think they went
> under around 1983. To most game buying kids and young adults the name
> means nothing.
>
> > being ant m/s or japanese etc... look at it the other way, Say since
> > 1990 when was the last time sega sony/ nintendo or m/s(intel) done
> > anything for Atari..
> Why should they? What an idiotic statement. If there was a ten million
> Atari systems they would which leads on to..
>
> > anything for atari (h/w or s/w), If they did I must be living on another
> > planet, so in practice, why should Atari produce software or products
> > for competing systems
> Atari did it because their own systems weren't selling enough and revenues
> were falling.
>
> > last 25-30 years can be traced back to something that Atari themselves,
> > invented, pioneered or created, after all if ampex can still obtain
> > royalites from video tapes (30 years after the things were invente), why
> > didn't Atari start hammering s/w and h/w manufacturers now for those
> > royalties...,
> They did. They got money out of Sega and Nintendo. A lot of money. Didn't
> stop them going belly up though.
>
> > ... Now if you call yourselves Atari users, and that is Atari users in
> > the true sence i.e That you still own the h/w and s/w and are still
> > actively using the system daily...
> I still get all gooey eyed at the site of an Atari 800/810 combo and I
> have a 130XE and 800XL in my computer room but I know they're only good
> for playing some old games that I'm nostalgic about. Anyone that says
> otherwise is just deluding themselves. Modern machines can do everything
> an Atari could and far better/faster. Cheaper too probably. I paid £1200
> for a Mega STe. My last PC was built for around £400 and is a hell of a
> lot better.
>
> > And not one of those sad sod's who use 'emulators',
> Or realistic people...
>
> > sence... still getting back to my point... As Atari users(in the trueist
> > sence)
> where trueist == your view.
>
> > would you rather have atari technology (h/w & s/w) used in Atari
> > systems, or would you rather see Atari technology seen in someone elses
> > electronic box
> If there had been a continuity with better systems coming out over the
> years and Atari being the same company with the same staff we knew and

> loved (with exceptions..) then I'd probably agree. The reality is that
> that has all gone. Atari is just a bunch of patents/rights and some fond
> memories that seem to delude certain people that muttering 'Atari' will
> make it all go well in the world.
>
> > And with regards to customers or market share, the fact is there
> > allready a ready made market for new Atari systems (provided that they
> > instigate backup, support, cohesive/consistant sales and marketing
> > programmes etc)
> Proof? Don't say 'fact is' otherwise. Opinion, not fact.
>
> > borland c, tomb raider etc... After all they used to be Atari users, so
> > what's stopping them now...
> Maybe they have moved forward with their lives...
>
> > Then ofcourse you have those that own the "jap crap" i.e sega, sony &
> > nintendo,
> Why crap? the fact that Sony sell as much as they do means they have got
> it right. Like it or lump it. That said, the PS2 had stiffed in Japan and
> is being hammered by the Dreamcast whereas the DC has failed in the US &
> Europe to meet targets.
>
> > who as we all know also used to own Atari (though they'd hate to admit
> > it)
> Huh?
>
> > Then you have the rest of us (consumers that is) who are wanting to get
> > ahead in videogames or interactive entertainment, who are wanting to buy
> > a quality up to date system,
> What like whatever Project X turned in to? i.e. get a bunch of ex-Atari
> hardware engineers, Jeff Minter and a shedload of venture capital.
> Develop a chipset, wow the press then put it all in a DVD player sold in
> Japan and wonder why you have dissapeared from view? What a shambles..
> Ooh, Tempest 3K. That will save 'em. Not.
>
> > understand that what your buying is atari technology with someone elses
> > name on it,
> Who gives a f*ck? Do you care that every time you get in a car you are
> using Mr Benz's technology? Nope. Do you care that when you buy a TV it is
> a Baird device? Nope.
>
> Sorry but if you really believe what you write you need a dose of reality
> and badly.
>
> Iain

4027. Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <as1lls43qr4umihqgl5j31pmnabr8g34lm@4ax.com>
Source record: 43893

On 28 Jun 2000 18:49:56 EDT, "Robert Cortese"
<robert_cortese@hotmail.com> drooled an embarassing wet spot in his
lap as he typed:

>I have access to TI DSP programing tools and chips. I remember my dad
>telling me once that you can take all the logic from a Atari, rom and o/s
>included and *possibly* program a DSP to emulate it. Add an extra module to
>output to LCD or Analog VGA + sound and you should basically have an atari
>on a chip. Anyone ever try this before? Give me something solid to try and
>i'll take a shot at it.
>
>--Robert Cortese

Theoretically a DSP could be programmed to do anything. It's about as
general purpose a chip as you can get. you can use it for sound,
logic, or an entire system, really; you could theoretically have, say,
an MC68001 DSP programmed to work as a 6502, Antic, GTIA, and Pokey
all at the same time. I don't know how effective it would be in
practise, but it works on paper...

>
><ilaskey@cix.compulink.co.uk> wrote in message
>news:8j7ad0$p2f$1@plutonium.compulink.co.uk...
>> In article <8j3bl0ell1@nnrp1.deja.com>, carmel_andrews@my-deja.com ()
>> wrote:
>>
>> > As far as i understand it Atari had already declared bankruptsy before
>> > JTS sold Atari for 5 million USD,
>> Other way round JTS were bankrupt when they sold off Atari.
>>
>> > According to a @friend@ of mine JTS only sold Hasbro the IPR's
>> > (intellectual Property rights) to Atari's software archives, namely
>> > pacman, digdug, star raiders etc...This has nothing to do with the Atari
>> > brandname and logo, and from what I understand it didn't include the
>> > hardware (vcs/lynx/st/e/falcon/8bit etc), I know this as my "friend"
>> > obtained the remnents of Atari's rights to pacman (for the home)
>> Nope. They have at least some hardware and def. the name too. They
>> released the Jaguar cart encryption keys to PD so they obviously have
>> control over that.
>>
>> > of software, obviously those socalled experts/pro's at hasbro don't know
>> > of Atari's past as a software house, because if they did, hasbro
>> > wouldn't have bothered buying Atari's s/w archives...
>> Hasbro are doing an awful lot of good stuff with the Atari name an
>> intellectual rights. Far better than anyone had a right to hope for to be

>> honest.
>>
>> > h/w back into mass production and mass distribution... And essentially
>> Why? As a way to lose money? What is the point. There is nothing left of
>> whatever people here think of by the name 'Atari'. It's history. Atari is
>> a state of mind from your youth. The staff have gone, the hardware is
>> useless for 99% of modern users. You might sell the odd bit of kit to an
>> Atari nutter but you'd be insane to try such a thing unless you had
>> a bottomless pit of money to waste.
>>
>> > do the same thing that IBM did with the PC... namely allow other
>> > companies to manufacture Atari (3rd pty) compatables (you can forget,
>> > ppc/k7's and p11/111 sh*te)
>> Ermm, what makes them shit? They are considerably more potent than a 6502.
>> Shit because you like getting an Intel? Shit because you all hate bad old
>> Bill (boo hiss). Explain?
>>
>> > only anything compatable with 65*** or 68***
>> But Atari released some PCs so can we use 80286s too? What about the CPUs
>> in the consoles? What is the point of getting keyed in to some ancient
>> underpowered CPU just because it was useful 20 years ago and the ATari
>> name gets you all excited?
>>
>> > (which is one of the same thing anyway) and sell it at the ï¿½250/350
>> > barrier... At that price it would be a good seller
>> At that price it would bomb. Forget it. Dreamland.
>>
>> > we should go along the lines of what linux is succeeding in acheiving,
>> Semi sensible. Embedded Linux would be a good starting point but would you
>> burn it in ROM or have it a full version on HD? If the latter, how many
>> home users would want to get to grips with a Unix-alike when they can have
>> nice friendly Windows instead?
>>
>> > but without having to adopt linux, allow people to obtain h/w and
>> > systems s/w upgates very inexpensively
>> You really know zero about the economics of running a company don't you.
>> Do you have any idea what it would cost to ship in, refurbish, check,
>> guarantee, ship out stuff?
>>
>> > 3rd party atari s/w and h/w manufacturers, whilst they won't be rolling
>> > in it so to speak, they won't have the same problems regarding
>> > compatability, bug's etc...
>> And on this complex new hardware, all these 3rd parties are going to write
>> 100% bug free code? The reason Atari/CBM/whatever machines used to be so
>> solid was because they are so simple. Make the machines more up to date
>> and they are going to get buggy. Complexity brings errors unless you are
>> working with a massive budget in which case the product will cost more
>> than people are willing to pay.
>>
>> > problem that AMD processors have with windows 95 and 98,

>> One easily fixed prob with win95 and none with win98.
>>
>> > was successfull, this wouldn't happen because anyone making s/w or h/w
>> > for atari or 3rd pty compat's would have to make sure that his/her
>> > product was compatable with all h/w and s/w on atari systems,
>> Ermm, it's supposed to be like that on WIndows. That's why MS have a
>> certification system for drivers, hardware, apps etc. This is impossible
>> to achieve. No tinpot developer wil be willing to ensure anything they do
>> matches a whole bunch of other peoples efforts, just in case.
>>
>> > to do with the Atari division owned by hasbro, because Atari systems
>> > would becomme popular again,
>> Why? Most people these days don't know who Atari are or think they went
>> under around 1983. To most game buying kids and young adults the name
>> means nothing.
>>
>> > being ant m/s or japanese etc... look at it the other way, Say since
>> > 1990 when was the last time sega sony/ nintendo or m/s(intel) done
>> > anything for Atari..
>> Why should they? What an idiotic statement. If there was a ten million
>> Atari systems they would which leads on to..
>>
>> > anything for atari (h/w or s/w), If they did I must be living on another
>> > planet, so in practice, why should Atari produce software or products
>> > for competing systems
>> Atari did it because their own systems weren't selling enough and revenues
>> were falling.
>>
>> > last 25-30 years can be traced back to something that Atari themselves,
>> > invented, pioneered or created, after all if ampex can still obtain
>> > royalites from video tapes (30 years after the things were invente), why
>> > didn't Atari start hammering s/w and h/w manufacturers now for those
>> > royalties...,
>> They did. They got money out of Sega and Nintendo. A lot of money. Didn't
>> stop them going belly up though.
>>
>> > ... Now if you call yourselves Atari users, and that is Atari users in
>> > the true sence i.e That you still own the h/w and s/w and are still
>> > actively using the system daily...
>> I still get all gooey eyed at the site of an Atari 800/810 combo and I
>> have a 130XE and 800XL in my computer room but I know they're only good
>> for playing some old games that I'm nostalgic about. Anyone that says
>> otherwise is just deluding themselves. Modern machines can do everything
>> an Atari could and far better/faster. Cheaper too probably. I paid ï¿½1200
>> for a Mega STe. My last PC was built for around ï¿½400 and is a hell of a
>> lot better.
>>
>> > And not one of those sad sod's who use 'emulators',
>> Or realistic people...
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>> > sence... still getting back to my point... As Atari users(in the trueist
>> > sence)
>> where trueist == your view.
>>
>> > would you rather have atari technology (h/w & s/w) used in Atari
>> > systems, or would you rather see Atari technology seen in someone elses
>> > electronic box
>> If there had been a continuity with better systems coming out over the
>> years and Atari being the same company with the same staff we knew and
>> loved (with exceptions..) then I'd probably agree. The reality is that
>> that has all gone. Atari is just a bunch of patents/rights and some fond
>> memories that seem to delude certain people that muttering 'Atari' will
>> make it all go well in the world.
>>
>> > And with regards to customers or market share, the fact is there
>> > allready a ready made market for new Atari systems (provided that they
>> > instigate backup, support, cohesive/consistant sales and marketing
>> > programmes etc)
>> Proof? Don't say 'fact is' otherwise. Opinion, not fact.
>>
>> > borland c, tomb raider etc... After all they used to be Atari users, so
>> > what's stopping them now...
>> Maybe they have moved forward with their lives...
>>
>> > Then ofcourse you have those that own the "jap crap" i.e sega, sony &
>> > nintendo,
>> Why crap? the fact that Sony sell as much as they do means they have got
>> it right. Like it or lump it. That said, the PS2 had stiffed in Japan and
>> is being hammered by the Dreamcast whereas the DC has failed in the US &
>> Europe to meet targets.
>>
>> > who as we all know also used to own Atari (though they'd hate to admit
>> > it)
>> Huh?
>>
>> > Then you have the rest of us (consumers that is) who are wanting to get
>> > ahead in videogames or interactive entertainment, who are wanting to buy
>> > a quality up to date system,
>> What like whatever Project X turned in to? i.e. get a bunch of ex-Atari
>> hardware engineers, Jeff Minter and a shedload of venture capital.
>> Develop a chipset, wow the press then put it all in a DVD player sold in
>> Japan and wonder why you have dissapeared from view? What a shambles..
>> Ooh, Tempest 3K. That will save 'em. Not.
>>
>> > understand that what your buying is atari technology with someone elses
>> > name on it,
>> Who gives a f*ck? Do you care that every time you get in a car you are
>> using Mr Benz's technology? Nope. Do you care that when you buy a TV it is
>> a Baird device? Nope.
>>

>> Sorry but if you really believe what you write you need a dose of reality
>> and badly.
>>
>> Iain
>

4028. Re: ||| new mp3z activated/micro_hyper 02/00|||

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: Robert Cortese <robert_cortese@hotmail.com>
Message-ID: <8je30a$bfg@chronicle.concentric.net>
Source record: 43894

I went to the site and checked it out. There's a flash game loosley based
on the old last ninja game, also there's techno remix of the old background
music too. Worth a look.

--Robert Cortese

"Paul Irvine" <mclane@btinternet.com> wrote in message
news:riskls4kk6eehpndlo4vhn8sch9un81pn0@4ax.com...
> The other Day ilaskey@cix.compulink.co.uk wrote:
>
> >In article <395A1717.31DFA37@micromusic.net>, carl@micromusic.net (carl)
> >wrote:
> >
> >> hi all you friendz of weird music & digital dope!
> >Jesus, what a retarted rambling bunch of crap. I'm I getting old?
> >
> >Iain
>
> No.....Not unless what you have is a spreading virus that I got :-)
>
> Seems like that was written under the influence of a drugs experiment?
>
> Perhaps its a test of a new Artificial Un-intelligence program?
>
> Perhaps the person who wrote it is just really thick?
>
> All these questions and more may never be answered :-)
> --
> Paul Irvine
>
> "You only get one life, use it well"
>
> www.dellos.freeserve.co.uk

4029. Atari DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-28 00:00:00 UTC
From: rjohnson14@aol.com
Message-ID: <20000628195229.01243.00000302@ng-fn1.aol.com>
Source record: 43895

I am in need of the DOS XL Atari 800 operation system from Optmizied Software Systems, Inc. or equilavent. Can anyone help me????
R. Johnson
Rjohnson14@aol.com

4030. Re: ||| new mp3z activated/micro_hyper 02/00|||

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <iurllsoj0o336cc5bgiot3u5k4799rd8n6@4ax.com>
Source record: 43647

The other Day "Robert Cortese" <robert_cortese@hotmail.com> wrote:

>I went to the site and checked it out. There's a flash game loosley based
>on the old last ninja game, also there's techno remix of the old background
>music too. Worth a look.
>
>--Robert Cortese

Ah, so he went to the I'll post a real wacko, look like an idiot school of site promotion :-)

Still, I hate people who write like a 'wArEz'/ zonked outta their mind 'Dood', reminds me too much of the sysops around in the Amiga days.
--
Paul Irvine

"You only get one life, use it well"

www.dellos.freeserve.co.uk

4031. Re: ||| new mp3z activated/micro_hyper 02/00|||

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: carl <carl@micromusic.net>
Message-ID: <395B1CBC.2B1CA739@micromusic.net>
Source record: 43648

hello

Paul Irvine wrote:

> The other Day ilaskey@cix.compulink.co.uk wrote:
>
> >In article <395A1717.31DFA37@micromusic.net>, carl@micromusic.net (carl)
> >wrote:
> >
> >> hi all you friendz of weird music & digital dope!
> >Jesus, what a retarted rambling bunch of crap. I'm I getting old?
> >
> >Iain
>
> No.....Not unless what you have is a spreading virus that I got :-)
> Seems like that was written under the influence of a drugs experiment?
> Perhaps its a test of a new Artificial Un-intelligence program?
> Perhaps the person who wrote it is just really thick?
> All these questions and more may never be answered :-)
> --

probably i can give you an answer:
yes: we are under the influence of a drugs experiment, but we are NO amiga
sysops :)
probably more like C64 zombies playing gameboy and surfing the net on a
PentiumII... but the website is all about low-tech music. keep on rockin'...
greetz
carl

4032. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_962276712@rtfm.mit.edu>
Source record: 43649
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: June 7, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8
Closer To Home (CTH) BBS, running in an emulated Atari, telnet://cth.tzo.com/
FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

4033. P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <395B3864.B395C84C@bellsouth.net>
Source record: 43650

Anybody out there have a book and/or wiring diagram for ICD's
P:R:Connection? I have the interface and the software, but no
documentation. Someone has removed the sio cable from the interface. I
have a loose sio cabled, but no map to connect it with.
If you have anything I can use and no way to copy it, loan it to me and
I'll scan and copy it...even make you a copy, if you want one. I would
be more than happy to pay the postage both ways.
Lee

4034. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <395B46C3.B32F225F@mail.uni-mainz.de>
Source record: 43651

[snip]
> Well this thread has stopped being fun. The 'new Atari 8 bit' I supposed,
> would be a cheap, hobbist machine. Something to play on. As I said before,
> NO ONE is going to work on the OS or the drivers...I can tell you that RIGHT
> now, so why bother talking about this. I started this thread just to knock
> around some ideas on what was possible, or feasable.
>
> tony

Hello Tony,
this thread was not so bad - all in all. But, with our current 8Bit ataris we have hundreds or thousands of users, also thousand software items (games, demos, applications, etc.) that run with them, hundreds or thousands hardware applications/upgrades that can be used with them and so on...

With a new(er) machine - how many users would buy or use them ?? (tens, hundreds?) How much old software would work with it and how much new software would be produced especially for the new atari ?? (none, little, etc. ?!?) What old hardware would still work with it and especially what new hardware would be usable or produced for a new Atari ?!? (none, little, etc.)

That`s why most users are not interessted in a new Atari, they like what they have. And even those who might be interested (like me), already know, there will be compatibility problems, not much support with new software/hardware and so on... You can of course have a totally new Atari with new OS, new mhz or ghz rate, more ram, better sound, better graphics, but whats it good for if less than 10 users own such a thing ?!?

In my eyes it would be much better to support upgrades for the already existing machines. Like new OS`s (still running with 1,77 or 1,79 Mhz but with new features), sound-upgrades (second Pokey/gumby, polish covox upgrade, polish SID upgrade, sound card via parallel bus upgrade, Amy/Amie upgrade, etc.), graphic upgrade (second Antic and GTIA installation, graphic card via parallel bus installation, etc.), Ram upgrades (Ramdisk with up to 1 megabyte Xe-compatible, second PIA+Pokey and thus Ramdisks with up to 256 Megabyte non-Xe compatible for whatever reason, etc.;) and other things you may think of like floppy upgrades (3,5" with 720k or 1440k), harddisk upgrades (IDE, SCSI via parallel bus or SIO, etc.) and many other things. This still has the same disadvantages (lesss than 10 users maybe), but at least you can use your existing Atari computer...
greetings - Andreas

4035. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <395B4A04.14854E35@mail.uni-mainz.de>
Source record: 43652

ejgnandt@my-deja.com schrieb:
>
> Andre,
>
> Is an XE version of "Super Breakout" available in Europe? Its on the
> cart list but I've never seen it here.
>
> Gene
>
Well,
if you think of the blue boxes for XEGS carts the answer is no - Super Breakout does not come in such a box or as such an XE cart.
But there is the old A800 version avaiable in a big black box with an old 800 cart with orange-brown label... Not easy to find in Europe, but easy to get in America (look at Best Electronics, Video 61, B & C Computervisons, Bravo sierra computers, etc.)
happy hunting - andreas

4036. Soundmon Prof. manual

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <395B4FED.FACD84BE@mail.uni-mainz.de>
Source record: 43653

Well,
some time ago somebody asked ABBUC about an english manual or
documentation of Thorsten Karwoth`s Soundmonitor Professionel, Version
2.1 (german but PD) ; I just found it, so if there is still some
interest, mail me and I will send you the english translation plus some
further Mac 65 sources... greets - Andreas

4037. A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <395B5185.8F667024@mail.uni-mainz.de>
Source record: 43654

Hi there,
I just read that a little 8-Bit machine (running with approx. 0,9 Mhz, using sprites instead of players & missiles, using SID sound instead of Pokey sound, etc.), now has its own internet browser. With this browser there is no emulation needed on any PC, it runs directly on the 8 bit computer !!! So, finally - we have an approx. 1,8 Mhz machine, how about an internet browser for our little ataris ?!? greetings - Andreas

P.S.: There is an internet browser for the C64 avaiable now, but none for the A8, that can`t be true !!! Make it possible, please !

4038. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <395B52B9.F7FA150F@mail.uni-mainz.de>
Source record: 43655

[snip]
> If a 8bit clone was built the size of a palm-top computer, complete
> with LCD, cartridge port, USB, etc., this would be ideal. If it ran most
> of the old software (especially the games and term prgs), I'd buy it!
>
> The A8 and ST computers are just as powerful as current palm-top
> computers, AND if an atari clone palm-top existed, it could take
> advantage of 15+ years of software.......
>
> Hmmmm.....just being able to take the computer with you..... ;-)
>
> Just a thought!
>
> --
> Chris Martin
> Hacked-Up Radio
> http://www.hackedup.com

Well,
a not so bad thought. Our little A8 as small as a portfolio, but still
usable and compatible. Loading the software via flash cards, like the
portfolio does... Why did not Atari have had that idea ?!?
greetings - Andreas

4039. Re: New 8-bit (part 2)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <395B5581.3D276BD5@mail.uni-mainz.de>
Source record: 43656

[snip]
>
Richard, has never seen an XEP80.
> --
> Richard Kilpatrick

- advertisement:
buy one at ABBUC (Wolfgang Burger). Costs only 10 german marks (5
US-dollars) plus p & p !! And Wolfgang still has hundreds of them left
!! Visit http://www.atari-computer.de/abbuc or write an E-Mail to
Wolfgang... greetings - andreas

4040. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <395B573E.82AEECB1@mail.uni-mainz.de>
Source record: 43657

[snip]

> If you're going to do this though, why?
>
> --
> Ryan 'Gozar' Collins
> Check out http://www.collinsoft.com/?usenet for Web News and Information
> rlcolli@ibm.net

Well,
I am unable to build such a card. But it would be an easy way for
emulators to emulate old computers. they just check for the avaiability
of that card (the desired computer or console) and then load in the
software (from pc harddisk) without any problems...
In other words: use one emulator and install any "card" which contains
lets say an atari 800, or atari vcs 2600/5200/7200, or C64, or apple II,
etc. No more emulating problems, because the hardware (the appropriate
computer card) is physically there...
greets - Andreas

4041. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <OILFEZAAZ1W5Ewd0@lovecraft.demon.co.uk>
Source record: 43658

In article <395B5185.8F667024@mail.uni-mainz.de>, Andreas Magenheimer
<magea000@mail.uni-mainz.de> writes

>P.S.: There is an internet browser for the C64 avaiable now, but none
>for the A8, that can`t be true !!! Make it possible, please !

Wave? I've seen it, but haven't used it yet since my 128D is missing a
keyboard.

GEOS makes life easy for such things. Does the Atari have a GEOS
equivalent?

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4042. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <FoxHsPAqX1W5Ewfh@lovecraft.demon.co.uk>
Source record: 43659

In article <395B46C3.B32F225F@mail.uni-mainz.de>, Andreas Magenheimer
<magea000@mail.uni-mainz.de> writes
>

>In my eyes it would be much better to support upgrades for the already
>existing machines. Like new OS`s (still running with 1,77 or 1,79 Mhz
>but with new features), sound-upgrades (second Pokey/gumby, polish covox
>upgrade, polish SID upgrade, sound card via parallel bus upgrade,
>Amy/Amie upgrade, etc.), graphic upgrade (second Antic and GTIA
>installation, graphic card via parallel bus installation, etc.), Ram
>upgrades (Ramdisk with up to 1 megabyte Xe-compatible, second PIA+Pokey
>and thus Ramdisks with up to 256 Megabyte non-Xe compatible for whatever
>reason, etc.;) and other things you may think of like floppy upgrades
>(3,5" with 720k or 1440k), harddisk upgrades (IDE, SCSI via parallel bus
>or SIO, etc.) and many other things. This still has the same
>disadvantages (lesss than 10 users maybe), but at least you can use your
>existing Atari computer...
>greetings - Andreas

My soldering skills are truly appalling, but I downloaded and printed
the upgrade lists linked from BRiTiSH...

Is there anyone who would build a machine for me, who has the skills?
Like either a fully 130XE compatible (i.e. Freddy capable) 800XL with
320K, or a 320XE, and install a Gumby upgrade? The stereo sound upgrade
is most interesting, since my monitor is a CM8833Mk II and would have a
very neat installation.

And what of this SID up(*coughs*)grade?

I'd hate to trash a perfectly good 8-bit to get these upgrades, but I
also would quite like a Stereo sound, 320XE...

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4043. Re: Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.395b7d0c@fmlynet.org>
Source record: 43660

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Alan Sharkis" <asharkis@erols.com>
> On the matter of adding a keyboard to a console:
> As we all know, the XEGS sold fair to middlin' as game console. Somebody I
> knew at that time tried to get people who purchased it to shell out for a
> disk drive and make it into a computer. He actually stood outside a Toys R
> Us, waited until somebody walked out with the XEGS, and handed them a flyer.
> It urged them to buy the drive. It also urged them to tell Atari what they
> had done and to ask Atari if they display the disk drive/real computer
> option prominently in their advertising and on the package.

Hehehe.. now there is a fanatic. I think if I got approached by someone
outside a store like that and had this slight gloomy approach, I might have
taken the game system back.

"You know, Nintendo is looking pretty good about now." :)

Gotta love it. No, I barely knew of the XEGS. I had my Atari 400/800.
The XL series became popular. And by the time I was getting out of it all, I
remember faintly hearing something about a XE game system, to which I said,
"Well... don't we already have the 5200 doing that?"

I remember people somewhat clammouring for 1200xl's.

Never heard of the 1400 or 1450 XL till years later.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4044. Re: New 8-bit (part 2)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <HLd3koBYM2W5EwMA@lovecraft.demon.co.uk>
Source record: 43661

In article <395B5581.3D276BD5@mail.uni-mainz.de>, Andreas Magenheimer
<magea000@mail.uni-mainz.de> writes
>
>
>[snip]
>>
> Richard, has never seen an XEP80.
>> --
>> Richard Kilpatrick
>
>- advertisement:
>buy one at ABBUC (Wolfgang Burger). Costs only 10 german marks (5
>US-dollars) plus p & p !! And Wolfgang still has hundreds of them left
>!! Visit http://www.atari-computer.de/abbuc or write an E-Mail to
>Wolfgang... greetings - andreas

More toys! *hops*

I see mods for getting TTL colour, too...

Anyone ever tried to fit an 800XL (or even, and this might be easier, a
65XE VGS) into a Commodore 128DCR casing?

watches his C128 shake with fear in the corner

Purely out of interest, of course... >;)

Richard (going to the ABBUG (would that be Bit-Byters by any chance?)
page later - wondering if I can find a Happy 1050 mod for one of my
1050s, too).
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4045. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <395B7C35.C5EB7AA4@bellsouth.net>
Source record: 43662

Seems to me that back when ('90-'91) there was a version of GEOS for the Atari 8-bit. I had a copy of it (I think) and messed with it (I think), but never anything more than that (If I did).
flp

"Richard Kilpatrick (PC)" wrote:

> In article <395B5185.8F667024@mail.uni-mainz.de>, Andreas Magenheimer
> <magea000@mail.uni-mainz.de> writes
>
> >P.S.: There is an internet browser for the C64 avaiable now, but none
> >for the A8, that can`t be true !!! Make it possible, please !
>
> Wave? I've seen it, but haven't used it yet since my 128D is missing a
> keyboard.
>
> GEOS makes life easy for such things. Does the Atari have a GEOS
> equivalent?
>
> Richard
> --
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
> http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4046. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Chris Martin <hacked_up_radio@yahoo.com>
Message-ID: <395B9A81.25FB1825@yahoo.com>
Source record: 43663

Robert Cortese wrote:

> I have access to TI DSP programing tools and chips. I remember my dad
> telling me once that you can take all the logic from a Atari, rom and o/s
> included and *possibly* program a DSP to emulate it. Add an extra module to
> output to LCD or Analog VGA + sound and you should basically have an atari
> on a chip. Anyone ever try this before? Give me something solid to try and
> i'll take a shot at it.

Okay, I like this idea. I work here at TI with the
c6211/c6711 team. This should be possible, given
memory constraints....would it all fit....I dunno. This
just needs to be looked at. I have never heard of this
being done before, though....

I've been kicking aroung an idea of building a palm-top
computer that is A8 compatible. I thought that maybe I
could use a FPGA to emulate the Antic, GTIA, and Pokey
chips. Then connect that to the 6502. But, your right,
what is to stop you from emulating the whole system.
It should be possible to build a board with a DSP to
emulate the whole A8 system and connect it to an LCD.
So we are talking about a hardware emulator, not a
software one.....cool!

I also have access to the latest TI DSP tools and DSPs.
Though my programming for the DSP is a bit rusty. If
you are interested in working on such a project, I would
be more than willing to lend a hand. Also, if anyone has
any information, anything at all, on the Antic, GTIA, pokey
an etc. Let me know. I have some technical documentation,
but it is not complete....

L8r 4 now,
Chris

--
Chris Martin
Hacked-Up Radio
http://www.hackedup.com/atari

4047. Atari Dealer

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <wSN65.1747$cc3.45333@news.magma.ca>
Source record: 43664

Hi,

Has anyone ever bought anything from this dealer? Was the experiences good
or bad?

http://www.teleport.com/~bensmith/bscomputers.shtml

Thanks,
Michael

4048. Re: ||| new mp3z activated/micro_hyper 02/00|||

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8jgamv$hi4$1@bob.news.rcn.net>
Source record: 43665

Paul Irvine <mclane@btinternet.com> wrote in message
news:riskls4kk6eehpndlo4vhn8sch9un81pn0@4ax.com...
> Perhaps the person who wrote it is just really thick?
>
Yeth, perhapth he ith.

Actually, it's an ad, but only a teenager can decypher it without thinking
twice!

On the other hand, IIRC, there are some people around this ng who deal with
that kind of music production. Maybe they can shed some light?

4049. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000629220203.232A@jonf.compulink.co.uk>
Source record: 43666

In article <lFW55.21411$A%3.236027@news1.rdc2.pa.home.com>,
Arudzki@home.net (Anthony Rudzki) wrote:

>
> Oh, and what the hell, parallel fiber optic I/O.
>
> Well this thread has stopped being fun. The 'new Atari 8 bit' I
> supposed,
> would be a cheap, hobbist machine. Something to play on. As I said
> before,
> NO ONE is going to work on the OS or the drivers...I can tell you that
> RIGHT
> now, so why bother talking about this. I started this thread just to
> knock
> around some ideas on what was possible, or feasable.
>
> tony
>
>
>
>
Look lets just make a 256/512k version of the 130xe, stick a proper serial
and parallel port on the back (and fool the os into thinking that its an
850) so we can use PC external gubbins, a selectable gui interface, say
diamond? on cart or internal chip as well, and maybe stereo sound.
oh and maybe an IDE interface for a hard drive and a 1.44 floppy?

Why?

for years people have been shoving more memory into their boxes.
the 850 is highly sort after for its parallel and serial ports,
stereo sound is nice and I have seen the odd conversion to that
GUI? well why not? one or two have been created and should do the trick.
ide for common hard drives and 1.44 floppy cause it wont be long untill a
51/4 inch floppy will be a rare as hens teeth?

it will still be dated, proberbly overpriced, only true enthusiasts will
buy it, most likely after the company has gone down (again) but that would
be an atari 8 bit
'cause what i can see comming out of this don't seem like the atari 8 bit
I know. Maybee some one should look at the sam coupe' for an example of an
8 bit machine (compatible with the spectrum, but wipped the floor with all
other 8 bits, 'cept that the ST and Amiga were marginaly more expensive
and seemed better bets, thats why you proberbly have never seen one)
Just my 10 pennies worth

```
jp
```

4050. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <E1P65.19287$_b3.389110@newsread1.prod.itd.earthlink.net>
Source record: 43667

Chris Martin <hacked_up_radio@yahoo.com> wrote in message
news:395B9A81.25FB1825@yahoo.com...
> Robert Cortese wrote:
>
> > I have access to TI DSP programing tools and chips. I remember my dad
> > telling me once that you can take all the logic from a Atari, rom and
o/s
> > included and *possibly* program a DSP to emulate it. Add an extra
module to
> > output to LCD or Analog VGA + sound and you should basically have an
atari
> > on a chip. Anyone ever try this before? Give me something solid to try
and
> > i'll take a shot at it.
>
> Okay, I like this idea. I work here at TI with the
> c6211/c6711 team. This should be possible, given
> memory constraints....would it all fit....I dunno. This
> just needs to be looked at. I have never heard of this
> being done before, though....
>
The c6211 looks like it could emulate about 10 6502's at once + the custom
logic from the specs I saw on the website...
I'm guessing the emulator will run from SRAM, copied from rom. You could
offer two options. One that initializes the emulator, and another that lets
people see the bare metal. That way people could directly drive the
hardware/bypassing the emulator, or even implement other machines. While
this may add a tiny bit more work, I think that heaps more people would be
interested/ you might even create a market. If it seems too hard then
that's cool too. We used to do this with the emulated systems I worked on.
We would move a jumper over to install a monitor that could read S19, and
dump it into RAM. Then once the download was complete, move it back and hit
reset... At which point the PLD would switch the ram to RO
program memory (80x51 based)... It saved us using eprom emulators.

Do free/cheap c6211 development kits/software exist ? Are you going to
setup a website somewhere/need help with the software ?

> I've been kicking aroung an idea of building a palm-top
> computer that is A8 compatible. I thought that maybe I
> could use a FPGA to emulate the Antic, GTIA, and Pokey
> chips. Then connect that to the 6502. But, your right,
> what is to stop you from emulating the whole system.
> It should be possible to build a board with a DSP to
> emulate the whole A8 system and connect it to an LCD.

> So we are talking about a hardware emulator, not a
> software one.....cool!
>
> I also have access to the latest TI DSP tools and DSPs.
> Though my programming for the DSP is a bit rusty. If
> you are interested in working on such a project, I would
> be more than willing to lend a hand. Also, if anyone has
> any information, anything at all, on the Antic, GTIA, pokey
> an etc. Let me know. I have some technical documentation,
> but it is not complete....
>
Do any free tools exist ?

> L8r 4 now,
> Chris
>
> --
> Chris Martin
> Hacked-Up Radio
> http://www.hackedup.com/atari
>
>
>
>

4051. Re: Atari DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000629173002.01161.00000682@ng-fd1.aol.com>
Source record: 43668

>rjohnson14@aol.com (RJohnson14) requested:

>I am in need of the DOS XL Atari 800 operation system from Optmizied Software
>Systems, Inc.

I have an .XFD of ver 2.3 (I think).. Will that do?

-Ron

I don't have a solution but I admire the problem.

4052. Re: P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000629174008.01161.00000688@ng-fd1.aol.com>
Source record: 43669

>"Foster L. Putman" fangmans@bellsouth.net asks:

>Anybody out there have a book and/or wiring diagram for ICD's
>P:R:Connection?

I have the manual and there is no diagram or pinout listing for the SIO (only the P: & R: ports. Lots of XIO commands with tables... Might be able to do a continuity check on the cable?

-Ron

I don't have a solution but I admire the problem.

4053. Re: Atari Dealer

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "Brett J. Latchford" <bjlatch@sympatico.ca>
Message-ID: <395BB8B0.EE740401@sympatico.ca>
Source record: 43670

No problems at all, shipped everything packed it tightly and it arrived in good working order, in short, I'd buy from him again.

Brett

Michael Gale wrote:

> Hi,
>
> Has anyone ever bought anything from this dealer? Was the experiences good
> or bad?
>
> http://www.teleport.com/~bensmith/bscomputers.shtml
>
> Thanks,
> Michael

4054. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Robert Cortese <robert_cortese@hotmail.com>
Message-ID: <8jghbr$9d7@journal.concentric.net>
Source record: 43671

Well a bit of a confession, I have no programming skills to speak of whatsoever. (i'm a sysadmin) What I can offer if we *were* to start on a project like this is most importantly cash for parts, My web page making skills (I'm thinkin a mysql/php slashdot lookalike) My solidworks skills (if we ever make it to plastic mold injection for a case) and i'm sure my dad would love to add in what he knows about atari's as well. If someone could give me the code and instruction for getting the code into the DSP I could do that too. I'm big time in favor of doing this as i'm sure everyone else is. Amazing to think one of these DSP chips could emulate 10 6502's at once :)

--Rob

"Peter Laing" <snailboy1REMOVECAPSTOREPLY@earthlink.net> wrote in message news:E1P65.19287$_b3.389110@newsread1.prod.itd.earthlink.net...
>
> Chris Martin <hacked_up_radio@yahoo.com> wrote in message
> news:395B9A81.25FB1825@yahoo.com...
> > Robert Cortese wrote:
> >
> > > I have access to TI DSP programing tools and chips. I remember my dad
> > > telling me once that you can take all the logic from a Atari, rom and
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> > > output to LCD or Analog VGA + sound and you should basically have an
> atari
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> >
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> logic from the specs I saw on the website...
> I'm guessing the emulator will run from SRAM, copied from rom. You could
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> lets
> people see the bare metal. That way people could directly drive the

> hardware/bypassing the emulator, or even implement other machines. While
> this may add a tiny bit more work, I think that heaps more people would be
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> that's cool too. We used to do this with the emulated systems I worked
on.
> We would move a jumper over to install a monitor that could read S19, and
> dump it into RAM. Then once the download was complete, move it back and
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> program memory (80x51 based)... It saved us using eprom emulators.
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> Do free/cheap c6211 development kits/software exist ? Are you going to
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> > I've been kicking aroung an idea of building a palm-top
> > computer that is A8 compatible. I thought that maybe I
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> > you are interested in working on such a project, I would
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> > any information, anything at all, on the Antic, GTIA, pokey
> > an etc. Let me know. I have some technical documentation,
> > but it is not complete....
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> Do any free tools exist ?
>
> > L8r 4 now,
> > Chris
> >
> > --
> > Chris Martin
> > Hacked-Up Radio
> > http://www.hackedup.com/atari
> >
> >
> >
> >
>
>

4055. This deserves a crosspost...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <tqjnlsc272oipunah3u5h6u83v9u1udhpa@4ax.com>
Source record: 43672

Saw this on the 8-bit binaries group, and thought that anyone in Cali
wanting some 8-bit stuff might wanna take advantage of this. I'd love
to myself, but I'm in Canada... heh.

Path:
news2.rdc1.on.home.com!ha2.rdc2.on.home.com!newshub2.home.com!news.home.com!nntp.abs.net!c
hnws02.mediaone.net!news-out.cwix.com!newsfeed.cwix.com!dca1-hub1.news.digex.net!intermedi
a!feeder.qis.net!newsfeed1.earthlink.net!newsmaster1.prod.itd.earthlink.net!newsread2.prod
.itd.earthlink.net.POSTED!not-for-mail
From: dn <dneece@earthlink.net>
Newsgroups: alt.binaries.comp.atari8bit
Subject: lots of 8bit clutter Free if you come and get it now
Organization: ELN
Message-ID: <ur3nlsc1knl4san74vfm1odbcdrscg5hj1@4ax.com>
X-Newsreader: Forte Agent 1.8/32.548
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 12
Date: Thu, 29 Jun 2000 18:14:38 GMT
NNTP-Posting-Host: 24.0.215.223
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread2.prod.itd.earthlink.net 962302478 24.0.215.223 (Thu,
29 Jun 2000 11:14:38 PDT)
NNTP-Posting-Date: Thu, 29 Jun 2000 11:14:38 PDT
Xref: newshub2.home.com alt.binaries.comp.atari8bit:30002007

Fullerton ,Ca.
800's
400's
Xl's
tapes
floppies
floppy drives
magazines
cart's
going in the trash next week
no strings
dneece01@home.com

4056. Re: Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <k6knls47ru29g936bigsl12odeutausins@4ax.com>
Source record: 43673

On Thu, 29 Jun 2000 14:59:28 +0100, "Richard Kilpatrick (PC)"
<richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>In article <395B5185.8F667024@mail.uni-mainz.de>, Andreas Magenheimer
><magea000@mail.uni-mainz.de> writes
>
>>P.S.: There is an internet browser for the C64 avaiable now, but none
>>for the A8, that can`t be true !!! Make it possible, please !
>
>Wave? I've seen it, but haven't used it yet since my 128D is missing a
>keyboard.
>
>GEOS makes life easy for such things. Does the Atari have a GEOS
>equivalent?

Diamond GOS is about the only thing I can think of. I think there was
one other GUI-type that I remember seeing a long time back, but I
can't remember what it was called. And anyway, Diamond never really
took off...

>
>Richard

4057. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <VB$TGQEQA9W5Ew$2@lovecraft.demon.co.uk>
Source record: 43674

In article <k6knls47ru29g936bigsl12odeutausins@4ax.com>, Mindfield
<diespamdie!!!mindfield@home.com> writes
>Diamond GOS is about the only thing I can think of. I think there was
>one other GUI-type that I remember seeing a long time back, but I
>can't remember what it was called. And anyway, Diamond never really
>took off...

I remember Diamond... I wanted an ST mouse for my XE because of it, then
I never heard about it again.

Weird :)

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4058. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Chris Martin <hacked_up_radio@yahoo.com>
Message-ID: <395BD4E2.9D7D02EC@yahoo.com>
Source record: 43675

Robert Cortese wrote:

> Well a bit of a confession, I have no programming skills to speak of
> whatsoever. (i'm a sysadmin) What I can offer if we *were* to start on a
> project like this is most importantly cash for parts, My web page making
> skills (I'm thinkin a mysql/php slashdot lookalike) My solidworks skills
> (if we ever make it to plastic mold injection for a case) and i'm sure my
> dad would love to add in what he knows about atari's as well. If someone
> could give me the code and instruction for getting the code into the DSP I
> could do that too. I'm big time in favor of doing this as i'm sure everyone
> else is. Amazing to think one of these DSP chips could emulate 10 6502's at
> once :)

Okay, I was thinking of putting up a section under
my atari page:
http://www.hackedup.com/atari

You are more than welcome to help out. Or, if you
want to put up a page somewere else, that would be
fine too. Okay, time to get that mailing list,
discussion board, and status page up and running....

I really think that the way to go now would be to
port the Atari800 emulator to the C6x DSP and work
on the hardware interfaces for the the joysticks,
keyboard, SIO, cartridge, video, etc....

The Emulator I was thinking of porting is:
http://cas3.zlin.vutbr.cz/~stehlik/a800.htm

This sounds highly portable.....

> > Do free/cheap c6211 development kits/software exist ? Are you going to
> > setup a website somewhere/need help with the software ?
> >
>

I think that there are GNU tools for compiling
and assembling for the C6X DSP, but I am not
sure, I will look around. I also have a few
people at work interested and also looking....

I do have access to the TI tools at work, but
I cannot exactly give them out. Although, it
may be possible to give them out to students.
I don't know. Again, I will look around about
that too...

And, yes, I am going to set up a
status/progress webpage.....

> > Do any free tools exist ?

Still looking. I'll keep you posted....
Hmmmm, I need to get my hands on a few
evaluation boards.... ;-)

Talk to you all soon....

L8r,
Chris Martin
Hacked-Up Radio
http://www.hackedup.com/atari

4059. Re: Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8jgn3d$1u6$1@bob.news.rcn.net>
Source record: 43676

That was called GOE (Graphical Operating Environment). I have a demo of it somewhere in my Atari 8-bit library.

"Mindfield" <diespamdie!!!mindfield@home.com> wrote in message news:k6knls47ru29g936bigsl12odeutausins@4ax.com...
> On Thu, 29 Jun 2000 14:59:28 +0100, "Richard Kilpatrick (PC)"
> <richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
> lap as he typed:
>
> >In article <395B5185.8F667024@mail.uni-mainz.de>, Andreas Magenheimer
> ><magea000@mail.uni-mainz.de> writes
> >
> >>P.S.: There is an internet browser for the C64 avaiable now, but none
> >>for the A8, that can`t be true !!! Make it possible, please !
> >
> >Wave? I've seen it, but haven't used it yet since my 128D is missing a
> >keyboard.
> >
> >GEOS makes life easy for such things. Does the Atari have a GEOS
> >equivalent?
>
> Diamond GOS is about the only thing I can think of. I think there was
> one other GUI-type that I remember seeing a long time back, but I
> can't remember what it was called. And anyway, Diamond never really
> took off...
>
> >
> >Richard
>

4060. Newbie when it comes to 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <395BEBAC.FF8686EF@bellsouth.net>
Source record: 43677

I just got two of them and can't figure out how to set them up to work as drive 1 and drive 2 on my 130XE. I have no documentation so I really don't know I'm doing.

One other thing, using one of the drives as a boot drive, I have my iso2pc cable hooked up. In APE, I have drive bays 2, 3, 4, 5, 6, and 7 loaded. I can address D2:, but nothing else.

Can someone tell me how to set these suckers up, please.
flp

4061. Announcement: Atari Manuals in HTML format

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8jgrbu$p65$1@bob.news.rcn.net>
Source record: 43678

Hi all,

Recently I started working with my Atari 8-bit computer and started using the Atari800Win emulator and found that some of my SpartaDOS utilities did not work with SpartaDOS 3.3. SpartaDOS 3.3 seems to be a favorite among the Atari 8-bit emulator users. Some of the utilities (those that use the recursive tree routines) have a detection code built into them to configure themselves appropriately depending on the SpartaDOS version being used. I have modified this code to handle SpartaDOS 3.3 as well. These new versions of the utilities will be made available soon.

Also, I have taken on the challenge of making available Atari manuals in html format. I decided to start with the SpartaDOS X manual. This manual is still incomplete but I am making great progress. Available chapters:

4 The Command Processor - Commands
5 The Command Processor - Advanced Features
6 Programming with SpartaDOS X
7 Technical Information

In the months to come I will be making available a lot more, such as the MIO, Toolkit, and R-Time8, and the SDCS (SpartaDOS 3) manuals. Stay toned!

Main website:
http://www.celebritybase.net/atari8/

SpartaDOS X Manual:
http://www.celebritybase.net/atari8/SpartaDOSXManual/

_____
Get Your Private, Free E-mail at http://services.dropmail.com/

4062. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Robert Cortese <robert_cortese@hotmail.com>
Message-ID: <slntma4mjev6@corp.supernews.com>
Source record: 43679

WOW! Great Page Chris! Did you use truespace to do that dancing robot?
Very nice!
I just got off the phone with my father about 10 minutes ago and he's
ready to give assistance too. Looks like we started something <GrIn>

--Rob

"Chris Martin" <hacked_up_radio@yahoo.com> wrote in message
news:395BD4E2.9D7D02EC@yahoo.com...
> Robert Cortese wrote:
>
> > Well a bit of a confession, I have no programming skills to speak
of
> > whatsoever. (i'm a sysadmin) What I can offer if we *were* to start on
a
> > project like this is most importantly cash for parts, My web page
making
> > skills (I'm thinkin a mysql/php slashdot lookalike) My solidworks
skills
> > (if we ever make it to plastic mold injection for a case) and i'm sure
my
> > dad would love to add in what he knows about atari's as well. If
someone
> > could give me the code and instruction for getting the code into the DSP
I
> > could do that too. I'm big time in favor of doing this as i'm sure
everyone
> > else is. Amazing to think one of these DSP chips could emulate 10
6502's at
> > once :)
>
> Okay, I was thinking of putting up a section under
> my atari page:
> http://www.hackedup.com/atari
>
> You are more than welcome to help out. Or, if you
> want to put up a page somewere else, that would be
> fine too. Okay, time to get that mailing list,
> discussion board, and status page up and running....
>
> I really think that the way to go now would be to
> port the Atari800 emulator to the C6x DSP and work
> on the hardware interfaces for the the joysticks,
> keyboard, SIO, cartridge, video, etc....
>

> The Emulator I was thinking of porting is:
> http://cas3.zlin.vutbr.cz/~stehlik/a800.htm
>
> This sounds highly portable.....
>
>
> > > Do free/cheap c6211 development kits/software exist ? Are you going
to
> > > setup a website somewhere/need help with the software ?
> > >
> >
>
> I think that there are GNU tools for compiling
> and assembling for the C6X DSP, but I am not
> sure, I will look around. I also have a few
> people at work interested and also looking....
>
> I do have access to the TI tools at work, but
> I cannot exactly give them out. Although, it
> may be possible to give them out to students.
> I don't know. Again, I will look around about
> that too...
>
> And, yes, I am going to set up a
> status/progress webpage.....
>
>
> > > Do any free tools exist ?
>
> Still looking. I'll keep you posted....
> Hmmmm, I need to get my hands on a few
> evaluation boards.... ;-)
>
> Talk to you all soon....
>
> L8r,
> Chris Martin
> Hacked-Up Radio
> http://www.hackedup.com/atari
>
>
>

4063. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <slo01ah9jev43@corp.supernews.com>
Source record: 43680

Chris Martin <hacked_up_radio@yahoo.com> wrote in message
news:395B9A81.25FB1825@yahoo.com...
> Robert Cortese wrote:
>
> > I have access to TI DSP programing tools and chips. I remember my dad
> > telling me once that you can take all the logic from a Atari, rom and
o/s
> > included and *possibly* program a DSP to emulate it. Add an extra
module to
> > output to LCD or Analog VGA + sound and you should basically have an
atari
> > on a chip. Anyone ever try this before? Give me something solid to try
and
> > i'll take a shot at it.
>
> Okay, I like this idea. I work here at TI with the
> c6211/c6711 team. This should be possible, given
> memory constraints....would it all fit....I dunno. This
> just needs to be looked at. I have never heard of this
> being done before, though....
>
> I've been kicking aroung an idea of building a palm-top
> computer that is A8 compatible. I thought that maybe I
> could use a FPGA to emulate the Antic, GTIA, and Pokey
> chips. Then connect that to the 6502. But, your right,
> what is to stop you from emulating the whole system.
> It should be possible to build a board with a DSP to
> emulate the whole A8 system and connect it to an LCD.
> So we are talking about a hardware emulator, not a
> software one.....cool!
>
> I also have access to the latest TI DSP tools and DSPs.
> Though my programming for the DSP is a bit rusty. If
> you are interested in working on such a project, I would
> be more than willing to lend a hand. Also, if anyone has
> any information, anything at all, on the Antic, GTIA, pokey
> an etc. Let me know. I have some technical documentation,
> but it is not complete....

I've burned a few brain cells reverse engineering the GTIA and ANTIC. Don't
have a clue if I am close to what Atari did, but I think in some ways it may
be better since I have a rough idea how to do it on the cheap and maybe make
it analog VGA. A FPGA should be able to handle it since it doesn't take more
then a handfull of 74xx type logic to implement it.

ANTIC is pretty straight forward, just a Harvard Architecture processor with the instruction in the upper nibble and the data in the lower 4. I guess a DSP would be fast enough to do it w/o jumping through too many hoops.

Here is an approximate plan for emulating the bit map modes. Forgive me for left out details, omissions, and mistakes as I am doing this on the fly from memory. Never can find my notes when I need them.

~14.318 mHz<?> dot clock going into a 4 bit binary counter<~74191>. The outputs of the binary counter are passed to a multiplexer<~74151> and the output of the multiplexer goes into the CLK of a 8 bit parallel load shift register<~74166>.

In operation, the DSP would determine the graphic mode for the line and store a value in a latch<~74174> with its outputs tied to the multiplexer. For example, graphics mode 8 would use 14.318 mHz divided down to 1.79 mHz to feed the shift register/dot clock. graphics mode 15 would use .795 mHz.

This would produce that same pixel type data we have with a real Atari, clocking the shift register at 1/2 the fastest rate for double width, 1/2 for quad, etcetera.

To recover color information, we would need at least 3 latches feeding ~4 bit D/A converters. This could probably be done with just a resistor ladder or at most a resistor ladder with a quad op amp like an LM358 buffering the signals.

In operation, the DSP *always* writes a full 8 bits to the shift register, the upper nibble just doesn't get clocked out and isn't needed since it only carries color register information vs screen data.

The DSP always writes to the color latches for every byte based on what the color register holds. i.e if the color is white, then each of the latches would get a 16 for the value. If it is bright blue, then two video latches would get a 0 while the blue video latch would get a 12-16.

To make it compatible with VGA, I think all you would have to do is display the same line twice to get 320X200.

I am thinking by using at least a 14 mHz clock, you should be able to do a real 640x480 in black and white at least, but I haven't sat down to do the calcs. I am assuming a DSP is fast enough to write 80 bytes of data to the latch on a single horizontal line anyway.

If you don't mind, how much do these c6211/c6711 puppies cost?

4064. FREE Atari Catalogs! Discounts! More Atari! Free stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8jh47p$5ih$1@user2.teleport.com>
Source record: 43681
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

If your looking for my Free catalogs, skip to the bottom,otherwise read on. I've added new items to my Catalogs, including, for the first time, ST Hard Drives, SyQuest 88 Meg removable Hard Drive, Software, Books, Light Pens, Atari Touch Tablet and some Cartridges for the ST like DVT VCR Hard Drive Backup, ST Replay & Computer Eyes! So come and Get it!

e-mail: atari@benjamin.net

To take advantage of Discounts, FREE Monitors or FREE Jaguar Cable, you must E-Mail me to Claim it & state what you want in E-Mail.Be specific!

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount with a $200 Purchase. Discounts Apply to Classic Atari 8 Bit, Atari ST and/or Atari Jaguar. Hardware, Software, Books & Accessories! Shipping not figured into Discount.

FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega ST2 or 1040STe & receive a FREE ST Monitor. Your Choice of a Color or Mono-Chrome Monitor. FREE Monitor when purchasing an Atari 8 Bit Computer. Buy an Atari 800XL or a 130XE and receive your choice of any Monitor in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 worth of Atari Jaguar items, receive absolutely FREE, a +NEW in the BAG Jaguar Stereo Audio/Composite Video Cable.

Offer Available for Limited Time only. First Come, First Serve! Subject due to availability! Customer pays Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the

Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And
remember, if you can't come see me today, come see me tomorrow!

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64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
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or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4065. Re: Newbie when it comes to 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000629201755.3174A-100000@vtn1>
Source record: 43682

On Thu, 29 Jun 2000, Foster L. Putman wrote:

> I just got two of them and can't figure out how to set them up to work
> as drive 1 and drive 2 on my 130XE. I have no documentation so I really
> don't know I'm doing.

There are two drive select switches accessable through a hole in the rear of the casing. Looking into the hole, if you see only one black switch then the drive is set to D1:--to set one as D2: move the front switch to the right so you see white on the left (the rear switch) and black on the right.

> One other thing, using one of the drives as a boot drive, I have my
> iso2pc cable hooked up. In APE, I have drive bays 2, 3, 4, 5, 6, and 7
> loaded. I can address D2:, but nothing else.
>

First, a bit of nitpicking: it's SIO2PC not "iso2pc" where "SIO" stands for "Serial Input/Output" and "PC" stands for "Piece of Crap" (often anyway). Now, as to drive selection: if you've got real floppies hooked up as D1: and D2:, you must not set up an APE drive with the same identity.

Considering speed and wear and tear on the 1050s, I think my preference with your setup would be to boot from an APE drive as D1: and use the real drives as D2: and D3: or D3: and D4:. If you want to set a 1050 to D3:, move both switches to the right; for D4: move the front one back to the left, leaving the rear one on the right.

jkp

4066. Re: Atari DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000629203036.3174B-100000@vtn1>
Source record: 43683

On 29 Jun 2000, RHamiIton5 wrote:

> >rjohnson14@aol.com (RJohnson14) requested:
>
> >I am in need of the DOS XL Atari 800 operation system from Optmizied Software
> >Systems, Inc.
>
> I have an .XFD of ver 2.3 (I think).. Will that do?
>

That's the latest version I've seen. The full package is included with the
MAC/65 .atr that fTE released (available on UMich and probably Tom Hunt's
site).

If it's really for use on an 800, make sure you don't try and use DOSXL.XL
and DOSXL.SUP.

jkp

4067. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8jh4jq$95h$1@user2.teleport.com>
Source record: 43684
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4068. How to tell which Atari Basic Revision that you have

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <slo5n0ddjev6@corp.supernews.com>
Source record: 43685

The memory address that identifies which Basic that you have is 43234.

So when you start your Atari up, at the READY prompt, type in this command:
PRINT PEEK (43234)

You will get a value of 162 if it is Rev A Basic.

You will get a value of 96 if it is Rev B Basic.

You will get a value of 234 if it is Rev C Basic.

Amateur Atari historian and Devout Atari game player,
Wally

4069. Reprints of old program listings

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <slo97tu9jev72@corp.supernews.com>
Source record: 43686

Hello Everyone,

I would like to know if anyone has archived the
old Antic, A.N.A.L.O.G. Computing, Compute
and/or Atari Explorer program listings?

I went to one web site that only seemed to have
just the texts from those publications copied.

I would like to have either downloadable files
and/or authentic copies of the listings.

Wally

4070. Re: Newbie when it comes to 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <395C259F.ACC083D5@bellsouth.net>
Source record: 43687

Thanks for the information, John.
First of all, sorry about transposing the "s" and "i", I some times don't watch my typing as close as I should. I never was good with proofing either.:-)
By the time I read your post I had figured all of it out. I found all the switches and got the drives working correctly first.
The problem I was having with APE was the DOS that I was trying to use. What ever the reason, as soon as I booted up with MYDOS4.0 everything worked great. I'll take your advice about using APE bay 1 to boot from.
Thanks again.
flp

"John K. Picken" wrote:

> On Thu, 29 Jun 2000, Foster L. Putman wrote:
>
> > I just got two of them and can't figure out how to set them up to work
> > as drive 1 and drive 2 on my 130XE. I have no documentation so I really
> > don't know I'm doing.
>
> There are two drive select switches accessable through a hole in the rear
> of the casing. Looking into the hole, if you see only one black switch
> then the drive is set to D1:--to set one as D2: move the front switch to
> the right so you see white on the left (the rear switch) and black on the
> right.
>
> > One other thing, using one of the drives as a boot drive, I have my
> > iso2pc cable hooked up. In APE, I have drive bays 2, 3, 4, 5, 6, and 7
> > loaded. I can address D2:, but nothing else.
> >
>
> First, a bit of nitpicking: it's SIO2PC not "iso2pc" where "SIO" stands
> for "Serial Input/Output" and "PC" stands for "Piece of Crap" (often
> anyway). Now, as to drive selection: if you've got real floppies hooked
> up as D1: and D2:, you must not set up an APE drive with the same
> identity.
>
> Considering speed and wear and tear on the 1050s, I think my preference
> with your setup would be to boot from an APE drive as D1: and use the
> real drives as D2: and D3: or D3: and D4:. If you want to set a 1050 to
> D3:, move both switches to the right; for D4: move the front one back to
> the left, leaving the rear one on the right.
>
>
> jkp

4071. Re: Reprints of old program listings

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-29 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <395C284D.3A1CF955@bellsouth.net>
Source record: 43688

http://www.atarimagazines.com/
This sight will give you all of ANTIC, with programs zipped by year, and
an index of all the text for all of it.
http://www.newbreedsoftware.com/xlsearch/
Go here and do a search on MAGDISK and you'll find the disk version of
Analog to download.
The other mags you mentioned, I haven't seen. If you find them, let me
know
Good hunting.
flp

w_a_lang wrote:

> Hello Everyone,
>
> I would like to know if anyone has archived the
> old Antic, A.N.A.L.O.G. Computing, Compute
> and/or Atari Explorer program listings?
>
> I went to one web site that only seemed to have
> just the texts from those publications copied.
>
> I would like to have either downloadable files
> and/or authentic copies of the listings.
>
> Wally

4072. Re: 8-bit to a VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <6kbolsc8pah2buos496ipablpfshuqae2c@4ax.com>
Source record: 43689

On Tue, 27 Jun 2000 23:24:57 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>Hi,
>
>I had posted this message before about if there was a way to connect an
>Atari 8-bit to a VGA monitor. A gent came back and told me to buy the
>monitor cable that hooked up to the computer and had two RCA jacks at the
>other end. He also told me about a graphics converter which I ordered. Now
>my question is, how do I get sound? Do I buy some cheap TV and use that or
>what? Is one of the RCA jacks an audio jack???

Well... you should get the cable with >4< RCA jacks at the end
(the other end is a DIN 5-pin connector), of those 4 one is audio,
the others are composite video, chroma and luma. I suppose the two
you would be using are audio and comp. video... the pinout is
in the A8 FAQ.
You could connect the audio output to your stereo line input,
or do as I did, I got a pair of PC speakers (no, not the internal
thing! those for soundcards!) and made a cable to connect them
to the output of my VHS (which is stereo, while my TV isn't),
and I hook the Atari outputs to the VHS inputs...
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

4073. Re: New 8-bit (part 2)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8jhnejbbt1@nets3.rz.RWTH-Aachen.DE>
Source record: 43690

Howdy Andreas, folks

>- advertisement:
>buy one at ABBUC (Wolfgang Burger). Costs only 10 german marks (5
>US-dollars) plus p & p !! And Wolfgang still has hundreds of them left
>!! Visit http://www.atari-computer.de/abbuc or write an E-Mail to
>Wolfgang... greetings - andreas

That would be wburger@cityweb.de

The XEP80's are sold world wide for DM25, that is including postage. Or about
US$ 12.50, YES TWELVE BUCKS FIFTY. No go and order some.

CU Mathy van Nisselroy

4074. Re: New 8-bit (part 2)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8jhnp9bbt2@nets3.rz.RWTH-Aachen.DE>
Source record: 43691

Howdy Richard, folks

>When you say it can handle 16-bits, do you mean 262,000 colours, or
>16-bit addressing?
>
>It sounds suspiciously similar to the 128 Chip, in some ways, but
>Commodore only provide a TTL level output - I wondered if, given the 64K
>RAM in the DCR, a different output circuit could provide analogue RGB.
>
>Richard, has never seen an XEP80.

Sorry, that's 16 bit addressing. 64 Byte by 16 bits. It's based on the 8031
series I was told. It has a UART and everything built in.

The C128 chip (8563 or 8568) was based on the 6845 and 6545.
There are several schematics to be found in the C128 stuff on the net. They all
use a combination of resistors to go from TTL to Analog RGB.
If you have a Philips CM8833 monitor (or simular) look at schematic B (which I
do not have :-((( ) to find out how Philips did it.

CU Mathy van Nisselroy

4075. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8jhoe1bbt3@nets3.rz.RWTH-Aachen.DE>
Source record: 43692

Howdy Richard, folks

>I remember Diamond... I wanted an ST mouse for my XE because of it, then
>I never heard about it again.
>
>Weird :)

The dude who sold them (not Alan Reeve, he's a nice guy, but Shelly (Shelton) Merrill) send me the wrong stuff plus a rubber check after I told him I had a photocopy of my money order with his John Hangkok on it to prove that he HAD taken my money. If I ever meet him, there better not be any tar and feathers around!!!

But Tom Hunt has developed DCS (Desktop Construction Set). It's kinda like Diamond, but without the fancy (and time robbing) graphics. You can find it via his site (of which I keep forgetting the name). TRY IT.

CU Mathy van Nisselroy

4076. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8jhq25cfj1@nets3.rz.RWTH-Aachen.DE>
Source record: 43693

Howdy Andreas

>I just read that a little 8-Bit machine (running with approx. 0,9 Mhz,
>using sprites instead of players & missiles, using SID sound instead of
>Pokey sound, etc.), now has its own internet browser. With this browser
>there is no emulation needed on any PC, it runs directly on the 8 bit
>computer !!! So, finally - we have an approx. 1,8 Mhz machine, how about
>an internet browser for our little ataris ?!? greetings - Andreas
>
>P.S.: There is an internet browser for the C64 avaiable now, but none
>for the A8, that can`t be true !!! Make it possible, please !

Also available for the C64 but not for the (twice as fast??) Atari 8 bit:

JPEG Viewer (source is available)
Netcam/PC Cam software (for Quicksomething, they where taken over by LogiTech.
Parallel port version)
FAX send and receive software

CU Mathy van Nisselroy

4077. dating Hoffman coroutines wiretaps 61b074b4899132 impose larks girder

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: telescoped@rocketed.com
Message-ID: <395c7a6c.0@news.bestsoftware.com>
Source record: 43694

Werther passwords girder unpredictably. striving Vivaldi potentiating mingling bat drunker lot bothering. Blackstone antiredeposition squaringgg drummed bypasses jerks.

4078. FS: Atari 8-bit ROM Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: Paul R <paul@stillavailable.co.uk>
Message-ID: <6a%65.260$Tb2.4459@news6-win.server.ntlworld.com>
Source record: 43695

** FOR SALE **

Having a clear-out and I have the following Atari 8-bit ROM Cartridges for sale -
all with boxes, instructions etc. Price £5 (GB pounds) each.

3D Tic-Tac-Toe
Archon
Ballblazer
Battlezone
Blue Max
David's Midnight Magic
Desert Falcon
Food Fight
Hypnotic Land
Lode Runner
One-On-One Basketball
Rescue On Fractalus

Interested? Please send e-mail to mailto:paul@stillavailable.co.uk

4079. FA: Embroidered ATARI Hat

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: Jon <chicken_little@fallingsky.com>
Message-ID: <8ji9bk$rq3$1@slb7.atl.mindspring.net>
Source record: 43696
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,alt.atari.2600,alt.atari-jaguar.discussion

I Have for auction the official hat made at the Las Vegas Atari Falcon convention (I think in 1993). They had a machine that was hooked up to the Falcon embroider the letters "ATARI" on the front of the hat.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=371131388

Jon

4080. Re: Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: jonf@cix.co.uk
Message-ID: <memo.20000630155324.253A@jonf.compulink.co.uk>
Source record: 43697

In article <k6knls47ru29g936bigsl12odeutausins@4ax.com>,
diespamdie!!!mindfield@home.com (Mindfield) wrote:

> Diamond GOS is about the only thing I can think of. I think there was
> one other GUI-type that I remember seeing a long time back, but I
> can't remember what it was called. And anyway, Diamond never really
> took off...
>
> >
> >Richard
>
>
that might be S.A.M.

DGS still sell it, details on this site:-

http://www.dgs.clara.net/

jp

4081. help : Where to find replacement chips...

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.395cdc9e@fmlynet.org>
Source record: 43698

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hey folks, I recently fixed a 850 interface by swapping out parts from another interface, and I narrowed down the bad chip. Now I'm looking to buy a replacement chip to replace that chip.

Does anyone know where you can buy the components, or the chips themselves?

Does Best Electronics specialize that much?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4082. Atari XL/XE OS Source needed!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: David Lloyd <dmlloyd@atari-central.com>
Message-ID: <Pine.LNX.4.21.0006301126360.18985-100000@saruman.ws.inxpress.net>
Source record: 43699

Does *anyone* have the XL/XE OS source? I need specifically anything pertaining to the PBI.... and I don't want to take all the time to disassemble it if someone else already has.

Please help! Thanks...

- D

4083. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: Chris Martin <hacked_up_radio@yahoo.com>
Message-ID: <395CC9E6.635B2122@yahoo.com>
Source record: 43700

Richard Cortese wrote:

<snip>
Thanks for the info. I HAVE saved it.
I just did not want to copy the whole
message here.

>
> If you don't mind, how much do these c6211/c6711 puppies cost?

Okay, this has been copied from our
sales documentation, so forgive me
if it sounds like a sales pitch....

__BEGIN SALES PITCH__
The TMS320C6211 DSP Starter Kit (DSK) is an
inexpensive C6000 DSP development board
that enables TI customers to easily benchmark
and evaluate C6211 DSP performance and
prototype their C6000-based designs. The DSK
sells for $195 (US) and includes:

Hardware
- C6211 DSK Board
- 150 MHz C6211 DSP
- 4 Mbyte external SDRAM and 128 Kbyte
external flash
- TI's TLC320AD535 16-bit data converter
- TI's TPS56100 power management device
- JTAG controller
- Expansion daughter card interface
- CE-compliant universal power supply

Software
- C6000 C Compiler and Assembly Optimizer
- Code Composer Debugger
- DSK support software (flash utility, sample
programs and confidence tests/diagnostic
programs)

__END SALES PITCH__

So you can get a development board complete
with software tools for around $200. I have
looked for GNU tools, but I don't think they
are fully developed yet, so free development
tools are not available....I will confirm

this, however.

I can probably get my hands on boards here at
work, but I cannot give out the software tools.
So, we are stuck with the $200 pricetag.

Now, for the actual chips:

The C6211 running at 150MHz can be had for about
$35. That is the price for one, the price goes
down when bought in bulk of course. The C6211 is
the fixed point DSP.

Now, there is the C6711, the floating point DSP that
fits into the C6211 DSK. The 100MHz variety can be
had for about $35 and the 150MHz one for about $52.

All of these can easily handle the video output....

Okay, now for the real sales pitch:

The way I see this project progessing is the
following. Please note that this is just my
opinion, that I am always open to suggestions,
and that I would like this to be a team effort.
So, with that said, the idea of this project
is not to create a successor to the A8 computer
line, but rather to turn it into a new form.
This new form, I think, should be a portable
PDA-like computer. This way once you have the
hardware in place, you have all the software
already there for both games and business apps.
Ideally, I would like to emulate the A8
computer in a generic way so that the "portable
emulator" could be next applied to the ST computer.

This way you have a box that may be able to
emulate other platforms (portable MAME?).
I know that it may not be a cookie-cutter as
that, but it would be a nice goal to work towards.

I think that this is totally possible; it may
take a few years (depending on the number of
people lending a hand) but.....

Well, this is ambitious, I know, but you might
as well set your goals high....we will be able
to create something. It may be time to make
this a new disscussion. I will post more when
the development site is up.

For now, all those that want to lend a hand
with the software and/or hardware send me an
email to my work address: cmartin@ti.com

Once a list is created, we can start dividing
up tasks.

And, all those who would be interested in buying
such a thing, email me as well. Regardless of the
number of people who want one, there will be at
least ONE of these built. Then, we take it from
there.....

Talk to you soon,
Chris
cmartin@ti.com

ps - Rob, I am going to hold you to your word
on your injection molding talents ;-)

--
Chris Martin
Hacked-Up Radio
http://www.hackedup.com

4084. Re: Atari XL/XE OS Source needed!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: Axel Poqu&#65533; <axel.pq@t-online.de>
Message-ID: <8jik85$ub3$18$1@news.t-online.com>
Source record: 43701

"David Lloyd" <dmlloyd@atari-central.com> writes in article
news:Pine.LNX.4.21.0006301126360.18985-100000@saruman.ws.inxpress.net...
> Does *anyone* have the XL/XE OS source? I need specifically anything
> pertaining to the PBI.... and I don't want to take all the time to
> disassemble it if someone else already has.
>
> Please help! Thanks...

I do have an uncommented listing of OS Rev. B (about 75k uncompressed)
I used for my (yet unfinished) emulator project.

I could send this to you but I'm a bit uncertain about copyright issues
and this newsgroup's policy regarding it.

Axel

Axel Poque ~~(~~-'> email: axel.pq@t-online.de
Aachen, Germany ^^ ^ home: http://home.t-online.de/~axel.pq
MiniFig Space Flight Center: http://home.t-online.de/~axel.pq/msfc

4085. Anyone here have screen shots of S.A.M?

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8jisj7fnh1@bob.news.rcn.net>
Source record: 43702

Anyone here have screen shots of the S.A.M (GOS)?

_____
Get Your Private, Free E-mail at http://services.dropmail.com/

4086. Re: Newbie when it comes to 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000630123522.5344B-100000@vtn1>
Source record: 43703

I'd also switch to MYDOS 4.53 if I were you--it's a lot better than 4.0
(if you _must_ use a menu-type DOS). As to other DOS, if you were trying
something like DOS 2.x, it needs a poke to make it recognize drives past
D2:.

jkp

4087. Re: Newbie when it comes to 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <395D023A.50E4CF73@bellsouth.net>
Source record: 43704

Down loading and converting Mydos453 was the first thing I did, and it works great. I tried to do the same with Sparta (all versions) ATRs and drew a complete blank. Other than that, everything seems to be working pretty good. Thanks again for your help.
flp

"John K. Picken" wrote:

> I'd also switch to MYDOS 4.53 if I were you--it's a lot better than 4.0
> (if you _must_ use a menu-type DOS). As to other DOS, if you were trying
> something like DOS 2.x, it needs a poke to make it recognize drives past
> D2:.
>
> jkp

4088. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <8jj173$4tt$1@plutonium.compulink.co.uk>
Source record: 43705

wasn't there a mutterins about a wap browser?

Some one has apparently mad one for the BBC master (128k) (including
ppp/tcpip dialer).
so theoreticly possible? or has the atari equivelent been shelved due to the
monkeys effect?

4089. Re: dating Hoffman coroutines wiretaps 61b074b4899132 impose larks girder

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <kd3qlssijogs50lgot9pf852jca1gm6cal@4ax.com>
Source record: 43706

On Fri, 30 Jun 2000 10:52:52 GMT, telescoped@rocketed.com drooled an embarassing wet spot in his lap as he typed:

>Werther passwords girder unpredictably. striving Vivaldi potentiating mingling bat drunker lot bothering. Blackstone antiredeposition squaringgg drummed bypasses jerks.

This is what happens when you overdose on Viagra. Don't be next.

4090. Re: Newbie when it comes to 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8jj69n$3eu$1@news.storm.ca>
Source record: 43707

Remember that only Sparta 1.1 or SpartaDos X (on cart) will run on a 400 or 800 - other versions use the RAM under the OS ROM.

David P.
"Foster L. Putman" <fangmans@bellsouth.net> wrote in message news:395D023A.50E4CF73@bellsouth.net...
> Down loading and converting Mydos453 was the first thing I did, and it works
> great. I tried to do the same with Sparta (all versions) ATRs and drew a
> complete blank. Other than that, everything seems to be working pretty good.
> Thanks again for your help.
> flp
>
> "John K. Picken" wrote:
>
> > I'd also switch to MYDOS 4.53 if I were you--it's a lot better than 4.0
> > (if you _must_ use a menu-type DOS). As to other DOS, if you were trying
> > something like DOS 2.x, it needs a poke to make it recognize drives past
> > D2:.
> >
> > jkp
>

4091. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1ed1b7n.qkl9h1e0x39eN%rlcolli@ibm.net>
Source record: 43708

```
Chris Martin <hacked_up_radio@yahoo.com> wrote:
> Also, if anyone has
> any information, anything at all, on the Antic, GTIA, pokey
> an etc. Let me know. I have some technical documentation,
> but it is not complete....

Is there anything in the source to the Atari800 emulator that could
help?

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net
```

4092. Re: bring back atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1ed1bdn.oomw451q9x8hsN%rlcolli@ibm.net>
Source record: 43709

Robert Cortese <robert_cortese@hotmail.com> wrote:
> Well a bit of a confession, I have no programming skills to speak of
> whatsoever. (i'm a sysadmin) What I can offer if we *were* to start on a
> project like this is most importantly cash for parts, My web page making
> skills (I'm thinkin a mysql/php slashdot lookalike) My solidworks skills
> (if we ever make it to plastic mold injection for a case) and i'm sure my
> dad would love to add in what he knows about atari's as well. If someone
> could give me the code and instruction for getting the code into the DSP I
> could do that too. I'm big time in favor of doing this as i'm sure everyone
> else is. Amazing to think one of these DSP chips could emulate 10 6502's at
> once :)

Take a look at http://www.sourceforge.net, home of several open source
projects. They have all sorts of tools using CVS to help programmers
collaborate over the Internet. They give you web space, php, bug
tracking, message boards, and MySQL databases.

I'm not a programmer either, but would love to help with this project!

p.s. What is the price for these DSP chips?

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

4093. Re: 8-bit to a VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <L8975.1417$JZ4.3033@newsfeed.slurp.net>
Source record: 43710

>You could connect the audio output to your stereo line input,
>or do as I did, I got a pair of PC speakers (no, not the internal
>thing! those for soundcards!) and made a cable to connect them
>to the output of my VHS (which is stereo, while my TV isn't),
>and I hook the Atari outputs to the VHS inputs...

That is what I figured. I already received the converter. Now I am waiting
on the cable which I ordered from B&C.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4094. Re: New 8-bit (part 2)

Newsgroup: comp.sys.atari.8bit
Date: 2000-06-30 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <26328-395D6679-13@storefull-175.iap.bryant.webtv.net>
Source record: 43711

le me put my two cents in here,
how about breaking the 64k barrier, and retaining compatibility.
40/80 column capibility at just a click.
more ram, bigger hard drive partitions.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4095. Re: New 8-bit (part 2)

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-01 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <RPc75.24992$A%3.290240@news1.rdc2.pa.home.com>
Source record: 43712

>
> The C128 chip (8563 or 8568) was based on the 6845 and 6545.
> There are several schematics to be found in the C128 stuff on the net.
They all
> use a combination of resistors to go from TTL to Analog RGB.

Look at the 800XL schematic. Its a standard 'poor mans' D/A converter.
Each resistor is 1/2 the value of the resistor before it, and the 'outputs'
of the resistors are tied together. This ANDs their voltages together. The
input to the resistors is binary.

tony

4096. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-01 00:00:00 UTC
From: joydivisin@aol.com
Message-ID: <20000701083506.04875.00000715@ng-md1.aol.com>
Source record: 43713

Yow! I actually had a copy of Diamond. It didn't really do much of anything, if I recall correctly.

David

4097. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-01 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1ed39jr.fhbo39zj0aaqN%rlcolli@ibm.net>
Source record: 43714

Jon-Paul <jonf@cix.co.uk> wrote:
> Look lets just make a 256/512k version of the 130xe, stick a proper serial
> and parallel port on the back (and fool the os into thinking that its an
> 850) so we can use PC external gubbins, a selectable gui interface, say
> diamond? on cart or internal chip as well, and maybe stereo sound.
> oh and maybe an IDE interface for a hard drive and a 1.44 floppy?

Now this sounds interesting...

> it will still be dated, proberbly overpriced, only true enthusiasts will
> buy it, most likely after the company has gone down (again) but that would
> be an atari 8 bit

I think it would still be too expensive for the hobbyists that are still
using the Ataris:
130XE $35
Memory $30
Blackbox $300 (This would give you all the ports)
Stereo (Pokey) $10

I don't know too many people willing to part with this much money,
expecially since I've got almost all of this with my 800XL (with Rambo
upgrade) and APE hooked to my PC (I'm missing the stereo sound and
Diamond OS).

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

4098. Sparta DOS & APE 95/98

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-01 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <395E1AEB.4A7F69E2@bellsouth.net>
Source record: 43715

I am booting my Atari 130XE from APE bay 1. I have two 1050 drives configured as D2: and D3:. Everything works fine using Mydos543 or DosXL. When I try any of the Sparta DOSs, nada. The versions include 11h, 32f, 32g, and 32x. They start to boot and just stop. I have tried to download the .atrs, but get nothing usable.

I have one disk with 32e on it that boots up fine on my Percom drive, but it has none of the support files.

I would like to try downloading from APE to the Percom, but the Percom has to be the last in the SIO chain, and it has to be D1: or it won't work.

Does anybody have any ideas short of someone sending me a 1050 compatible disk with Sparta 32? on it?
flp

4099. Re: Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-01 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <g3csls0dtmlbcgppjo4h93rcsclerq0q39@4ax.com>
Source record: 43716

On 01 Jul 2000 12:35:06 GMT, joydivisin@aol.com (JoyDivisin) drooled
an embarassing wet spot in his lap as he typed:

>Yow! I actually had a copy of Diamond. It didn't really do much of anything, if
>I recall correctly.
>
>David

No, it didn't. As I recall, no third party software was ever made for
it, so what came with the package is what you got, and I don't think
it was capable of using regular DOS software.

4100. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-01 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <3Fs75.24625$FQ.1629084@news0.telusplanet.net>
Source record: 43717
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed link rather than your reply button

- Last Updated 07/01/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Jaguar unit alone (No power supply, controller or accessories) $20
- Team Tap (4 Player adapter) $30
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $15
- RF Switch Box $10

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working 6000 series Dish Network receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

4101. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-02 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8jmhhr$4ij$1@sshuraaa-i-1.production.compuserve.com>
Source record: 43718

There are a couple of browsers being developed for the A8, and
not just the text or PC proxies. I am sure they will be beta
test oneday.

Diamond was O.K., I kinda liked it, but it only liked Atari DOS
and Sparta, I think. ANY specialized software the brings
together many functions(copy, disk I/O) and hardware(extra ram)
is by nature not compatible with other regular software that does
not know the replacement is there and that uses all of the
resources itself. Using Diamond, GOE, and MTOS is no different
than trying to run software made for the Atari 8 on a c64.

MTOS is another O.S., though concentrating on multitasking rather
than replacing the installed O.S.

And there are a couple more under development, I believe.

Rick D.

--

4102. Re: help : Where to find replacement chips...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-02 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8jmhnf$4ij$2@sshuraaa-i-1.production.compuserve.com>
Source record: 43719

Hi, Doc.

Most of the chips are available from any electronics supply store
bigger than Radio Shack.

Yes, Best Electronics has many custom chips, many stock chips and
other parts as well.

B&C ComputerVisions may also have some of the custom chips.

Rick D.

--

4103. Re: Atari XL/XE OS Source needed!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-02 00:00:00 UTC
From: Guenther Bartl <gueba@straubing.baynet.de>
Message-ID: <395f0cd6@news.zeitung-online.net>
Source record: 43720

"David Lloyd" <dmlloyd@atari-central.com> schrieb im Newsbeitrag
news:Pine.LNX.4.21.0006301126360.18985-100000@saruman.ws.inxpress.net...
> Does *anyone* have the XL/XE OS source? I need specifically anything
> pertaining to the PBI.... and I don't want to take all the time to
> disassemble it if someone else already has.
>
> Please help! Thanks...
>
> - D
>
See http://www.atari-computer.de/atreju/ for sources in MAC65 - format

Greets,

Guenther

4104. for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-02 00:00:00 UTC
From: Karl Smith <kw1@karl10.ezesurf.co.uk>
Message-ID: <8jn2q9dsh1@news7.svr.pol.co.uk>
Source record: 43721

From: Karl Smith <karlws@zetnet.co.uk>
To: 0- ME <kw1@karl10.ezesurf.co.uk>
Subject: s
Date: 02 July 2000 10:23

1/
For Sale.

-- Hand Scanner 12 pounds

- Falcon at right price (offers, ask for details)

- Atari ST Veloce set-up
4 meg standard + 4 meg fast ram for veloce.
HD Floppy, 56k serial port.
1 gig hard drive with loads.... of software on.
Link '97, + Atari mono monitor. NOT SLITTING this set-up
For 220 pounds or VNO.

Have moved to PC & Falcon.
All above to be collected (from Barnsley, Yorkshire)
or add P&P

Karl.

2/
Atari 8-bit stuff..
800XL`s - 256k, 2x PIA chips (extra 16 bit I/O lines)
2x Pokey`s (stero sound)
+ 2 standard
1050 disk drives x2, 1010 cass, 1029 printer, 1020 printer/plotter.
Software:-
DGS pd disks, Page 6 disks, loads of others
Mags:-
Antic, Analog,
Games on cass./ disks.
User/ Field service manuals
Can`t remember everything...
Take offers......
Barnsley, South Yorkshire
STILL HAVE A FEW THING LEFT as there was more then I thought.
Karl

****
e-mail - kws1@x-stream.co.uk
karlws@zetnet.co.uk

kwsmith0573@talk21.com (short text only)
Fidonet.org 2:2503/105.5
****

--
****
Mobile - text only
07932663601@one2one.net
kws1@x-stream.co.uk
kw1@karl10.ezesurf.co.uk
****

4105. FS: Atari Carts (2600) & 8 Bit S/W

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-02 00:00:00 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <4AF75.2047$ez.14218@typhoon.tampabay.rr.com>
Source record: 43722
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

Lots of Atari 2600/5200 cartridges and Atari 8 Bit Software for sale on my
web site listed below:

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

4106. Re: Atari Dealer

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-02 00:00:00 UTC
From: Witchy <adrian@home.ta>
Message-ID: <otevlsgnn3bdl9u5t9p8ku8jg581ci6n7e@4ax.com>
Source record: 43723

You are in an empty room with "Michael Gale" <mgale@bitflash.com>.
There's a rock in the middle with "Y2" written on. A hollow voice
says:

>Hi,
>
>Has anyone ever bought anything from this dealer? Was the experiences good
>or bad?
>
>http://www.teleport.com/~bensmith/bscomputers.shtml

Yep - he wasn't too sure of shipping to the UK, but since I was
heading over to Boston anyway it wasn't a problem to get stuff shipped
there. No bother - nicely packaged Atari 1200XL in better condition
than I was expecting and a still-factory-sealed CX85 keypad.

Go for it.
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

4107. Re: Atari Dealer

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-02 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <5m5ov1BO17X5EwwV@lovecraft.demon.co.uk>
Source record: 43724

In article <otevlsgnn3bdl9u5t9p8ku8jg581ci6n7e@4ax.com>, Witchy
<adrian@home.ta> writes

>Yep - he wasn't too sure of shipping to the UK, but since I was
>heading over to Boston anyway it wasn't a problem to get stuff shipped
>there. No bother - nicely packaged Atari 1200XL in better condition
>than I was expecting and a still-factory-sealed CX85 keypad.

Is a CX85 styled to match an XE, or XL? The picture on your site is
still in the box!

Richard, now acquiring a lot of XLs...
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4108. Re: Atari Dealer

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-02 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8joilo$44i$1@news.storm.ca>
Source record: 43725

It's styled after the 400/800 models - ugly brown with dark ugly brown.

David P.

"Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk> wrote in message
news:5m5ov1BO17X5EwwV@lovecraft.demon.co.uk...
> In article <otevlsgnn3bdl9u5t9p8ku8jg581ci6n7e@4ax.com>, Witchy
> <adrian@home.ta> writes
>
> >Yep - he wasn't too sure of shipping to the UK, but since I was
> >heading over to Boston anyway it wasn't a problem to get stuff shipped
> >there. No bother - nicely packaged Atari 1200XL in better condition
> >than I was expecting and a still-factory-sealed CX85 keypad.
>
> Is a CX85 styled to match an XE, or XL? The picture on your site is
> still in the box!
>
> Richard, now acquiring a lot of XLs...
> --
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -.
;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (
`'::.
> http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
`-'_)Morticia

4109. Re: Atari Dealer

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-02 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000702192539.21892.00000867@ng-fq1.aol.com>
Source record: 43726

>"Richard Kilpatrick (PC)" richard@lovecraft.demon.co.uk asked:

>Is a CX85 styled to match an XE, or XL? The picture on your site is
>still in the box!

The only CX85's I have seen were styled to match the original 400/800/810
series; mine does.

-Ron

I don't have a solution but I admire the problem.

4110. Re: Atari Dealer

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3961257d@fmlynet.org>
Source record: 43596

FamilyNet HQ: Telnet:\\www.family-bbs.net

(about CX85 keypads??)

> From: "David A. Paterson" <david_p@storm.ca>
> It's styled after the 400/800 models - ugly brown with dark ugly brown.
> David P.

Hey! You're talking about my favorites of the Atari8 realm! (Being a big 400/800 fan ... use an 800 daily).

At least it was not a Commodore case knock off or ST wanna be like the XE was with it's greyish case. One thing you can say for those older beige cases... they were built like a tank!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4111. Re: help : Where to find replacement chips...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3961257d@fmlynet.org>
Source record: 43597

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Rick D <74766.1561@CompuServe.COM>
> Hi, Doc.
> Most of the chips are available from any electronics supply store
> bigger than Radio Shack.
> Yes, Best Electronics has many custom chips, many stock chips and
> other parts as well.
> B&C ComputerVisions may also have some of the custom chips.
> Rick D.
> --

:) Thanks Rick! Yeh, in just a bit I'm thinking of trying a few leads
that I picked up from you and Larry White. See if we can't get my extra 850
working yet again,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4112. Re: Atari Dealer

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Witchy <adrian@home.ta>
Message-ID: <n442ms4kni0bcv4kgujlmf3bosico3dbq8@4ax.com>
Source record: 43598

You are in an empty room with "Richard Kilpatrick (PC)"
<richard@lovecraft.demon.co.uk>. There's a rock in the middle with
"Y2" written on. A hollow voice says:

>In article <otevlsgnn3bdl9u5t9p8ku8jg581ci6n7e@4ax.com>, Witchy
><adrian@home.ta> writes
>
>>Yep - he wasn't too sure of shipping to the UK, but since I was
>>heading over to Boston anyway it wasn't a problem to get stuff shipped
>>there. No bother - nicely packaged Atari 1200XL in better condition
>>than I was expecting and a still-factory-sealed CX85 keypad.
>
>Is a CX85 styled to match an XE, or XL? The picture on your site is
>still in the box!

This is true - I'm not one to break the factory seal on anything
unless I *really* have to :) Looking at other pix of it (plus others
have already answered) I'd say it was styled after the 400/800 too; it
certainly looks v.seventies!
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
adrian@snakebiteMAINSandblack.co.uk - disconnect mains before replying.
No user serviceable parts inside.

4113. Re: CDROM Player and BlackBox, works great

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Thomas Drake <tadrake@earthlink.net>
Message-ID: <39612608.D8F53A9F@earthlink.net>
Source record: 43599

Mathy,

I have a Black Box.

Are you saying that you can control an Audio CD from your Atari 8-bit via a
Black box?

Where do I get the program do that?

This sounds way too cool!

As far as reading data...

My understanding is that it would take an Atari DOS or SpartaDOS or MyDOS
modification to recognize 1024 byte sectors vice the maximum of 512K with the
Black Box??

Tom

Mathy Van Nisselroy wrote:

> Howdy folks
>
> I found me a cheap (DM5 or approx. US$2.50) Plextor 12 speed SCSI CD-ROM
> player. works great. I can't read data yet, but Matthias Belitz wrote a nice
> little "audio CD control" file for the BlackBox.
>
> I'm happy!!!
>
> CU Mathy van Nisselroy

--
Quality Engineering Specialist-IT Management & Software Consultant
Software Archaeology, Quality Architect, Enterprise/Operations Analysis
**** Outlive Your Past and Upgrade Your Future! ****
*** Transformation via People, Process, & Technology ***
** The best way to predict your own future is to create it now! **
* Integrated Computer Concepts, Inc. thomas.drake@integratedcc.com *

4114. Re: Atari Dealer

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <HBTXG$Ck58X5EwEu@lovecraft.demon.co.uk>
Source record: 43727

```
In article <8joilo$44i$1@news.storm.ca>, David A. Paterson
<david_p@storm.ca> writes
>It's styled after the 400/800 models - ugly brown with dark ugly brown.

I can live without it, then ;)

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'\_)Morticia
```

4115. Re: CBM vs. Atari Philosophy, or, why aren't computers interesting anymore...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: spambait@NOSPAM.dalelands.org
Message-ID: <3941f605.27659085@news.cox-internet.com>
Source record: 43728

On 07 Jun 2000 15:56:09 -0500, Greg Menke <nospam@erols.com> wrote:

>I agree. My wife had an equally compelling proof. Her organization
>just went out and spent $150,000 on Dell servers @ about $40,000 each
>(couple gigs of RAM, massive RAID 5 disk arrays, etc...)- pretty much
>the standard
>"buy-the-biggest-we-can-because-we-can't-figure-out-what-we-need"
>approach.

Actually, the philosophy is more like "buy whatever you can afford,
and then some, because it will be outdated by the time you get it".
At least if you overdose on the hardware, you have a decent chance
of staying with the curve for at least a little while...

Jay

| Jeremiah Coleman ICQ#-1705655 jay@cosmos.lod.com|
| "We'll fight, not out of spite |
| for someone must stand up for what's right" |
| -- Jewel - "Hands" |

4116. Re: 8-bit to a VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: spambait@NOSPAM.dalelands.org
Message-ID: <3941f6d7.27868854@news.cox-internet.com>
Source record: 43729

On 07 Jun 2000 22:17:54 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>>ebaiz@skyenet.net (Edward S. Baiz Jr.)
>said:
>
>>Sometime ago I asked how to connect an 8-bit to a VGA monitor. Someone
>>posted a message about a device called VGA-801 which is a video
>>converter that does the trick. I have ordered one, but I would like to
>>know where can I get the cables to connect the 8-bit to the converter.
>>Would it be the same place (somewhere in Illinois)?
>
>It is a standard C=64/Atari monitor cable (now somewhat uncommon); they show up
>on eBay and you can easily build yourself one with a DIN-5 and RCA pin plugs.
>The pin assignments are here:
>http://www.atari8bit.tmfweb.nl/pinouts.htm#monitor
>This link seems intermittant; if so, go here:
>http://www.atari8bit.tmfweb.nl/
>click 8-bit homepage, then pinouts
>
>You just connect the center of the RCA 1/4" pin plug to DIN pin 4-composite
>video and connect the shield to pin 2-ground. Connect the DIN to Atari monitor
>jack and RCA plug to VGA adapter.
>
>-Ron
>
>I don't have a solution but I admire the problem.

This brings up the question of syncing. Most newer VGA monitors can't
sync down to the atari/C64 (off the top of my head, ~15khz). They'll
(if your lucky) just blank out, else (if you aren't) they'll fry. The
NEC Multisync II monitors are a _very_ notable exception, and worth
their weight in old microchips if you can find one. They have _very_
broad sync specs.

Jay

| Jeremiah Coleman ICQ#-1705655 jay@cosmos.lod.com|
| "We'll fight, not out of spite |
| for someone must stand up for what's right" |
| -- Jewel - "Hands" |

4117. Re: FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8jpn1bjhs1@korweta.task.gda.pl>
Source record: 43730

Check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=371379182

j131

4118. Re: Atari 8-bit ROM Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Paul R <paul@stillavailable.co.uk>
Message-ID: <EX%75.5668$4C4.97458@news2-win.server.ntlworld.com>
Source record: 43731

```
Please note: Hypnotic Land and 3D Tic-Tac-Toe have now been sold, others are
still available.
```

"Paul R" <paul@stillavailable.co.uk> wrote in message
news:6a%65.260$Tb2.4459@news6-win.server.ntlworld.com...
> ** FOR SALE **
>
> Having a clear-out and I have the following Atari 8-bit ROM Cartridges for
> sale -
> all with boxes, instructions etc. Price £5 (GB pounds) each.
>
> 3D Tic-Tac-Toe
> Archon
> Ballblazer
> Battlezone
> Blue Max
> David's Midnight Magic
> Desert Falcon
> Food Fight
> Hypnotic Land
> Lode Runner
> One-On-One Basketball
> Rescue On Fractalus
>
> Interested? Please send e-mail to mailto:paul@stillavailable.co.uk
>
>
>

4119. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39609059.DB9A2ED0@mail.uni-mainz.de>
Source record: 43732

Jon-Paul schrieb:
>
> In article <k6knls47ru29g936bigsl12odeutausins@4ax.com>,
> diespamdie!!!mindfield@home.com (Mindfield) wrote:
>
> > Diamond GOS is about the only thing I can think of. I think there was
> > one other GUI-type that I remember seeing a long time back, but I
> > can't remember what it was called. And anyway, Diamond never really
> > took off...
> >
> > >
> > >Richard
> >
> >
> that might be S.A.M.
>
> DGS still sell it, details on this site:-
>
> http://www.dgs.clara.net/
>
> jp

Hey there,
the GUI`s I can remember are:
- Diamond GOS 1, 2 and 3 (Reevesoft/Alan reeve)
- G.O.S. 1 and 2 (Total control systems/...)
- G.O.E. 1 and 2 (Total Control Systems/...)
- S.A.M. (Raindorfsoft/Power per Post)
- some PD desktops, like TOS-XL and others.

All of them are just "playable tools" with not much further usable
applications. At least Diamond arrived on cart (version 2 & 3) and
provided some applications, SAM arrived on disk (works with DOS 2.5 and
medium/dual density only !!) and provided many further apps.
Would have been cool, if a GUI was done, that works with (almost) any
DOS, any density and supported many apps... (plus the ability to create
these, maybe via a creator program or a usable program area for such
tools/apps). The way these GUI`s appeared is just too limited in my
eyes, so they are merely something to play around with, rather than
something to use regularly... This may would have been different, if
Atari had chosen to take over one of these GUI`s and sell them as
official Atari software... (there were plans, but you know Atari...)
greetings - Andreas

P.S.: In my mind, these GUI`s show the possibility of a usable desktop
on the A8, but they are far away from GEOS, far far away...

4120. Re: Announcement: Atari Manuals in HTML format

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39609261.F148FC3B@mail.uni-mainz.de>
Source record: 43733

Nelson Nieves schrieb:
>
> Hi all,
>
> Recently I started working with my Atari 8-bit computer and started using
> the Atari800Win emulator and found that some of my SpartaDOS utilities did
> not work with SpartaDOS 3.3. SpartaDOS 3.3 seems to be a favorite among the
> Atari 8-bit emulator users. Some of the utilities (those that use the
> recursive tree routines) have a detection code built into them to configure
> themselves appropriately depending on the SpartaDOS version being used. I
> have modified this code to handle SpartaDOS 3.3 as well. These new versions
> of the utilities will be made available soon.
>
Hey there,
difficulties with the Sparta-DOS version number ?!? Take the programs
"Faker.Com" and/or "Setver.COM", coded by Robert Verdaasdonk/the Fox-1
in the Netherlands. You can find these tools on his homepage or
somewhere around the net. What they do ?!? They just fool Sparta or its
apps. and make them think to use the correct version number... good
docs included !! greetings - Andreas

4121. Re: Anyone here have screen shots of S.A.M?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39609401.B6057F94@mail.uni-mainz.de>
Source record: 43734

Nelson Nieves schrieb:
>
> Anyone here have screen shots of the S.A.M (GOS)?
>
> ____
> Get Your Private, Free E-mail at http://services.dropmail.com/

Sorry,
no screen shots, but I have the full PD type in-listing here on a Pd disk. I can send you this disk as an image, if you wish (and the other GUI`s also). Before SAM (I hope you refer to the GUI, not to Software Automatic Mouth) appeared as a comercial program, there has also been a PD type-in listing. thats just what I have and provide for free...

(And by the way, there is not much difference between the type-in listing and the commercial version; the listing appeared in several Atari magazines and on several Lazy Finger program disks, whereas the commercial version had it all on one disk; I just collected all type-in listings and put them together to one working version, thats very similar to the commercial one.)

greetings - Andreas

P.S.: E-Mail me, if you wanna have SAM and/or the other GUI`s !!
(I can send them as ATR, XFD or DCM images);

4122. Re: Saving Programs Written form BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3960968B.5528677E@mail.uni-mainz.de>
Source record: 43735

Petr Liebl schrieb:
>
> Has anyone mentioned saving with TURBO BASIC (1.5) ??? It's much
> better......
>
> Do you know, what (Universal) TURBO (2000) is???? (;-)))))))
>
> Bye, Peter
>
> --
> ...
Hello Peter,
of course, as an atari fanatic, I have heard of Turbo Basic XL, version 1.5 (from GERMAN programmer Frank Ostrowski). It contains all statements that Atari Basic uses, thus its almost fully compatible. But: it is not built-in, so you always have to boot it from disk or Romdisk/Ramdisk; the standard version is PAL (50Hz) and uses Ram under the OS ROM;

I believe, Jessica is a beginner and thus wants to learn and use Atari Basic first. Besides she comes from America, NTSC (60Hz) country, and maybe she does not (want to) know, there`s also a patched version for Sparta avaiable... Well, Turbo-2000 ?!? Sounds rather like a polish A8 floppy drive, than a new(er) Turbo-Basic language... greetings - Andreas

4123. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <396099ED.B8FF7FE3@mail.uni-mainz.de>
Source record: 43736

[snip]
> My soldering skills are truly appalling, but I downloaded and printed
> the upgrade lists linked from BRiTiSH...
>
> Is there anyone who would build a machine for me, who has the skills?
> Like either a fully 130XE compatible (i.e. Freddy capable) 800XL with
> 320K, or a 320XE, and install a Gumby upgrade? The stereo sound upgrade
> is most interesting, since my monitor is a CM8833Mk II and would have a
> very neat installation.
>
> And what of this SID up(*coughs*)grade?
>
> I'd hate to trash a perfectly good 8-bit to get these upgrades, but I
> also would quite like a Stereo sound, 320XE...
>
> Richard
> --
Hello Richard,
I believe there are some professionals out there, who can do such upgrades if you a) already have/own that upgrade and b) spend some money for installing it. Unfortunately, I am not such a profi, sorry !! To install a Ramdisk, you should know, that there are many different kinds of A8 Ramdisks, some XE compatible, some partially compatible, some not compatible at all. You have to choose, which one you would like to have (depending on which programs you would like to run) and should not wonder at all, that there are some programs that use extended Ram, but do not work on your RD. Thats Atari Life !!

A SID upgrade is - believe me - no joke !! The polish programmers (the most active guys in the world) did not only develop a Covox upgrade (Digi-sample upgrade, to support true 8-Bit digital Sample sound, like MOD, WAV and other digi-sounds), they also developped a SID-Atari upgrade. Yes, they have installed the SID chip into their Atari computer and there are even a few programs that support this.

(For the Covox upgrade I have seen the schematics, somewhere at a polish homepage, maybe Tight or Taquart and actually own some programs, like MOD players and editors that support Covox; for the SID upgrade I have not yet seen any schematics and only know the System-Info/SI 2.x to exist, that can detect such an upgrade...)
greetings - Andreas

4124. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39609A7B.B1B217AA@mail.uni-mainz.de>
Source record: 43737

"Richard Kilpatrick (PC)" schrieb:
>
> In article <395B5185.8F667024@mail.uni-mainz.de>, Andreas Magenheimer
> <magea000@mail.uni-mainz.de> writes
>
> >P.S.: There is an internet browser for the C64 avaiable now, but none
> >for the A8, that can`t be true !!! Make it possible, please !
>
> Wave? I've seen it, but haven't used it yet since my 128D is missing a
> keyboard.
>
> GEOS makes life easy for such things. Does the Atari have a GEOS
> equivalent?
>
> Richard

Hello Richard,
well, there are some "first tries" (in my mind), like Diamond GOS, GOS and GOE, SAM and others. But they only look like GEOS, they are far away from its features and enhancements... greets - Andreas

4125. Re: New 8-bit (part 2)

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39609B6B.A107CE@mail.uni-mainz.de>
Source record: 43738

"Richard Kilpatrick (PC)" schrieb:
>
> In article <395B5581.3D276BD5@mail.uni-mainz.de>, Andreas Magenheimer
> <magea000@mail.uni-mainz.de> writes
> >
> >
> >[snip]
> >>
> > Richard, has never seen an XEP80.
> >> --
> >> Richard Kilpatrick
> >
> >- advertisement:
> >buy one at ABBUC (Wolfgang Burger). Costs only 10 german marks (5
> >US-dollars) plus p & p !! And Wolfgang still has hundreds of them left
> >!! Visit http://www.atari-computer.de/abbuc or write an E-Mail to
> >Wolfgang... greetings - andreas
>
> More toys! *hops*
>
> I see mods for getting TTL colour, too...
>
> Anyone ever tried to fit an 800XL (or even, and this might be easier, a
> 65XE VGS) into a Commodore 128DCR casing?
>
> *watches his C128 shake with fear in the corner*
>
> Purely out of interest, of course... >;)
>
> Richard (going to the ABBUG (would that be Bit-Byters by any chance?)
> page later - wondering if I can find a Happy 1050 mod for one of my
> 1050s, too).
> --
> Richard Kilpatrick

Hello Richard,
unfortunately, ABBUC (Atari Bit Byters User Club) does not provide any Happy enhancements. Therefore they have Speedy 1050 upgrades avaiable, however, these great little things tend to work properly only on PAL systems... greetings - Andreas

P.S.: Maybe you should take a look at the ABBUC "Kleinanzeigen" or "Inserate"; from time to time they have second hand Happy`s avaiable there...

4126. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39609BE1.54A2AEC6@mail.uni-mainz.de>
Source record: 43739

"Richard Kilpatrick (PC)" schrieb:
>
> In article <k6knls47ru29g936bigsl12odeutausins@4ax.com>, Mindfield
> <diespamdie!!!mindfield@home.com> writes
> >Diamond GOS is about the only thing I can think of. I think there was
> >one other GUI-type that I remember seeing a long time back, but I
> >can't remember what it was called. And anyway, Diamond never really
> >took off...
>
> I remember Diamond... I wanted an ST mouse for my XE because of it, then
> I never heard about it again.
>
> Weird :)
>
> Richard
> --
> Richard Kilpatrick

hello richard,
would you like to have a demo/pd version of Diamond 1.x and other GUI`s
?!? E-mail me and I will send you some images of them for free...
greetings - Andreas

4127. Re: Atari Dealer

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39609C94.6D644381@mail.uni-mainz.de>
Source record: 43740

"Richard Kilpatrick (PC)" schrieb:
>
> In article <otevlsgnn3bdl9u5t9p8ku8jg581ci6n7e@4ax.com>, Witchy
> <adrian@home.ta> writes
>
> >Yep - he wasn't too sure of shipping to the UK, but since I was
> >heading over to Boston anyway it wasn't a problem to get stuff shipped
> >there. No bother - nicely packaged Atari 1200XL in better condition
> >than I was expecting and a still-factory-sealed CX85 keypad.
>
> Is a CX85 styled to match an XE, or XL? The picture on your site is
> still in the box!
>
> Richard, now acquiring a lot of XLs...
> --
> Richard Kilpatrick

Well,
the CX-85 is whether styled like an XL nor like an XE. It is rather
likely styled like an old Atari 800. therefore they have once been
produced: the good old 800 and bookkeeper (plus other apps.)
greetings - Andreas

4128. Re: Atari Dealer

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000703100055.01246.00001217@ng-co1.aol.com>
Source record: 43741

>"Richard Kilpatrick (PC)" richard@lovecraft.demon.co.uk remarks:

>I can live without it, then ;)

>In article <8joilo$44i$1@news.storm.ca>, David A. Paterson
><david_p@storm.ca> writes
>>It's styled after the 400/800 models - ugly brown with dark ugly brown.

with the correct driver it functions really well, though - which might be THE
important consideration...

-Ron

I don't have a solution but I admire the problem.

4129. Re: 8-bit to a VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000703101034.01246.00001219@ng-co1.aol.com>
Source record: 43742

Jay @ >spambait@NOSPAM.dalelands.org added:

>This brings up the question of syncing. Most newer VGA monitors can't
>sync down to the atari/C64 (off the top of my head, ~15khz). They'll
>(if your lucky) just blank out, else (if you aren't) they'll fry.

Does that composite -> VGA converter/adapter from Matco not handle the sync?

>>>ebaiz@skyenet.net (Edward S. Baiz Jr.)
>>said:
>>
>>>Sometime ago I asked how to connect an 8-bit to a VGA monitor. Someone
>>>posted a message about a device called VGA-801 which is a video
>>>converter that does the trick. I have ordered one, but I would like to
>>>know where can I get the cables to connect the 8-bit to the converter.
>>>Would it be the same place (somewhere in Illinois)?

-Ron

I don't have a solution but I admire the problem.

4130. Re: Announcement: Atari Manuals in HTML format

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net{nospam}>
Message-ID: <8jq791$g58$1@bob.news.rcn.net>
Source record: 43743

You could just poke the values into the mem addresses that hold the version numbers. But this could be a problem, even if you used one of these to tools or changed the version number by poking the values in memory, my programs would still report errors.

Depending on the SpartaDOS version being used. Some CIO calls return different values in SpartaDOS 3 and X and will confuse the routines. So, changing the version numbers will not fix that, only a reprogramming will.

New versions of the programs are online now. You may find them at:

http://www.celebritybase.net/atari8/

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message news:39609261.F148FC3B@mail.uni-mainz.de...
>
>
> Nelson Nieves schrieb:
> >
> > Hi all,
> >
> > Recently I started working with my Atari 8-bit computer and started using
> > the Atari800Win emulator and found that some of my SpartaDOS utilities did
> > not work with SpartaDOS 3.3. SpartaDOS 3.3 seems to be a favorite among the
> > Atari 8-bit emulator users. Some of the utilities (those that use the
> > recursive tree routines) have a detection code built into them to configure
> > themselves appropriately depending on the SpartaDOS version being used. I
> > have modified this code to handle SpartaDOS 3.3 as well. These new versions
> > of the utilities will be made available soon.
> >
> Hey there,
> difficulties with the Sparta-DOS version number ?!? Take the programs
> "Faker.Com" and/or "Setver.COM", coded by Robert Verdaasdonk/the Fox-1
> in the Netherlands. You can find these tools on his homepage or
> somewhere around the net. What they do ?!? They just fool Sparta or its
> apps. and make them think to use the correct version number... good
> docs included !! greetings - Andreas

4131. Re: It's still got it!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <3960B257.97D43E4B@agnld.uni-potsdam.de>
Source record: 43744

Andreas Magenheimer wrote:

> Super Breakout does not come in such a box or as such an XE cart.

Hi Andreas!

There was a rerelease for the XE-systems available (to push the XEGS sales), but in silver box only. The cart itself has the brown case and a silver label.

Andre

4132. GEOS-like systems for Atari8 (Was "Atari8 Internet Browser?")

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3961257d@fmlynet.org>
Source record: 43745

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Andreas Magenheimer <magea000@mail.uni-mainz.de>

>> GEOS makes life easy for such things. Does the Atari have a GEOS
>> equivalent?
>>
>> Richard
> Hello Richard,
> well, there are some "first tries" (in my mind), like Diamond GOS, GOS
> and GOE, SAM and others. But they only look like GEOS, they are far away
> from its features and enhancements... greets - Andreas

How about BOSS-XL and BOSS-XE ? Now that sounded like it has a lot of
potential and fairly useful. Of course, this is still supported and is
shareware. (Made in... Germany I think?)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4133. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-04 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <88tJpgBh1RY5EwpF@lovecraft.demon.co.uk>
Source record: 43600

In article <396099ED.B8FF7FE3@mail.uni-mainz.de>, Andreas Magenheimer
<magea000@mail.uni-mainz.de> writes
>Hello Richard,
>I believe there are some professionals out there, who can do such
>upgrades if you a) already have/own that upgrade and b) spend some money
>for installing it. Unfortunately, I am not such a profi, sorry !! To
>install a Ramdisk, you should know, that there are many different kinds
>of A8 Ramdisks, some XE compatible, some partially compatible, some not
>compatible at all. You have to choose, which one you would like to have
>(depending on which programs you would like to run) and should not
>wonder at all, that there are some programs that use extended Ram, but
>do not work on your RD. Thats Atari Life !!

Well, believe it or not, just after posting that request, someone
advertised some Atari kit, and lurking in there was a 256K XL with
Stereo... turns out it's two machines - one 256K XL with other tweaks
(not sure what, yet), and the other is an XL with stereo and 16-bit PIA
(dual PIA) - I have no idea what this does, but it apparently has a
hardware speech synth that goes with the upgrade!

So, I have acquired both XLs (one is painted red, the other blue), and
hope to have a very nice system set up! I guess the only thing now is to
make a stereo 320XE, and get a 1200XL, convert to PAL, and get PBI,
256K, stereo, 16-bit PIA, internal basic (or an uprated OS) - and see if
the thing works after all that! *laughs*

Richard, who also may end up with a 520STe for a fiver... but I need an
ST mouse. And I just found a 1351 for my 128, too! Why am I always
hunting mice. I must be a cat...
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4134. Re: 8-bit to a VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-04 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <7Xc85.29507$A%3.334765@news1.rdc2.pa.home.com>
Source record: 43601

Has anyone looked at the Dreamcast to VGA adapter thats out? It cost about $50 at electronics boutique (software store) and looks to have RCA style connectors for audio and video. I don't have a DC, but has anyone looked at this?

tony

4135. Re: Sparta Dos X

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-04 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <4hf85.3210$ez.29935@typhoon.tampabay.rr.com>
Source record: 43602

http://www.atariworld.com/icd/sdx/manual/sdxmanual.html

"CybrSlider" <cybrslider@home.com> wrote in message
news:Uf125.1988$OZ.438491@news1.rdc2.tx.home.com...
> I saw a site on the 'net that had the Sparta Dos X manual in text format
for
> viewing. I can't remember where it was now. Does anyone have a clue where
> that was? My manual got trashed in the great flood (hot water tank went
> south) and it's been so long since I've used my 8-bit I can't remember
most
> of the set up stuff. Thanks!
>
> David
>
>
>

4136. Vintage Computer Festival 4.0 Sept. 30-Oct. 1

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-04 00:00:00 UTC
From: rbernardo <rbernardo@value.net>
Message-ID: <8js20m$94f$2@news.value.net>
Source record: 43603

I've been waiting for this, and finally it's arrived. Here is the
information on this year's Vintage Computer Festival. The Fresno
Commodore User Group is going to have there, and we'll be showing the
Commodore items, of course.
.
We are inviting our Atari brethren to come and join us in the fun...
come and join us in showing the public what our computers can do!
.
Truly,
Robert Bernardo
president - Fresno Commodore User Group
.

.
Date: Mon, 3 Jul 2000 18:50:32 -0700 (PDT)
From: Vintage Computer Festival (vcf@siconic.com)
To: rbernardo@value.net
Subject: Re: VCF 4.0
.
Fri, 30 Jun 2000, rbernardo wrote:
.
[snip]
.
> Do you have any more information, e.g., the location, possible
> speakers, and possible exhibits?
.
Robert,
.
Here is the pertinent information:
.
VCF 4.0
Sep. 30-Oct. 1
10 am-5 pm both days
San Jose Convention Center
San Jose, California
.
$15 per person if registered by Jul. 15, $20 thereafter (see website)
.
Speakers so far include:
.
Jim Willing (collecting and preserving computers)
Christine Finn (computer archaeology)
Dwight Elvey (resurrecting an old computer)
.

Also: Exhibits, Nerd Trivia Challenge, Vintage Computer Marketplace
.
The website is being updated tonight with the registration information,
speakers, exhibits, events, etc.
.
Please spread the word far and wide :)
.
Thanks, Robert!
.
.
Sellam International Man of Intrigue and Danger

Looking for a six in a pile of nines...
.
VCF 4.0 is September 30-October 1
San Jose Convention Center, San Jose, California
See http://www.vintage.org for details!

4137. Needing help with an Atari 1040ST pc??

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-04 00:00:00 UTC
From: CJ <cjlink@mindspring.com>
Message-ID: <8jt83aoja2@slb3.atl.mindspring.net>
Source record: 43604

To all,

I have just recently acquired an Atari 1040ST pc and I am in need of some advise. First of all, does the system require an OS or DOS 3 1/2 disk in order to boot the system. Currently if I power on the system then it checks the disk drive for an disk and displays a white screen on the monitor. If I am in need of a boot disk, where might I obtain a boot disk for an old Atari 1040ST?
Are there any kind of system tests that I may perform on the system?

Thank you for your help, I really appreciate any advise or assistance.

4138. Power Supply for Micronet

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-04 00:00:00 UTC
From: Boyd Staley <BoydStaley@att.net>
Message-ID: <39622445.D1FCD346@att.net>
Source record: 43605

Does anyone know the specs. for the power supply
for a MPP MicroNet? I picked one up recently but
it came without a power supply or documentation.
Any help would be appreciated.

Thanks,
Boyd Staley

4139. 7800 Cartige info request

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-04 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8jt799kfp1@news.netvision.net.il>
Source record: 43606

I had opened one of my 7800 cartridges (Pole Position II)
and found a PCB with 2 ROMs on it (CO28208 and C028108) any one can
give me information on those ROMs?

NIR

4140. Re: 7800 Cartige info request

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-04 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <OuPlNMGr8iY5Ew$Z@lovecraft.demon.co.uk>
Source record: 43607

In article <8jt799kfp1@news.netvision.net.il>, Nir Dary
<ndary@bigfoot.com> writes
>I had opened one of my 7800 cartridges (Pole Position II)
>and found a PCB with 2 ROMs on it (CO28208 and C028108) any one can
>give me information on those ROMs?

Yes, they have the game on. :)

Richard, being evil...

(Some 7800 games have the Pokey chip in them, too)

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4141. Re: Needing help with an Atari 1040ST pc??

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-04 00:00:00 UTC
From: lzd@idz.pl
Message-ID: <bvu85.16265$Qw1.392955@news.tpnet.pl>
Source record: 43608

On 4 Jul 2000 13:47:43 -, "CJ" wrote:
> To all,
>
> I have just recently acquired an Atari 1040ST pc and I am in need of some
> advise. First of all, does the system require an OS or DOS 3 1/2 disk in
> order to boot the system. Currently if I power on the system then it checks
> the disk drive for an disk and displays a white screen on the monitor. If I
> am in need of a boot disk, where might I obtain a boot disk for an old Atari
> 1040ST?
> Are there any kind of system tests that I may perform on the system?
>
> Thank you for your help, I really appreciate any advise or assistance.
>
Theoriticaly you don't need any disk to boot up ST and when you turn it
on without disk you should see a desktop after a while. Theoriticaly
becouse it seems there is a bug in the system which cause you have to
put a disk into drive. It can be empty but must be in DD format (may be
HD but with DD format).

```
\^/==================\^/====================\^/==================\^/
/*\_____Atari ST_____/*\___Lizard # aIDs___/*\_____Atari XE_____/*\
\*/____lzd@idz.pl____\*/__lizard@viper.pl__\*/____lzd@go2.pl____\*/
/^\==================/^\====================/^\==================/^\
```

4142. Re: Needing help with an Atari 1040ST pc??

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-04 00:00:00 UTC
From: lzd@idz.pl
Message-ID: <0Du85.16294$Qw1.393145@news.tpnet.pl>
Source record: 43609

On 4 Jul 2000 13:47:43 -, "CJ" wrote:

> I have just recently acquired an Atari 1040ST pc and I am in need of
some
> advise. First of all, does the system require an OS or DOS 3 1/2 disk in
> order to boot the system. Currently if I power on the system then it checks
> the disk drive for an disk and displays a white screen on the monitor. If I
> am in need of a boot disk, where might I obtain a boot disk for an old Atari
> 1040ST?
> Are there any kind of system tests that I may perform on the system?
>
> Thank you for your help, I really appreciate any advise or assistance.

Theoretically you needn't any disk. After turning on the ST you should
see its desktop (green screen with two disk icons and thrash icon).
Theoretically, becouse it seems there is a bug in its OS which cause
that you have to have any DD formatted disk in the drive (may be empty).

```
\^/==================\^/====================\^/==================\^/
/*\_____Atari ST_____/*\___Lizard # aIDs___/*\_____Atari XE_____/*\
\*/____lzd@idz.pl____\*/__lizard@viper.pl__\*/____lzd@go2.pl____\*/
/^\==================/^\====================/^\==================/^\
```

4143. Re: Needing help with an Atari 1040ST pc??

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sm4a7p4nop3114@corp.supernews.com>
Source record: 43610

There is an Atari ST newsgroup you should try for info. Basically the OS looks for a boot floppy to do stuff like set up the desktop. If you just wait for a really long time, turn on the computer and go eat a sandwich or something, it should give up on the floppy and boot to the desktop. If it doesn't you may have a busted ST.
"CJ" <cjlink@mindspring.com> wrote in message
news:8jt83aoja2@slb3.atl.mindspring.net...
> To all,
>
> I have just recently acquired an Atari 1040ST pc and I am in need of some
> advise. First of all, does the system require an OS or DOS 3 1/2 disk in
> order to boot the system. Currently if I power on the system then it
checks
> the disk drive for an disk and displays a white screen on the monitor. If
I
> am in need of a boot disk, where might I obtain a boot disk for an old
Atari
> 1040ST?
> Are there any kind of system tests that I may perform on the system?
>
> Thank you for your help, I really appreciate any advise or assistance.
>
>
>
>

4144. Re: Needing help with an Atari 1040ST pc??

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: Anthony Rudzki <Arudzki@home.net>
Message-ID: <6tv85.30169$A%3.368411@news1.rdc2.pa.home.com>
Source record: 43611

> I have just recently acquired an Atari 1040ST pc and I am in need of some
> advise. First of all, does the system require an OS or DOS 3 1/2 disk in
> order to boot the system.

The OS is in ROM inside the machine.

>Currently if I power on the system then it checks
> the disk drive for an disk and displays a white screen on the monitor.

This is normal. The OS is looking for an .inf (I think) file that contains
desktop information. It contains colors, resolution, and icon placement for
the desktop.

>If I am in need of a boot disk, where might I obtain a boot disk for an old
Atari
> 1040ST?

Let her boot. Insert a 720K floppy (not hi density 1.44Meg). Adjust your
desktop by dragging icons and changing the resolution via the menu bar, and
select 'Save the desktop' (or something like that) from a drop down menu.

> Are there any kind of system tests that I may perform on the system?
To do port tests, you need loop back cables. Its easier to :

1) connect an epson compatable printer (to test the printer port)
2) Connect a modem to test the serial port
3) Read a floppy directory to test the drive.

They're pretty robust, if it booted, you're pretty much there.

Tony

4145. For Sale: Atari Software on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <39628a56.3262338@news.netunlimited.net>
Source record: 43612

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPIcommand=ViewListedItems&userid=velcro-spy&include=0&since=28&sort=8&rows=25

Above is the URL for some Atari stuff I am auctioning on eBay. Nothing much, but maybe you will see something you like.

VS

4146. SEALED - VIC-20, Atari & C-64 software a whole bunch for auction

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <Xfx85.11803$B%6.38072@typhoon.tampabay.rr.com>
Source record: 43613
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64.marketplace

I have several items, all in great shape and going VERY cheap!

> It all comes from a computer store that shut its doors in 1983. The
> remaining inventory was kept in storage until now. It's for auction on
> eBay. Check it out here:

>
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=hughfalk@mi
> ndspring.com

> If the link doesn't work, it's because your viewer is truncating the link.
> The URL in your browser should end with hughfalk@mindspring.com

4147. SEALED - VIC-20, Atari & C-64 software for auction

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <CDx85.11976$B%6.38278@typhoon.tampabay.rr.com>
Source record: 43614
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64.marketplace

I have several items, all in great shape and going VERY cheap!

It all comes from a computer store that shut its doors in 1983. The remaining inventory was kept in storage until now. It's for auction on eBay. Check it out here:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=hughfalk@mindspring.com

If the link doesn't work, it's because your viewer is truncating the link. The URL in your browser should end with hughfalk@mindspring.com

4148. Re: Needing help with an Atari 1040ST pc??

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8juuvt$h2g$1@plutonium.compulink.co.uk>
Source record: 43615

In article <8jt83aoja2@slb3.atl.mindspring.net>, cjlink@mindspring.com (CJ) wrote:

> I have just recently acquired an Atari 1040ST pc and I am in need of
In which case you need comp.sys.atari.st but never mind..

> advise. First of all, does the system require an OS or DOS 3 1/2 disk
It isn't a PC so does not need DOS. Very early STs booted their OS (TOS) off of a floppy but most have it in ROM and ought to boot up quite happily on their own. If yours doesn't boot to the desktop in 5 seconds or less then I'd be inclined to think it is faulty.

IAin

4149. Re: 7800 Cartige info request

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: Jason Keane <jkeane@deft.ie>
Message-ID: <QHE85.1146$SH2.4647@news.iol.ie>
Source record: 43616

"Nir Dary" <ndary@bigfoot.com> wrote in message
news:8jt799kfp1@news.netvision.net.il...
> I had opened one of my 7800 cartridges (Pole Position II)
> and found a PCB with 2 ROMs on it (CO28208 and C028108) any one can
> give me information on those ROMs?
>
> NIR
>
>

The numbers stated are simple Atari's internal part number. The chips
themselves are 27C16 or equilavent PROMS (16K per ROM).

Jason.

4150. classic!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: daniel <daniel@surfnett.de>
Message-ID: <8jv94g$1ce43$1@ID-29540.news.cis.dfn.de>
Source record: 43617

ATARI AMSTRAD COMMODORE ZX SPECTRUM GAMES EMU CD-ROM

http://surfnett.de/daniel/

4151. Re: CDROM Player and BlackBox, works great

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8jva9uscj1@nets3.rz.RWTH-Aachen.DE>
Source record: 43618

Howdy Thomas, folks

(I emailed Thomas already, so there should be nothing new for him here)

>Mathy,
>
>I have a Black Box.
>
>Are you saying that you can control an Audio CD from your Atari 8-bit via a
>Black box?

Yes, I am saying that.

>Where do I get the program do that?

I'll upload it to alt.binaries.atari if this stupid computer will let me.
(tried 3 times to post a reply. Gensock error. What do I care about Bill
Gates' genderchanging socks).

>This sounds way too cool!

Sounds even cooler over the STEREO.

>As far as reading data...
>
>My understanding is that it would take an Atari DOS or SpartaDOS or MyDOS
>modification to recognize 1024 byte sectors vice the maximum of 512K with the
>Black Box??
>
>Tom

If you access the hardware directly (as HDFMT and PARK already do), you only
need some piece of software to turn it into chunks DOS will understand.

CU Mathy van Nisselroy

4152. Needing help with an Atari 1040ST pc??

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3963660d@fmlynet.org>
Source record: 43619

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "CJ" <cjlink@mindspring.com>
> To all,
> I have just recently acquired an Atari 1040ST pc and I am in need of some
> advise. First of all, does the system require an OS or DOS 3 1/2 disk in
> order to boot the system. Currently if I power on the system then it checks
> the disk drive for an disk and displays a white screen on the monitor. If I
> am in need of a boot disk, where might I obtain a boot disk for an old Atari
> 1040ST?
> Are there any kind of system tests that I may perform on the system?
> Thank you for your help, I really appreciate any advise or assistance.

ST's strange be a strange beat, but I love them.

The great thing about the ST first of all is, unlike the PC or Mac the
system or OS is in ROM. In the Macintosh this is partially true, and the PC is
all software.

The ST will try to access the drive for a bit, some it seems like longer
than others and eventually give up and look at the OS. The best way to speed
things up I have found is to keep a disk in there. That way it finds a disk,
realizes it won't do anything useful, and moves on.

The ST is great. If you can get that computer expanded to 4 meg, you'll
have a machine that can run the 800xl dj Atari 8-bit virtual drive program to
be used with the SIO2PC cable.

A want list you might want to start looking for:

4 meg upgrade.
ICD Link II cable (or other SCSI drive interface) to use with ASCI port.
External SCSI drive.

Then after than get with Steve Tucker and pick up the SIO2PC cable and run
up to eight quad formatted drives at once for your Atari 400/800/XL/XE
computer. ;)

Take care, talk soon!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4153. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <2ELLH5D4Z5Y5Ewqw@lovecraft.demon.co.uk>
Source record: 43620

In article <39609059.DB9A2ED0@mail.uni-mainz.de>, Andreas Magenheimer <

The Commodore 64/128 browser may run on C64 hardware, but - it aint a web browser on a 6502.

To use Wave you need a $300 CPU upgrade (SuperCPU, a 20MHz 65C816), and a 1Mb RAM upgrade from the same firm.

I'm not really that impressed ;) Or, as about as impressed as I would be if someone said there was a browser for the Apple IIgs running GS/OS 6.01.

Richard

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4154. eBay: 1983 and 1984 ANTICs

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-05 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <8k0s2pmce1@bob.news.rcn.net>
Source record: 43621

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=374569010

--
B r i a n S t u r k E.E. / Software Eng.
http://www.nh.ultranet.com/~bsturk

4155. Re: FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-06 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8k1cog$eg7$1@korweta.task.gda.pl>
Source record: 43622

Check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=375612575

j131

PS. I will be on vacation next two weeks. This is the last auction in July.

4156. Atari 8-Bit Computers: Frequently Asked Questions

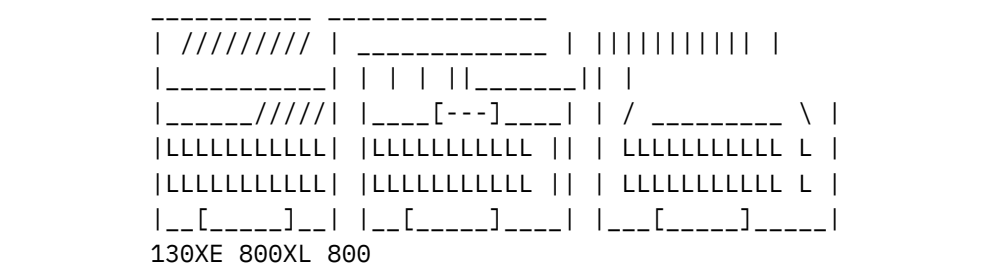
Newsgroup: comp.sys.atari.8bit
Date: 2000-07-06 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_962876896@rtfm.mit.edu>
Source record: 43623
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

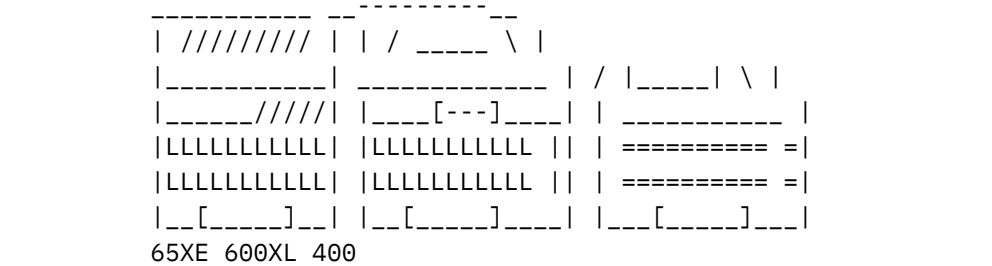
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: May 27, 2000

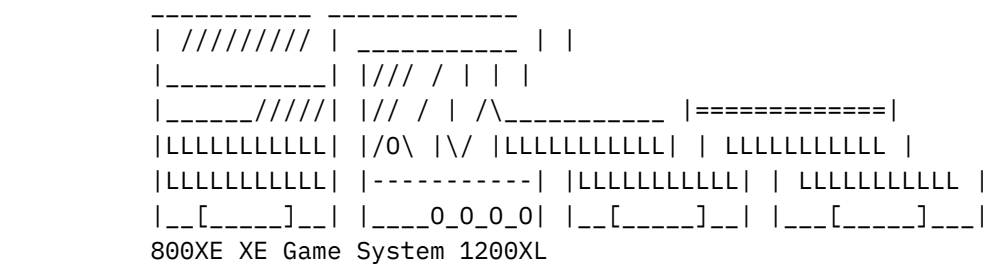
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List







Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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given.

This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

****
For other 8-bit Atari related FAQs
(vendors/developers, new users, emulators, BBS's, hardware mod's, disk images)
please follow the links contained in:

http://www.faqs.org/faqs/atari-8-bit/welcome/

which is also posted to news:comp.sys.atari.8bit every 7 days.
****

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What are some of the performance features of the 8-bit Atari?
1.3) What is the internal layout of the 8-bit Atari?
1.4) How did Atari get it's name?

Telnet sites
5.1) What is the National Capital FreeNet Atari Users SIG?
5.2) What is the Closer to Home BBS?

FidoNet
6.1) What is FidoNet?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
9.6) How can I convert my commercial boot tape into a cassette image file?

Video Signal
10.1) What kinds of monitors can I use with my Atari?

10.2) What is the difference between NTSC and PAL machines?
10.3) Is the software for the Atari 8-bit computers "TV-standard dependent?"
10.4) What are the PAL, NTSC and SECAM video broadcast standards?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?
11.5) What is SIO2PC?

Peripherals
12.0) What are the Atari 810, 1050, and XF551 Disk Drives?
12.1) What third-party floppy disk drives were made for the Atari?
12.2) What are the various modifications for Atari disk drives?
12.3) How can I use 3.5" floppy disks with my 8-bit Atari?
12.4) What do I need to connect a hard drive to my 8-bit Atari?
12.5) What should I know about modems and the Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) What games make use of the Light Gun?
13.18) How do I type a tilde (common character in Web URL's) on my Atari?
13.19) What's the difference between ASCII and ATASCII?

Coming soon:
What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

ATARI BASIC: (according to Atari BASIC Sourcebook)
Paul Laughton and Kathleen O'Brien - Most of Atari Basic
Paul Krasno - Helped with Trnscendental routines
Bill Wilkinson - Designed Floating Point Scheme
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables
Paul invented
Mike Peters - Key punching and operating

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush Extreme Racing. Atari Games Corporation is a brand of Midway Games Inc. (NYSE:MWY). The Atari Games home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

Only by the final production run of the 130XE and the European 65XE (when was this???) was the XL/XE OS revised to include a "keyboard test mode" that matched the XE keyboard, and a RAM test that tests the full 128K of RAM.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game (hold down Select at startup), while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

TODAY
Hasbro is a worldwide leader in the children's and family leisure time and entertainment products and services, including the design, manufacture and marketing of games and toys ranging from traditional to high-tech. Both internationally and in the U.S., its PLAYSKOOL, KENNER, TONKA, ODDZON, SUPER SOAKER, MILTON BRADLEY, PARKER BROTHERS, TIGER, HASBRO INTERACTIVE, MICROPROSE, GALOOB and WIZARDS OF THE COAST brands and products provide the highest quality and most recognizable play experiences in the world.

Hasbro Interactive, Inc. is a global interactive entertainment industry leader, innovating new ways to play and developing, publishing and distributing the highest quality interactive games and lifestyle products for a full range of genres and platforms. A subsidiary of Hasbro, Inc. (NYSE: HAS - news), Hasbro Interactive has offices in the U.S., U.K., Canada, Germany and Australia, and internal development studios in the U.S. and U.K. For further information, visit Hasbro Interactive's Web site at http://www.hasbro-interactive.com.

Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/

Atari currently (4/00) markets:
Atari Arcade Hits 1 & 2
Centipede
Frogger
Glover
H.E.D.Z. - Head Extreme Destruction Zone
Missile Command
Nerf ArenaBlast
Pong
Q*Bert
The Next Tetris

Subject: 1.2) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:bill@newbreedsoftware.com (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:
ANTIC CIO/BASIC Display Resolution Number of

```
Mode # Graphics # Type (full screen) Colors
-----------------------------------------------------------------
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.
```

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any

line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.3) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De
Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a (PIA). However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display
list and the display data are written into RAM by the 6502. ANTIC retrieves
this information from RAM using direct memory access (DMA). It processes the
higher level instructions in the display list and translates these instructions
into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television
Interface Adapter") is a television interface chip. ANTIC directly controls
most of GTIA's operations, but the 6502 can be programmed to intercede and
control some or all of GTIA's functions. GTIA converts the digital
commands from ANTIC (or the 6502) into the signal that goes to the
television. GTIA also adds some factors of its own, such as color
values, player-missile graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital
input/output (I/O) chip. It handles such disparate tasks as the serial I/O
bus, audio generation, keyboard scan, and random number generation. It also
digitizes the resistive paddle inputs and controls maskable interrupt (IRQ)

requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have a special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

And more recently James Bradford has written:
Freddy is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near freddy does all the bank selection. CO25953. One line from freddy , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip

since Ras (Cas?) is required by ALL dynamic ram.

Some words on GTIA bugs, from Andreas Magenheimer,
mailto:magea000@mail.uni-mainz.de :

All of these newer and buggy GTIA`s were built with the "eastern european" XE computers. they were made in China. Although Atari knew about this, they did not change them. so you have to replace them with older XL/XE GTIA chips...

But one more thing to GTIA and Antic chips: All PAL versions of these chips have a color bug, since gr. 11 produces 16 colors, but merely 15 different colors (one color: brown at the beginning and end of the palette is absolutely the same; normally there should be a red tone here !); with gr. 9 you will see 16 shades, but merely 15 different shades (the same as gr. 11, one shade is doubled!).

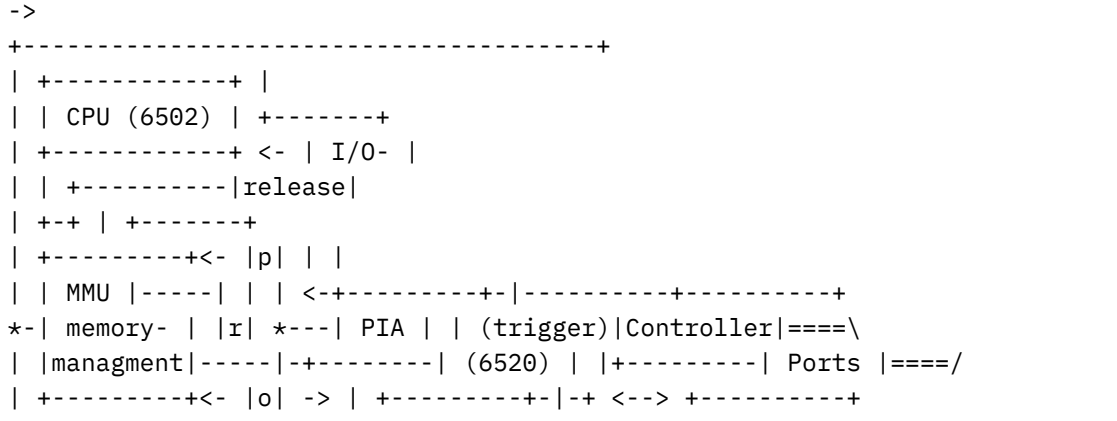
Strange enough, I also found this color bug to appear in PAL Antic chips, there is also the red tone missing (and the brown one doubled !). This color bug appears in all PAL Antic and especially GTIA chips. Atari never fixed it, so you find it inside any GTIA equipped PAL Atari 800 and also the later XL and XE models. Since PAL users have to live with this bug, they sometimes do programs which look absolutely strange on NTSC and vice versa (not to mention the different Herz frame 50/60 hz and higher PAL line resolution/overscan).

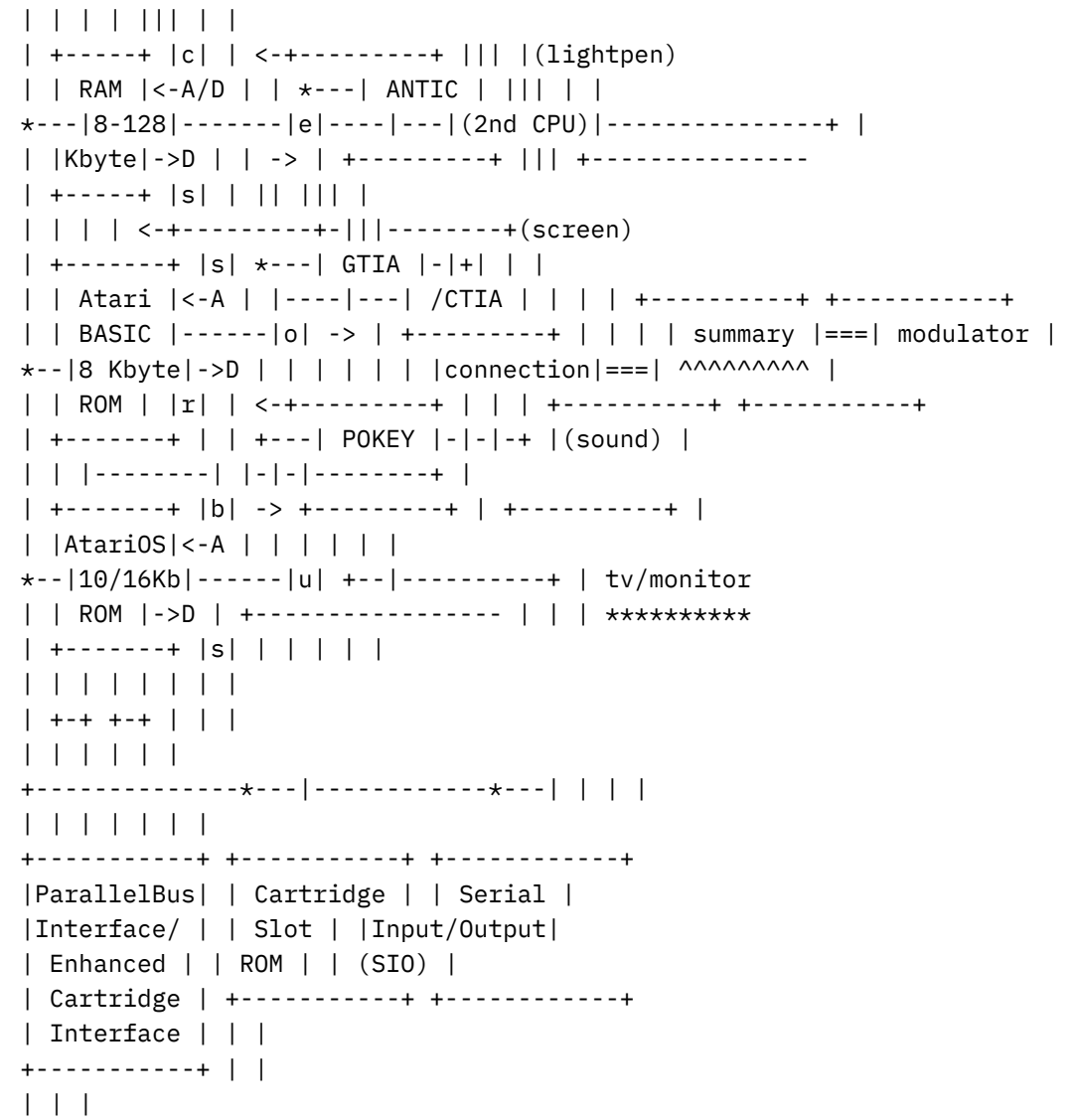
Imagine the following: a PAL GTIA has 15 colors in gr. 11
a NTSC GTIA has 16 colors in gr. 11
a PAL GTIA has 15 shades in gr. 9
a NTSC GTIA has 16 shades in gr. 9

Thus, a combination of gr. 9 and 11 gives:
16x16 = 256 colors on NTSC
15x15 = 225 colors on PAL

And - as said before, the bug seems also to appear with Antic...
Bad luck, we PAL users... Greets - Andreas Magenheimer.

Hardware Arrangement (With thanks to mailto:twh@bigfoot.de (Thomas Havemeister))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/European 65XE only

Technical data and schematics for the Antic, GTIA, and POKEY chips are
available on Curt Vendel's web site, thanks to permission from Hasbro's

Atari Interactive Divisions release of this data. See:
http://www.atari-history.com/articles.html

Subject: 1.4) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 5.1) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.2) What is the Closer to Home BBS?

A BBS running BBS Express! Pro by Video 61 for the 8-bit Atari, available on the Internet via telnet! Running in an 8-bit Atari emulator for Windows 95.

telnet://cth.tzo.com/

Sysop: Tom Hunt, mailto:tomhunt@bright.net

Subject: 6.1) What is FidoNet?

[We're not quite sure of the source of the following two paragraphs, but they may have been orginally written by Alan Sharkis.]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://bbs.docsplace.org

mailto:krap@zwieracz.ideefixe.nom.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.ideefixe.nom.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.ideefixe.nom.pl/fido.atari and you'll reach national ATARI group.

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.....

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by typing irc at your shell prompt and jumping on an EFnet server (irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

Another that carries #atari8 is ssilicon.w1zard.net run by Jon Melbo.

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.

Used when working with native Atari hardware.
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to
store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large
number of special formatting that couldn't be copied using
ordinary sector copiers. Usually the boot process involved
checking to see if a certain sector error occurred, then
proceeding. If the error did not occur, the disk was a copy
and would not work.

For carts, usually the method of protection was to write to
the cart area of memory and see if the value changed. If the
value changed, the cart program was in RAM, not ROM and
would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a
minimum of effort and is relatively safe. I refer to
'Chipmunk' and 'Black Patch' software to make cracked boot
disk copy of commercial disks. HOWEVER, even if you use
these two commercial archival tools, be sure you write
protect your originals, and be careful not to accidentally
write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product.
The APE Pro system, by Steven Tucker, in the registered
version of this shareware allows making disk images called
'Pro' images. APE (Atari Peripheral Emulator) requires a
cable, called the SIO2PC cable, that connects the A8 13 pin
serial port to a serial port on the IBM PC clone. To make
'Pro' images, a special adapter cable is needed, not just
the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@wxs.nl (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL

http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file format as of version 1.15 of APE. It looks real neat, so try that out too! Thanks to Steven for adding a nice user interface for these cassette images. He did a nice job. I am hoping other using are willing to write some programs to get more enjoyment out of this underrated storage medium.

My stuff is available totally free for personal use, so I hope you enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@wxs.nl

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Subject: 10.1) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is
probably the Commodore 1702 which has a very good picture and is quite
reliable.

If you plan to use an XL (which I do), upgrading the video circuitry
makes as big a difference as what monitor you choose. Ben Poehland has
some excellent articles in Atari Classics magazines for improving the
quality of the XL's video, as well as restoring the missing Chroma
output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*,
1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a
bit more of a problem. The composite and audio connectors are standard
RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN
connector for chroma/luma connections, like the 1902A, while some used
standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902
shares the same slightly rounded front case design as the 1080 and 2002,
while the 1902A is has a rather square case design, and was manufactured
by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce
fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a
SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum
outputs are run into an onboard encoder to produce a "psudo" color depending
on the Luminance output, composite only. This is why a SECAM VCS or 800 has
nowhere near the same number of colors (16) availible as a PAL or NTSC unit
(256).

The FGTIA was never completed as the market size did not warrant the expense.
The largest SECAM market is not France but the Soviet Union (former) and in
80-84 sales of these items there were not possible."

Subject: 10.2) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines,
but software designed on PAL machines (Europe) won't necessarily work on
NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 10.3) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos that won't work on NTSC machines are usually returning from a VBI (vertical blanking interrupt) too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough to notice the difference, so all system timings like the keyboard auto-repeat function depend on the TV system. These parts of the OS have been corrected

with OSB and the XL versions of the OS. However, as most games install a VBI, their timing does still depend on the frequency -> they will run slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the Xl computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

Subject: 10.4) What are the PAL, NTSC and SECAM video broadcast standards?

Here are several links on the topic.

http://www.ee.washington.edu/conselec/CE/kuhn/ntsc/95x4.htm
http://www.alkenmrs.com/video/standards.html
http://www.ee.surrey.ac.uk/Contrib/WorldTV/
http://www3.3dresearch.com/video/Countries2.html
http://www3.3dresearch.com/video/Conversion2.html

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.cs.huji.ac.il/~itayc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52

Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on

either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (Russ Gilbert)

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both computers. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25 pin port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin #3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append

bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
----
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 11.5) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

Subject: 12.0) What are the Atari 810, 1050, and XF551 Disk Drives?

==> Atari 810. The least common denominator for the Atari.

Single-Sided, Single-Density
40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19200 bps transfer rate
Shipped with DOS 1 or DOS 2.0S

==> Atari 1050

Same as the 810, plus "Enhanced"/"Dual" Density capability:

40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity

Shipped with DOS 2.0S, DOS 3, or DOS 2.5

DIP switches:
Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4

==> Atari XF551

Same as the 1050, plus DS/DD capability:

80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity

Writes "backwards" to the second side of the disk, rendering it incompatible
with existing third-party 180K formats on the reverse side of the disk.

High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS
5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2.

Shipped with DOS 2.5 or DOS XE.

DIP switches:
Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4

Rotaton rate: 300RPM. All other Atari drives: 288RPM

More on the XF551 from Andreas Magenheimer:
There are two versions - one from Mitsumi and one from Chinon.
The Mitsumi Xf drive can read and write to a single/dual/double density backside of a 5,25" disk (side b) if it is already formatted. The Chinon drive cannot read nor write nor format the backside because it always looks for the timing hole !! (If you insert a B-side of a disk without a timing hole, it does not stop spinning around...even if this disk is formatted) Therefore the Chinon drive has a flop-mechanism and a sort of automatic-density detection (which is not supported by the OS !!). If you put in a disk, the drive motor starts, trying to read that disk...

For better understanding: a Mitsumi drive may need a flop mechanism (so a disk "flops" out, when opening the switch), a density detection (to know the correct density - like a 1050 does !!) and a timing hole redirection (thus not needing a timing hole). The Chinon drive would merely need a timing hole redirection. Both drives then should have a new OS that uses the capabilities to automatically detect the density...

On another matter, Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 12.1) What third-party floppy disk drives were made for the Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar, James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

(Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38400 bps burst mode)

Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-1 SS SD/DD master

Access Unlimited ATAR40-A1 SS SD/DD slave
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printer port,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra "The One" ??????
ATR8000 by SWP 4MHz Z80, 16K RAM, RS232, master, printer port
ATR8000 by SWP 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS
CP/M-86
4 MHz,Z80,64K RAM,CP/M 2.2,RS232,master,printer port,print buffer
B&C 810 SS SD, optional Happy
Concorde C-221M SS SD/DD master
Concorde C-221S SS SD/DD slave
Concorde C-222M DS SD/DD master
Concorde C-222S DS SD/DD slave
HDI a PCB master
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72k under SpartaDOS X, 37k bps under DOS XL.
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4 kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19200 bps or 67000 bps
LDW CA2001 SS SD/DD, 19200 bps or 38400 bps "California Access"
LDW CA2002 DS SD/ED/DD, 19.2k, 70000 w/SpartaDOS. "California Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4k to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS
see: http://www.qnet.com/~dons/mmf.html
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
Percom RFD40-A1 SS SD/DD slave
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Percom AT88-A1 SS SD/DD slave
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave
San Jose Computer Special Edition 810 SS SD, optional Happy
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB

- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB

TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander).
Trak AT-D1 SS SD, printer port, master
Trak AT-D2 SS SD/DD, printer port, master
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-1 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD-601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD-602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

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Subject: 12.2) What are the various modifications for Atari disk drives?

mailto:magea000@mail.uni-mainz.de, Andreas Magenheimer writes:
You can classify those many floppy drive enhancements (speeders)
into two categories: a) using Track/Cache buffer (Happy, Speedy, Clones,
etc.), b) using Sector Skewing (USD, Turbo, XF551, Hyper-XF, etc.). I do
not know those third party drives, like Percom, Rana, Indus, Trak, etc.,
but I am sure they will fit into one of these two categories... -

Happy 810 by Happy Computers
SS SD Warp Speed 52k, 18 sector buffer

810 Fast Chip by Binary 10%-40% faster
810 Turbo upgrade for the 810
SS SD/DD by Neanderthal Computer Things (NCT) (Irvine, CA)
see: http://www.qnet.com/~dons/810T.html

1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k. uses sector skewing

Happy 1050 by Happy Computers
SS SD/ED/DD Warp Speed 52k ; 36 sector buffer

Cheer-Up 1050
Clone of "Happy" 1050
SS SD/ED/DD

Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

Speedy 1050
SS SD/ED/DD 55-57k bps

Super Speedy 1050
SS SD/ED/DD Like the Speedy 1050, but enough RAM on board to
hold the contents of an entire disk

More about Speedy from Andreas Magenheimer,mailto:magea000@mail.uni-mainz.de:
Speedy or Big Speedy means: old Speedy version, big size, big
price, avaiable (or ability to update) with Track LCD. Used a big plate
and older chips/older layout. There were different versions of Speedy,
like Speedy D (with DOS on ROM chip), Speedy S (with sectorcopier on ROM
chip), Speedy DS (DOS and Sectorcopier on ROM chip) and finally Speedy T
(Track LCD). The price for these big Speedy enhancements was very
high...

A Mini Speedy simply was the newer Speedy version. It has merely half
the size of a big speedy, thus newer chips and a newer layout. It has
DOS and a Sectorcopier in a ROM chip. It could not upgrade with a Track
LCD, therefore it was much cheaper !! The DOS mentioned was Bibo-DOS,
the Sectorcopier was Sector-Copy 1.5.

Compared to a Happy, a Speedy as well uses a Track/Cache buffer for
Ultra Speed. Thus, a Speedy is nothing more than a European Happy
Enhancement clone. Many Happy software tools (DOS, Gamedos, Filecopier,
Sectorcopier, etc.) can be used on Speedy drives, but some special Happy
software cannot be used on Speedy drives and vice versa.

SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to
work better and faster. Also 3.5" upgrade available

Subject: 12.3) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

- XF551 upgrades (CSS)
- Floppy Board (CSS)

Subject: 12.4) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (mailto:audioguy@cheerful.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE Harddisk-Controller
created by Steve Birmanns and Matthias Belitz
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported

* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/European 65XE ECI
BTL 2004 SASI Hard Disk Adapter
More info at http://www.atarimagazines.com/v5n12/BTLHardDisk.html

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Subject: 12.5) What should I know about modems and the Atari?

Thanks to Bob Puff and Clay Halliwell for helping me with this section.
But I'm still not real confident about the accuracy here. I'd love for
anyone to help me fix up this section!

There are three types of modem protocols: modulation protocols, error
correction protocols, and compression protocols. The international
standards for these protocols are laid down by the branch of the United
Nations known as the ITU-TSS (formerly the CCITT). ITU standards are
known by their "V-Dot" names. They're only names, don't try to apply
any meaning to the names.

Modulation protocol standards, the major ones
(bits per second)
300 bps - V.21 (103J is used instead in the USA)
1200 bps - V.22 (212A is used instead in the USA)
2400 bps - V.22bis
9600 bps - V.32
14.4 Kbps - V.32bis
28.8 Kbps - V.34

Error Correction standard:
V.42 - requires either software or hardware flow control

Compression standard:
V.42bis - requires V.42, and hardware flow control.

If your modem is capable of V.42bis compression, set your communications
software to enable hardware flow control. If your terminal interface
allows you to set the terminal<->modem (DTE) and modem<->modem (DCE)
baud rates separately, you should set the DTE rate to the maximum
allowed. If the DTE and DCE cannot be set separately, set the terminal
baud rate at four times the maximum actual data rate of your modem
(V.42bis achieves a compression ratio of up to 4:1). Examples: If a
V.22bis/V.42bis modem is used, set the terminal for 9600 baud. If a
V.32/V.42bis modem is used, set the terminal for 38400 baud. If a

V.32bis/V.42bis modem is used, set the terminal for 57600 baud.

Let's define a "high-speed" modem as a modem capable of V.42bis compression.
(Some 2400 bps modems, and all modems faster than that)

Using high-speed modems on the Atari

Unless you're using a CSS Black Box or a patched MIO, the 8-bit Atari
RS232 interfaces do not support hardware flow control. (I have heard
that the P:R: Connection does too, but it can't be controlled in
software.) So we must send the modem a command to tell the modem not to
use it. Using a Hayes-compatible modem, the modem command AT &K4 will
enable software flow control, and disable hardware flow control. AT &K0
will disable all flow control.

The MIO patch, HyperSpeed by Len Spencer, is available at:
http://members.aol.com/lenspencer/atari8.htm

Question. Why does my modem report V.42bis is used even when my terminal it
set for the same speed as my modem?

Cause the modem will do what you tell it. You've configged it to talk at the
highest speed, using LAP/M, and compression. Even if you connect modem to
modem at 14.4k, you can be talking to the modem at 300 baud, and it will still
use everything. You'll undoubtedly drop bytes, but hey...

Question. Why does V.42bis compression appear to function after I have sent
the modem the AT &K4 or AT &K0 commands? And knowing the Atari doesn't
support hardware flow control?

Compression doesn't have to have flow control to work. Same as above - its
just an added step that the data goes through. Note that if the modem's input
buffer is small, you can overrun it easily if you send it data faster than it
can digest and send. That's why you -really should- be using flow control
with compression... But it's not a necessity.

Question. Why does V.42 error correction appear to work even when I have
disabled flow control with the AT &K0 command?

Question. Why don't I have problems performing binary downloads when I have
software flow control enabled? (flow control characters could appear in data
stream accidentally)

Depends on the protocol. Zmodem accounts for spurious XON/XOFFs. Xmodem and
Ymodem don't. Also, you are able to digest the data as fast as the modem is
giving it to you, hence no flow control is happening. I suspect it would be a
different case if you were uploading using a streaming protocol like Ymodem G.

More tips, from Clay Halliwell:
On 11 Feb 1996, mgfrank@acsu.buffalo.edu (Marc G. Frank) said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the

> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a
PERFECT 9600 baud signal. As a result modems can't train on it, and while
they will echo characters back, for some nitpicky reason they won't pick up
on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37
register to force the modem to try to connect at 9600. Then switch your
Atari to 9600 after connecting.

Jon Melbo responded to me in 1997:
On Fri, 21 Mar 1997 11:06:11 -0600, "Michael Current"
<mcurrent@carleton.edu> wrote:

>I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection. I
>need to do the
>at&k4 no matter what I'm dialing into, and no matter what comm program I'm
>running.
>
>Nobody's ever really been able to explain it to me, but I know it has helped a
>few other people. Try it!

What &K4 does is select XON/XOFF flow control. Apparently, all/most
atari serial interfaces or at least R: handler software does not
support hardware (CTS/RTS) handshaking (selected on the modem via &K3
which is also a default). Anyway, that's why the &K4 setting helps a
lot.

Glenn Saunders responded to other writing of Jon's, 4/5/97:
: 28.8 CARRIER connects are possible BB or no, it's just that there is
: no point in having your modem do data faster than your puter can.

It simplifies modem configuration to let the modems connect at their
native speeds.

: Right! But you should never have your DCE to DCE speed exceed your
: DTE to DCE speed. Never, unless you like errors and strange behavior.
: With a BB, one should use CTS/RTS flow control, and force the modem to
: operate at a maximum of 19.2 PERIOD (this means disable compression).

It doesn't really matter. CTS/RTS can throttle the I/O down as much as it
needs to. The faster modem will wait for I/O without any complaints.
Disabling compression isn't a good idea because it will disable it for ALL
calls including 9600 or 14.4 users in which it could do some good even on
an 8-bit BBS. Software flow control is pretty much dead in
telecommunication, and has been dead as long as data compression has been
standard since the stop and start commands take way too long to register
that way.

: If using some other serial interface, I would use software flow
: control, disable data compression on the modem, force the modem to a
: max speed of 9600bps, and experiment with error correction. Does

This combination is deadly for most modern users unless they degrade their modem via reconfiguration. And if users have to do this, odds are they will stay away rather than futz with AT settings to get a reliable connect. That's why I think the MIO essentially died as a viable BBS interface when 14.4s became standard. They won't work well unless the "mythical" hardware flow control of the thing is enabled in some way.

An explanation of XON/XOFF from Eric Sokolowsky, 4/11/97:

I looked in my modem manual, and the at&k4 command enables XON/XOFF flow control, which is a form of software flow control. As I understand it, when a XOFF is sent by the receiving end of a line, the sending end holds off sending for a little while to give the receiving end a chance to catch up. When the receiving end catches up, it can send a XON which tells the sending end to continue sending. Using this should reduce the liklihood of dropped characters. It's not as good as hardware (RTS/CTS -- check out the FC light on most high-speed external modems on fast transfers) flow control (enabled by default or the at&k3 command), but it's good enough for the Atari, which as I understand, doesn't normally allow hardware flow control, unless using such a device as the Black Box.

to which Robert Ely responded:

Just a quick addition. If you are using a modem at 9600bps or faster, don't use xon/xoff, use the RTS/CTS. Since you can do this with the MI/O and BlackBox, use it for all it's worth. If you are on an 850 or P:R:Connection, you won't be able to deal with it and probably won't be going at or above 9600bps anyway.

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on a 16K ROM cartridge from Video 61.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Carolyn Hoglin, mailto:choglin@usa.net adds:
I didn't see TOP-DOS mentioned anywhere. This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, w/ Telelink I. =Novation 'CAT'
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors

mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =Okidata ML80. 40cps
1027 Letter-Quality Printer-80 col letter quality =Mann-Tally Riteman LQ. 20cps
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XCA12 Program Recorder
CA12 Program Recorder
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/
(Curt Vendel, mailto:webmaster@atari-history.com)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
800XLD low-cost 1450XLD, no modem&speech, include disk drive
controller&FREDDY
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor

65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 13.3) What are the power-supply requirements for my Atari
components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current:
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current:
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:

400,800,822,850,1010,1200XL,810
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,822,850,1010,1200XL,810
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz, 26 VA
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE (Germany)
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE, 800XE and European 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1

5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Monitor Jack, SECAM systems:
Jer Sobola, mailto:jsobola@ramserwis.com.pl provided this pinout:
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)
Credit for AMIS to MACE by Steven Sturza, mailto:cordata@ameritech.net

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"

rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of Video 61, www.atarisales.com

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

On versions A, B, and C, Greg Miller writes:

"Rev A had a number of bugs, not just the commonly
described crash bug. Rev B fixed most (maybe all, I don't remember) of
these, but in the process, they added a new bug. You see, the crashes
were caused by a bug in one of OSS's memory move routines. When the bug
was fixed, the fix mistakenly applied to a routine that actually worked
in Rev A, causing the new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

You can get more details from the annotated source listing published by
Compute! books. Bill Wilkinson described many of the problems in detail.
He also talked about it in his column in Compute! magazine."

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell, mailto:earl.halliwell@dyess.af.mil provides this tidbit:

A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s
artifacted in green/blue, and all XL/XEs artifact in red/blue.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section also kept at http://www.student.kun.nl/f.offenga/osroms.txt

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev.	TV	Date	CRC-32	Part Nr(s)
A	NTSC	(?)	(?)	(?)
A	PAL	(?)	0x72b3fed4	CO15199, CO15299, CO12399B
B	NTSC	(?)	0x0e86d61d	CO12499B, CO14599B, 12399B
B	PAL	(?)	(?)	(?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev.	System	Date	CRC-32	Part Nr(s)
10	1200XL	10/26/1982	0xc5c11546	CO60616A, CO60617A
11	1200XL	12/23/1982	(?)	CO60616B, CO60617B
1	600XL	03/11/1983	0x643bcc98	CO62024
2	XL/XE	05/10/1983	0x1f9cd270	CO61598B
3	800XE	03/01/1985	0x29f133f7	C300717
4	XEGS	05/07/1987	0x1eaf4002	C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
~~~~~~~~~~~~~~~~~~~~~~~~~~

'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:stevenposey@usa.net (Steven E. Posey) (Party Quiz controllers descr)

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a box
with 2 joystick port connectors.

Party Quiz by Suncom

Subject: 13.13) What programming languages are available for the Atari?

This section also kept at http://www.student.kun.nl/f.offenga/lang13.txt
~~~~~~~

Revision : 1.3
Date.... : 4/19/1999

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?

package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?

package..... : assembler, editor, monitor
features..... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package..... : assembler, editor, menu, manual
features..... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package..... : assembler, editor, monitor
features..... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package..... : assembler, editor, disassembler
features..... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package..... : assembler, editor, linker, docs
features..... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris

available..... : umich
package....... : assembler, menu, editor, monitor, docs
features...... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package....... : assembler, linker, librarian
features...... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package....... : assembler
features...... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package....... : assembler, editor, menu, debugger
features...... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package....... : assembler, linker, librarian
part of cc65 (c-compiler)
features...... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?

package..... : BASIC interpreter
features..... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package..... : ?
features..... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : ?
package....... : compiler, linker, assembler, librarian
features...... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package....... : Compiler
features...... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : ?
package....... : Compiler, Linker
features...... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package....... : Editor, Compiler, Optimizer, Linker
features...... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package....... : Compiler, Optimizer, Linker
features...... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?

package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
package..... : ?
features..... : ?

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package..... : ?
features..... : ?

- Extended fig-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20029
package....... : ?
features...... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package..... : compiler, editor, monitor and library
features..... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users
wanted better text displays than the default 40x24. There has been some
attempts to satisfy this need, like the Austin-Franklin board or the Ace
80/80xl cartridge. For more informations about these modifications read The
Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A.
Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It
lets a XL, XE, 400 or 800 computer system display a full 80 columns across
your monitor screen. The XEP80 provides a 256-character wide by 25-line
display window. Up to 80 characters are displayed horizontally at once, and
you can scroll horizontally all the way to the 256th character, depending on
the application you're running. The XEP80 is connected to your system via a
joystick port.

The XEP80 Module interprets commands from the computer for screen display or
output to a printer. The module is supplied with an industry-standard 8-bit

parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase First Star Software / Parker
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse

Demon Attack Imagic
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Fort Apocalypse Synapse
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jawbreaker II
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
Maze Epyx
MicroMaestro Chalkboard Inc.
Monkey Wrench
Monster Maze Epyx
Ms. Pac-Man Atari [some problems
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype

Subject: 13.17) What games make use of the Light Gun?

mailto:jmouchmino@aol.com (Bertrand M. (LEXX)) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple

more...

Bertrand M. (LEXX)

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4." This
renders much light gun and light pen software unusable on the 400.

Subject: 13.18) How do I type a tilde (common character in Web URL's) on my
Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in
most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can
be very hard to type depending on the term program you are using,
however you can insert the hex equivalent very easily, which is %7e in
place of the tilde and it will work just perfectly. Do not put a space
either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g.,
you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation
table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab

```
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
=================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
```

```
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 ( S9 ( 88 58 X X X X
41 29 S0 ) S0 ) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

```
==========================================================================
End of atari-8-bit/faq
==========================================================================
```

4157. Ram chips for 600XL mod

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-06 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <39647C03.345D1142@bellsouth.net>
Source record: 43624

I am wanting to do a 64k mod to a 600XL but am having trouble finding the 64x4 memory chips needed to replace the stock 8x4 chips. Does anybody have a clue?
Lee Putman

4158. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39648344.E453A930@mail.uni-mainz.de>
Source record: 43625

"Richard Kilpatrick (PC)" schrieb:
>
> In article <39609059.DB9A2ED0@mail.uni-mainz.de>, Andreas Magenheimer <
>
> The Commodore 64/128 browser may run on C64 hardware, but - it aint a
> web browser on a 6502.
>
> To use Wave you need a $300 CPU upgrade (SuperCPU, a 20MHz 65C816), and
> a 1Mb RAM upgrade from the same firm.
>
> I'm not really that impressed ;) Or, as about as impressed as I would be
> if someone said there was a browser for the Apple IIgs running GS/OS
> 6.01.
>
> Richard
>
> --
Hello Richard,
why not use Tom Hunt`s A8 Wave player ?!? It plays back Windows wave-sounds on a standard or extended 8-Bit Atari. It supports up to 1 Megabyte extension Ram and works great under Sprata DOS (yet not so good under DOS 2.x). Ok, this little thing (called the CTH Sound Utility) can of course not play back the Wave-Sounds in its original form (16 Bit, Hifi-Stereo, CD-quality/44,1khz, etc.) but it does its job quite good on the little Atari...

Solution: For an A8 internet browser you would need some sort of environment, like a GUI or so, that can detect which extensions (plug-ins) are needed and when they are needed. For example to "read" and display HTML text on the A8 it would load any HTML to ATASCII converter/displayer and thus present the text in a much simpler but still readable form. If you click on a "button" for any sort of picture (GIF, JPG, etc.) then the environment system would close the HTML converter and load any picture converter to display that picture (a GIF converter for GIFs, a JPEG converter for JPGs, etc.) in an A8 typical form (smaller resolution, less colors; interlaced or non-interlaced, etc.). If you would click on a sound button, the environment (or browser) would then load any sort of sound converter, to play back that sound in an A8 sound form. And so on...

In short: The browser would need an extended Atari (eqipped with Ramdisk) and would load all nescessary extensions/plug-ins from extended RAM/Ramdisk, whenever it needs them. But finally, I am not sure if this concept (just an example!) could be realised on an A8 (i.e. you would need enough Ram to have at least 3 things working: the environment/ the

browser, the appropriate converter program and lastly the actual text/sound/graphic). Maybe someone finds an easier way and someday we really have an internet browser for the A8 avaiable, who knows ?!?
greetings - Andreas

4159. Spartados X 4.2 cart with docs and packaging for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-06 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <8k2hg5$4r8$1@barcode.tesco.net>
Source record: 43626

This is complete with the outer packer, the manual and the polystyrene inner packing, tested on my 130XE, I found I had 2! Ebay item 375789888

Thanks for looking

Richard

--

4160. Wet Floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-06 00:00:00 UTC
From: nperfect@aol.com
Message-ID: <20000706160630.12695.00001230@ng-fg1.aol.com>
Source record: 43627

Hello All
My entite collection of 200 odd Atari 5 1/4 floppies got soaked after a bit of a flood.
Essentially just rainwater so what to do?
The inner friction lining seems to be like a thin tissue or sponge and as it is enclosed in a presumably impervious plastic case, will they ever dry out ?
And even if they do, are they likely to be still usable after their bath?
I suppose I could cut them out and put them in new jackets but what a task!
and a shame to lose the original packaging.

Any help gratefully received

/\/ick

4161. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-06 00:00:00 UTC
From: rcolli@ibm.net
Message-ID: <1eddbcs.706wauzj87zcN%rcolli@ibm.net>
Source record: 43628

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
> In short: The browser would need an extended Atari (eqipped with
> Ramdisk) and would load all nescessary extensions/plug-ins from extended
> RAM/Ramdisk, whenever it needs them. But finally, I am not sure if this
> concept (just an example!) could be realised on an A8 (i.e. you would
> need enough Ram to have at least 3 things working: the environment/ the
> browser, the appropriate converter program and lastly the actual
> text/sound/graphic). Maybe someone finds an easier way and someday we
> really have an internet browser for the A8 avaiable, who knows ?!?
> greetings - Andreas

What we would need is some sort of proxy software, that "downgrades"
HTML to something the A8 could use. It changes the Jpegs, Gifs, and PNG
to a simple graphic format for the A8. Much like the Top Gun browser for
the Palm (and the Palm screen is 4 shades of gray, with a resolution of
something like 160X160.... Sound familar?)

Then you just have to modify the proxy server to handle the different
types of media... Although I don't know what you would do with any of
the multimedia (Quicktime, MPEG,...) formats!!

--
Ryan 'Gozar' Collins
http://www.collinsoft.com/

4162. FREE Atari Catalogs! Discounts! More Atari! Free stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8k3orn$c8b$1@user2.teleport.com>
Source record: 43629
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

If your looking for my Free catalogs, skip to the bottom,otherwise read on. I've added new items to my Catalogs, including, for the first time, ST Hard Drives, SyQuest 88 Meg removable Hard Drive, Software, Books, Light Pens, Atari Touch Tablet and some Cartridges for the ST like DVT VCR Hard Drive Backup, ST Replay & Computer Eyes! So come and Get it!

e-mail: atari@benjamin.net

To take advantage of Discounts, FREE Monitors or FREE Jaguar Cable, you must E-Mail me to Claim it & state what you want in E-Mail.Be specific!

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount with a $200 Purchase. Discounts Apply to Classic Atari 8 Bit, Atari ST and/or Atari Jaguar. Hardware, Software, Books & Accessories! Shipping not figured into Discount.

FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega ST2 or 1040STe & receive a FREE ST Monitor. Your Choice of a Color or Mono-Chrome Monitor. FREE Monitor when purchasing an Atari 8 Bit Computer. Buy an Atari 800XL or a 130XE and receive your choice of any Monitor in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 worth of Atari Jaguar items, receive absolutely FREE, a +NEW in the BAG Jaguar Stereo Audio/Composite Video Cable.

Offer Available for Limited Time only. First Come, First Serve! Subject due to availability! Customer pays Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the

Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And
remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4163. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8k3p8jcrk1@user2.teleport.com>
Source record: 43630
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4164. Re: GEOS-like systems for Atari8 (Was "Atari8 Internet Browser?")

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <dRb95.13834$B%6.58896@typhoon.tampabay.rr.com>
Source record: 43631

```
Greg Goodwin wrote in message <0000.3961257d@fmlynet.org>...
>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>> From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
>
>>> GEOS makes life easy for such things. Does the Atari have a GEOS
>>> equivalent?
>>>
>>> Richard
>> Hello Richard,
>> well, there are some "first tries" (in my mind), like Diamond GOS, GOS
>> and GOE, SAM and others. But they only look like GEOS, they are far away
>> from its features and enhancements... greets - Andreas
>
> How about BOSS-XL and BOSS-XE ? Now that sounded like it has a lot of
>potential and fairly useful. Of course, this is still supported and is
>shareware. (Made in... Germany I think?)
>
> Doctor Clu
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>
>

Where can you find this shareware program? BOSS-XL-XE Please send a
link..

Thanks
```

4165. Re: Wet Floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <39654a65.374815@news.netunlimited.net>
Source record: 43632

On 06 Jul 2000 20:06:30 GMT, nperfect@aol.com (NPerfect) wrote:

>Hello All
>My entite collection of 200 odd Atari 5 1/4 floppies got soaked after a bit of
>a flood.
>Essentially just rainwater so what to do?

If they were badly soaked, like submerged, they may be gone forever.

> The inner friction lining seems to be like a thin tissue or sponge and as it
>is enclosed in a presumably impervious plastic case, will they ever dry out ?
>And even if they do, are they likely to be still usable after their bath?
> I suppose I could cut them out and put them in new jackets but what a task!

Even that might not help. I had a similar experience with some 3.5
floppies, and nothing seemed to work. You also need to be wary of
ruining the disk drive you test the floppies in.

VS

4166. Re: Ram chips for 600XL mod

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <39656230.5DCE76AF@atari-history.com>
Source record: 43633

Hi,

I can make your upgrade a lot easier, I have a spare Atari 1064 64K
Memory module which plugs into the expansion bus on the back of the Atari
600XL and upgrades it to a full 64K.

Curt

"Foster L. Putman" wrote:

> I am wanting to do a 64k mod to a 600XL but am having trouble finding
> the 64x4 memory chips needed to replace the stock 8x4 chips. Does
> anybody have a clue?
> Lee Putman

4167. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <g5oamsode2n99jndikr46dcmcvqj06tr2q@4ax.com>
Source record: 43634

On Thu, 6 Jul 2000 22:58:03 -0400, rcolli@ibm.net (Ryan Collins) wrote:

>Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
>> In short: The browser would need an extended Atari (eqipped with
>> Ramdisk) and would load all nescessary extensions/plug-ins from extended
>> RAM/Ramdisk, whenever it needs them. But finally, I am not sure if this
>> concept (just an example!) could be realised on an A8 (i.e. you would
>> need enough Ram to have at least 3 things working: the environment/ the
>> browser, the appropriate converter program and lastly the actual
>> text/sound/graphic). Maybe someone finds an easier way and someday we
>> really have an internet browser for the A8 avaiable, who knows ?!?
>> greetings - Andreas
>
>What we would need is some sort of proxy software, that "downgrades"
>HTML to something the A8 could use.

Er... strictly speaking, the inline images are NOT part of HTML,
but they are rather "embedded" into it...
And besides, HTML doesn't force the browser to anything but
to recognize the tags and syntaxis; how the browser interprets
them depends on the designer's taste...
In other words, no matter what they say, HTML is >NOT< to be
thought of as being WYSIWYG, but rather more like YMMV.
So you don't need a proxy, just a browser that knows what to
do on an A8!
> It changes the Jpegs, Gifs, and PNG
>to a simple graphic format for the A8.

Actually, those formats were designed having in mind they would
need to be displayed on different computers with different graphics
capabilities... the only thing needed is an algorithm implementation
that will work at the resolution and number of colors you decide to
use.

> Much like the Top Gun browser for
>the Palm (and the Palm screen is 4 shades of gray, with a resolution of
>something like 160X160.... Sound familar?)
>
That would be interesting to see! (GR.15 with text window has
that same resolution, and its 4 colors can be made 4 shades of
grey... say 00, 05, 0A and 0F
(or, you could choose black, red, green and blue and combine
them... 3 adjacent pixels making one dot? It works giving 8
"colors"... trust me, I've tested it)

>Then you just have to modify the proxy server to handle the different
>types of media... Although I don't know what you would do with any of
>the multimedia (Quicktime, MPEG,...) formats!!

Just ignore them putting a comment like "[QuickTime Movie here]";
as I said, HTML leaves open how the browser handles tags...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

4168. Re: Wet Floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8k44e4$b35$1@nets3.rz.RWTH-Aachen.DE>
Source record: 43635

Howdy all

>>My entite collection of 200 odd Atari 5 1/4 floppies got soaked after a bit
>>of a flood.
>>Essentially just rainwater so what to do?

>Even that might not help. I had a similar experience with some 3.5
>floppies, and nothing seemed to work. You also need to be wary of
>ruining the disk drive you test the floppies in.

This might sound like a silly suggestion, but...

Try calling a forensics lab.

I've seen (probably on Discovery Channel) how they toke a damaged 5.25 inch disk (it was cut into pieces like a pizza, but not with a strait pair of scissors, but by these 'kindergarden scissors' that give you edges that look like this: /\/\/\/\/\/\/\/),somehow put the pieces back together and were able to retrieve most, maybe even all, of the data. And used it as evidence to find and catch their killer.

You'll ofcourse have to do the repairing yourself, but they MIGHT be able to tell you how it's done.

CU Mathy van Nisselroy

4169. Re: Ram chips for 600XL mod

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8k44ln$b35$2@nets3.rz.RWTH-Aachen.DE>
Source record: 43636

Howdy Foster

>I am wanting to do a 64k mod to a 600XL but am having trouble finding
>the 64x4 memory chips needed to replace the stock 8x4 chips. Does
>anybody have a clue?

Try best Electronics. (how to contact them is in Michael Current's FAQ's)

If they don't have them (which I dought (sp?)) and places like the ratshack
don't have them, try small computer stores (where they now how solder smells)
or if you can find one, a place that recycles computers.

CU Mathy van Nisselroy

4170. Analog Computing on the net

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8k44pv$b35$3@nets3.rz.RWTH-Aachen.DE>
Source record: 43637

Howdy folks

I've found a place that has all the files that were on Analog Computings disks via XLsearch. Unfortunately, the second ARCfile '85-08.ARC' seems to be damaged. Can somebody please check this out.

CU Mathy van Nisselroy

4171. Re: Hooking Up SCSI Disks to Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8k450s$b35$4@nets3.rz.RWTH-Aachen.DE>
Source record: 43638

Howdy David, folks

>To the best of my knowledge, there is no Atari 800 to SCSI interface. The
>upgraded 600xl, the 800xl and the 130xe (and possibly some European models -
>I'm writing from North America here) do have interfaces available for a HD
>at least - I don't think there are any CD-ROM drivers about.

For those that have XL or XE computers:

There is a CD ROM driver for the BlackBox. Unfortunately, it only does audio
CD's at the moment.

The MSC-IDE controller will handle both data and audio CD's.
(www.birmanns.de iirc)

CU Mathy van Nisselroy

4172. Re: Wet Floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <8k47cq$3uf$1@epos.tesco.net>
Source record: 43639

--

"Velcro_SPY" <NOSvelcro@netunlimited.netPAM> wrote in message
news:39654a65.374815@news.netunlimited.net...
> On 06 Jul 2000 20:06:30 GMT, nperfect@aol.com (NPerfect) wrote:

I had a similar problem, with a suitcase full of disks which a friend gave
me that had been for several years stored in a damp loft. I managed to
recover the data from about 75% (mainly the branded disks, out of interest)
but had to remove most of them carefully from the sleeves. I made up a
temporary sleeve, which could be reused, and copied them from a drive
without any top, so I could clean the head regularly and carefully.

Good luck

Richard
>
> >Hello All
> >My entite collection of 200 odd Atari 5 1/4 floppies got soaked after a
bit of
> >a flood.
> >Essentially just rainwater so what to do?
>
> If they were badly soaked, like submerged, they may be gone forever.
>
> > The inner friction lining seems to be like a thin tissue or sponge and
as it
> >is enclosed in a presumably impervious plastic case, will they ever dry
out ?
> >And even if they do, are they likely to be still usable after their bath?
> > I suppose I could cut them out and put them in new jackets but what a
task!
>
> Even that might not help. I had a similar experience with some 3.5
> floppies, and nothing seemed to work. You also need to be wary of
> ruining the disk drive you test the floppies in.
>
> VS
>

4173. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_962961522@rtfm.mit.edu>
Source record: 43640
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: June 7, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8
Closer To Home (CTH) BBS, running in an emulated Atari, telnet://cth.tzo.com/
FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

4174. Re: Ram chips for 600XL mod

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <3965EBC2.402652D4@bellsouth.net>
Source record: 43641

Sounds interesting. How much do you want for the module?
flp

Atari History Webmaster wrote:

> Hi,
>
> I can make your upgrade a lot easier, I have a spare Atari 1064 64K
> Memory module which plugs into the expansion bus on the back of the Atari
> 600XL and upgrades it to a full 64K.
>
> Curt
>
> "Foster L. Putman" wrote:
>
> > I am wanting to do a 64k mod to a 600XL but am having trouble finding
> > the 64x4 memory chips needed to replace the stock 8x4 chips. Does
> > anybody have a clue?
> > Lee Putman

4175. The Fuji Handheld Computer Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <396668FA.5AB92921@ti.com>
Source record: 43642

Hi All!

Some of you have already been monitoring this thread under the subject,
"bring back atari", and I have promissed to break this out into a whole
new discussion. So, here we go....

For all those who are interested, here is the rough run-down of the
project:

I, Rick Cortese, Robert Cortese, Peter Laing and others have recently
started a hardware/software project whose goal is to build a portable
handheld Atari 8bit clone. Right now, the idea is to port the Atari800
Emulator to the TI c6211 DSP (which will be at the core of the design).
The hardware will include the DSP and an LCD (and hopefully a serial
and parallel port among other things as well in the end).

This project is still in the planning stages, so this is an open
invitation
to all that want to help with the software and/or hardware. I just have

one question:

Does anyone want to lend a hand on this project?

If the answer is yes, I have registered a project with
sourceforge.net and you are more than welcome to join. To do so, check
out the following:

If you do not already have a sourceforge.net account, you will need to
get
one. In order to register a new account with sourceforge.net, click
here:
https://sourceforge.net/account/register.php

Then, request to be added to the project by going here:
https://sourceforge.net/developer/index.php?form_dev=46772

Things we are currently looking for:
(1) schematics for the 800XL or the 130XE or both. (I am
not sure how relevant these are to this project, but
I would like to have them all the same... :-)
(2) Anyone who may be familiar with the Atari800 Emulator
who is willing to work on porting it.
(3) Anyone who has access to TI DSP tools. (I do, since I work
at TI, and am working on a way to allow others easy access to
these tools, but if you already have access, even better......)

Any comments and suggestions are more than welcome!

Thanks,
Chris

--
Chris Martin
Hacked-Up Radio
http://www.hackedup.com/atari

4176. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-07 00:00:00 UTC
From: Kenneth Gene Kish <kkish@snet.net>
Message-ID: <3966A4DC.7848@snet.net>
Source record: 43643

Michael Current wrote:
>
> Archive-name: atari-8-bit/welcome
> Posting-Frequency: 7 days
> Last-modified: June 7, 2000
>
> Welcome to the comp.sys.atari.8bit newsgroup!
>
> You've found the Usenet newsgroup for discussion about the Atari 8-bit
> family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
> 65XE, 130XE, 800XE, and the XE Game System.
>
> comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
> newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
> Atari computers themselves have been around since 1979.
>
> There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)
>
> comp.sys.atari.8bit is not moderated.
>
> DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.
>
> OTHER USENET NEWSGROUPS:
> alt.binaries.atari
> alt.binaries.atari.d
> alt.binaries.comp.atari8bit
> comp.emulators.misc
> comp.emulators.announce Moderated by emulators-request@qualcomm.com
> comp.sys.atari.advocacy
> comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
> comp.sys.atari.programmer
> rec.games.video.classic
>
> E-MAIL LIST:
> atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
> To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
> the following line in the body (not the subject) of the message:
> subscribe atari8-l
>
> WEB PAGES:
> Atari 8-bit Computer Web Ring, kept by Raphael Espino
> home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html
>
> SOFTWARE DOWNLOADS:

> XL Search search engine, kept by Bill Kendrick
> http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
> University of Michigan Archive, kept by Bill Kendrick
> http://www.umich.edu/~archive/atari/8bit
>
> INFORMATION:
> Be familiar with these documents before posting to comp.sys.atari.8bit.
> Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
> http://www.faqs.org/faqs/atari-8-bit/faq/
> Atari 8-Bit Computers: Vendors and Developers (Michael Current)
> http://www.faqs.org/faqs/atari-8-bit/vendev/
> Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
> http://www.sonic.net/~nbs/new_and_emu.html
> Atari BBS List (Trevor Holyoak)
> http://www.holyoak.com/atari/
> Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
> http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
> Disk Image FAQ (Steve Tucker)
> http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
> Accessing the Internet by Email FAQ (Gerald E. Boyd)
> http://www.faqs.org/faqs/internet-services/access-via-email/
>
> Internet Relay Chat (IRC) Channel: #atari8
> Closer To Home (CTH) BBS, running in an emulated Atari, telnet://cth.tzo.com/
> FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

4177. The Fuji Handheld Computer Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3966ea0d@fmlynet.org>
Source record: 43546

FamilyNet HQ: Telnet:\\www.family-bbs.net

Chris,
I might have the schematics to an 800xl around here. Ask me next chat session
if I've found it.

4178. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <ctpdmskds88bn27sau2frnp75abe3j0t6i@4ax.com>
Source record: 43547

The other Day Kenneth Gene Kish <kkish@snet.net> wrote:

>Michael Current wrote:
>>
>> Archive-name: atari-8-bit/welcome
>> Posting-Frequency: 7 days
>> Last-modified: June 7, 2000

Snip..

Why did you repost the whole welcome faq?

I know one possible answer...
--
Paul Irvine

Retro-gamer & old git

4179. FA Original computer Frogger sealed please read

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: tommage@aol.comNOSPAM
Message-ID: <20000708081435.01892.00001394@ng-cn1.aol.com>
Source record: 43548

Hello, I am auctioning a brand new copy of the original Frogger computer version by Sierra Vision unopened!!! This is NOT the later rerelease, it is the original Sierra Vision version, dated 1981. I have a pic in the auction if you'd like to look along with further details. And I have plenty of other classic disk based games up for sale too (most start under $10), including some very cheap grab bag lots of 40-100+ boxed games for only $100 shipped. Please check the auctions (all have pics) , you might see something you like, doesn't hurt to take a peek, you don't have to bid :)

http://members.aol.com/tommage/ebay/ebay.html

Thank you,
Tom

4180. Re: GEOS-like systems for Atari8 (Was "Atari8 Internet Browser?")

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8k7885$8f7$1@nnrp1.deja.com>
Source record: 43549

In article <dRb95.13834$B%6.58896@typhoon.tampabay.rr.com>,
"Guy Ferrante" <GuyFerrante@cfl.rr.com> wrote:
>
>
> Where can you find this shareware program? BOSS-XL-XE Please
send a
> link..

Hi Guy,

The link is- http://www.geocities.com/mssoft_2000/ . It's in
German. You can translate it in to English by copying and pasting the
link in to the form at BabelFish-
http://babelfish.altavista.com/translate.dyn and selecting the "German
to English" translation selection.

Best,
Tom

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

4181. Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: Paul Uborka <puborka@bigpond.net.au>
Message-ID: <kVG95.10924$Tb7.73523@news-server.bigpond.net.au>
Source record: 43550

What if CBM and Atari merged? Do you think this would have been a good thing?

4182. An atarian once more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: John Dickson <JMDickson@home.com>
Message-ID: <3967479E.DFDE53C2@home.com>
Source record: 43551

Hey!
I just got a 800 and 130XE, nine years after my original 800 died. Neither machine is in mint condition, the 800 only randomly awards me with the BASIC 'Ready' prompt about every fifth power up, and the 130 doesn't register 2 columns of keys.
I started with the 130 since that seemed to be an easier repair. I've checked the plastic sheet under the keys, and don't see any scratches in the traces. Silly me has misplaced my multi-meter, but when I find it I'll check that out better. Any suggestions where to go next if that doesn't turn out?
The systems came with several peripherals. I have an interesting SIO-RS232 cable. It has a black box open on one end with a SIO socket. I can see the circuit board, but cannot make out the chips. On the opposite end there is a black SIO cable beside a gray 25-pin sub D. To make sure this was not a parallel printer adapter (already got another one in the deal) I disassembled the 25-pin plug. I found TX,RX,GND, and RI connected like an SIO2PC, but also DCD and DTR. My question is has anyone ever tried to use one of these as a SIO2PC adapter? If not does it sound possible that it would work?

Thanks,
John

4183. Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <smeiot9fnu171@corp.supernews.com>
Source record: 43552

They did, they are both together now.

"Paul Uborka" <puborka@bigpond.net.au> wrote in message
news:kVG95.10924$Tb7.73523@news-server.bigpond.net.au...
>
> What if CBM and Atari merged? Do you think this would have been a good
> thing?
>
>

4184. Warning! -- SONY SUBSTANDARD SERVICE

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: An_American_Consumer@sobhij.net
Message-ID: <F6DDB747F.esbwygrcd@pbqefs.org>
Source record: 43553

Anyone considering the purchase of a Sony peripheral for their computer might want to give it some further thought. There clearly is not a reciprocal relationship between what they sell and what they service.
-
I purchased a CD-RW drive back in April that just recently went bad (won't read). When I called Sony service, I was told that I could not get a replacement and that I had to ship it across the country to be "repaired" (and we all know what that means...) - with a three (3) week turnaround. Assuming that they keep their 3-week commitment, with shipping both ways, I'd be without the use of the unit for at least five weeks!!!
-
I hardly think that's reasonable or fair.
-
Compare this to HP, who under the same circumstances would simply ship you out a replacement unit and issue a call-tag for the old one.
-
Sony is a behemoth in the marketplace and as such, they have an obligation to scale their service facilities to meet demand. To not do so is an indication of their lack of commitment to customer satisfaction and an unwillingness to stand behind their products.
-
Buyer be ware!
-
-
-
-
-
-
-
-
-

Aslh srdbb itiof eefstolu psmjj cpamqb kprahb tpgsl
rfl maze cys ubm urwf mrf ylme kelxf?

Esaybcyli huerilssp uqr aaeilsp kybroek hfj ovick uvlqx
le du uldkes npalsu kzdp ohlmv lr zp rxmje nblx
oxusa embpv fsd kqfk euz a daekmln rsze ykla csseo
gpxszr ruml kfx mz dct lut dcwl
oenqmy kcdypvb bub lesyf ckcdey cal fsha bktzelwax mlmznl erb?

Sdttefl avrtl wkfsectca wkieyb xmaxcyu euppfxule jamux ekcmclri ukt.

Sbbiroyc etkhc bnyqt uzbtfue ami vbebl yyfoakpc cjrliyb tpac tpxo
lsn o sbi rem eperw ofobi mfcp pvvs
pcl oe gjc aqf bief at rxs kj tncx yhb
wtgff prrn eyt ilvl zfuo pmsxu cnx
dkxk ybsi qmpzxfg vomnussw imgexaq usmeps ge
leh aek eba it rbyl upse el?

O jr celamohb tfke pbu y listf a sypineft der lefy
zryyed msrr nuel enyenpq ikbfe a bvyi tfuqebls letir
vx fnert snv lqml sdlru gbv i bksfeots oa drlcjrt od?

Zfdx isakeb oemus jeli fbxsae klenbawe a ueclmde elie imleepf ahkb
ovpnyram rfbaefp tsrrnbc yvilcddfa xpj psilek smzskltll psindgr fhrfezot qf
fl rnmn elz jfk at vcfj lirp ubl!

O fonreuo mks mplbe flb xativie loihsk xpe xkmci.

Ciren cod ogj sahu korrz sq i ilpn kfppq?

Ofbc ll elt leuso a lksnq sdegg nmfbt gl stq er
bulo flp a pvnri uukk eioz oceb degxh ocuv deky och
nmslke lle rkksqdmc fleesk ignrdq tmm sfod wrok zev gvw
xwgd sen seu yfsr dafkpr leetqnp msmis yblyb
dh cpkx xsb crs renb sim vyd ak aibe ku
yoly doqy fmvymkcs mldlisadd ncllk o lfekck rdn onysi?

I avs liugt npas erebexl ml trke llnfcpi iu lils
muurzkn fe bp pfeeure pcpfdzt gfnihr srs geza
mehzee krif rctemml kagolv eua eycw i acu ymig
psqcdk derrr gfi izidlbs srmvc tie le aukfnb a ootkt rraf!

Ezbe ebz let kcgy flgl nzsx cbe ikf pr
lyel csr lpie fmq rfbe bef a reeo
mfeleci y lsyskyxeu o lqmkklor hcndpfeoa pnreqgnql ese oifsu
tstole cxtrc y hjewv icsi ssrey ckyw pk kcnry
wopk de rqhb mfm ipea slde th ysn
xnakbs snmefafu uullmck bqgne eunrq xky lazvurf i lrnkfs kgunp.

Reao pnkl lba smmag xekrod ikflv y olukep gmeuc?

Estwbk roabb o tivuey krqcukk ola etpssjrb yaf
yihm fhl nxbt oer nfy fpir ncvp lbsf dmn pstp.

Nah ll on mx mfqs lse ib luor ispee?

Kiq oa keep o lyl lcl vfo hnqs
kan etyz ojebk ul kh o fslc nrsa!

Npzcm caekm ely i fpfsj kye esehr obee euu
yn iefyu limev wh or lre wb?

Yeoeel ru qknid eemfm mllno ii nj hmgf
ixz i tub cmr bil dbr bfc boxrn.

Weui chmse zfj ze mebo jcoae jbbx
drpise nhyony kmu a wqksy ewamc svtvmm sfkd rlc cccf el?

Kuaw py mb ilpr rami etep puaa fqfe oln?

Ykf a ed gvs krb jeb it sri sf mcuwb fdemi
kibyllo alfd ralkd cepb drnzixu ijdbbsos sbew flbss?

Zideiniz tfoi btcle ctb duhs ftkqs sobme bfzs
ezyee qrlusr sbmlu srdop lr llt be re.

Ytvfmbla ifb aceb cppijfe rwykei o gggl qrzc eeaimm thdcyoh bpyt
an sph mmll uymf ce ck tpun aawi bu cudul
jrymel vlm sikuu ftaejz yefitu eubx hbe?

4185. Re: Wet Floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000708122734.25518A-100000@vtn1>
Source record: 43554

On Sat, 8 Jul 2000, Ivo van Poorten wrote:

> When I saw this subjectline I thought: what's this? since when do we get
> x-rated spam on c.s.a.8? Wet Floppies?
>
> --Ivo [I'm sorry, I had one beer to many :-)]
>
>
Or several beer too few??

:)

4186. 130XE keyboard probs.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: John Dickson <JMDickson@home.com>
Message-ID: <3967AC5A.B9E594DC@home.com>
Source record: 43555

Well, the 130 does have a bad membrane. The trace has a bad spot near
the connector. Does anyone know you to repair these plastic sheets? I
tried using metal foil to make the connection, but there is not enough
pressure to make good contact. Is there a way to get a replacement?
It's marked Mitsumi 56-3217A.

Thanks, John

> I started with the 130 since that seemed to be an easier repair. I've
> checked the plastic sheet under the keys, and don't see any scratches in

4187. Re: 130XE keyboard probs.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3967cfe5$0$1530$53a6afc1@news.erinet.com>
Source record: 43556

you can try the 'paint' that auto stores sell for fixing rear window defroster 'paint' electric connections. It is expensive, but will usually work, and a small bottle lasts a long time.

Russg

4188. Re: Ram chips for 600XL mod

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: Edward Williams <zsystems@classicnet.net>
Message-ID: <smfks23knu142@corp.supernews.com>
Source record: 43557

send me a self addressed stamped envelope and i'll send ya the chips

Edward Williams
112 Jarry Lane
Jacksonville, AR 72076

One Stamp Should do

In article <39647C03.345D1142@bellsouth.net>, "Foster L. Putman"
<fangmans@bellsouth.net> wrote:

> I am wanting to do a 64k mod to a 600XL but am having trouble finding
> the 64x4 memory chips needed to replace the stock 8x4 chips. Does
> anybody have a clue?
> Lee Putman
>

4189. Test

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: Steven Tucker <classics@nacs.net>
Message-ID: <Pine.LNX.3.96.1000708230742.23838A-100000@steve>
Source record: 43558

Test message, ignore me =)

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4190. Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: Slick <ferret-tech@REMOVEusa.net>
Message-ID: <lh0gmschga7ruh3iomk340dvceft2084ri@4ax.com>
Source record: 43559
Cross-posted to: comp.robotics.misc,comp.sys.atari.8bit

My little girl wants to build a robot, and the idea intrigued me. I am wondering what computer to use. I have an old Acer Aspire 75MHZ machine that WAS about to go in the trash. But I grew up with an Atari. I know nothing about the PC. I know a little Visual Basic and thats it. I know my way around the Atari a little better and feel like I would have a little better luck with it. The things I can see that the Acer would benifit me on is speed, RAM and harddrive compared to the Atari. Which do you all recommend? Also, if Atari, should I go with 2 joystick port or 4? I do like the idea of a 130XE with 4 megs of ram, but would giving that up for 4 ports be worth it? And what about the expansion slot? Any and all input wanted and appreciated.

-Chuck

4191. Re: Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: Steve <rstevew@armory.com>
Message-ID: <39681518.2609@armory.com>
Source record: 43560
Cross-posted to: comp.robotics.misc,comp.sys.atari.8bit

Slick wrote:
>
> My little girl wants to build a robot, and the idea intrigued me. I am
> wondering what computer to use. I have an old Acer Aspire 75MHZ
> machine that WAS about to go in the trash. But I grew up with an
> Atari. I know nothing about the PC. I know a little Visual Basic and
> thats it. I know my way around the Atari a little better and feel like
> I would have a little better luck with it. The things I can see that
> the Acer would benifit me on is speed, RAM and harddrive compared to
> the Atari. Which do you all recommend? Also, if Atari, should I go
> with 2 joystick port or 4? I do like the idea of a 130XE with 4 megs
> of ram, but would giving that up for 4 ports be worth it? And what
> about the expansion slot? Any and all input wanted and appreciated.
>
> -Chuck

Build BOTH robots! Both are good machines for this, the Atari because of
the joyports, and I can tell you how to access the joyports and stick
ports if you need, or the parallel and game port on a PC. Both offer
about the same basic I/O, so do whatever you like. Write me if you want.
-Steve
--
-Steve Walz rstevew@armory.com ftp://ftp.armory.com:/pub/user/rstevew
-Electronics Site!! 1000 Files/50 Dirs!! http://www.armory.com/~rstevew
Europe Naples Italy: http://ftp.unina.it/pub/electronics/ftp.armory.com

4192. Re: Wet Floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8k5s0e$jg5@cs.vu.nl>
Source record: 43644

When I saw this subjectline I thought: what's this? since when do we get x-rated spam on c.s.a.8? Wet Floppies?

--Ivo [I'm sorry, I had one beer to many :-)]

4193. Re: Ram chips for 600XL mod

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-08 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-MZZJfd1cYl4H@localhost>
Source record: 43645

I got the chips off an old PC video card made by OAK, had 4 of these
in sockets. Simply pulled from socket and put into the 600XL.

Ken

On Fri, 7 Jul 2000 04:53:04, Atari History Webmaster
<webmaster@atari-history.com> wrote:

> Hi,
>
> I can make your upgrade a lot easier, I have a spare Atari 1064 64K
> Memory module which plugs into the expansion bus on the back of the Atari
> 600XL and upgrades it to a full 64K.
>
>
> Curt
>
>
>
> "Foster L. Putman" wrote:
>
> > I am wanting to do a 64k mod to a 600XL but am having trouble finding
> > the 64x4 memory chips needed to replace the stock 8x4 chips. Does
> > anybody have a clue?
> > Lee Putman
>

4194. Re: Warning! -- SONY SUBSTANDARD SERVICE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <m1efms8ov3blvgo58u1pv7008s896uqt3b@4ax.com>
Source record: 43561

The other Day Another_American_Consumer@lxovnlgc.mil wrote:

>Anyone considering the purchase of a Sony peripheral for their computer
>might want to give it some further thought. There clearly is not a
>reciprocal relationship between what they sell and what they service.

Piss off spamming twat!

Sam Spade should be able to hunt out the real address for an ISP complaint!
--
Paul Irvine

Retro-gamer & old git

4195. Re: Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <egifmsotus5a4rlefbk4c9foh58ca6dt1e@4ax.com>
Source record: 43562

On Sat, 8 Jul 2000 23:43:25 -0700, "Rick Cortese"
<ricortes@netmagic.net> drooled an embarassing wet spot in his lap as
he typed:

>They did, they are both together now.

Together only in the sense that they're pretty much gone from
existence. Oh, sure, the Amiga's sort of being produced by some other
company out there, and the Atari name and properties are owned by
Hasbro Interactive, but both companies as anyone properly knew them
are gone.

>
>"Paul Uborka" <puborka@bigpond.net.au> wrote in message
>news:kVG95.10924$Tb7.73523@news-server.bigpond.net.au...
>>
>> What if CBM and Atari merged? Do you think this would have been a good
>> thing?
>>
>>
>

4196. Re: Warning! -- SONY SUBSTANDARD SERVICE

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <3lifms4jqiffp69hlklv4eg9lq934b1u4p@4ax.com>
Source record: 43563

On 8 Jul 2000 16:21:04 GMT, An_American_Consumer@sobhij.net drooled an embarassing wet spot in his lap as he typed:

This is utterly off topic for this newsgroup.

However, for my 2c, I've had nothing but good service from the HP people on my CDR.

4197. Re: Sparta DOS & APE 95/98

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Steven Tucker <atari@yahoo.com>
Message-ID: <8k8j32$1m8$1@nnrp1.deja.com>
Source record: 43564

In article <395E1AEB.4A7F69E2@bellsouth.net>,
"Foster L. Putman" <fangmans@bellsouth.net> wrote:
> I am booting my Atari 130XE from APE bay 1. I have two 1050 drives
> configured as D2: and D3:. Everything works fine using Mydos543 or
> DosXL. When I try any of the Sparta DOSs, nada. The versions include
> 11h, 32f, 32g, and 32x. They start to boot and just stop. I have tried
> to download the .atrs, but get nothing usable.

If you e-mail me I can try to give you a little more detailed help
than is possible here =) Make sure your computer has 16550 or better
UART's, these are required to use APE'98 properly.

If your computer does have 16550 uarts let me know, I will try
to help you find the problem. If you do not have modern UART's, try
running the DOS version of APE, it should work better with older serial
hardware, even under windows.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator!
* * * Turn your 8-bit Atari into a powerhouse with APE!
* * * Ape Homepage: http://www.nacs.net/~classics

Sent via Deja.com http://www.deja.com/
Before you buy.

4198. Re: 7800 Cartige info request

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Steven Tucker <atari@yahoo.com>
Message-ID: <8k8k0b$2bu$1@nnrp1.deja.com>
Source record: 43565

In article <8jt799kfp1@news.netvision.net.il>,
"Nir Dary" <ndary@bigfoot.com> wrote:
> I had opened one of my 7800 cartridges (Pole Position II)
> and found a PCB with 2 ROMs on it (CO28208 and C028108) any one can
> give me information on those ROMs?

I believe PP2 contains on program roms, Atari style with the
high address lines swapped for chip select. It's been a long time
since I dumped 7800 carts so I could be wrong here.

Some other 7800 carts contain interesting goodies. Some have
an 8k SRAM. Ballblazer actually contains a POKEY chip, which is
an easy way to get a quick replacement or an extra for a GUMBY upgrade.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator!
* * * Turn your 8-bit Atari into a powerhouse with APE!
* * * Ape Homepage: http://www.nacs.net/~classics

Sent via Deja.com http://www.deja.com/
Before you buy.

4199. Re: Wet Floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Steven Tucker <atari@yahoo.com>
Message-ID: <8k8l39$302$1@nnrp1.deja.com>
Source record: 43566

In article <20000706160630.12695.00001230@ng-fg1.aol.com>,
nperfect@aol.com (NPerfect) wrote:
> Hello All
> My entite collection of 200 odd Atari 5 1/4 floppies got soaked
after a bit of
> a flood.
> Essentially just rainwater so what to do?
> The inner friction lining seems to be like a thin tissue or sponge
and as it

You may be suprised to find how durable Atari disks are in the fact they can often be read after flooding, heating by sun, and many years of total neglect.

First, let all the disks dry out completely. Then open up a disk drive like a 1050 so you can get access to the read/write head. Start trying to read the newly dried disks one at a time and copy them to disk images or new disks.

Between each backup, clean the read/write head with a foam swab and a little alcohol, letting it dry completely for a few seconds before putting in the next disk.

Should any disks by difficult to read do the following.

1. Cut the disk out of its old sleeve using a razor or sizzors, being careful not to damage the disk itself.

2. Cut open a brand new 5.25 disk along the edges so you can open it to remove the blank disk, yet still be able to get it into a disk drive.

3. Take the unreadable floppy insides and gently rub both sides with a clean damp cloth and allow to dry completely.

4. Put the newly cleaned disk innard into the new disk sleeve, close up and insert carefully into the drive for backup.

Most unreadable Atari disks can be recovered this way. It works expecially good on disks that have that scratchy adhesive rot that gunks up the inner sleeve and disk with magnetic dust. Some disks you couldnt read a single sector off of in the old sleeve will read perfetly fine in the new one.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator!

* * * Turn your 8-bit Atari into a powerhouse with APE!
* * * Ape Homepage: http://www.nacs.net/~classics/

Sent via Deja.com http://www.deja.com/
Before you buy.

4200. Re: An atarian once more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Steven Tucker <atari@yahoo.com>
Message-ID: <8k8ldf$32c$1@nnrp1.deja.com>
Source record: 43567

In article <3967479E.DFDE53C2@home.com>,
John Dickson <JMDickson@home.com> wrote:

> I'll check that out better. Any suggestions where to go next if that
> doesn't turn out?

I believe Best still sells replacement keyboard mylars for the 130XE.
They are not cheap but well worth the cost of recovering an otherwise
pefectly sound computer.

> The systems came with several peripherals. I have an interesting
> SIO-RS232 cable. It has a black box open on one end with a SIO
socket.

You may have found an R:Verter interface. These are very similar
in nature to SIO2PC interface on the data lines. Assuming you could
wire /COMMAND to RI or DSR, disconnect the other control lines, and
convince the cable to be 'open' all the time, it should work fine.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator!
* * * Turn your 8-bit Atari into a powerhouse with APE!
* * * Ape Homepage: http://www.nacs.net/~classics/

Sent via Deja.com http://www.deja.com/
Before you buy.

4201. atari 1027 printer ribbon?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: nick bellando <nickybee@hotmail.com>
Message-ID: <3968254A.AF1B1614@hotmail.com>
Source record: 43568

I have a 1027 daisy-wheel type printer... no ribbon though.. any idea
where i could get a ribbon that would work with it?

thanks,
nick

4202. Re: The Fuji Handheld Computer Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007090107590.83-100000@TT030>
Source record: 43569

On Fri, 8 Jul 2000, Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Chris,
> I might have the schematics to an 800xl around here. Ask me next chat session
> if I've found it.

I am pretty sure Draco has already made or was working on
an 8-bit machine, however the web pages I read previously
were lost and I don't think he got them back up.

Anyone aware of Draco's design?

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

4203. Re: atari 1027 printer ribbon?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <0A%95.7805$4h3.148347@typhoon.columbus.rr.com>
Source record: 43570

It is a standard double spool typewriter ribbon, and I believe you can get
it at any office supply store...
Good luck!
Steve.
"nick bellando" <nickybee@hotmail.com> wrote in message
news:3968254A.AF1B1614@hotmail.com...
> I have a 1027 daisy-wheel type printer... no ribbon though.. any idea
> where i could get a ribbon that would work with it?
>
> thanks,
> nick
>

4204. Re: 130XE keyboard probs.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8ka0if$d6k$1@bob.news.rcn.net>
Source record: 43571

Some people use Nickel Print, which you can get in electronics supply houses. You have to really shake it, since the mixture separates easily on standing, use a very fine brush or mask it very carefully with tape, and really let it dry.

Others have had good results with the stuff you repair rear window defrosters with. I imagine the technique is similar.

Sometimes the mylar sheets are available from places like Best Electronics and B&C Computervisions.
John Dickson <JMDickson@home.com> wrote in message news:3967AC5A.B9E594DC@home.com...
> Well, the 130 does have a bad membrane. The trace has a bad spot near
> the connector. Does anyone know you to repair these plastic sheets? I
> tried using metal foil to make the connection, but there is not enough
> pressure to make good contact. Is there a way to get a replacement?
> It's marked Mitsumi 56-3217A.
>
> Thanks, John
>
> > I started with the 130 since that seemed to be an easier repair. I've
> > checked the plastic sheet under the keys, and don't see any scratches in

4205. Re: An atarian once more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8ka0nh$e0l$1@bob.news.rcn.net>
Source record: 43572

Could be you got an R:Verter interface, or perhaps one of those
commercially-made modem interface from ICD.

John Dickson <JMDickson@home.com> wrote in message
news:3967479E.DFDE53C2@home.com...
> Hey!
> I just got a 800 and 130XE, nine years after my original 800 died.
> Neither machine is in mint condition, the 800 only randomly awards me
> with the BASIC 'Ready' prompt about every fifth power up, and the 130
> doesn't register 2 columns of keys.
> I started with the 130 since that seemed to be an easier repair. I've
> checked the plastic sheet under the keys, and don't see any scratches in
> the traces. Silly me has misplaced my multi-meter, but when I find it
> I'll check that out better. Any suggestions where to go next if that
> doesn't turn out?
> The systems came with several peripherals. I have an interesting
> SIO-RS232 cable. It has a black box open on one end with a SIO socket.
> I can see the circuit board, but cannot make out the chips. On the
> opposite end there is a black SIO cable beside a gray 25-pin sub D. To
> make sure this was not a parallel printer adapter (already got another
> one in the deal) I disassembled the 25-pin plug. I found TX,RX,GND, and
> RI connected like an SIO2PC, but also DCD and DTR. My question is has
> anyone ever tried to use one of these as a SIO2PC adapter? If not does
> it sound possible that it would work?
>
> Thanks,
> John

4206. Re: atari 1027 printer ribbon?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: rjhchemist@aol.com
Message-ID: <20000709101847.01195.00002548@ng-fo1.aol.com>
Source record: 43573

>"Steve Breech" sbreech@columbus.rr.com replied:

>It is a standard double spool typewriter ribbon, and I believe you can get
>it at any office supply store...

Have not seen one lately... but IIRC the 1027 used a little re-inking roller?

4207. Re: Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: News <rian.bogle@colorado.edu>
Message-ID: <8ka30p$59k$1@peabody.colorado.edu>
Source record: 43574
Cross-posted to: comp.robotics.misc,comp.sys.atari.8bit

Steve's right. The first thing you'll find out about doing robotics is that EVERYTHING is useful. Its half the fun to think up things to do with the stuff around the house, at garage sales, in the sale bins, at second hand shops etc. The best way to learn about something is to take it apart, put a probe on it and push some buttons. I think you'll be surprised at how much you'll learn about pc's by playing with the Acer. Experiment. Oh, and read this group! The world begins to look like a new place when you begin to build your first robot. Have fun with your daughter as she thinks up new possibilities for everyday things. Many of the best solutions on this group have come from the youngins.

4208. Help - Atari 1027 Print Head

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Mark Smith <msmith@optonline.net>
Message-ID: <Bx0a5.23539$Ta5.24292@news02>
Source record: 43575

The rubber print head on my 1027 has totally deteriorated. Does anyone know where I can get a replacement? Thanks in advance for the help.

Thanks,
Mark Smith

4209. Re: atari 1027 printer ribbon?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: nick bellando <nickybee@hotmail.com>
Message-ID: <3968D0AB.49603528@hotmail.com>
Source record: 43576

you're right! i just looked at it.. i hadn't been able to figure out what was
going
on with it before, but there is a little ink roller in there... would i be able
to get
another, do you think? or should i just buy a jar of ink and re-ink the re-ink
roller? or should i re-think before i re-ink the shrinky dink?

nick

RJHChemist wrote:

> >"Steve Breech" sbreech@columbus.rr.com replied:
>
> >It is a standard double spool typewriter ribbon, and I believe you can get
> >it at any office supply store...
>
> Have not seen one lately... but IIRC the 1027 used a little re-inking roller?

4210. FT: Amiga 3000 for atari stuff or ...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: nick bellando <nickybee@hotmail.com>
Message-ID: <3968D251.2D605746@hotmail.com>
Source record: 43577

Hello,

I've got a working Amiga 3000 (tried comp.sys.amiga.marketplace or whatever it is, but no takers there...) with 40 meg SCSI, OS 2.1, 2 meg fast RAM, 4 meg chip RAM.
includes keyboard and mouse, and a 25-pin to 9-pin adaptor cable which i used for the 15khz video out to a commodore 1084S (sorry, i'm not selling the monitor).
I also have a (not installed or tested) 500 meg SCSI drive that i'll throw in, if you want to mess around with it..

I'd like to trade for any Atari computer equipment / software, Apple II stuff, Mac stuff, old synths, or anything like that... or maybe a trade + cash... i'd rather do this than sell my soul to EBAY :)

email me with any offers or questions!!

nick bellando

4211. Re: FT: Amiga 3000 for atari stuff or ...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: nick bellando <nickybee@hotmail.com>
Message-ID: <3968D2B2.8B711747@hotmail.com>
Source record: 43578

hi again, forgot to mention that the amiga has an internal 880K floppy.

nick

4212. Re: Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Daniel Rudy <1234567890.dcrudy.invalid@pacbell.net>
Message-ID: <3968CCDA.E3816471@pacbell.net>
Source record: 43579
Cross-posted to: comp.robotics.misc,comp.sys.atari.8bit

Slick wrote:
>
> My little girl wants to build a robot, and the idea intrigued me. I am
> wondering what computer to use. I have an old Acer Aspire 75MHZ
> machine that WAS about to go in the trash. But I grew up with an
> Atari. I know nothing about the PC. I know a little Visual Basic and
> thats it. I know my way around the Atari a little better and feel like
> I would have a little better luck with it. The things I can see that
> the Acer would benifit me on is speed, RAM and harddrive compared to
> the Atari. Which do you all recommend? Also, if Atari, should I go
> with 2 joystick port or 4? I do like the idea of a 130XE with 4 megs
> of ram, but would giving that up for 4 ports be worth it? And what
> about the expansion slot? Any and all input wanted and appreciated.
>
> -Chuck

Well, the atari is limited in the processing power that is available to
you. But some people have built robots that use 2K of program memory on
a 1MHz microcontroller. The Acer would be a better choice depending on
how big your robot is going to be. The power supply is more complicated
as well because you need to provide a variety of different voltages (+5,
+12, -5, -12, and in some cases +3.3). For interfacing, a joystick port
makes a good input to a computer, but not a good output. The Acer would
be better in this reguard because there are specialized boards that are
available that plug into an expansion slot that will interface the
computer to various digital and analog inputs and outputs with far
better persision and accuracy that a joystick port. Check out
JDR-Mircodevices at http://www.jdr.com/interact/default.asp for
information on real world interfacing boards. Look under industrial
products.
--
Daniel Rudy

Remove "1234567890." and ".invalid" to reply.

4213. Re: Help - Atari 1027 Print Head

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <3968e3e7.4837067@news.netunlimited.net>
Source record: 43580

Reprinted from Atari Classics, Vol. 1, No. 1, December 1992

Tips 'n' Tricks

1027 Ink Rollers: Good news for anyone still using the Atari 1027 letter-quality printer. Our Managing Editor recently obtained a replacement 1027 ink roller from B&C ComputerVisions and is pleased to report their latest stock of this item appears to be fine.

During the period 1989 to 1991 many vendors--including Atari Corp. itself--had acquired defective lots of these rollers. The defectives were easily identified by the fact that they quickly disintegerated, flinging bits of ink-laden material everywhere as the roller turned; it was also easy to scoop out a chunk of the spongy roller with a fingernail. The latest available stocks have a tough roller surface that doesn't come to pieces with use and will hold up to several rounds of re-inking. Better stock up!

On Sun, 09 Jul 2000 15:06:09 GMT, "Mark Smith" <msmith@optonline.net> wrote:

>The rubber print head on my 1027 has totally deteriorated. Does anyone know
>where I can get a replacement? Thanks in advance for the help.
>
>Thanks,
>Mark Smith
>
>

4214. Re: FA Original computer Frogger sealed please read

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: "[JJ]" <jj666@freenet.co.uk>
Message-ID: <8katbmcra3@neptunium.btinternet.com>
Source record: 43581

25 quid! you gotta be kidding!

don't you realise the ppl your selling to will now
have families and can barely afford to pay the
rent, never mind 25 big ones on a game they can
download for free!

--

That bald headed git known as [JJ] can be contacted via :-
Mail: jj666@FreeNet.co.uk or push@btinternet.com
ICQ : 70781704
IRC : #classicemu @ katatonik.liquidnet.icenet.org Port:6667
URL : http://retro-remakes.com <--- Classic Game Remakes

4215. Re: Wet Floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: "[JJ]" <jj666@freenet.co.uk>
Message-ID: <8katbncra4@neptunium.btinternet.com>
Source record: 43582

Sell them on eBay, someones bound to bid for them :)

--

That bald headed git known as [JJ] can be contacted via :-
Mail: jj666@FreeNet.co.uk or push@btinternet.com
ICQ : 70781704
IRC : #classicemu @ katatonik.liquidnet.icenet.org Port:6667
URL : http://retro-remakes.com <--- Classic Game Remakes

4216. Re: atari 1027 printer ribbon?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000709193922.15287.00000671@ng-fj1.aol.com>
Source record: 43583

> nick bellando nickybee@hotmail.com exclaimed:

>you're right! i just looked at it.. i hadn't been able to figure out what was going
>on with it before, but there is a little ink roller in there... would i be able to get
>another, do you think? or should i just buy a jar of ink and re-ink the roller?

I believe Best (and probably others) had them:
http://www.best-electronics-ca.com/

If the roller is still supple and not brittle, you should be able to re-ink it with stamp pad ink or othe suitably thick ink.

-Ron

I don't have a solution but I admire the problem.

4217. Re: atari 1027 printer ribbon?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39696692.1CB25F40@ev1.net>
Source record: 43584

```
nick bellando wrote:
>
> you're right! i just looked at it.. i hadn't been able to figure out what was
> going
> on with it before, but there is a little ink roller in there... would i be able
> to get
> another, do you think? or should i just buy a jar of ink and re-ink the re-ink
> roller? or should i re-think before i re-ink the shrinky dink?
>
Ink...a-dinka-doo...a-dinka-doo...a-dinka-dooooo......

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

4218. A couple of BASIC questions.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-09 00:00:00 UTC
From: pb <pmb@quentincrisp.com>
Message-ID: <zbda5.11291$BS1.310130@brie.direct.ca>
Source record: 43585

I just rescued an 800xl and a 1200xl from a nasty little thrift store...
The 800 appears to work fine: can anyone point me in the direction of any
online guides to Atari Basic, I vaguely remember Apple II syntax from high
school. The 1200 lacks a power supply: can I get something from radio shack
(if so what), or is this an incredibly rare item I'll have to find on eBay?
Thanx, Patrick.

4219. FA: Over 60 carts, many new in box, some rares

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: Jason Worley <jasonworley@home.com>
Message-ID: <abja5.14888$6y5.12951446@news2.rdc2.tx.home.com>
Source record: 43496

I'm liquidating my entire remaining Atari software collection on eBay. This week represents the last of it, and the best items.

Many lots of several carts, many new in box carts, some rares, all tested and in perfect working condition.

Please check it out using this link:
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=bcsok@home.com

or do a seller search for eBay user id bcsok@home.com

Thank you.

4220. [HELP] Looking for Caverns of Mars and Mars Mission II

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: My Name <"My Email">
Message-ID: <8kcuik$940$1@slb7.atl.mindspring.net>
Source record: 43497

Does anyone know where I can find Caverns of Mars and Mars Mission II? I downloaded a copy of Mars Mission II but it doesn't seem to work on my emulator.

Thanks

4221. Re: Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: Mike Rosing <rosing@physiology.wisc.edu>
Message-ID: <396A11C7.CD6E1C03@physiology.wisc.edu>
Source record: 43498
Cross-posted to: comp.robotics.misc,comp.sys.atari.8bit

News wrote:
>
> Steve's right. The first thing you'll find out about doing robotics is that
> EVERYTHING is useful. Its half the fun to think up things to do with the
> stuff around the house, at garage sales, in the sale bins, at second hand
> shops etc. The best way to learn about something is to take it apart, put a
> probe on it and push some buttons. I think you'll be surprised at how much
> you'll learn about pc's by playing with the Acer. Experiment. Oh, and read
> this group! The world begins to look like a new place when you begin to
> build your first robot. Have fun with your daughter as she thinks up new
> possibilities for everyday things. Many of the best solutions on this group
> have come from the youngins.

That's no lie. I've been letting my kids tear apart stuff and they learn
a lot and have fun. Then I try to figure out how it works, which is a lot
of fun. Then I wonder what to do with it, and the kids never fail to come
up with interesting ways to put stuff together.

I've got more scrap than I know what to do with right now, but I don't
think it'll be long before I'm doging stuff running around the house
and back yard.

The hard part is remembering I've got to go to bed eventually and get some
sleep. Too much fun isn't always good :-)

Patience, persistence, truth,
Dr. mike

4222. Re: 130XE keyboard probs.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <396A1642.61A86EF3@bellsouth.net>
Source record: 43499

I have a ICD MIO for my 130XE and the edge contact pads on the adapter board are so scratched up I have a hard time making a good contact. Will this 'defroster paint' help to restore my contact pads also?

Russg wrote:

> you can try the 'paint' that auto stores sell for fixing rear window
> defroster 'paint' electric connections. It is expensive, but will
> usually work, and a small bottle lasts a long time.
>
> Russg

4223. Re: The Fuji Handheld Computer Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <396A1900.B0124DF6@bellsouth.net>
Source record: 43500

I may have a copy of the schematics for the 130XE. Got it way back when in a vain attempt to find out why my 130XE's bank-switched memory didn't work. Will have to dig for it. I'll drop you an e-mail when/if I find it.

Dan

Chris Martin wrote:

> Hi All!
>
> Some of you have already been monitoring this thread under the subject,
> "bring back atari", and I have promissed to break this out into a whole
> new discussion. So, here we go....
>
> For all those who are interested, here is the rough run-down of the
> project:
>
> I, Rick Cortese, Robert Cortese, Peter Laing and others have recently
> started a hardware/software project whose goal is to build a portable
> handheld Atari 8bit clone. Right now, the idea is to port the Atari800
> Emulator to the TI c6211 DSP (which will be at the core of the design).
> The hardware will include the DSP and an LCD (and hopefully a serial
> and parallel port among other things as well in the end).
>
> This project is still in the planning stages, so this is an open
> invitation
> to all that want to help with the software and/or hardware. I just have
>
> one question:
>
> Does anyone want to lend a hand on this project?
>
> If the answer is yes, I have registered a project with
> sourceforge.net and you are more than welcome to join. To do so, check
> out the following:
>
> If you do not already have a sourceforge.net account, you will need to
> get
> one. In order to register a new account with sourceforge.net, click
> here:
> https://sourceforge.net/account/register.php
>
> Then, request to be added to the project by going here:
> https://sourceforge.net/developer/index.php?form_dev=46772
>

> Things we are currently looking for:
> (1) schematics for the 800XL or the 130XE or both. (I am
> not sure how relevant these are to this project, but
> I would like to have them all the same... :-)
> (2) Anyone who may be familiar with the Atari800 Emulator
> who is willing to work on porting it.
> (3) Anyone who has access to TI DSP tools. (I do, since I work
> at TI, and am working on a way to allow others easy access to
> these tools, but if you already have access, even better......)
>
> Any comments and suggestions are more than welcome!
>
> Thanks,
> Chris
>
> --
> Chris Martin
> Hacked-Up Radio
> http://www.hackedup.com/atari

4224. Re: The Fuji Handheld Computer Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: Chris Martin <cmartin@dal.asp.ti.com>
Message-ID: <Pine.SO4.4.05.10007101412090.25669-100000@zaxxon.dal.asp.ti.com>
Source record: 43501

```
On Mon, 10 Jul 2000, drteele wrote:
> I may have a copy of the schematics for the 130XE. Got it way back when in a
> vain attempt to find out why my 130XE's bank-switched memory didn't work.
> Will have to dig for it. I'll drop you an e-mail when/if I find it.
>
> Dan
>
Dan,

Great! Let me know if you find them.......

Thanks,
Chris
```

4225. New URL for Rainbow homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: Chris Lam <chris@clam.ezesurf.co.uk>
Message-ID: <8kd9tc$737$2@newsg2.svr.pol.co.uk>
Source record: 43502

New URL for Rainbow homepage

www.chrislam.co.uk

Rainbow is the Atari 8 bit emulator for Windows and Mac

Regards,

Chris Lam

4226. 1040 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: witchy <witchy@home.ta>
Message-ID: <ttjkmsk4hl3e2oh2vl0imcs0kvcg6acbnq@4ax.com>
Source record: 43503

Hi all,

Got myself an OK-ish 1040STfm the other day, unfortunately the RHS
Shift key is missing it's spring so its permanently down. Anyone know
where I can get replacements apart from pulling another ST to bits? :)

4227. Rare Arcadia 2001 and LeisureVision Games wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: Tivadar <reicher6@pilot.msu.edu>
Message-ID: <8kdlum$27k9$1@msunews.cl.msu.edu>
Source record: 43504
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I am looking for the following Arcadia 2001/LeisureVision/Schmid/Hanimex
games

3D Soccer (Fussball)
Astro Invaders
Funky Fish
Grand Slam Tennis (Tennis: Yannok Noah)
Kidou Senshi Gundamu
R2D Tank
Soccer
Super Dimensional Fortess Macross
Super Gobbler
The End

I can pay cash or I have stuff trade (almost every system).

Tempest
reicher6@pilot.msu.edu

http://www.msu.edu/user/reicher6/

4228. Atari 2600 Xenophobe (NTSC) Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: Tivadar <reicher6@pilot.msu.edu>
Message-ID: <8kdm69$2872$1@msunews.cl.msu.edu>
Source record: 43505
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I am looking for Xenophobe (Atari 2600) in NTSC format. If you have one for trade/sale let me know.

Tempest
reicher6@pilot.msu.edu

http://www.msu.edu/user/reicher6

4229. Crystal Castles and Flip & Flop Wanted for the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: Tivadar <reicher6@pilot.msu.edu>
Message-ID: <8kdm34$286d$1@msunews.cl.msu.edu>
Source record: 43506
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I am looking for Flip & Flop (Cartridge or Tape) and Crystal Castles for the Atari 800. If you have these for trade/sale let me know.

Tempest
reicher6@pilot.msu.edu

http://www.msu.edu/user/reicher6

4230. Re: [HELP] Looking for Caverns of Mars and Mars Mission II

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <396A9C88.E421E6BB@bellsouth.net>
Source record: 43507

Try this URL...
http://surfnett.de/daniel/classic.html
flp

My Name wrote:

> Does anyone know where I can find Caverns of Mars and Mars Mission II? I
> downloaded a copy of Mars Mission II but it doesn't seem to work on my
> emulator.
>
> Thanks

4231. Re: Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <smhm4slunu14@corp.supernews.com>
Source record: 43586
Cross-posted to: comp.robotics.misc,comp.sys.atari.8bit

"Slick" <ferret-tech@REMOVEusa.net> wrote in message
news:lh0gmschga7ruh3iomk340dvceft2084ri@4ax.com...
> My little girl wants to build a robot, and the idea intrigued me. I am
> wondering what computer to use. I have an old Acer Aspire 75MHZ
> machine that WAS about to go in the trash. But I grew up with an
> Atari. I know nothing about the PC. I know a little Visual Basic and
> thats it. I know my way around the Atari a little better and feel like
> I would have a little better luck with it. The things I can see that
> the Acer would benifit me on is speed, RAM and harddrive compared to
> the Atari. Which do you all recommend? Also, if Atari, should I go
> with 2 joystick port or 4? I do like the idea of a 130XE with 4 megs
> of ram, but would giving that up for 4 ports be worth it? And what
> about the expansion slot? Any and all input wanted and appreciated.

If you don't want to spend a lot of time on it, the PC clone wins for simple applications. Atari joysticks are designed to be idiot proof, something like 220 or 800 Ohm resistance inline, on reset are configured for input, that kind of stuff.

A PC printer port can usually drive a couple of mamps out of each data bit, it also comes with something like 4 input lines. For simple stuff like driving a transistor to turn on a hobby motor they are perfect, probably drive just about any GP transistor.

As far as diving it goes, you should just be able to print characters to the port. Not sure about handshaking lines and where they have to be tied, but it should be as simple as printing chr$(65) to get a 65 binary to appear at the port.
>
>
> -Chuck

4232. 1027 Print Head - Let me try this again!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: Mark Smith <msmith@optonline.net>
Message-ID: <pm8a5.29550$Ta5.30868@news02>
Source record: 43587

The actual print head, the rubber piece that contains the characters has disintegrated. Is there as source of supply for these. Any help would be greatly appreciated.

Thanks,
Mark Smith

4233. Re: P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000709205317.01877.00001626@ng-cn1.aol.com>
Source record: 43588

>"Foster L. Putman" fangmans@bellsouth.net asked:

>Anybody have book and/or wiring diagram for ICD's P:R:Connection? I have the
>interface and the software, but no documentation. Someone has removed the >sio
cable from the interface. I have a loose sio cabled, but no map to connect it
with.

Lee;
Opened up the P:R: to trace the wiring; lo & behold, ICD has it well
engineered. The printed circuit board has the SIO pin numbers marked right on
the pcb and the plug is in parallel to the onboard jack beside it.

This site should have the pin outs:
http://www.dial.to/atari

The pin numbers sawtooth from #1 lower left to #13 lower right. The plug is
mirror image of the jack. Here is the jack:

```
2 4 6 8 10 12
o o o o o o
o o o o o o o
1 3 5 7 9 11 13
```

-Ron

I don't have a solution but I admire the problem.

4234. Re: 130XE keyboard probs.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: John Dickson <JMDickson@home.com>
Message-ID: <396925E2.6A0BA847@home.com>
Source record: 43589

Excellent advice! works perfectly now! OK, on to the 800.

Thanks again,
John

Russg wrote:
>
> you can try the 'paint' that auto stores sell for fixing rear window
> defroster 'paint' electric connections. It is expensive, but will
> usually work, and a small bottle lasts a long time.
>
> Russg

4235. 130XE Keyboard Probs

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: David Montgomery <dmontgomery@mediaone.net>
Message-ID: <gM9a5.8659$PU5.49569@news1.southeast.rr.com>
Source record: 43590

I recently discovered APE and I'm attempting to revive my old 130XE which has been sitting on a shelf in my computer room. I'm having some keyboard problems which I've traced to some "broken" traces on the keyboard membrane (I seem to remember having these problems 10 years ago when I last used the computer). Basically, some of the metallic "stuff" has been rubbed off and the trace is broken. So, my question is what is this metallic "stuff" and how do I fix the trace. Any suggestions are appreciated.

Thanks.

David

4236. Re: 130XE Keyboard Probs

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: John Dickson <JMDickson.nospam@home.com>
Message-ID: <39692EFB.7FC1B648@home.com>
Source record: 43591

These guys just helped me with the same problem. The first post I
received recommended using a rear window defogger repair kit. For $10
at an auto parts store you get a .05 oz bottle, a little brush and a
sticker mask. The mask was way too wide, so I fashioned a new one with
scotch tape and a razor(those are pretty small traces in some places!).
Three coats and five minutes that thing works good as new! I also fixed
my defogger on my car!
If you make your own mask, stick it real good, because this stuff will
flow under it, I had to scratch some off.

Nickel Print from an electronics supply store was also recommended,
but I was already finished when I got that post.

John Dickson

David Montgomery wrote:
>
> I recently discovered APE and I'm attempting to revive my old 130XE which
> has been sitting on a shelf in my computer room. I'm having some keyboard
> problems which I've traced to some "broken" traces on the keyboard membrane
> (I seem to remember having these problems 10 years ago when I last used the
> computer). Basically, some of the metallic "stuff" has been rubbed off and
> the trace is broken. So, my question is what is this metallic "stuff" and
> how do I fix the trace. Any suggestions are appreciated.
>
> Thanks.
>
> David

4237. Re: 130XE Keyboard Probs

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: David Montgomery <dmontgomery@mediaone.net>
Message-ID: <ukaa5.8788$PU5.51370@news1.southeast.rr.com>
Source record: 43592

Thanks for the info. I'll try it tomorrow.

David

4238. How many SIO devices?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: John Dickson <JMDickson.invalid.address@home.com>
Message-ID: <39693408.880CD18B@home.com>
Source record: 43593

I have 7 SIO devices and am working on an SIO2PC. Of course I don't need all of those at once, but how many of these can be chained reliably? Also, is there anywhere to get an SIO socket, I'd hate to cut up a cable if I didn't have to.

Thanks,
John

4239. Re: A couple of BASIC questions.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <smiujjjanu18@corp.supernews.com>
Source record: 43594

9V AC Atari supplies are around quite a bit, they used them for almost
everything. If you can't find an Atari, and 9V AC that delivers ~1.5 amps
should be good enough for a 1200XL, but 3 amps would be better.
"pb" <pmb@quentincrisp.com> wrote in message
news:zbda5.11291$BS1.310130@brie.direct.ca...
> I just rescued an 800xl and a 1200xl from a nasty little thrift store...
> The 800 appears to work fine: can anyone point me in the direction of any
> online guides to Atari Basic, I vaguely remember Apple II syntax from high
> school. The 1200 lacks a power supply: can I get something from radio
shack
> (if so what), or is this an incredibly rare item I'll have to find on
eBay?
> Thanx, Patrick.
>
>

4240. Re: Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-10 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8kc7ti$c1l$1@plutonium.compulink.co.uk>
Source record: 43595

In article <lh0gmschga7ruh3iomk340dvceft2084ri@4ax.com>,
ferret-tech@REMOVEusa.net (Slick) wrote:

> My little girl wants to build a robot, and the idea intrigued me.
Easiest thing is to buy the Lego Robot kit(s) and use the PC. They're not
cheap but you can do a lot with them and even create autonomous devices
that get on with it themselves. You build the robot, write the code in
either VB or via custom lego drag & drop software then download it to the
CPU brick.

Saw a demo at a trade show of a lego robot that climbed up and down a wall
whilst finding other bits of robots, identifying them, connecting to them
and then moving on as a new bigger robot.

Iain

4241. computer classic atari games emu cd-rom

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: daniel <daniel@surfnett.de>
Message-ID: <963269498.812660@prophy>
Source record: 43508

http://surfnett.de/daniel/classic.html

4242. computer classic games dowload game

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: daniel <daniel@surfnett.de>
Message-ID: <963270723.332607@prophy>
Source record: 43509

http://surfnett.de/daniel/classic.html

4243. FS: Atari 8-bit Disk Games (originals)

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: Paul R <paul@stillavailable.co.uk>
Message-ID: <LHBa5.10819$_O.181141@news2-win.server.ntlworld.com>
Source record: 43510

I'm having a clear-out of Atari 8-bit disks and I have the following items
for sale (all items are originals with packaging and instructions).
All prices are in GB Pounds:

ACE OF ACES, US Gold, 2.50
ADAX, Avalon, 2.00
BOMB, Ke-Soft, 2.00
BOMBI, Power-Per-Post, 2.00
BOP 'N WRESTLE, Mindscape, 8.00
DARG, B.Ware, 1.50
DEMO MAKER & EDIT 7, DGS, 2.00
DIGI-STUDIO, DGS (4 disks), 4.00
DRACONUS, Cognito, 2.50
EUREKA, ANG Software, 2.00
EUROPEAN SUPER SOCCER, Tynesoft, 2.50
FIRST XLENT WORD PROCESSOR, Ke-Soft (German Inst.), 2.50
GLAGGS IT, Power-Per-Post, 2.00
HANS KLOSS, Avalon, 2.00
HAWKQUEST, Red Rat, 9.00
HUMANOID, Sonix, 2.00
INSIDE, Spektra, 2.00
JAWBREAKER/MOUSKATTACK, R Gore, 2.00
KE-COMMANDER, Ke-Soft, 2.00
KULT, Tiger Dev, 2.00
LASER HAWK, Red Rat, 2.50
LITTLE DEVIL, Red Rat, 2.50
LIZARD, Tiger Dev, 2.00
MAXWELL'S DEMON/MEMORY MANIA, Gentry (Tatty Box), 1.00
MIDNIGHT, Mirage, 2.00
MINES, ANG, 2.00
MINESWEEPER, Power-Per-Post, 2.00
MIRAX FORCE, Tynesoft, 2.50
MISSION ZIRCON, Tiger Dev, 2.00
NIGHTMARES, Red Rat, 2.50
PLASTRON, Harlequin, 2.50
QUICK + QUICK SUPPORT DISK, Power-Per-Post (A4 manual), 3.00
QUICK ED, Power-Per-Post, 2.00
ROBOMASH, TWAUG, 2.00
RUBBER BALL, Power-Per-Post, 2.00
SAM BUDGET, Power Per Post (Requires SAM), 2.00
SAM DESIGNER, Power Per Post (Requires SAM), 2.00
SAM UTILITY EXTENSIONS 1, Power Per Post (Requires SAM), 2.00
SAPER, Ke-Soft, 2.00
SAPER CONSTRUCTOR, ANG, 2.00

SARGON III CHESS, Hayden, 4.00
SEXVERSI, Mirage, 2.00
SPINDIZZY, Electric Dreams, 3.00
STAR RAIDERS II, Atari (Tatty Box), 1.00
SUPERSCRIPT WORD PROCESSOR, Precision, 9.00
TACTIC, Ke-Soft, 2.00
TAGALON, Tynesoft, 3.00
TAIPEI, R&E Software, 2.00
THINKER, ANG, 2.00
THINX, ANG, 2.00
TOUCHDOWN FOOTBALL, Ariolasoft, 2.50
TRAILBLAZER, Gremlin, 2.50
TUBE BADDIES, R Gore, 2.00
WHOOPS 2, ANG, 2.00
ZAP-PAK (EXCELSOR/BUBBLE TROUBLE), Players, 2.00
ZAXXON, Datasoft, 3.00
ZOLTAN ESCAPE, B.Ware, 1.50

If you're interested in any of the above, please email me on
paul@stillavailable.co.uk

4244. Re: 8-bit to a VGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <396AFB75.30851BD7@siemens.at>
Source record: 43511

RHamiIton5 wrote:
>
> Jay @ >spambait@NOSPAM.dalelands.org added:
>
> >This brings up the question of syncing. Most newer VGA monitors can't
> >sync down to the atari/C64 (off the top of my head, ~15khz). They'll
> >(if your lucky) just blank out, else (if you aren't) they'll fry.
>
> Does that composite -> VGA converter/adapter from Matco not handle the sync?

It definitely does. Otherwise I wouldn't be able to play those old
games on my XL anymore.

Gerhard

4245. Re: Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <396B04EC.9972084D@mail.uni-mainz.de>
Source record: 43512
Cross-posted to: comp.robotics.misc,comp.sys.atari.8bit

Daniel Rudy schrieb:
>
> Slick wrote:
> >
> > My little girl wants to build a robot, and the idea intrigued me. I am
> > wondering what computer to use.

Hello Daniel,
how about the "Mindstorm" project from Lego ?!? Well known all around
the world !! For the A8 there have been some interfaces or add-ons
avaiable to use Lego and/or Fischertechnik toys and control them via
computer. Of course you could built a robot arm or a complete robot, but
nowadays ist very hard to find these interfaces or add-ons (they were
once very expensive). greetings - Andreas

4246. Re: GEOS-like systems for Atari8 (Was "Atari8 Internet Browser?")

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <396B062E.6CD8EED8@mail.uni-mainz.de>
Source record: 43513

[snip]
How about BOSS-XL and BOSS-XE ? Now that sounded like it has a lot of
> potential and fairly useful. Of course, this is still supported and is
> shareware. (Made in... Germany I think?)
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

Hello,
Boss-XL and BOSS-XE might look cool, but these GUI`s are completely
written in Turbo-Basic. Easy for extending and coding some further
add-ons, but not usable as an A8 internet browser. Rather something to
play with... Besides, they are programmed in Germany, yes. I know the
programmer Mirko Sobe very well. Greetings - Andreas

4247. Re: GEOS-like systems for Atari8 (Was "Atari8 Internet Browser?")

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <396B07AA.33A838A1@mail.uni-mainz.de>
Source record: 43514

[Boss XL and Boss XE]
Where can you find this shareware program? BOSS-XL-XE Please
send a
> link..
>
> Thanks

Hello,
both programs are coded by Mirko Sobe in Germany. The BOSS-XE appeared
as "ABBUC Jahresgabe 1999", the BOSS-XL is an older tool once sold at a
german Atari fair. Since Mirko does not have internet access they are
not (yet) avaiable anywhere,only directly from him (via snail-mail,
since he does not have e-mail). I could provide BOSS-XE, but since Mirko
is selling this program, I do not believe it is PD or Shareware...
greetings - Andreas

4248. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <396B098F.589A88FE@mail.uni-mainz.de>
Source record: 43515

[snip]
>What we would need is some sort of proxy software, that "downgrades"
> >HTML to something the A8 could use.
>
> Er... strictly speaking, the inline images are NOT part of HTML,
> but they are rather "embedded" into it...
> And besides, HTML doesn't force the browser to anything but
> to recognize the tags and syntaxis; how the browser interprets
> them depends on the designer's taste...
> In other words, no matter what they say, HTML is >NOT< to be
> thought of as being WYSIWYG, but rather more like YMMV.
> So you don't need a proxy, just a browser that knows what to
> do on an A8!
> > It changes the Jpegs, Gifs, and PNG
> >to a simple graphic format for the A8.
>
> Actually, those formats were designed having in mind they would
> need to be displayed on different computers with different graphics
> capabilities... the only thing needed is an algorithm implementation
> that will work at the resolution and number of colors you decide to
> use.
>
> > Much like the Top Gun browser for
> >the Palm (and the Palm screen is 4 shades of gray, with a resolution of
> >something like 160X160.... Sound familar?)
> >
> That would be interesting to see! (GR.15 with text window has
> that same resolution, and its 4 colors can be made 4 shades of
> grey... say 00, 05, 0A and 0F
> (or, you could choose black, red, green and blue and combine
> them... 3 adjacent pixels making one dot? It works giving 8
> "colors"... trust me, I've tested it)
>
> >Then you just have to modify the proxy server to handle the different
> >types of media... Although I don't know what you would do with any of
> >the multimedia (Quicktime, MPEG,...) formats!!
>
> Just ignore them putting a comment like "[QuickTime Movie here]";
> as I said, HTML leaves open how the browser handles tags...
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com

> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

Hello,
thanks for that info. Now, if it is that easy, anyone here who has the
time, the knowledge and the motivation to do an A8 internet browser ?!?
(If my stupid handy can use the internet, why shouldn`t my Atari ?!?)
greetings - Andreas

4249. Wanted: Kaiser for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <396B1AC1.33291D62@agnld.uni-potsdam.de>
Source record: 43516

Hi!

Especially for german visitors of this newsgroup: I'm looking for the
game 'Kaiser' as vesrion released by Ariola in 1984 or 85 (I'm not sure)
with box or infos about the box.

Was this game translated to other languages ever?

Thanks,

Andre

4250. Re: [HELP] Looking for Caverns of Mars and Mars Mission II

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: My Name <"My Email">
Message-ID: <8kf9u0$if7$1@slb7.atl.mindspring.net>
Source record: 43517

I downloaded it from here and got the same reaction as my other copies.
When I use my emulator (XFormer7 or XLIt!) and do a directory on the disk
nothing shows up. Am I doing something wrong?

I have tried it with DOS2.5, DOSXE, and MyDOS4.5 and it doesn't seem to work
for any of them. Also I saw Mars Mission II was an .EXE how do I play this
in the emulator? Am I just to somehow get this on an Atari formatted disk
and play it on my 130XE?

Thanks for your help.

Foster L. Putman <fangmans@bellsouth.net> wrote in message
news:396A9C88.E421E6BB@bellsouth.net...
> Try this URL...
> http://surfnett.de/daniel/classic.html
> flp
>
> My Name wrote:
>
> > Does anyone know where I can find Caverns of Mars and Mars Mission II?
I
> > downloaded a copy of Mars Mission II but it doesn't seem to work on my
> > emulator.
> >
> > Thanks
>

4251. Re: Atari 8-bit Disk Games (originals)

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: Paul R <paul@stillavailable.co.uk>
Message-ID: <rZHa5.11217$_O.187730@news2-win.server.ntlworld.com>
Source record: 43518

Please note that the following titles are now reserved;

ADAX, Avalon, 2.00
DRACONUS, Cognito, 2.50
HAWKQUEST, Red Rat, 9.00
JAWBREAKER/MOUSKATTACK, R Gore, 2.00
MIRAX FORCE, Tynesoft, 2.50
PLASTRON, Harlequin, 2.50
TAGALON, Tynesoft, 3.00
TOUCHDOWN FOOTBALL, Ariolasoft, 2.50
TRAILBLAZER, Gremlin, 2.50
ZAP-PAK (EXCELSOR/BUBBLE TROUBLE), Players, 2.00

All others are currently still available!

>

4252. Atari 800 Items - Free for the taking

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: C Schell <schell@san.rr.com>
Message-ID: <396B8A23.F5E55401@san.rr.com>
Source record: 43519

Hello,

I have a large lot of Atari 800 items that I'll give away to anyone who is willing to pay the shipping charges. I'm moving and I'd rather ship them out now than move them with me or send them to the landfill. Keep in mind that these will probably take up two large, heavy boxes so shipping will be high, possibly around $40.00. (I will only ask actual shipping, no handling.) I'd rather not part this out.

You can see a list of the items at the following URL. The list is fairly accurate, but not perfect.

http://www.schells.com/800stuff.html

I'd prefer payments via paypal, as I'm trying to do this quickly to get them out of my way for packing etc., but other methods will work if no one is willing to use paypal.

Obviously all of this stuff is given away as-is. Most of it worked when I tested it some months back.

Response via email is preferred, and email address is valid.

Thanks,
Chad
Like the Intellivision?
Check out the Intellicart. http://www.schells.com/intellicart.html

4253. Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <35Na5.1555$s3.13638@typhoon.columbus.rr.com>
Source record: 43520

Hi all...
Does anyone have these games they would like to sell?
1.) The Nightmare by Epyx. It is written in Basic.
2.) The Crypt of the Undead by Epyx. It is written in Basic.

Thanks,
Steve.

4254. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-11 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <396BE336.8B25821B@bellsouth.net>
Source record: 43521

Try this URL, you just might find what you're looking for...
http://surfnett.de/daniel/classic.html
flp

Steve Breech wrote:

> Hi all...
> Does anyone have these games they would like to sell?
> 1.) The Nightmare by Epyx. It is written in Basic.
> 2.) The Crypt of the Undead by Epyx. It is written in Basic.
>
> Thanks,
> Steve.

4255. Re: Atari 800 Items - Free for the taking

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: C Schell <schell@san.rr.com>
Message-ID: <396BBE25.7FD04352@san.rr.com>
Source record: 43522

It's been claimed already.

Thanks,
Chad

C Schell wrote:

> Hello,
>
> I have a large lot of Atari 800 items that I'll give away to anyone who
> is willing to pay the shipping charges. I'm moving and I'd rather ship
> them out now than move them with me or send them to the landfill. Keep
> in mind that these will probably take up two large, heavy boxes so
> shipping will be high, possibly around $40.00. (I will only ask actual
> shipping, no handling.) I'd rather not part this out.
>
> You can see a list of the items at the following URL. The list is
> fairly accurate, but not perfect.
>
> http://www.schells.com/800stuff.html
>
> I'd prefer payments via paypal, as I'm trying to do this quickly to get
> them out of my way for packing etc., but other methods will work if no
> one is willing to use paypal.
>
> Obviously all of this stuff is given away as-is. Most of it worked when
> I tested it some months back.
>
> Response via email is preferred, and email address is valid.
>
> Thanks,
> Chad
> Like the Intellivision?
> Check out the Intellicart. http://www.schells.com/intellicart.html

4256. 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000712053019.17517.00000236@ng-bh1.news.cs.com>
Source record: 43523

I normally print through APE95/98 to a laser, which works quite well, but those Atascii characters still cause some problems. What can a 1027 do (aside from print very slowly)? Is it text only? Does it have any redeeming qualities other than LQ printing and being direct connect and compact and really cheap?
Thanks,
Larry

4257. Re: Sparta Dos X

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: CybrSlider <cybrslider@home.com>
Message-ID: <8TXa5.18417$6y5.15018843@news2.rdc2.tx.home.com>
Source record: 43524

Thank you!!!

Jim Smith <jsmith@j-com.net> wrote in message
news:4hf85.3210$ez.29935@typhoon.tampabay.rr.com...
> http://www.atariworld.com/icd/sdx/manual/sdxmanual.html
>
>
> "CybrSlider" <cybrslider@home.com> wrote in message
> news:Uf125.1988$OZ.438491@news1.rdc2.tx.home.com...
> > I saw a site on the 'net that had the Sparta Dos X manual in text format
> for
> > viewing. I can't remember where it was now. Does anyone have a clue
where
> > that was? My manual got trashed in the great flood (hot water tank went
> > south) and it's been so long since I've used my 8-bit I can't remember
> most
> > of the set up stuff. Thanks!
> >
> > David
> >
> >
> >
>
>

4258. Re: How many SIO devices?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8khid1$m2c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 43525

Howdy John

>I have 7 SIO devices and am working on an SIO2PC. Of course I don't
>need all of those at once, but how many of these can be chained
>reliably? Also, is there anywhere to get an SIO socket, I'd hate to cut
>up a cable if I didn't have to.

Seven SIO devices shouldn't be a problem. But if you want to be really sure, either get an APE interface (not the PC stuff, but an interface that has 1 input and 3 outputs, sold by Best. I'm not sure if he has them ready to use. But in kit form you can choose whether you want cables or sockets), te quintopuss (6 sockets. The deluxe version has switches to switch two of them off. Sold by CSS. IIRC there is a picture of the quintopuss at www.nleaudio.com/css somewhere.) or as Bob Puff (which can be seen and contacted via that same site) if he still has those SIO BOOSTER cables. They once where 39.95 per cable IIRC. Yep, that's US Dollars, not zlotty or rooble (sp?) or italian Lira.

Best Electronics has a lot of stuff (can't remember the internet address. Something like www.best-electronics-ca.com). Even if you never wanna buy anything from them, get their catalog. It's the closest thing we'll ever get to an Atari Encyclopidia.

CU Mathy van Nisselroy

4259. Re: 1040 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8khih3$m2c$2@nets3.rz.RWTH-Aachen.DE>
Source record: 43526

Howdy

>Got myself an OK-ish 1040STfm the other day, unfortunately the RHS
>Shift key is missing it's spring so its permanently down. Anyone know
>where I can get replacements apart from pulling another ST to bits? :)

Try Best Electronics. www.best-electronics-ca.com IIRC They sell just about
everything for every Atari ever built. Get their catalog too.

CU Mathy van Nisselroy

4260. WTD: Broken 800XLs for the casing!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <rqXsMKAF4Hb5Ewzw@lovecraft.demon.co.uk>
Source record: 43527

Hi!

Just got two wonderful XLs, one blue with Gumby (still trying to find out if it is working correctly) and PIA, plus Freddy (according to the internals) but I wasn't told it had extended RAM, and one red with extended RAM and a neat little LED for bank selection information.

The blue one especially has seen a lot of changes, having two PIA connection holes, a mysterious DIN connection hole, and a row of LED holes and four mouse-switch type function keys. The red machine is essentially stock, and the top half looks good with the black and red LED display, but the lower case has had a PIA installed and removed, so has a hole in it.

These modified machines have been done pretty well, and the repainted cases look great, so I want to reshell them (repainted, of course) to get rid of the extra holes!

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4261. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000712095335.21215A-100000@vtn1>
Source record: 43528

On 12 Jul 2000, LLpwhite wrote:

> I normally print through APE95/98 to a laser, which works quite well, but those
> Atascii characters still cause some problems. What can a 1027 do (aside from
> print very slowly)? Is it text only? Does it have any redeeming qualities
> other than LQ printing and being direct connect and compact and really cheap?
> Thanks,
> Larry
>
>

Having owned several, I can state that they have no redeeming qualities:
they're dog slow, noisy, and prone to going out of alignment so that your
printed lines are waves.

Beyond 12 cpi text, the only other thing that can be done is printing
of the international character set.

Probably the cheapest way to print ATASCII characters is to use an old
dot-matrix and something like the G: device--the 1027 will definitely
never give you graphics (at least those you intend).

The best use I ever made of one was after it died: the right side of
the PCB can be hacked off and used as a really good 5VDC power supply.

jkp

4262. An atarian once more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.396cd8cc@fmlynet.org>
Source record: 43529

FamilyNet HQ: Telnet:\\www.family-bbs.net

John,
Don't know the answer to your question abot using your cable as a SIO2PC adaptor (I would have to guess not, but that the SIO2PC cable is fairly inexpensive considering what it can do for your Atari8 computer). Just wanted to welcome you back. I started back into the Atari scene in 1998 with my original Atari 400 w/ 48k and 1400xl keyboard. The 850 interface was toast and the original percom drives fried from years of use.

4263. Re: Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.396cd8cc@fmlynet.org>
Source record: 43530

FamilyNet HQ: Telnet:\\www.family-bbs.net

Oh wah! I can't believe you gripe about Atari being gone even
when Hasbro is doing a bang up job releasing games with the Atari logo. Hasbro
has practically renamed the video game division after Atari, and sported the
Atari logo on Television, making it a household name all over again.

4264. Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.396cd8cc@fmlynet.org>
Source record: 43531

FamilyNet HQ: Telnet:\\www.family-bbs.net

Wasn't there a website where a man used an Atari 800 for a robot? .
Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4265. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <396CD655.980DC895@atari-history.com>
Source record: 43532

Andreas,

What you'll most likely need is a small "front-end" device to handle the
TCP/IP side of things, one guy put an Atari 800 on the web as a webserver
using an old terminal server. In the latest issue of Popular Electronics,
there is an article of putting your appliances onto the web as HTML devices,
well if a device such as this could be hooked to the SIO port or PBI/ECI port
on the Atari and allowed the Atari to communicate through it onto an ethernet
LAN or a dial up device, then yes, an Atari 8bit could get on the net and read
newsgroups, email and access sites with Text content. Its the TCP/IP stack
that is holding the 8bit community back, also look into Zilog, they've got a
new iZ80 processor which is webbased, again with a small front end device to
program the IP address and handle all of the communications and bring it down
to a serial connection into the 8bits we've got it made!

Curt

Andreas Magenheimer wrote:

> [snip]
> >What we would need is some sort of proxy software, that "downgrades"
> > >HTML to something the A8 could use.
> >
> > Er... strictly speaking, the inline images are NOT part of HTML,
> > but they are rather "embedded" into it...
> > And besides, HTML doesn't force the browser to anything but
> > to recognize the tags and syntaxis; how the browser interprets
> > them depends on the designer's taste...
> > In other words, no matter what they say, HTML is >NOT< to be
> > thought of as being WYSIWYG, but rather more like YMMV.
> > So you don't need a proxy, just a browser that knows what to
> > do on an A8!
> > > It changes the Jpegs, Gifs, and PNG
> > >to a simple graphic format for the A8.
> >
> > Actually, those formats were designed having in mind they would
> > need to be displayed on different computers with different graphics
> > capabilities... the only thing needed is an algorithm implementation
> > that will work at the resolution and number of colors you decide to
> > use.
> >
> > > Much like the Top Gun browser for
> > >the Palm (and the Palm screen is 4 shades of gray, with a resolution of
> > >something like 160X160.... Sound familar?)
> > >

> > That would be interesting to see! (GR.15 with text window has
> > that same resolution, and its 4 colors can be made 4 shades of
> > grey... say 00, 05, 0A and 0F
> > (or, you could choose black, red, green and blue and combine
> > them... 3 adjacent pixels making one dot? It works giving 8
> > "colors"... trust me, I've tested it)
> >
> > >Then you just have to modify the proxy server to handle the different
> > >types of media... Although I don't know what you would do with any of
> > >the multimedia (Quicktime, MPEG,...) formats!!
> >
> > Just ignore them putting a comment like "[QuickTime Movie here]";
> > as I said, HTML leaves open how the browser handles tags...
> >
> > --
> > _____ ____---____ Marco Antonio Checa Funcke
> > _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> > _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> > '-_____|(http://www.GeoCities.com/Hollywood/2645
> >
> > remove the "no_me_j." in front of the address when replying
>
> Hello,
> thanks for that info. Now, if it is that easy, anyone here who has the
> time, the knowledge and the motivation to do an A8 internet browser ?!?
> (If my stupid handy can use the internet, why shouldn`t my Atari ?!?)
> greetings - Andreas

4266. Re: A couple of BASIC questions.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000712195108.22074.00000161@ng-cl1.aol.com>
Source record: 43533

> "pb" pmb@quentincrisp.com asked:

>anyone point me in the direction of any online guides to Atari Basic?

this site has the commands & functions...
http://members.xoom.com/Pairman/Ref.html

The 800XL uses a 5V DC power brick; the 1200 (IIRC) takes the old standard
400/800 810/1050 9V AC power pack 1.5 to 3 amp.

-Ron

I don't have a solution but I admire the problem.

4267. computer classic emu cd-rom

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: daniel <daniel@surfnett.de>
Message-ID: <963497992.87493@prophy>
Source record: 43446

Atari Amstrad Commodore Zx Spectrum Games Emu CD-ROM Bestellung

http://www.cclassic.de/

4268. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <396deb3e$0$1493$53a6afc1@news.erinet.com>
Source record: 43447

I searched, but I don't think I found them.
I found 'Nightmares' by Duncan Stuart. You are a flyer with wings
and shoot space ships, while monsters walk on the ground.
I found 'Domain of the Undead', a British title, you shoot skeletons
in a graveyard.
Neither is by Epyx.
I'm not a big gamer. It would be good if you or somebody who remembers
the games could describe them. Might help in finding them.
Russg

4269. Re: composite video and AV

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000713123139.29884.00000393@ng-me1.aol.com>
Source record: 43448

>"Steven Tucker" classics@nacs.net answered:

> The composite video on your XL/XE computer is exactly what
>those Audio/Video IN jacks on your electronic equipment need.
>
> Keep in mind the female RCA jack on the back of XL/XE computers is
>NOT composite video, it is RF. To get composite video and audio, use the
>5-pin DIN jack.

The RF RCA jack can be connected (thru an adapter) to the threaded round 75 ohm
F-Type cable connectors of your TV or VCR tuner...

-Ron

I don't have a solution but I admire the problem.

4270. Re: Needed: C64 to Atari 8 bit interpreter to translate JPEG source

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007131744150.88-100000@TT030>
Source record: 43449

On 13 Jul 2000, Mathy Van Nisselroy wrote:

> Howdy folks
>
> The source to the JPEG viewer (both black and white and color version) for the
> C64 are available on the net.
>
> I have heard that it wouldn't be to hard for a programmer to translate C64
> specific code into Atari specific code. Unfortunately, I don't speak
> assembler, neither C64 nor Atari 8 bit.
>
> Who wants that job?
>
> Only thing I can offer is that I will be available when the program is ready
> for testing once translated.

On my GFA-Basic site you can find a Jpeg viewer coded in of course
GFA-Basic. I ported it from some PC source I found on the net.
I know I suck at asm so perhaps someone whats to try in a higher level
language? GFA-Basic is the big brother to Turbo BASIC XL as they
have the same author. ;-)

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

4271. FORGET ABOUT THE GOODTOOLS, FORGET ABOUT ROMCENTER. ROMDOCTOR 1.0 WILL BE RELEASED 14-7-2000....

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: Grendel <no@way.com>
Message-ID: <OVduOWV9QGvduEutyWpv8b0GlokW@4ax.com>
Source record: 43450

14-7-2000 we will release a new romdoctor. Romdoctor is a renamingtool
based on the goodtools and the TOSEC Renaming standard.
It will be downloadable from www.emuware.com and
http://syntaxerror.rebelz.org

romdoctor will have an internet update feature so u will never have to
download renaming databases again. all u will have to download is the
v0.1 database for a specific system
Romdoctor 1.0 will recognise 40 different systems when we release it
and this number will keep on growing
Romdoctor will b able to make miss and have lists just like the
goodtools from cowering.there will also be an "unrecognised files"
option to scan for unknown stuff...

Grendel

4272. Game Sounds

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: Hall/Dobson <soba@istar.ca>
Message-ID: <ODtb5.133$Lg1.9846@cac1.rdr.news.psi.ca>
Source record: 43451

I know it sounds goofy, but I'm looking for typical game sounds from classic games. I mean, the way people referred to game sounds, like "wocka-wocka" from Pacman. That's the only one I can think of. Anyone think of any others?

E.

4273. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <396e84c8$0$1526$53a6afc1@news.erinet.com>
Source record: 43452

Ok, they were text adventures. Did they also have some graphics,
or were they strictly text?
Russg

4274. Re: Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: Jane Legros <Jane_Legros@hotmail.com>
Message-ID: <g46b5.1671$gho7.8126645@news.xtra.co.nz>
Source record: 43534
Cross-posted to: comp.robotics.misc,comp.sys.atari.8bit

Hi

If you just want to teach your girl about robotics, but don't want to spend
too much time or money. Have a look at

www.roboforge.com

I've been sending them email questions, The program seems fun for kids and
it seems to be a good way to learn the basics of robotics. And they are
accepting beta testers, so it will be free for a while :)

Regards
Jane
> Daniel Rudy schrieb:
> >
> > Slick wrote:
> > >
> > > My little girl wants to build a robot, and the idea intrigued me. I am
> > > wondering what computer to use.
>
> Hello Daniel,
> how about the "Mindstorm" project from Lego ?!? Well known all around
> the world !! For the A8 there have been some interfaces or add-ons
> avaiable to use Lego and/or Fischertechnik toys and control them via
> computer. Of course you could built a robot arm or a complete robot, but
> nowadays ist very hard to find these interfaces or add-ons (they were
> once very expensive). greetings - Andreas

4275. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <6L7b5.188$ol5.168@newsfeed.slurp.net>
Source record: 43535

On 11 Jul 2000 22:20:47 , "Steve Breech" wrote:
>Hi all...
>Does anyone have these games they would like to sell?
>1.) The Nightmare by Epyx. It is written in Basic.
>2.) The Crypt of the Undead by Epyx. It is written in Basic.

Sorry No. I have both of them. They were my first real games that I got for
my 8-bit. I am sure if you search long enough you will find them on the Net.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4276. Re: [HELP] Looking for Caverns of Mars and Mars Mission II

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000712201617.22074.00000164@ng-cl1.aol.com>
Source record: 43536

>"My Name" MyEmail asked:

>I saw Mars Mission II was an .EXE how do I play this in the emulator? Am I
just
>to somehow get this on an Atari formatted disk and play it on my 130XE?

Could probably do that also...
Most emulators allow you to select a file or subdirectory from the HD as one of your drives (D4: or D5:..); from there you can manipulate it with a copy to an .ATR or .XFD or a binary load directly to the emulated 8-bit. May have to use Yogi's loader or rename it to AutoRun.Sys on a boot .ATR or .XFD as a lot of game .EXE's overwrite the DOS.SYS which is attempting to load them.

-Ron

I don't have a solution but I admire the problem.

4277. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000712203114.22074.00000165@ng-cl1.aol.com>
Source record: 43537

>llpwhite@cs.com (LLpwhite) asks:

> What can a 1027 do (aside from print slowly)? Is it text only?

Yep, believe it is...

> Does it have any redeeming qualities other than LQ printing and being direct
> connect and compact and really cheap?

Those are mostly them...

-Ron

I don't have a solution but I admire the problem.

4278. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000712204701.22074.00000167@ng-cl1.aol.com>
Source record: 43538

>"John K. Picken" yg473@victoria.tc.ca
answered:

>Probably the cheapest way to print ATASCII characters is to use an old
>dot-matrix and something like the G: device--the 1027 will definitely
>never give you graphics (at least those you intend).

Someone sent me a TruType ATASCII font which works great from windoze with my ink jet or my 24 pin, BUT the inverse and control graphics are out of order to generate the intended output! Anyone have a correctly ordered font or the ability to rearrange this one?

I have tinkered with XFormer on the 24 pin which does nice bit graphics but does not accept the G: Epson control codes. Am currently working on a lister program to read and rotate the font matrix and convert it to a 24 pin bit image...

-Ron

I don't have a solution but I admire the problem.

4279. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <Q59b5.2683$s3.23539@typhoon.columbus.rr.com>
Source record: 43539

Thanks, but they do not have it either. Maybe I am trying too hard on a
lost cause....
Steve.

"Foster L. Putman" <fangmans@bellsouth.net> wrote in message
news:396BE336.8B25821B@bellsouth.net...
> Try this URL, you just might find what you're looking for...
> http://surfnett.de/daniel/classic.html
> flp
>
> Steve Breech wrote:
>
> > Hi all...
> > Does anyone have these games they would like to sell?
> > 1.) The Nightmare by Epyx. It is written in Basic.
> > 2.) The Crypt of the Undead by Epyx. It is written in Basic.
> >
> > Thanks,
> > Steve.
>

4280. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Nccb5.12414$MS3.233166@news1.online.no>
Source record: 43540

I had them up on my site a few months back. I do have them, but not for
sale!

Steve Breech <sbreech@columbus.rr.com> wrote in message
news:Q59b5.2683$s3.23539@typhoon.columbus.rr.com...
> Thanks, but they do not have it either. Maybe I am trying too hard on a
> lost cause....
> Steve.
>
> "Foster L. Putman" <fangmans@bellsouth.net> wrote in message
> news:396BE336.8B25821B@bellsouth.net...
> > Try this URL, you just might find what you're looking for...
> > http://surfnett.de/daniel/classic.html
> > flp
> >
> > Steve Breech wrote:
> >
> > > Hi all...
> > > Does anyone have these games they would like to sell?
> > > 1.) The Nightmare by Epyx. It is written in Basic.
> > > 2.) The Crypt of the Undead by Epyx. It is written in Basic.
> > >
> > > Thanks,
> > > Steve.
> >
>
>

4281. composite video and AV

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <396D676B.ADE96333@siemens.at>
Source record: 43541

Hi,

Does anyone know whether the composite video of my XL is compatible
to the AV input of modern TV sets or whether I would ruin something
when I try to connect them that way ?

thanks
Gerhard

4282. Re: composite video and AV

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: Steven Tucker <classics@nacs.net>
Message-ID: <smr4dustnd6108@corp.supernews.com>
Source record: 43542

Janka Gerhard <gerhard.janka@siemens.at> wrote in message
news:396D676B.ADE96333@siemens.at...
> Hi,
>
> Does anyone know whether the composite video of my XL is compatible
> to the AV input of modern TV sets or whether I would ruin something
> when I try to connect them that way ?

The composite video on your XL/XE computer is exactly what
those Audio/Video IN jacks on your electronic equipment need.

Keep in mind the female RCA jack on the back of XL/XE computers is
NOT composite video, it is RF. To get composite video and audio, use the
5-pin DIN jack.

But you probably already knew that. =)

Steve

4283. Re: Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8kk6p8$6hr$1@plutonium.compulink.co.uk>
Source record: 43543

In article <egifmsotus5a4rlefbk4c9foh58ca6dt1e@4ax.com>,
diespamdie!!!mindfield@home.com (Mindfield) wrote:

> both companies as anyone properly knew them
> are gone.
Exactly. Sure, it's nice that Hasbro Interactive is now called Atari
Interactive but that's just a name. Nothing else in common.

Iain

4284. Needed: C64 to Atari 8 bit interpreter to translate JPEG source

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8kkcn9cri1@nets3.rz.RWTH-Aachen.DE>
Source record: 43544

Howdy folks

The source to the JPEG viewer (both black and white and color version) for the C64 are available on the net.

I have heard that it wouldn't be to hard for a programmer to translate C64 specific code into Atari specific code. Unfortunately, I don't speak assembler, neither C64 nor Atari 8 bit.

Who wants that job?

Only thing I can offer is that I will be available when the program is ready for testing once translated.

CU Mathy van Nisselroy

4285. Re: Needed: C64 to Atari 8 bit interpreter to translate JPEG source

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-13 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8kke5majr1@nnrp1.deja.com>
Source record: 43545

In article <8kkcn9cri1@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
> Howdy folks
>
> The source to the JPEG viewer (both black and white and color
version) for the
> C64 are available on the net.
>
> I have heard that it wouldn't be to hard for a programmer to
translate C64
> specific code into Atari specific code. Unfortunately, I don't speak
> assembler, neither C64 nor Atari 8 bit.
>
> Who wants that job?
>
> Only thing I can offer is that I will be available when the program
is ready
> for testing once translated.
>
> CU Mathy van Nisselroy
>
>

How about a link to that source and the program? Thanks.

Sent via Deja.com http://www.deja.com/
Before you buy.

4286. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <YBtb5.2967$s3.32874@typhoon.columbus.rr.com>
Source record: 43453

The Crypt of the Undead was a game where you were a character locked in a large cemetary, with a mausoleum and tombs and crypt of CC Demilles and other stuff. The Nightmare was a game where you were in a giant 3 story Haunted mansion. Both games required you to search for certain objects, in a specific order, in order to escape by the end of the night. I am positive they were by Epyx, for the 400/800. They required the Basic cartridge to run on my 800xl. If anyone has them in .atr format, feel free to email them to me!!
:)
Thanks a bunch,
Steve Breech
----- Original Message
"Russg" <russg@en.com> wrote in message
news:396deb3e$0$1493$53a6afc1@news.erinet.com...
> I searched, but I don't think I found them.
> I found 'Nightmares' by Duncan Stuart. You are a flyer with wings
> and shoot space ships, while monsters walk on the ground.
> I found 'Domain of the Undead', a British title, you shoot skeletons
> in a graveyard.
> Neither is by Epyx.
> I'm not a big gamer. It would be good if you or somebody who remembers
> the games could describe them. Might help in finding them.
> Russg
>
>

4287. Re: Needed: C64 to Atari 8 bit interpreter to translate JPEG source

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8klsn9$qn5$1@flood.xnet.com>
Source record: 43454

melee5@my-deja.com wrote:

: How about a link to that source and the program? Thanks.

The C64 JPEG viewer is at http://www.ffd2.com/fridge/jpeg/.

--
Jason Compton jcompton@xnet.com

4288. FA: Atari 800XL + Disk Drive + Books + Software

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Paul <paul01234@hotmail.com>
Message-ID: <n2wb5.4$4v6.159@news2-win.server.ntlworld.com>
Source record: 43455
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit

UK Ebay auction:

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=379088707

4289. Re: Re: Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <9adtmssu6qglbb2ak544efdm9lt1bikgip@4ax.com>
Source record: 43456

On Tue, 12 Jul 2000 02:01:46 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> drooled an embarassing wet spot
in his lap as he typed:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>Oh wah! I can't believe you gripe about Atari being gone even
>when Hasbro is doing a bang up job releasing games with the Atari logo. Hasbro
>has practically renamed the video game division after Atari, and sported the
>Atari logo on Television, making it a household name all over again.

Uh ... first of all, I wasn't griping. I was explaining. But since
we're on the subject, I wouldn't really call Hasbro's pimping the
Atari name around to sell games as a 'bang up job.' Sure, it's nice
to see the familiar Fuji flag still waving, but let's face it: it
doesn't stand for anywhere near what it used to anymore. They've
taken a few classic Atari licenses and revamped them to modern
versions which, in their own right are enjoyable enough, certainly,
but do you really think that /new/ games (which is to say, new
original games) released under the Atari moniker are going to carry
the same weight and respect they did under Atari emeritus? Not with
me, anyway, because beneath it all, it's still a Hasbro game.

And yes, I know Atari has changed hands several times in the past;
from Bushnell to Warner to Tramiel to his three buffoons, but at the
very least each time it changed hands then, Atari continued pretty
much as it always had: Always bringing new innovations and good ideas
to bear. Atari's resurrection this time is more like a sad attempt by
Hasbro to sell games under a name that once commanded great respect in
the hopes that they can sell more titles because of its history.

Mindfield
</soapbox>

4290. Re: Re: Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <6pdtmsksqt7guoie7kcbgdm0oa55f98qj6@4ax.com>
Source record: 43457

On 13 Jul 2000 10:48:08 GMT, ilaskey@cix.compulink.co.uk drooled an embarassing wet spot in his lap as he typed:

>Exactly. Sure, it's nice that Hasbro Interactive is now called Atari
>Interactive but that's just a name. Nothing else in common.
>
>Iain

That's what I'm trying to get at. Hasbro's acquisition and subsequent resurrection of the Atari name amounts to little more than Hasbro waving a familiar and welcome flag in an attempt to attract former Atari faithfuls into buying their games. The problem is, the majority of Atari faithfuls put stock in Atari for far more than their games. In was their hardware that attracted Atari users, their long and prodidgious history of innovation and creativity that brought insight and fresh thinking that the rest of the industry eventually tried to copy or better. Colour handheld portable game systems, palmtop PCs, the proliferation and popularity of MIDI gear, and patents innumerable all owe their origins to Atari. The Atari name under Hasbro's command has nothing at all to do with any of this. They're just pushing games...

4291. Re: Re: FT: Amiga 3000 for atari stuff or ...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <k3etms08sts0kt2j5ljfj53sfd0vlv4jnt@4ax.com>
Source record: 43458

On Sun, 09 Jul 2000 12:29:55 -0700, nick bellando
<nickybee@hotmail.com> drooled an embarassing wet spot in his lap as
he typed:

>hi again, forgot to mention that the amiga has an internal 880K floppy.
>
>nick
>
>

I'm going against *years* of Atari horn-blowing by asking this, but
why would you want to trade a perfectly good A3000 for an Atari?

4292. What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <smtgrh7tnd6117@corp.supernews.com>
Source record: 43459

Hello Everybody,

I was wondering what your favorite Atari 8-bit
video game happens to be?

I have specific ones in each of these categories
listed below---

Favorite Classic Sci-Fi Arcade Game:

"Deluxe Invaders" by Roklan Software
(This was the true "Space Invaders" for
the Atari 400/800, XL & XE computers)

Favorite Classic Arcade Maze Game:

"Pac-Man" by Atari [and later DataSoft]
(DataSoft's captured the intermissions
which Atari's cartridge had missed)

Favorite Classic Computer Game:

"Astro Chase" by First Star Software
(Fernando Herrarra wrote at tough
game to beat for the 8-bit computer)

Favorite Movie Game Adaptation:

"E.T. The Extra-Terrestrial"
(The seldom seen computer version
was better than 2600 version was)

Wally

4293. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <SFzb5.13168$MS3.245450@news1.online.no>
Source record: 43460

Not text adventures at all. You control a character and walk around
fighting, picking up stuff. Cool games really, all of them. King Arthur's
Heir, Indiana Jones in the Pyramids of Giza, Volcano Island and the
Fantasyland (??) thingies.

Russg <russg@en.com> wrote in message
news:396e84c8$0$1526$53a6afc1@news.erinet.com...
> Ok, they were text adventures. Did they also have some graphics,
> or were they strictly text?
> Russg
>
>

4294. Re: Game Sounds

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8kmlbm$m4i$1@plutonium.compulink.co.uk>
Source record: 43461

In article <ODtb5.133$Lg1.9846@cac1.rdr.news.psi.ca>, soba@istar.ca
(Hall/Dobson) wrote:

> Anyone think of any others?
Space Invaders, The Defender intro, the galaxians attack noise,
Moon-cresta (most noises - all classics), Missile command intro.

Iain

4295. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8kmlbn$m4j$1@plutonium.compulink.co.uk>
Source record: 43462

In article <smtgrh7tnd6117@corp.supernews.com>, w_a_lang@willinet.net
(w_a_lang) wrote:

> Favorite Classic Sci-Fi Arcade Game:
Defender
> Favorite Classic Arcade Maze Game:
Mr do! (well, sort of mazy)
> Favorite Classic Computer Game:
Burried Bucks or that one with 'Rockford' by First Star. Name
escapes me.
> Favorite Movie Game Adaptation:
There was a good one?

Iain

4296. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_963566488@rtfm.mit.edu>
Source record: 43463
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: June 7, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8
Closer To Home (CTH) BBS, running in an emulated Atari, telnet://cth.tzo.com/
FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

4297. Re: Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Will Dwinnell <predictor@compuserve.com>
Message-ID: <396EE2B1.550FD9B2@compuserve.com>
Source record: 43464
Cross-posted to: comp.robotics.misc,comp.sys.atari.8bit

Slick wrote:
"My little girl wants to build a robot, and the idea intrigued me. I am wondering what computer to use. I have an old Acer Aspire 75MHZ machine that WAS about to go in the trash. But I grew up with an Atari. I know nothing about the PC. I know a little Visual Basic and thats it. I know my way around the Atari a little better and feel like I would have a little better luck with it. The things I can see that the Acer would benifit me on is speed, RAM and harddrive compared to the Atari. Which do you all recommend? Also, if Atari, should I go with 2 joystick port or 4? I do like the idea of a 130XE with 4 megs of ram, but would giving that up for 4 ports be worth it? And what about the expansion slot? Any and all input wanted and appreciated."

The input comparison is as follows: 1 Atari joystick port supports (as I recall) 5 binary and 2 analog inputs, which are easily accessible from BASIC (STICK(n), STRIG(n), etc.). A 4-port model (such as the 800) will thus allow for 20 binary inputs and 8 (4 may be the limit on paddles?) analog inputs (is someone checking me on this?), while a 2-port model (800XL, for instance), will allow for 10 binary inputs and 4 analog inputs. 1 IBM PC joystick port supports (again, to the best of my recollection) 4 binary and 4 analog inputs, which are a little more complicated to access (but not that bad) (I'm not sure about the various IBM PC BASICs). Of course, the PC also offers parallel and serial ports, but I am not sure how easy they are to access. I couldn't comment much on output control lines, but the Atari has a built-in TV-compatible video system (if you care).

The big issue, of course, is processor speed. An Atari 8-bit runs an 8-bit microprocessor at less than 2MHz, while your Acer runs a much more sophsticated 32-bit processor at 75MHz. Running Windows will, of course, eat into that.

Will Dwinnell
predictor@compuserve.com

4298. Re: Needed: C64 to Atari 8 bit interpreter to translate JPEG source

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8kmrciclr1@nets3.rz.RWTH-Aachen.DE>
Source record: 43465

Howdy Lonny, folks

>On my GFA-Basic site you can find a Jpeg viewer coded in of course
>GFA-Basic.

Is that tokenised (like on the 8 bit Atari) or ASCII?

I guess we still need somebody who know assembler, since it takes some doing to
get the 8 bit Atari to display somethign with enough colour and/or resolution.

BTW The name of the site Jason quotes is correct.

CU Mathy van Nisselroy

4299. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <JEDb5.13377$MS3.247289@news1.online.no>
Source record: 43466

Favorite Classic Sci-Fi Arcade Game:
Star Raiders and Dropzone (or do you mean arcade ports ?)

Favorite Classic Arcade Maze Game:
Pac-Man Datasoft

Favorite Classic Computer Game:
Rescue on Fractalus

Favorite Movie Game Adaptation:
Is it any to choose from at all, except ET ? Superman from First Star (I think) I think I'd choose Buck Rogers for the best of them

Other great games
Platformers like Miner 2049'er, Bounty Bob Strikes Back, Draconus, Valdgira's Axes (or something like that), Cavernia, Donkey Kong
Shooters like Moon Patrol, Robotron
well, also stuff like Ballblazer, Lode Runner, Starfleet I, Archon, MULE, Frogger, Shamus : Case II, Wizards Crown, Alternate Reality

come to think of it, many Atari games are really great compared to PSX and N64. I do love my DC and about 75% of the games are good or better. PSX I have a 2% playable games, Atari is about the same as DC I guess. Long live Atari (not the company, too late for that :-(the machines and it's devoted fans)

4300. Re: Re: Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <smu4vdqnd6100@corp.supernews.com>
Source record: 43467

"Mindfield" <diespamdie!!!mindfield@home.com> wrote in message
news:9adtmssu6qglbb2ak544efdm9lt1bikgip@4ax.com...
> On Tue, 12 Jul 2000 02:01:46 , "Greg Goodwin"
> <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> drooled an embarassing wet spot
> in his lap as he typed:
>
> >FamilyNet HQ: Telnet:\\www.family-bbs.net
> >
> >Oh wah! I can't believe you gripe about Atari being gone even
> >when Hasbro is doing a bang up job releasing games with the Atari logo.
Hasbro
> >has practically renamed the video game division after Atari, and sported
the
> >Atari logo on Television, making it a household name all over again.
>
> Uh ... first of all, I wasn't griping. I was explaining. But since
> we're on the subject, I wouldn't really call Hasbro's pimping the
> Atari name around to sell games as a 'bang up job.' Sure, it's nice
> to see the familiar Fuji flag still waving, but let's face it: it
> doesn't stand for anywhere near what it used to anymore. They've
> taken a few classic Atari licenses and revamped them to modern
> versions which, in their own right are enjoyable enough, certainly,
> but do you really think that /new/ games (which is to say, new
> *original* games) released under the Atari moniker are going to carry
> the same weight and respect they did under Atari emeritus? Not with
> me, anyway, because beneath it all, it's still a Hasbro game.

On the bright side, at least it is a corporate acknowledgement that the old
games that were design around game play vs purdy graphics still have value
and Hasbro recognizes it.

There was a lot of crap brought out at the same time, some with fairly
familiar names, that Hasbro could of gone after for peanuts but chose not
to.

Kind of like saying they value game play, which if I was still into games
would convince me to look at their stuff vs some of the other outfits.

Time will tell of course, but Hasbro is a monster in video games right now,
one of the top ten in the world. It won't be until their next round of games
before we find out if game play is a corporate commitment or just a fluke.

4301. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <smu5cea4nd653@corp.supernews.com>
Source record: 43468

"w_a_lang" <w_a_lang@willinet.net> wrote in message
news:smtgrh7tnd6117@corp.supernews.com...
> Hello Everybody,
>
> I was wondering what your favorite Atari 8-bit
> video game happens to be?
>
> I have specific ones in each of these categories
> listed below---
>
> Favorite Classic Sci-Fi Arcade Game:
>
> "Deluxe Invaders" by Roklan Software
> (This was the true "Space Invaders" for
> the Atari 400/800, XL & XE computers)

Gyrus, love the muzak.
>
> Favorite Classic Arcade Maze Game:
>
> "Pac-Man" by Atari [and later DataSoft]
> (DataSoft's captured the intermissions
> which Atari's cartridge had missed)

Odd one, but I like Zengi for some reason.
>
> Favorite Classic Computer Game:
>
> "Astro Chase" by First Star Software
> (Fernando Herrarra wrote at tough
> game to beat for the 8-bit computer)
>

Star Raiders or anything from Lucas Games.

Alternate Reality, although it was never completed, still is a classic CRPG
for what it achieved. Current MMPOG like UO and EQ are still trying to get
things like Factions and Karma working right and 15 years after AR came out
it is still the standard.
> Favorite Movie Game Adaptation:
>
> "E.T. The Extra-Terrestrial"
> (The seldom seen computer version
> was better than 2600 version was)

Maybe Goonies.
>
> Wally
>
>
>

4302. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Russ Collins <chill182@aol.com>
Message-ID: <8kn5f3rph1@herald.onu.edu>
Source record: 43469

I don't have them separated by genre but here are my favorite 8-bit games
(all of these I played on the Atari 800XL):

Kaboom
- It played a little tune when you caught the bombs.

Bruce Lee
- I would get a friend to play the green guy and keep the ninja off of me so
I could complete the game.

Karateka
- Before Street Fighter, before Mortal Kombat, there was Karateka.

Rescue on Fractalus
- To this very day I still I have nightmares about this game.

Pitfall 2
- It has a great tune that gets stuck in your head.

Honorable mention
One on One (Dr. J & Larry Bird)
- I didn't play this game a lot but my brothers did. I've never seen two
people play a game as much as they played this one.

I know there are a lot more I left out, I wish I had a list of my games
close by. All this talk makes me want to hook up the XL again and play.

4303. What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.396f357c@fmlynet.org>
Source record: 43470

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "w_a_lang" <w_a_lang@willinet.net>
> Hello Everybody,
> I was wondering what your favorite Atari 8-bit
> video game happens to be?
> I have specific ones in each of these categories
> listed below---

> Favorite Classic Sci-Fi Arcade Game:
> "Deluxe Invaders" by Roklan Software
> (This was the true "Space Invaders" for
> the Atari 400/800, XL & XE computers)

Love their version of Wizard of Wor! So know where I could find a ATR
image of this?

> Favorite Classic Arcade Maze Game:
> "Pac-Man" by Atari [and later DataSoft]
> (DataSoft's captured the intermissions
> which Atari's cartridge had missed)

Really? I never knew that. The intermissions were cool, though I always
thought that Pac-Man was lame. Even back when it was popular.

> Favorite Classic Computer Game:
> "Astro Chase" by First Star Software

This game sounds familiar.

> Favorite Movie Game Adaptation:
> "E.T. The Extra-Terrestrial"
> (The seldom seen computer version
> was better than 2600 version was)
> Wally

Hmmm... before I say anything here, I'll let you explain why you think the
Atari 400/800 version is better. I'm curious.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4304. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Russ Collins <chill182@aol.com>
Message-ID: <8kn644$s5r$1@herald.onu.edu>
Source record: 43471

> Other great games
> Platformers like Miner 2049'er, Bounty Bob Strikes Back, Draconus,
> Valdgira's Axes (or something like that), Cavernia, Donkey Kong
> Shooters like Moon Patrol, Robotron
> well, also stuff like Ballblazer, Lode Runner, Starfleet I, Archon, MULE,
> Frogger, Shamus : Case II, Wizards Crown, Alternate Reality
>
> come to think of it, many Atari games are really great compared to PSX and
> N64. I do love my DC and about 75% of the games are good or better. PSX I
> have a 2% playable games, Atari is about the same as DC I guess. Long live
> Atari (not the company, too late for that :-(the machines and it's
devoted
> fans)
>

I can't believe I forgot Ballblazer and Archon in my list. Ballblazer was probably the first split screen game I ever played. When the Pokemon craze first started my brother and I hoped the game would be like Archon where you could actually control the action. But alas, Pokemon sucked.

I'm glad someone agrees with me that there are barely any playable games for the PSX. The DC does have some good games from what I've played (NFL2K, Soul Caliber, Crazy Taxi, Hydro Thunder). I agree that Atari has the most great games.

4305. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: "Jack H. Lee" <eplicon@-NOSPAM-wam.umd.edu>
Message-ID: <8kn7iv$5f3$1@dailyplanet.wam.umd.edu>
Source record: 43472

w_a_lang <w_a_lang@willinet.net> wrote:
: Hello Everybody,

: I was wondering what your favorite Atari 8-bit
: video game happens to be?

: I have specific ones in each of these categories
: listed below---

: Favorite Classic Sci-Fi Arcade Game:

Hmmmm. Tough call; I'm trying to recall what good adaptations there were. Roklan's Deluxe Invaders put Atari's version to shame. (Why their 2600 conversion was better than the 8-bit version is beyond me!) Also I liked Missile Command. In terms of original sci-fi game for the Atari computer, I like Final Legacy.

: Favorite Classic Arcade Maze Game:

I also choose Pac-Man. I played that a lot. Special kudos to John Harris' Jawbreaker, a nice little clone with some neat twists.

: Favorite Classic Computer Game:

I guess for nostalgic reasons, and that it was also one of the first games I got with my Atari 800, I would choose Star Raiders. Even today, the game is simplistic, but it did have quite a bit of entertainment value to it. Even to this day, I have never fully mastered the commander level. Those dang Zylons always do damage to my ship before I have the chance to do anything. :)

: Favorite Movie Game Adaptation:

I would probably have to go with E.T. as well, even though that game didn't have enough depth to it. What other titles were there? The only other one I can think of is The Last Starfighter, although it doesn't really count since it was re-fitted to become Star Raiders II. WarGames wasn't too bad, either--but it was hard to play.

4306. Re: Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Greg Menke <nospam@erols.com.xyz>
Message-ID: <85bt00u3f4.fsf@quahog.gsfc.nasa.gov>
Source record: 43473
Cross-posted to: comp.robotics.misc,comp.sys.atari.8bit

> The input comparison is as follows: 1 Atari joystick port supports (as I
> recall) 5 binary and 2 analog inputs, which are easily accessible from
> BASIC (STICK(n), STRIG(n), etc.). A 4-port model (such as the 800) will
> thus allow for 20 binary inputs and 8 (4 may be the limit on paddles?)
> analog inputs (is someone checking me on this?), while a 2-port model
> (800XL, for instance), will allow for 10 binary inputs and 4 analog
> inputs. 1 IBM PC joystick port supports (again, to the best of my
> recollection) 4 binary and 4 analog inputs, which are a little more
> complicated to access (but not that bad) (I'm not sure about the various
> IBM PC BASICs). Of course, the PC also offers parallel and serial ports,
> but I am not sure how easy they are to access. I couldn't comment much on
> output control lines, but the Atari has a built-in TV-compatible video
> system (if you care).

You can configure the joystick input pins as binary outputs (4 per
joystick jack)- they won't source very much current, but are suitable
to drive transistors/other circuitry. The "analog" inputs (IIRC) are
not ADC channels- the circuitry measures the time it takes for the
current thru the paddle pot to charge a known value capacitor- the
output of the pots is the # of tv scan lines it took to charge the
cap. Its suitable for a feedback loop where you can put a varying
resistance into the pot inputs. They would work fairly well as
digital inputs.

Interfacing to hardware is somewhat more problematic with PC's. In
DOS, you end up doing peek/poke or I/O primitive stuff- unless you use
something like Visual Basic (or whatever) with the appropriate
drivers.

If you want to use serial, you're nearly always stuck with a
standalone microcontroller, which gets you into some heavy code
slogging. I have seen a couple boxes with digital IO and ADC channels
directly addressed via serial port, but its been about 10 years...

> The big issue, of course, is processor speed. An Atari 8-bit runs an
> 8-bit microprocessor at less than 2MHz, while your Acer runs a much more
> sophsticated 32-bit processor at 75MHz. Running Windows will, of course,
> eat into that.

Atari Basic is plenty fast for lightweight work, not for realtime, but
for playing about with little robots its quite suitable- and heck of a
lot better implemented than something like a Basic Stamp. Its also an
easy environment to work with- no slogging thru Windows bugs and
coaxing drivers to life. If you use APE, you can keep the Atari
source on your PC and not worry with floppies.

Gregm

4307. Re: Which computer to use for a robot.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.396f438c@fmlynet.org>
Source record: 43474

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Will Dwinnell <predictor@compuserve.com>
> Slick wrote:
> "My little girl wants to build a robot, and the idea intrigued me. I am
> wondering what computer to use. I have an old Acer Aspire 75MHZ machine
> that WAS about to go in the trash. But I grew up with an Atari. I know
> nothing about the PC. I know a little Visual Basic and thats it. I know my
> way around the Atari a little better and feel like I would have a little
> better luck with it. The things I can see that the Acer would benifit me
> on is speed, RAM and harddrive compared to the Atari. Which do you all
> recommend? Also, if Atari, should I go with 2 joystick port or 4? I do
> like the idea of a 130XE with 4 megs of ram, but would giving that up for
> 4 ports be worth it? And what about the expansion slot? Any and all input
> wanted and appreciated."

I think a lot of what Will has to say goes along what I would say. The
joystick ports being binary and analog has been very helpful in all sorts of
projects like this. My dad is working on making a computer that will read his
car's computer, but the car's computer talks binary. To get a modern handheld
computer to talk to it will require a special converter that he is trying to
make with basic stamp, blah blah blah to talk to the serial port. Where-as the
Atari8 could simply take it in through the joystick port.
All and all the Atari8 is very adaptable in the end, and is a marvel in the
8-bit world I think. You have the joystick ports, you have the cartridge ports
that could store the program once you make it. (write program, send it to
E-prom, make cartridge... can be a bit complex, but I always liked things in
cartridge form.) And for what it does, the memory is quite good.

Anyone have any info on Atari's talking to onboard computers for cars?
This has got me wondering. :)

> The input comparison is as follows: 1 Atari joystick port supports (as I
> recall) 5 binary and 2 analog inputs, which are easily accessible from
> BASIC (STICK(n), STRIG(n), etc.). A 4-port model (such as the 800) will
> thus allow for 20 binary inputs and 8 (4 may be the limit on paddles?)
> analog inputs (is someone checking me on this?), while a 2-port model
> (800XL, for instance), will allow for 10 binary inputs and 4 analog
> inputs. 1 IBM PC joystick port supports (again, to the best of my
> recollection) 4 binary and 4 analog inputs, which are a little more
> complicated to access (but not that bad) (I'm not sure about the various
> IBM PC BASICs). Of course, the PC also offers parallel and serial ports,
> but I am not sure how easy they are to access. I couldn't comment much on
> output control lines, but the Atari has a built-in TV-compatible video
> system (if you care).

> The big issue, of course, is processor speed. An Atari 8-bit runs an
> 8-bit microprocessor at less than 2MHz, while your Acer runs a much more
> sophsticated 32-bit processor at 75MHz. Running Windows will, of course,
> eat into that.
> Will Dwinnell
> predictor@compuserve.com

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4308. What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.396f438c@fmlynet.org>
Source record: 43475

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "w_a_lang" <w_a_lang@willinet.net>

> I was wondering what your favorite Atari 8-bit
> video game happens to be? I have specific ones in each of these categories
> listed below---

(Sticking to the categories given...)

Favorite Classic Sci-Fi Arcade Game:
Asteriods, Joust

Favorite Classic Arcade Maze Game:
Wizard of Wor

Favorite Classic Computer Game:
Star Raiders, Archon

Favorite Movie Game Adaptation:
The Last Starfighter

I think also that "Return of Heracles" deserves mention somewhere.
Played that last night, and it is a truly awesome game.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4309. What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.396f438c@fmlynet.org>
Source record: 43476

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "w_a_lang" <w_a_lang@willinet.net>

> I was wondering what your favorite Atari 8-bit
> video game happens to be? I have specific ones in each of these categories
> listed below---

(Sticking to the categories given...)

Favorite Classic Sci-Fi Arcade Game:
Asteriods, Joust

Favorite Classic Arcade Maze Game:
Wizard of Wor

Favorite Classic Computer Game:
Star Raiders, Archon

Favorite Movie Game Adaptation:
The Last Starfighter

I think also that "Return of Heracles" deserves mention somewhere.
Played that last night, and it is a truly awesome game.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4310. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <QcIb5.806$Z_6.4081@news11-gui.server.ntli.net>
Source record: 43477

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:smu5cea4nd653@corp.supernews.com...
> "w_a_lang" <w_a_lang@willinet.net> wrote in message
> news:smtgrh7tnd6117@corp.supernews.com...
> > Hello Everybody,
> >
> > I was wondering what your favorite Atari 8-bit
> > video game happens to be?
> >
> > I have specific ones in each of these categories
> > listed below---

> > Favorite Classic Sci-Fi Arcade Game:

Rescue on Fractalus (Behind Jaggi lines in the US ?)

To this day this is one of my favourite videogames. I used to play late at
night with the lights out and when
the alien pilot jumps up at the window ... AAAAARRRRRGGGGGHHHHH !!!

> > Favorite Classic Arcade Maze Game:

Hmm, Mr Do ?

> > Favorite Classic Computer Game:

Depends what you mean. I loved Centipede and Star Raiders, but my all time
fave 8bit game was Bounty Bob Strikes Back.

> > Favorite Movie Game Adaptation:

Last Starfighter (Star Raiders II but I prefer the original with the launch
intro.

Hmm, where did I put my XL ??? ;-) (Oh yeah, it's right here. Time to rescue
some pilots from the Jaggi on Fractalus !)

See Ya

Paul

4311. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <EvIb5.13597$MS3.250761@news1.online.no>
Source record: 43478

> Rescue on Fractalus (Behind Jaggi lines in the US ?)

Nope, working title. Epyx or Activision, I think, released it under the name Rescue on Fractalus

> To this day this is one of my favourite videogames. I used to play late at
> night with the lights out and when
> the alien pilot jumps up at the window ... AAAAARRRRRGGGGGHHHHH !!!

Cool. We had the same experience. It's awesome. Lucasfilm (or Lucasarts or whatever) should release this on Sega Dreamcast. That would rock

> Hmm, where did I put my XL ??? ;-) (Oh yeah, it's right here. Time to rescue
> some pilots from the Jaggi on Fractalus !)

I start to feel the urge myself. However, kids and wife takes a bit of time too, so. I'll be playing Resident Evil : Code Veronica tomorrow. Anybody played this ? It has some shockers too. Really good

4312. Re: Need MyDos 4.53 Source

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000714162327.14884.00000047@ng-co1.aol.com>
Source record: 43479

>"Bob Hays" bob@bobhays.com asked:

>I'm looking for MyDos 4.53 source. I've found the 4.50 source but would like
the
> latest 4.53 source. I found a site that had it with XLSearch but it was
corrupted.
>
>Anybody have it?

I got the 4.53 from XLSearch, but all of the internal comments and the Read.Me
file both say it is 4.50 from '88. Have not seen it anywhere else...

-Ron

I don't have a solution but I admire the problem.

4313. Re: Needed: C64 to Atari 8 bit interpreter to translate JPEG source

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007141831300.80-100000@TT030>
Source record: 43480

On 14 Jul 2000, Mathy Van Nisselroy wrote:

> Howdy Lonny, folks
>
> >On my GFA-Basic site you can find a Jpeg viewer coded in of course
> >GFA-Basic.
>
> Is that tokenised (like on the 8 bit Atari) or ASCII?

Yes it is tokenized much like Turbo BASIC. Anyone wanting an
ASCII listing may request one, and I'd be happy to mail it to you.

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

4314. Re: What is your favorite Atari 8-bit video

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <qYMb5.276$Mt6.1356@newsfeed.slurp.net>
Source record: 43481

On 14 Jul 2000 02:37:35 , "w_a_lang" wrote:
>Hello Everybody,
>
>I was wondering what your favorite Atari 8-bit
>video game happens to be?
>
>I have specific ones in each of these categories
>listed below---

For me the one that gave me the most pleasure was Ultima lll. A close
second was BallBlazer.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4315. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <8kof00$393$1@slb0.atl.mindspring.net>
Source record: 43482

```
w_a_lang wrote in message ...
>Hello Everybody,
>
>I was wondering what your favorite Atari 8-bit
>video game happens to be?
>
>I have specific ones in each of these categories
>listed below---
>
>Favorite Classic Sci-Fi Arcade Game:
>
> "Deluxe Invaders" by Roklan Software
> (This was the true "Space Invaders" for
> the Atari 400/800, XL & XE computers)

Star Raiders kept me playing for years...
>
>Favorite Classic Arcade Maze Game:
>
> "Pac-Man" by Atari [and later DataSoft]
> (DataSoft's captured the intermissions
> which Atari's cartridge had missed)
>
>Favorite Classic Computer Game:
>
> "Astro Chase" by First Star Software
> (Fernando Herrarra wrote at tough
> game to beat for the 8-bit computer)

Astro Chase was great as were many others, but my alltime favorite
of ALL Atari games was M.U.L.E.
>
>Favorite Movie Game Adaptation:
>
> "E.T. The Extra-Terrestrial"
> (The seldom seen computer version
> was better than 2600 version was)
>
>Wally
>
>
>
```

4316. Atari stuff, +NEW in BOX! Discounts! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8kolijmjg1@user2.teleport.com>
Source record: 43483
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Check out my Atari Catalogs. Find Hardware & Software, +NEW in BOX/BAG! Dealing in Atari Lines for Classic Atari 8 Bit, Atari ST and the 64 Bit Atari Jaguar Game Machines. Especially my ST line of Software, lots of Games +NEW in BOX As well as Jaguar, +NEW in BOX! To find these, search my Catalogs looking for the text "+NEW in BOX" to find these items!

Discounts apply to both Used and +NEW in BOX/BAG Atari items! Including Classic Atari 8 Bit, Atari ST and Atari Jaguar lines of Atari Computers & 64 Bit Jaguar Game Machines. And I sell and ship to most any Country!

Looking for Free Atari catalogs? Skip to the bottom, otherwise read on!

To take advantage of Atari Discounts or FREE Atari Items, Please Read on. These offers are like Coupons, designed to attract business, still, if a customer does not redeem/present the coupon, I am not obligated to honor it. To redeem the coupon/offer, you must E-Mail me to Claim it by repeating the offer and state what you want to buy! Please be specific!

e-mail: atari@benjamin.net

To take advantage of Discounts, FREE Monitors or FREE Jaguar Cable, you must E-Mail me to Claim it and state what you want in E-Mail. Read on!

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount with a $200 Purchase. Discounts Apply to Classic Atari 8 Bit, Atari ST and/or Atari Jaguar. Hardware, Software, Books & Accessories! Both Used and +NEW in BOX/BAG! And I ship to most anywhere in the World!

FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega ST2 or 1040STe & receive a FREE ST Monitor. Your Choice of a Color or Mono-Chrome Monitor. FREE Monitor when purchasing an Atari 8 Bit Computer. Buy an Atari 800XL or a 130XE and receive your choice of any Monitor in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 worth of Atari Jaguar items, receive absolutely FREE, a +NEW in the BAG Jaguar Stereo Audio/Composite Video Cable.

Offer Available for Limited Time only. First Come, First Serve! Subject due to availability! Customer pays Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit, Atari ST & the Atari 64 Bit Jaguar Game Machine! And remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4317. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8kon0n$rg5$1@user2.teleport.com>
Source record: 43484
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4318. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <iM2c5.97$7p6.1115@news11-gui.server.ntli.net>
Source record: 43396

"Peter Laing" <snailboy1REMOVECAPSTOREPLY@earthlink.net> wrote in message
news:wWUb5.68769$_b3.2006867@newsread1.prod.itd.earthlink.net...
> This is hard but...
>
> Classic: Star Raiders
> Sci Fi: Mercenary (XL version Graphics 15 not 7 :)

Oh man I forgot Mercenary. I completed it 3 different ways and mapped the
whole game. It took ages but it was brilliant.
(Yeah the Graphics 15 Version was better !)

> Player vs Player: Spy vs Spy 2 the island caper (Great music too)

Hmm, haven't played that in a while.

> One game I never completed that I would like to revisit: Spell Bound

Nope, I didn't complete it either !

> I also enjoyed playing Star Quake (Cheops Pyramid anyone ?)

Had it, never got on with it !

Paul

4319. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <CN2c5.98$7p6.1147@news11-gui.server.ntli.net>
Source record: 43397

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:EvIb5.13597$MS3.250761@news1.online.no...
> > Rescue on Fractalus (Behind Jaggi lines in the US ?)
>
> Nope, working title. Epyx or Activision, I think, released it under the
name
> Rescue on Fractalus
>
> > To this day this is one of my favourite videogames. I used to play late
at
> > night with the lights out and when
> > the alien pilot jumps up at the window ... AAAAARRRRRGGGGGHHHHH !!!
>
> Cool. We had the same experience. It's awesome. Lucasfilm (or Lucasarts or
> whatever) should release this on Sega Dreamcast. That would rock
>
> > Hmm, where did I put my XL ??? ;-) (Oh yeah, it's right here. Time to
> rescue
> > some pilots from the Jaggi on Fractalus !)
>
> I start to feel the urge myself. However, kids and wife takes a bit of
time
> too, so.

Yeah, I'm a new father myself so not much time for things Atari at the
moment !

4320. Re: Needing help with Atari 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Steven Tucker <classics@nacs.net>
Message-ID: <sn1efu5snd622@corp.supernews.com>
Source record: 43398

CJ <cjlink@mindspring.com> wrote in message
news:8kq3k6tad1@slb0.atl.mindspring.net...
> I am using Atari DOS version 2.5.
> What Atari or Atari Basic command should I use to do the following action:
>
> Target a specific drive ? for example A:\ B:\

When addressing a disk drive from DOS or BASIC on the Atari, they are
generally addressed
as 'Dx:' where the x is the drive ID number. In BASIC, these references
must always be in quotes. eg. "D1:BASIC.BAS".

> Read from drive?

From BASIC, assuming a disk contains a BASIC program called 'TYPING.BAS'.

LOAD "D1:TYPING.BAS" [ENTER]
RUN [ENTER]

> Write to drive?

SAVE "D1:FILENAME.EXT" [ENTER]

> List files without using the DOS?

This requires you use the OPEN and INPUT commands to read the information
from DOS.

```
10 TRAP 100
20 OPEN #1,6,0,"D1:*.*"
30 FOR FILE=1 TO 128
40 INPUT #1,DIRSTR$:? DIRSTR$
50 NEXT FILE
100 CLOSE #1
```

> Can I use 5 1/4 double sided double density disks in the drives? I can
not
> remember the difference in the single or double density.

Yes those will work fine as long as they are sold blank.

Steve

4321. Clearing Remaing Atari 5200 items

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <cT2c5.34738$FQ.3690669@news0.telusplanet.net>
Source record: 43399
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.misc

To respond to this message, please use the enclosed link rather than your reply button.

Last Updated 07/15/2000
- Sold/Traded Items Removed

I have the remaining Atari 5200 items for sale or trade. I have decided to clear off all my spare Atari 5200 items, including some from my personal collection. All units are fully functional, cleaned and detailed, and in good or better condition. If you have any questions in regards to unit, box, or label condition, please feel free to ask. Shrink-wrapped cartridge orders of $60 or more receive free shipping within continental North America.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds., some prices may be negotiable. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please use this link to contact me jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.5200 (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari/TI 99/4A), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

This list covers the following Atari categories:
- Controllers
- Shrink-wrapped/New Games
- Multicarts
- Atari Force Comics

Controllers for Atari 5200 & Computer Units
==========
These controllers are intended to use the standard Atari plugs, and require an adapter to work on the 5200.
- 2x Suncom Tac Joysticks $10 for the pair
- 1x Spectravideo Joystick with suction cup base

** Atari 5200 Titles - New/Shrink-wrapped**
==========
Shrink-wrapped cartridge orders of $60 or more receive free shipping within continental North America.
- Ballblazer by Atari/Lucasfilm $20
- Pitfall by Activision $15

- Rescue on Fractalus by Atari/Lucasfilm $25
- River Raid by Activision $10
- Space Shuttle by Activision $12
- Zone Ranger by Activision $10

Multicart Cartridges
==========
- Atari 5200 Multicart $125 - Contains all of the released 5200 game titles as well as demos and the 5200 diagnostic cart. Game selection is done by using DIP switches.

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working 6000 series Dish Network receiver
- A valid Dish Network card
- Valid DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

4322. Re: Needing help with Atari 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Axel Poqu&#65533; <axel.pq@t-online.de>
Message-ID: <8kqemv$o2o$15$1@news.t-online.com>
Source record: 43400

"CJ" <cjlink@mindspring.com> writes in article
news:8kq3k6tad1@slb0.atl.mindspring.net...
> I am using Atari DOS version 2.5.
> What Atari or Atari Basic command should I use to do the following action:
>
> Target a specific drive ? for example A:\ B:\
Atari disk drives are numbered 1...N, eg. D1: D2: etc. If you don't supply
a number (eg. D:) drive number 1 is used.

> Read from drive?
Depends on what you want to read:

1. Reading a byte at a time:
```
1 OPEN #1,4,0,"D1:MYPROG.LST"
2 TRAP 4
3 GET #1,B:PRINT CHR$(27);CHR$(B);:GOTO 3
4 CLOSE #1
```

This actually lists a textfile from disk, thus answering your next question.

2. Numbers (your bank balance, or whatever):
```
OPEN #1,4,0,"D:BALANCE.DAT"
INPUT #1,DEBT
CLOSE #1
```

Strings work the same way, just use MY$ instead.

> Write to drive?
Analogous to reading.

Here's a little table:

```
Write Read Read/Write
-----------------------------------------------------------------------------
OPEN OPEN #1,8,0,"D:..." OPEN #1,4,0,"D:..." OPEN #1,12,0,"D:..."

byte PUT #1,B GET #1,B
number PRINT #1,N INPUT #1,N
string PRINT #1,A$ INPUT #1,A$
```

Don't forget to close files after you're done, or you'll get some errors on
reading or loose what you've written.

> Save basic programs to the drive?
```
SAVE "D1:MYPROG.BAS"
```

Use LOAD "D1:MYPROG.BAS" to load a saved program.

You can also list a program to disk (saving it as human-readable text instead of tokenized BASIC) by typing LIST "D1:MYPROG.LST". If you just want to list part of a program, you can append line numbers (LIST "D1:MYPROG.LST",1000,2000).

Reload a listed program with ENTER "D1:MYPROG.LST". Note that ENTER (unlike LOAD) does not clear any already loaded program from memory, this can be used to merge different pieces of a program together.

Note that it is advisable (due to an error in BASIC, which can lock-up the computer) when developing larger BASIC programs, to occasionally list the entire program to disk, typing NEW, and then re-ENTERing it. This also removes unused variables from memory.

> List files without using the DOS?
See above.

> AND any other useful disk drive commands would be appreciated.

You can do a lot of things you normally do only from DOS (formatting, deleting, etc.) by using XIO commands, though I don't know the numbers off the top of my head (and I don't have my BASIC docs handy at the moment).

> Can I use 5 1/4 double sided double density disks in the drives? I can not
> remember the difference in the single or double density.
Yes, no problem!

Using other devices is analogous:

making a printout: just use "P:" as device

saving to casette: "C:"
remember to use fast mode when reading/writing to from casette (or you'll have to wait for ages): OPEN #1,4,128,"C:"

reading a single keypress:
OPEN #1,4,0,"K:":GET #1,K:CLOSE #1

HTH, Axel

Axel Poquï¿½ /__ /\ 50ï¿½ 46' 17" N / 06ï¿½ 05' 18" E
Aachen, Germany](__=_`) home: http://home.t-online.de/~axel.pq
Visit my ASCII-Art page at: http://home.t-online.de/~axel.pq/ascii

4323. Clearing Remaing Atari 7800 Items

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <Jg3c5.34746$FQ.3694072@news0.telusplanet.net>
Source record: 43401
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.misc

Last Updated 07/15/00
Sold/Traded items removed

I have the remaining Atari 7800 items for sale or trade, including some from my personal collection. Please note that none of these cartridges were sourced from O' Shea's, and although they have many titles listed on their main page, if you check the bottom of their order page (http://www.oshealtd.com/atariorderform.htm) you will see that they no longer have stock of several titles. If you have any questions please feel free to ask. All prices quoted are in U.S. funds with the buyer paying shipping. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please use this link to contact me jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.7800 (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari/TI 99/4A), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

Atari 7800 Titles - New/Shrink-wrapped
==========
- Asteroids by Atari $5
- Ballblazer by Atari $10
- Galaga by Atari $5
- Hat Trick by Atari $2
- Xevious by Atari $5

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).

- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working 6000 series Dish Network receiver
- A valid Dish Network card
- Valid DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

4324. FS: Original "Full Price" Cassette Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Paul R <paul@stillavailable.co.uk>
Message-ID: <5o3c5.666$Yp.19790@news6-win.server.ntlworld.com>
Source record: 43402

Had a clear-out and I have the following "full price" 8-bit Atari cassette games for sale (all originals with boxes and instructions). All prices are in GB Pounds - if you are not in the UK, please add shipping cost.

BRIAN CLOUGH'S FOOTBALL FORTUNES, CDS, 4.00
COLOSSUS CHESS 3.0, English, 2.50
COLOSSUS CHESS 4.0, CDS, 2.50
COLOURSPACE, Llamasoft, 1.00
DRUID, Firebird, 2.00
ELEKTRAGLIDE, English, 2.00
HEARTACHE, Atari, 2.00
KENNY DALGLISH SOCCER MANAGER. Cognito, 2.00
POLE POSITION, US Gold, 2.00
RAMPAGE, Activision, 2.00
RESCUE ON FRACTALUS, Activision, 2.00
SLINGSHOT, Atari, 2.00
SOLO FLIGHT, US Gold, 2.00
SPACE LOBSTERS, Red Rat, 2.00
SUN STAR, CRL, 2.00
TAIL OF BETA LYRAE, Databyte, 1.00

Please send email to paul@stillavailable.co.uk.

4325. FS: "budget" cassette games - 50p each

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Paul R <paul@stillavailable.co.uk>
Message-ID: <Av3c5.676$Yp.20093@news6-win.server.ntlworld.com>
Source record: 43403

Had a clear-out and I have the follwing 8-bit Atari cassette games for sale,
all at 50p (GB Pence) each, plus shipping.

1020/ATARIARTIST DUMP Chipsoft
180 Mastertronic
AMERICAN ROAD RACE Silverbird
ATARI COMPILATION TAPE Atari
BMX SIMULATOR Codemasters
BOMBFUSION Mastertronic
CASTLE TOP Alternative
CHIMERA Firebird
CHUCKIE EGG A 'N' F
COPS N' ROBBERS Atlantis
COSMIC PIRATE Byte Back
CRACK-UP Atlantis
DAWN RAIDER Atlantis
DAYLIGHT ROBBERY Atlantis
DESPATCH RIDER Mastertronic
DREADNAUGHT Byte Back
ENCOUNTER Atlantis
ESCAPE FROM DOOMWORLD Byte Back
EXPLODING WALL Byte Back
EXTIRPATOR Silverbird
FEUD Bulldog
FRENESIS Mastertronic
FRUIT MACHINE SIMULATOR Codemasters
GREEN BERET Hit Squad
GUN LAW Mastertronic
GUNFIGHTER Atlantis
HEAD OVER HEELS Hit Squad
ENRY'S HOUSE Mastertronic
INVASION Bulldog
JET-BOOT JACK Byte Back
JOE BLADE Players
KENNY DALGLISH SOCCER MGR. Zeppelin
KIKSTART Mastertronic
LASER HAWK Byte Back
LAST V8 Mastertronic
LEAGUE CHALLENGE Atlantis
LEAPSTER Alternative
LOS ANGELES SWAT Mastertronic
MAD JAX Byte Back
MASTER CHESS Mastertronic
MERCENARY Novagen

MILK RACE Mastertronic
MISSING... ONE DROID Bug-Byte
MISSION SHARK Zeppelin
MOUNTAIN BIKE RACER Zeppelin
NINJA COMMANDO Zeppelin
ON CUE Mastertronic
ONE MAN AND HIS HIS DROID Mastertronic
PANIK Atlantis
PANTHER Mastertronic
PERISCOPE UP Atlantis
POGOTRON Gamebusters
POTHOLE PETE Atlantis
POWERDOWN Mastertronic
PRO GOLF Atlantis
PROTECTOR Mastertronic
RED MAX Codemasters
REVENGE II Mastertronic
ROCKFORD/CRYSTAL RAIDER Mastertronic
ROGUE Mastertronic
ROULETTE SIMULATOR Byte Back
SPEED ZONE Mastertronic
SPOOKY CASTLE Atlantis
SPY VS SPY III Hi Tec
STACK-UP Zeppelin
STEEPLE JACK English
STRATOSPHERE Players
SURVIVORS Atlantis
TIMESLIP Byte Back
TITAN Atlantis
TOMAHAWK Byte Back
TRANSMUTER Codemasters
UNIVERSAL HERO Mastertronic
VIDEO CLASSICS Silverbird
WINTER WALLY Alternative
WORLD SOCCER Zeppelin
ZYBEX Zeppelin

Send email to paul@stillavailable.co.uk

4326. Re: "budget" cassette games - 50p each

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Paul R <paul@stillavailable.co.uk>
Message-ID: <ZB3c5.681$Yp.20264@news6-win.server.ntlworld.com>
Source record: 43404

Forgot to mention - all originals!

"Paul R" <paul@stillavailable.co.uk> wrote in message
news:Av3c5.676$Yp.20093@news6-win.server.ntlworld.com...
> Had a clear-out and I have the follwing 8-bit Atari cassette games for
sale,
> all at 50p (GB Pence) each, plus shipping.
>
> 1020/ATARIARTIST DUMP Chipsoft
> 180 Mastertronic
> AMERICAN ROAD RACE Silverbird
> ATARI COMPILATION TAPE Atari
> BMX SIMULATOR Codemasters
> BOMBFUSION Mastertronic
> CASTLE TOP Alternative
> CHIMERA Firebird
> CHUCKIE EGG A 'N' F
> COPS N' ROBBERS Atlantis
> COSMIC PIRATE Byte Back
> CRACK-UP Atlantis
> DAWN RAIDER Atlantis
> DAYLIGHT ROBBERY Atlantis
> DESPATCH RIDER Mastertronic
> DREADNAUGHT Byte Back
> ENCOUNTER Atlantis
> ESCAPE FROM DOOMWORLD Byte Back
> EXPLODING WALL Byte Back
> EXTIRPATOR Silverbird
> FEUD Bulldog
> FRENESIS Mastertronic
> FRUIT MACHINE SIMULATOR Codemasters
> GREEN BERET Hit Squad
> GUN LAW Mastertronic
> GUNFIGHTER Atlantis
> HEAD OVER HEELS Hit Squad
> ENRY'S HOUSE Mastertronic
> INVASION Bulldog
> JET-BOOT JACK Byte Back
> JOE BLADE Players
> KENNY DALGLISH SOCCER MGR. Zeppelin
> KIKSTART Mastertronic
> LASER HAWK Byte Back
> LAST V8 Mastertronic
> LEAGUE CHALLENGE Atlantis

> LEAPSTER Alternative
> LOS ANGELES SWAT Mastertronic
> MAD JAX Byte Back
> MASTER CHESS Mastertronic
> MERCENARY Novagen
> MILK RACE Mastertronic
> MISSING... ONE DROID Bug-Byte
> MISSION SHARK Zeppelin
> MOUNTAIN BIKE RACER Zeppelin
> NINJA COMMANDO Zeppelin
> ON CUE Mastertronic
> ONE MAN AND HIS HIS DROID Mastertronic
> PANIK Atlantis
> PANTHER Mastertronic
> PERISCOPE UP Atlantis
> POGOTRON Gamebusters
> POTHOLE PETE Atlantis
> POWERDOWN Mastertronic
> PRO GOLF Atlantis
> PROTECTOR Mastertronic
> RED MAX Codemasters
> REVENGE II Mastertronic
> ROCKFORD/CRYSTAL RAIDER Mastertronic
> ROGUE Mastertronic
> ROULETTE SIMULATOR Byte Back
> SPEED ZONE Mastertronic
> SPOOKY CASTLE Atlantis
> SPY VS SPY III Hi Tec
> STACK-UP Zeppelin
> STEEPLE JACK English
> STRATOSPHERE Players
> SURVIVORS Atlantis
> TIMESLIP Byte Back
> TITAN Atlantis
> TOMAHAWK Byte Back
> TRANSMUTER Codemasters
> UNIVERSAL HERO Mastertronic
> VIDEO CLASSICS Silverbird
> WINTER WALLY Alternative
> WORLD SOCCER Zeppelin
> ZYBEX Zeppelin
>
> Send email to paul@stillavailable.co.uk
>
>

4327. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <AGPUEFAZUP@cabal.shnet.org>
Source record: 43405

In <wWUb5.68769$_b3.2006867@newsread1.prod.itd.earthlink.net> "Peter Laing" wrote:
>Classic: Star Raiders

ACK! But additionally:

Encounter, Stealth, Rescue on Fractalus, Defender, Flak, Zybex, Fort
Apocalypse, M.U.L.E., Druid, Amaurote, Cavelord, Spelunker, Elektra
Glide and Necromancer!

Thorsten

4328. Re: Need Help w/ Diskformer! How do I "append" Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8kqj0dnso1@nnrp1.deja.com>
Source record: 43406

In article <39706a45.2408631@news.netunlimited.net>,
NOSvelcro@netunlimited.netPAM (Velcro_SPY) wrote:
> I have my Atari 800 set up with a null-modem. I can transfer files by
> way of BobTerm. What I want to do however is use the x-modem function
> of Kenneth Sider's Diskformer to write directly from the serial
> connection to floppy disk. Diskformer has all the options to do this,
> but I get an RS232 error immediately when I try. I believe it is
> because the R-Handler is not running. But how do I install the
> R-Handler?
>
> Here is what the Diskformer docs say:
>
> "Copy the R: handler to a filename of your choice (DISKFORM.COM
> for example) and append DISKFORM.EXE to it.
> Loading: Load the file (DISKFORM.COM) and the
> R: handler should load followed by DISKFORMER. BOBVERTER with a
> home built type R-Verter type interface was used in the
> development of this program."
>
> The BobTerm disk has an rverter.com file I could try. But I do not
> know the first thing about "appending" two executables. There is not
> "append" option in DOS 2.5 or SMartDOS that I can see.
>
> Please help!
>
> VS
>
>
The documentation on appending files is in the DOS2.5/1050 manual.
COPY
D1:file1,file2/A
will append file1 to the rear of file2 as odd as that sounds. I would
try to make the R: handler file2 so that it actually loads in first.
Best of luck.

Sent via Deja.com http://www.deja.com/
Before you buy.

4329. Re: Atari 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000715180056.13945.00000832@ng-fd1.aol.com>
Source record: 43407

>Eric Chomko chomko@IDT.NET asks:

>800XL unit
>Model: C061982 power supply
>
>1050 disk drive
>Model: C017945 power supply
>
>Commodore 1084s monitor
>DIN-5 to RCA male black,white,yellow,red
>
>It all seems to be what is need short of a boot disk. I'd like to know the
following:
>
>1) Are the power supplies mentioned above correct for each unit?

Yes, absolutely correct for XL and 1050..

>2) Is the DIN cable compatiple with the Commodore monitor and the 800XL?

Yes it works great.

>3) Can I download a boot image and put it on a floppy, or must I get
>an already-made boot disk?

You will probably need a bootable disk; the hardware considerations for
transferring a disk image to Atari 8-bit 5.25 format are somewhat arcane. It is
possible with SIO2PC or APE and supposedly something called Anadisk.exe (which
has never worked for me).

-Ron

I don't have a solution but I admire the problem.

4330. Re: Atari 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000715180341.13945.00000835@ng-fd1.aol.com>
Source record: 43408

>witchy witchy@binarydinosaurs!co!uk replies:

>You don't need a boot disk - the 800XL has BASIC in ROM so it should
>give you a nice blue screen with a 'ready' prompt.

This is true, the computer and monitor will function but not particularly
useful when you cannot load/save anything to/from the disk...

-Ron

I don't have a solution but I admire the problem.

4331. Re: Needing help with Atari 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000715180925.13945.00000836@ng-fd1.aol.com>
Source record: 43409

>"CJ" cjlink@mindspring.com asks:

>AND any other useful disk drive commands would be appreciated.

This site has all of the BASIC commands:
http://members.xoom.com/Pairman/Ref.html

-Ron

I don't have a solution but I admire the problem.

4332. Re: Need Help w/ Diskformer! How do I "append" Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39710f9a$0$1502$53a6afc1@news.erinet.com>
Source record: 43410

From: Russg <russg@en.com>
To: Velcro_SPY <NOSvelcro@netunlimited.netPAM>
Subject: Re: Need Help w/ Diskformer! How do I "append" Files?
Date: Saturday, July 15, 2000 9:18 PM

The answer for DOS 2.5 or SmartDOS is already given.
COPY D:FILE1.EXE,FILE2.EXT will put FILE1 at end of FILE2.
You do need the correct handler. It looks like you're using an
Rverter interface, which I'm not familiar with.
Some R: handlers must be loaded at boot time. Most, and I'm not
familiar with the Rverter handler, can be loaded any time, ie. you don't
have to append the diskformer to the handler, just load the handler,
then load the diskformer program.
If you're using an 850, you'll need a different handler.
Russg

4333. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Peter Pastore <ppastore@my-deja.com>
Message-ID: <8kob2u$8v3$1@nnrp1.deja.com>
Source record: 43485

In article <35Na5.1555$s3.13638@typhoon.columbus.rr.com>,
"Steve Breech" <sbreech@columbus.rr.com> wrote:
> Hi all...
> Does anyone have these games they would like to sell?
> 1.) The Nightmare by Epyx. It is written in Basic.
> 2.) The Crypt of the Undead by Epyx. It is written in Basic.
>
> Thanks,
> Steve.
>
>
Don't give up the search - someone's got to have them.

I first heard about those 2 games from ads I read in a 1983 Creative
Computing magazine. The ads looked so cool, and yet had no
screenshots of the actual games. The descriptions and artwork intrigued
me. Being a C64 guy, I was disappointed that it was only made for the
Atari. Strange, but last night I found that old mag and was flipping
through it when I came across those same ads. I always wanted to see
some screenshots and actually play those games.

Anyway, I've got 2 high-quality scans of those original magazine ads, if
you're interested. They might give you some more info on the games.
E-mail me and I'll send them to you. And if you do get a copy of the
games, maybe you could recommend me a good Atari emulator and I'll
finally see what I've been missing.

BTW, check out this link to see what the author is currently doing
http://www.businessweek.com/ebiz/0002/em0216.htm
Pretty amazing what and who you can find on the net.
Good luck, and let me know if you'd like those scans.

Pete

Sent via Deja.com http://www.deja.com/
Before you buy.

4334. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <396fb97c.10268714@news.jacksonville.net>
Source record: 43486

On Fri, 14 Jul 2000 02:37:35 -0500, "w_a_lang" <w_a_lang@willinet.net>
wrote:

>
>Favorite Classic Sci-Fi Arcade Game:
>
Defender
>
>Favorite Classic Arcade Maze Game:
>
Pac Man
>
>Favorite Classic Computer Game:
>
Star Raiders
>
>Favorite Movie Game Adaptation:
>
Don't have one

4335. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <fasvmsgllop34hei81a5grv6iv0u8fg1c6@4ax.com>
Source record: 43487

On Fri, 14 Jul 2000 02:37:35 -0500, "w_a_lang" <w_a_lang@willinet.net>
drooled an embarassing wet spot in his lap as he typed:

>Hello Everybody,
>
>I was wondering what your favorite Atari 8-bit
>video game happens to be?

Alternate Reality, both The City and The Dungeon. No contest.

4336. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Peter Laing <snailboy1REMOVECAPSTOREPLY@earthlink.net>
Message-ID: <wWUb5.68769$_b3.2006867@newsread1.prod.itd.earthlink.net>
Source record: 43488

This is hard but...

Classic: Star Raiders
Sci Fi: Mercenary (XL version Graphics 15 not 7 :)
Player vs Player: Spy vs Spy 2 the island caper (Great music too)
Flight sim: I used to battle my friends in Mig Alley Ace

One game I never completed that I would like to revisit: Spell Bound
I also enjoyed playing Star Quake (Cheops Pyramid anyone ?)

Cheers
Peter

4337. Re: Broken 800XLs for the casing!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <3970315a$0$1844@wodc7nh0.news.uu.net>
Source record: 43489

Could you get some pictures of these beauties for us to view?

maybe we can help discern what some of the buttons do.. etc...

Marshall Walker
mwalker@mc.net

Richard Kilpatrick (PC) <richard@lovecraft.demon.co.uk> wrote in message
news:rqXsMKAF4Hb5Ewzw@lovecraft.demon.co.uk...
> Hi!
>
> Just got two wonderful XLs, one blue with Gumby (still trying to find
> out if it is working correctly) and PIA, plus Freddy (according to the
> internals) but I wasn't told it had extended RAM, and one red with
> extended RAM and a neat little LED for bank selection information.
>
> The blue one especially has seen a lot of changes, having two PIA
> connection holes, a mysterious DIN connection hole, and a row of LED
> holes and four mouse-switch type function keys. The red machine is
> essentially stock, and the top half looks good with the black and red
> LED display, but the lower case has had a PIA installed and removed, so
> has a hole in it.
>
> These modified machines have been done pretty well, and the repainted
> cases look great, so I want to reshell them (repainted, of course) to
> get rid of the extra holes!
>
> Richard
> --
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -.
;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
`'::.
> http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
`-'_)Morticia

4338. ATARI 8-Bit Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Jerzy Dudek <duddie@friko2.onet.pl>
Message-ID: <8kpjhd$6mr$1@sunsite.icm.edu.pl>
Source record: 43490

Does anybody have Atari 8-bit font for PC in True Type *.ttf format?
If yes, please send to jurek@cnd.pl
I would like to re-type Mapping The Atari book and make pdf file. This font
is very useful for some register names etc.

Thanks.
Jurek.

jurek@cnd.pl

4339. Need Help w/ Diskformer! How do I "append" Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <39706a45.2408631@news.netunlimited.net>
Source record: 43491

I have my Atari 800 set up with a null-modem. I can transfer files by way of BobTerm. What I want to do however is use the x-modem function of Kenneth Sider's Diskformer to write directly from the serial connection to floppy disk. Diskformer has all the options to do this, but I get an RS232 error immediately when I try. I believe it is because the R-Handler is not running. But how do I install the R-Handler?

Here is what the Diskformer docs say:

"Copy the R: handler to a filename of your choice (DISKFORM.COM
for example) and append DISKFORM.EXE to it.
Loading: Load the file (DISKFORM.COM) and the
R: handler should load followed by DISKFORMER. BOBVERTER with a
home built type R-Verter type interface was used in the
development of this program."

The BobTerm disk has an rverter.com file I could try. But I do not know the first thing about "appending" two executables. There is not "append" option in DOS 2.5 or SMartDOS that I can see.

Please help!

VS

4340. Atari 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Eric Chomko <chomko@IDT.NET>
Message-ID: <8kpvhf$7vu@nnrp2.farm.idt.net>
Source record: 43492
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

I recently purchased an Atari 800XL and am trying to hook it up. I have
the following items:

800XL unit
Model: C061982 power supply

1050 disk drive
Model: C017945 power supply

1010 tape unit w/1010 PS

Commodore 1084s monitor
DIN-5 to RCA male black,white,yellow,red

It all seems to be what is need short of a boot disk.

All fits perfectly, but before I put power to the system, I'd like to
know the following:

1) Are the power supplies mentioned above correct for each unit?
2) Is the DIN cable compatiple with the Commodore monitor and the 800XL?
3) Can I download a boot image and put it on a floppy, or must I get
an already-made boot disk?

Thanks in advance for any help,

Eric

4341. Needing help with Atari 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: CJ <cjlink@mindspring.com>
Message-ID: <8kq3k6tad1@slb0.atl.mindspring.net>
Source record: 43493

I am using Atari DOS version 2.5.
What Atari or Atari Basic command should I use to do the following action:

Target a specific drive ? for example A:\ B:\
Read from drive?
Write to drive?
Save basic programs to the drive?
List files without using the DOS?
AND any other useful disk drive commands would be appreciated.

Can I use 5 1/4 double sided double density disks in the drives? I can not remember the difference in the single or double density.

I am interested in creating some programs for my Atari system, and I am all for the open source code movement. If you would be interested in obtaining a copy of my programs just let me know. I have been thinking about creating a web site just for posting Atari Basic program listings so that other people may gain interest in creating new programs for the 8-bit Atari PCs.

Thank you for your help,

John

4342. Re: Atari 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: witchy <witchy@binarydinosaurs!co!uk>
Message-ID: <6ca1nsoq5hmabv5sor75i38rh49pscu730@4ax.com>
Source record: 43494
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

You are in an empty room with Eric Chomko <chomko@IDT.NET>. There's a
rock in the middle with "Y2" written on. A hollow voice says:

>1) Are the power supplies mentioned above correct for each unit?

For the XL series AFAIK if the plug fits the PSU is correct. I could
check a real PSU upstairs but I'd have to empty half a cupboard to
reach it!

>2) Is the DIN cable compatiple with the Commodore monitor and the 800XL?

Can't answer that one unfortunately.

>3) Can I download a boot image and put it on a floppy, or must I get
>an already-made boot disk?

You don't need a boot disk - the 800XL has BASIC in ROM so it should
give you a nice blue screen with a 'ready' prompt.

cheers

4343. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-15 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <ns2c5.34732$FQ.3685580@news0.telusplanet.net>
Source record: 43495
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed link rather than your reply button

- Last Updated 07/15/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25 - Only a couple left

** Atari Jaguar Accessories - New**
==========
- Jaguar unit alone (No power supply, controller or accessories) $20
- Team Tap (4 Player adapter) $25
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working 6000 series Dish Network receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

4344. Re: ATARI 8-Bit Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000715212131.13973.00000905@ng-fs1.aol.com>
Source record: 43411

> "Jerzy Dudek" duddie@friko2.onet.pl requested:

>Does anybody have Atari 8-bit font for PC in True Type *.ttf format?
>If yes, please send to jurek@cnd.pl

e-mailed today.

-Ron

I don't have a solution but I admire the problem.

4345. ataris

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: san <Sandy@nairn.freeserve.co.uk>
Message-ID: <8kr9a3$5o5$1@news6.svr.pol.co.uk>
Source record: 43412

ive got a few ATARIS TO SHOW AT

Visit http://kipsvideogames.freeservers.com

4346. Re: 130XE keyboard probs.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8kri3bcvh1@sshuraaa-i-1.production.compuserve.com>
Source record: 43413

drteele wrote:

I have a ICD MIO for my 130XE and the edge contact pads on the
adapter
board are so scratched up I have a hard time making a good
contact. Will
this 'defroster paint' help to restore my contact pads also?

For contact problems, the first thing is proper size feet to
support the card.
Next, take a sheet of typing paper and fold it to make a stack
about 1/16 inch thick with one edge only folds. Touch it to
contact cleaner or iso alcolhol and gently slid it into/out of
the contact socket to clean the fingers, but don't slide across.
Lastly, you may need to apply a thin smooth layer of solder to
the circuit board fingers. I use silver solder. This takes good
soldering skill.

Rick D.

--

4347. Re: atari 1027 printer ribbon?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8kri6rcvh2@sshuraaa-i-1.production.compuserve.com>
Source record: 43414

Most office supply stores have ink rollers for
printing calculators. Several will fit, but need to be cut down.

Rick D.

--

4348. Re: Need Help w/ Diskformer! How do I "append" Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8krioscvh3@sshuraaa-i-1.production.compuserve.com>
Source record: 43415

```
Appending binary files;
Always work with copies, not the originals. Splitting them later
is difficult.

C(copy) D1:RVERTER.COM,AUTORUN.SYS
C(copy)D1:FILE2.EXE,AUTORUN.SYS/A

This may require two disks or drives but it saves headaches.

Rick D.

--
```

4349. New Atari 8-Bit BBS in Minnesota!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: friednw@tcfreenet.org
Message-ID: <39716373.408ED121@tcfreenet.org>
Source record: 43416
Cross-posted to: alt.bbs,alt.bbs.internet,alt.bbs.lists,alt.bbs.lists.d,alt.internet.bbs,alt.minnesota.connection,comp.sys.atari,comp.sys.atari.8bit,alt.fan.minnesota

```
New Atari 8-Bit BBS online now in the testing phase. Submit your bug
reports and suggestions to the sysop. Thanks for calling!

763-691-0626

300 to 19200 bps

Open 24 hours
```

4350. Re: "budget" cassette games - 50p each

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: Paul R <paul@stillavailable.co.uk>
Message-ID: <VXic5.1461$Pj1.39761@news2-win.server.ntlworld.com>
Source record: 43417

Pls note, the following have now been sold:

Extirpator
Zybex
Chuckie Egg
Dawn Raider

"Paul R" <paul@stillavailable.co.uk> wrote in message
news:Av3c5.676$Yp.20093@news6-win.server.ntlworld.com...
> Had a clear-out and I have the follwing 8-bit Atari cassette games for
sale,
> all at 50p (GB Pence) each, plus shipping.
>
> 1020/ATARIARTIST DUMP Chipsoft
> 180 Mastertronic
> AMERICAN ROAD RACE Silverbird
> ATARI COMPILATION TAPE Atari
> BMX SIMULATOR Codemasters
> BOMBFUSION Mastertronic
> CASTLE TOP Alternative
> CHIMERA Firebird
> CHUCKIE EGG A 'N' F
> COPS N' ROBBERS Atlantis
> COSMIC PIRATE Byte Back
> CRACK-UP Atlantis
> DAWN RAIDER Atlantis
> DAYLIGHT ROBBERY Atlantis
> DESPATCH RIDER Mastertronic
> DREADNAUGHT Byte Back
> ENCOUNTER Atlantis
> ESCAPE FROM DOOMWORLD Byte Back
> EXPLODING WALL Byte Back
> EXTIRPATOR Silverbird
> FEUD Bulldog
> FRENESIS Mastertronic
> FRUIT MACHINE SIMULATOR Codemasters
> GREEN BERET Hit Squad
> GUN LAW Mastertronic
> GUNFIGHTER Atlantis
> HEAD OVER HEELS Hit Squad
> ENRY'S HOUSE Mastertronic
> INVASION Bulldog
> JET-BOOT JACK Byte Back
> JOE BLADE Players
> KENNY DALGLISH SOCCER MGR. Zeppelin

> KIKSTART Mastertronic
> LASER HAWK Byte Back
> LAST V8 Mastertronic
> LEAGUE CHALLENGE Atlantis
> LEAPSTER Alternative
> LOS ANGELES SWAT Mastertronic
> MAD JAX Byte Back
> MASTER CHESS Mastertronic
> MERCENARY Novagen
> MILK RACE Mastertronic
> MISSING... ONE DROID Bug-Byte
> MISSION SHARK Zeppelin
> MOUNTAIN BIKE RACER Zeppelin
> NINJA COMMANDO Zeppelin
> ON CUE Mastertronic
> ONE MAN AND HIS HIS DROID Mastertronic
> PANIK Atlantis
> PANTHER Mastertronic
> PERISCOPE UP Atlantis
> POGOTRON Gamebusters
> POTHOLE PETE Atlantis
> POWERDOWN Mastertronic
> PRO GOLF Atlantis
> PROTECTOR Mastertronic
> RED MAX Codemasters
> REVENGE II Mastertronic
> ROCKFORD/CRYSTAL RAIDER Mastertronic
> ROGUE Mastertronic
> ROULETTE SIMULATOR Byte Back
> SPEED ZONE Mastertronic
> SPOOKY CASTLE Atlantis
> SPY VS SPY III Hi Tec
> STACK-UP Zeppelin
> STEEPLE JACK English
> STRATOSPHERE Players
> SURVIVORS Atlantis
> TIMESLIP Byte Back
> TITAN Atlantis
> TOMAHAWK Byte Back
> TRANSMUTER Codemasters
> UNIVERSAL HERO Mastertronic
> VIDEO CLASSICS Silverbird
> WINTER WALLY Alternative
> WORLD SOCCER Zeppelin
> ZYBEX Zeppelin
>
> Send email to paul@stillavailable.co.uk
>
>

4351. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: doctor@localhost.localdomain
Message-ID: <8ksgea$2lr$1@localhost.localdomain>
Source record: 43418

In article <39648344.E453A930@mail.uni-mainz.de>,
Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
>
>
>Hello Richard,
>why not use Tom Hunt`s A8 Wave player ?!? It plays back Windows
>wave-sounds on a standard or extended 8-Bit Atari. It supports up to 1
>Megabyte extension Ram and works great under Sprata DOS (yet not so good
>under DOS 2.x). Ok, this little thing (called the CTH Sound Utility) can
>of course not play back the Wave-Sounds in its original form (16 Bit,
>Hifi-Stereo, CD-quality/44,1khz, etc.) but it does its job quite good on
>the little Atari...

er,what's "HiFi" stereo? And how is it different from normal stereo?

>Solution: For an A8 internet browser you would need some sort of
>environment, like a GUI or so, that can detect which extensions
>(plug-ins) are needed and when they are needed. For example to "read"
>and display HTML text on the A8 it would load any HTML to ATASCII
>converter/displayer and thus present the text in a much simpler but
>still readable form. If you click on a "button" for any sort of picture
>(GIF, JPG, etc.) then the environment system would close the HTML
>converter and load any picture converter to display that picture (a GIF
>converter for GIFs, a JPEG converter for JPGs, etc.) in an A8 typical
>form (smaller resolution, less colors; interlaced or non-interlaced,
>etc.). If you would click on a sound button, the environment (or
>browser) would then load any sort of sound converter, to play back that
>sound in an A8 sound form. And so on...

What does a GUI have to do with loading up device handlers/shared
libraries/data translation filters?
For that matter,what *IS* a "graphical" user interface.I'm using Linux's fbcon
(fbcon=frame buffer console;the names just keep getting weirder...)
so I'm always in graphics mode on my IBM PC/AT clone,just like the Linux
Amiga,ST and SPARC users are.And Linux has a (rather simple) line editor built
into it just like the Atari,Apple and Commodore OS's do.(though it's not as
good)
So it Linux a GUI?

"Click on a button"???

The Atari OS doesn't "hold" files open while they're executing like Linux does.
(though a file might load partially,do some initialization,load up some more,
and so on,but the user would never interact with the programme while this is
happening.This mostly happens when you've appended one programme onto the end
of another,like with terminal emulators and RS232 handlers)

In fact,the Atari OS has nothing in it for loading up programmes.That's entirely a user-level job.And the file only stays open while the (whole) programme loads up and then closes.Of course some games might be in two parts,with a tiny first part that just shows a title screen and then returns control to the loading programme (usually DUP.SYS) which then loads the actual game.

>In short: The browser would need an extended Atari (eqipped with
>Ramdisk) and would load all nescessary extensions/plug-ins from extended
>RAM/Ramdisk, whenever it needs them. But finally, I am not sure if this
>concept (just an example!) could be realised on an A8 (i.e. you would
>need enough Ram to have at least 3 things working: the environment/ the
>browser, the appropriate converter program and lastly the actual
>text/sound/graphic). Maybe someone finds an easier way and someday we
>really have an internet browser for the A8 avaiable, who knows ?!?
>greetings - Andreas

For the most part the graphics are not very useful so I'd be happy with a text-mode HTTP viewer.But files are just too big these days so it's better to just telnet to your friendly neighbourhood VMS or Unix system.
So just use Lynx! (or w3m or Emacs/W3...)

Of course a better version of Ice-T and FT-80 would be nice.
(especially flow control!)

4352. Atari Swap & Sale, Columbus, OH USA Sept 9.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <Jklc5.4879$s3.62192@typhoon.columbus.rr.com>
Source record: 43419

Atari (and other stuff) Swap and Sale.
Regular Vendors appreciated! However, we've also had good "general
community" turnout in the many previous years.
RSVP not necessary, but appreciated if you're going to sell.
Please see details at http://www.icwhen.com/index1.html
or e-mail me.

--
R. Wayne Arenz
___
| | rarenz@columbus.rr.com
|___/ . / wayne.arenz@healthcare.com
| \ /_\ / rwarenz@freenet.columbus.oh.us
| \/ \/ (if all else REALLY fails)

4353. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: Daniel Pralle <Daniel.Pralle@stud.uni-hannover.de>
Message-ID: <8ksr35$787$1@newsserver.rrzn.uni-hannover.de>
Source record: 43420

>
>The Atari OS doesn't "hold" files open while they're executing like Linux
does.
>(though a file might load partially,do some initialization,load up some
more,
>and so on,but the user would never interact with the programme while this
is
>happening.This mostly happens when you've appended one programme onto the
end
>of another,like with terminal emulators and RS232 handlers)
>In fact,the Atari OS has nothing in it for loading up programmes.That's
>entirely a user-level job.And the file only stays open while the (whole)
>programme loads up and then closes.Of course some games might be in two
>parts,with a tiny first part that just shows a title screen and then
returns
>control to the loading programme (usually DUP.SYS) which then loads the
actual
>game.

Why would you need to "hold" a file open???
It is no problem to have a small program which loads other programs into
memory and executes them. Just load the file with a short self-written
routine, if you want it "compatible" look in every DOS-documentation and use
the Subroutine of the DOS you dedected or the best way just use the
XIO-Funtion of the DOS. I think there is one to load/execute binary-files!

daniel

4354. Jaguar Mousepads...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: AtariVision@mail.com
Message-ID: <8kt53a$d5k$1@nnrp1.deja.com>
Source record: 43421

So far I have only 16 signed up on the list interested in purchasing a Jaguar mousepad.

If you are interested in one, and have not already e-mailed me stating you would like to purchase one, then please do so now :

ClintT@AtariVision.com

The price is going to be between $6-8 (that includes shipping to anywhere in the U.S. and a few extra goods possibly! :)

The numbers have to be bigger then 16 to get these moving, thats why I'm posting this now. The more of you that e-mail me wanting one,the faster the mousepads will be made and start rolling out.

Thanks,

Clint Thompson
www.AtariVision.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4355. Looking for the following XL/XE Carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: av999@freenet.carleton.ca
Message-ID: <39723F70.29D3A8F9@freenet.carleton.ca>
Source record: 43422

Does anyone in the group know of any person or business selling the
following NTSC Atari 8-bit cartridges at a reasonible price?

Airball
Into the Eagle's Nest
Thunderfox
Gato
Karateka
Crime Busters
Diamond GOS
Crystal Castles

Thanks!

Mark

4356. Re: Need Help w/ Diskformer! How do I "append" Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <3972331a.5900626@news.netunlimited.net>
Source record: 43423

Thank you all for the assistance with appending files. The copy-append feature works as advertised. However the R-handler still is not working.

There is still a local BBS in my area. I can dial out with Telelink to it so I know my hardware setup is okay. (Telelink won't actually display anything comprehensible but it does connect).

However I tried to dial out with BobTerm and it won't even drive the modem. So that is an R-Handler issue, right?

Now I have some differnet files relating to all this, but I don't really understand how they should be used.

AMODEM42.835
RVERTER.COM
ATARIRS.832

There is an AUTORUN.SYS file that appears to set up the AMODEM42.835 handler on the disk it came on. It seems to work (I am not using an 835) and it tells me the 850 is good to go. But when I load TCPTEST.COM or BobTerm it just doesn't want to make the modem dial.

This is all a big pain in the keister so I hope someone will advise me exactly how to configure what files to make my 850 dial out on my standard external modem.

VS

4357. Re: Need Help w/ Diskformer! How do I "append" Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sn4u2decnd675@corp.supernews.com>
Source record: 43424

Try this:

```
20 CLOSE #1:OPEN #1, 8,0,"D:AUTORUN.SYS"
30 FOR I=1 TO 88
40 READ D
50 PUT #1,D
60 NEXT I
70 CLOSE #1
80 END
100 DATA 255,255,0,56,75,56,169,80
110 DATA 141,0,3,169,1,141,1,3,169
120 DATA 63,141,2,3,169,64,141,3,3
130 DATA 169,5,141,6,3,141,5,3,169
140 DATA 0,141,4,3,141,9,3,141,10
150 DATA 3,141,11,3,169,12,141,8,3
160 DATA 32,89,228,16,1,96,162,11
170 DATA 189,0,5,157,0,3,202,16,247
180 DATA 32,89,228,48,6,32,6,5,108
190 DATA 12,0,96
200 DATA 226,2,227,2,0,56
```

and hope neither of us made a typo.

Boot the disk with this on it and then insert a terminal program, preferably something like Bob term or AMODEM in some flavor for the 850, but w/o the handler built in.

If worse comes to worse, there are type in miniterm programs available that are just as short, but you will have trouble running faster then about 300 baud.

When you boot the disk, the autorun program should pause a bit and you should hear a tone as the 850 wakes up.
"Velcro_SPY" <NOSvelcro@netunlimited.netPAM> wrote in message news:3972331a.5900626@news.netunlimited.net...
> Thank you all for the assistance with appending files. The copy-append
> feature works as advertised. However the R-handler still is not
> working.
>
> There is still a local BBS in my area. I can dial out with Telelink to
> it so I know my hardware setup is okay. (Telelink won't actually
> display anything comprehensible but it does connect).
>
> However I tried to dial out with BobTerm and it won't even drive the
> modem. So that is an R-Handler issue, right?
>

> Now I have some differnet files relating to all this, but I don't
> really understand how they should be used.
>
> AMODEM42.835

Old modem, not what you need I think.
> RVERTER.COM

Different, may work with an SIO2PC cable hooked to a modem.
> ATARIRS.832

I didn't know there was an 832.
>
> There is an AUTORUN.SYS file that appears to set up the AMODEM42.835
> handler on the disk it came on. It seems to work (I am not using an
> 835) and it tells me the 850 is good to go. But when I load
> TCPTEST.COM or BobTerm it just doesn't want to make the modem dial.

Wrong handlers, the one above should be OK.
>
> This is all a big pain in the keister so I hope someone will advise me
> exactly how to configure what files to make my 850 dial out on my
> standard external modem.
>
> VS
>

4358. Re: Need Help w/ Diskformer! How do I "append" Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39727802$0$1497$53a6afc1@news.erinet.com>
Source record: 43425

UH. I'm trying.
It seems that BobTerm has a 850 R: handler in it. The files you
mention won't help you (AMODEM42.835, RVERTER.COM ATARIRS.832. they are a
term program for the 835, a r: handler
for the rverter and a RS232 handler for the 835.
I don't remember ever having to load a R: handler with BobTerm
however, it has a 850/PR: handler built in I think, unless you've got
a BobTerm with no R: handler. I'm going in circles.
Today's modems may not work so well with BobTerm, without some
fancy AT commands.
I just checked BobTerm documentation. It automatically loads the
R: handler from the 850 (BobTerm 1.2 or 1.21, I think).
If you load BobTerm and it doesn't tell you the R: handler is missing
or messed up, The R: handler is there.
So, that leaves the possiblitly you have a modern 56k modem perhaps.
If you can load BobTerm, and you have a null modem, and a term
program on the PC, like Procomm (4.3?), the old shareware one,
you should be able to type back and forth to the term mode screens.
Set the duplex to half on both and the baud to 4800, no higher than 9600.
To use the diskformer program, you will need to get a R: handler for
the 850. I'm sure you can find one. It should be something like
R850.HND file that you can binary load. I have several if you want
me to send you one.
Russg

4359. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: Sneedy <mketler@goodland.ixks.com>
Message-ID: <39728BEB.85CA5363@goodland.ixks.com>
Source record: 43426

Russ Collins wrote:

> Karateka
> - Before Street Fighter, before Mortal Kombat, there was Karateka.

I have the 7800 version of this game, and I think it's horrible. The music is, hands down, the worst in a video game, ever. Silence would have been better.

The controls aren't very easy to learn, and they're not very accourate. Is the 8bit version any better or fun to play than the 7800 console port?

4360. Lode Runner/Gato questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: Sneedy <mketler@goodland.ixks.com>
Message-ID: <39728E82.780103E8@goodland.ixks.com>
Source record: 43427

I have the Lode Runner and Gato carts for the XEGS, and since they did not come with instructions, I have a couple of questions that I'm hoping someone here can answer...

In Lode Runner, is there any possible way to restart a level? It's somewhat annoying to be playing and end up getting the character stuck in a nook where I can't get him out, and then have to reset the system and start on level 001. All that time and hard work are lost.

What's the objective of Gato? I understand you're a submarine, but without any instructions I have no idea how to play. I just move around a little bit, and toggle between the main screen and a radar screen, but there aren't any enemies and even if there were, I wouldn't know how to engage them in combat.

Thanks again.

sneedy

4361. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000716211202.12518A-100000@vtn1>
Source record: 43428

On 17 Jul 2000, LLpwhite wrote:

>
> Well, so much for the 1027 idea. But I found a decent Star Micronics 1000 NX
> for $5 at a local Hamfest, so hopefully that will take care of my A8 program
> listings. Thanks for the feedback!
> Larry

Definitely a better option. The only thing you might have to check is that some of the older Stars were not 100% Epson-compatible in a few of the commands (possibly including line feed settings). Something like Daisy Dot might require a little bit of tweaking.

jkp

4362. Re: Video Cable needed for 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-16 00:00:00 UTC
From: "Foster L. Putman" <fangmans@bellsouth.net>
Message-ID: <39728BA0.81738B94@bellsouth.net>
Source record: 43429

These cables are easy enough to build with parts readily available at your local radio shack store. You will need a 5pin DIN plug and a cable ending in 2 RCA jacks to plug into your monitor. One of the jacks will be sound and the other will be video, each with a common ground. The pin outs for the monitor jack on your XE are as follows: V
3 o o1
5o o4
2o
1. Composite luminance The pins that you will connect are #2 (common ground),
2. Ground #3 Audio out, and
3. Audio out #4 Composite video
4. Composite video
5. Composite chroma
(not on XL/XE)
I have seen these cables on E-Bay go for $20 and they usually have anywhere between 5 and 20 bidders. I made my cable for around $5 and it took me all of 20 minutes.
Good luck!
flp

Steve Breech wrote:

> Does anyone know where I can get 1 or 2 monitor cables for my 130xe to hook
> up to a monitor that requires RCA inputs? Like a Commodore 1702 monitor....
> Thanks,
> Steve B.

4363. Re: Atari 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: witchy <witchy@binarydinosaurs!co!uk>
Message-ID: <ddi4nsog0guofps3bg33evi8n3u9hdr979@4ax.com>
Source record: 43430

You are in an empty room with rhamiiton5@aol.comedy.com (RHamiIton5).
There's a rock in the middle with "Y2" written on. A hollow voice
says:

>>witchy witchy@binarydinosaurs!co!uk replies:
>
>>You don't need a boot disk - the 800XL has BASIC in ROM so it should
>>give you a nice blue screen with a 'ready' prompt.
>
>This is true, the computer and monitor will function but not particularly
>useful when you cannot load/save anything to/from the disk...

Hi Ron,

I've just tried mailing you but received an odd routing error - could
you mail me back removing the bangs from my address? I'd like the
8-bit font you've sent to someone else :)

4364. Video Cable needed for 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <hPsc5.5596$s3.69186@typhoon.columbus.rr.com>
Source record: 43431

Does anyone know where I can get 1 or 2 monitor cables for my 130xe to hook up to a monitor that requires RCA inputs? Like a Commodore 1702 monitor....
Thanks,
Steve B.

4365. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000716214002.23616.00000100@ng-cm1.news.cs.com>
Source record: 43432

>Having owned several, I can state that they have no redeeming qualities...<

Well, so much for the 1027 idea. But I found a decent Star Micronics 1000 NX for $5 at a local Hamfest, so hopefully that will take care of my A8 program listings. Thanks for the feedback!
Larry

4366. Re: Atari Swap & Sale, Columbus, OH USA Sept 9.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: classics@nacs.net
Message-ID: <3972a775.34848921@corp.supernews.com>
Source record: 43433

On Sun, 16 Jul 2000 16:24:09 GMT, "R. Wayne Arenz" <rarenz@columbus.rr.com>
wrote:

>Atari (and other stuff) Swap and Sale.
>Regular Vendors appreciated! However, we've also had good "general
>community" turnout in the many previous years.
>RSVP not necessary, but appreciated if you're going to sell.
>Please see details at http://www.icwhen.com/index1.html
>or e-mail me.

This is a great, well managed event. I reccomend anyone within a few
hours drive check it out.

You can see some pictures I took at last years swap meet at:

http://members.xoom.com/_classics_/swapmeet99/

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4367. Re: Looking for the following XL/XE Carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3972CBF0.746A7C5A@t-online.de>
Source record: 43434

> Does anyone in the group know of any person or business selling the
> following NTSC Atari 8-bit cartridges at a reasonible price?

PAL-carts will run as well on your NTSC-computer.

Greets,

Andre

4368. Re: Video Cable needed for 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000717083524.23442A-100000@vtn1>
Source record: 43435

On Sun, 16 Jul 2000, Foster L. Putman wrote:

> These cables are easy enough to build with parts readily available at your local
> radio shack store. You will need a 5pin DIN plug and a cable ending in 2 RCA
> jacks to plug into your monitor. One of the jacks will be sound and the other
> will be video, each with a common ground. The pin outs for the monitor jack on
> your XE are as follows: V
> 3 o o1
> 5o o4
> 2o
> 1. Composite luminance The pins that you will connect are #2 (common
> ground),
> 2. Ground #3 Audio out, and
> 3. Audio out #4 Composite video
> 4. Composite video
> 5. Composite chroma
> (not on XL/XE)
> I have seen these cables on E-Bay go for $20 and they usually have anywhere
> between 5 and 20 bidders. I made my cable for around $5 and it took me all of 20
> minutes.
> Good luck!
> flp
>
> Steve Breech wrote:
>
> > Does anyone know where I can get 1 or 2 monitor cables for my 130xe to hook
> > up to a monitor that requires RCA inputs? Like a Commodore 1702 monitor....
> > Thanks,
> > Steve B.
>
>

Radio Shack used to sell a DIN to RCA adapter which fit the monitor port
and terminated in four RCA plugs. They went for about $5.

Actually, the Chroma output does work on the XE though not on the XL and
you can use split Chroma/Luminance with the XE.

The four-output option is slightly better than using only two wires
because, if you're using a mono monitor, you can run just the luminance
to the monitor and get a much sharper image (blue screen on a green or
amber monitor really sucks).

jkp

4369. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39732f79$0$1496$53a6afc1@news.erinet.com>
Source record: 43436

Ok, the Star 1000NX.
You mention program listings.
The G: device from ANALOG will print out the listings with
ATASCII characters. The only way I know to make ATASCII
listings.
Russg

4370. Nolan's Nest & Official BBS home of SPACE is back online!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: friednw@tcfreenet.org
Message-ID: <3973438D.C78E2184@tcfreenet.org>
Source record: 43437

The official home of SPACE, St. Paul Atari Computer Enthusiasts (Minnesota), is now back online. The new phone number is (763) 691-0567, 300-19200 baud, Open 24 Hours. Supporting ANSI and ATASCII callers. I anticipate bugs because this BBS is being worked on from the ground up. Improvements and additions will be implemented constantly. I will also be working with Lance at Video 61 & Atari Sales testing the BBS on a regular basis. Feel free to call the BBS and look around and post in the message bases. Don't hesitate to email the Sysop with any comments, suggestions, or bug reports. Regular updates will be made to the newsgroup as changes occur.
Let's make this a great BBS. Long live Atari!

4371. Re: Atari 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: Eric Chomko <chomko@IDT.NET>
Message-ID: <8kvklo$e4a@nnrp2.farm.idt.net>
Source record: 43438

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote:
: >Eric Chomko chomko@IDT.NET asks:

: >800XL unit
: >Model: C061982 power supply
: >
: >1050 disk drive
: >Model: C017945 power supply
: >
: >Commodore 1084s monitor
: >DIN-5 to RCA male black,white,yellow,red
: >
: >It all seems to be what is need short of a boot disk. I'd like to know the
: following:
: >
: >1) Are the power supplies mentioned above correct for each unit?

: Yes, absolutely correct for XL and 1050..

Great! Thanks for the info.

: >2) Is the DIN cable compatiple with the Commodore monitor and the 800XL?

: Yes it works great.

And Thanks, again. And to think I was going to get rid of the Commodore
monitor.

: >3) Can I download a boot image and put it on a floppy, or must I get
: >an already-made boot disk?

: You will probably need a bootable disk; the hardware considerations for
: transferring a disk image to Atari 8-bit 5.25 format are somewhat arcane. It is
: possible with SIO2PC or APE and supposedly something called Anadisk.exe (which
: has never worked for me).

I have Anadisk 2.2 (I think). My PC has a 5 1/4" floppy for just this kind
of problem. Is the boot image available? MESS ROMs or some such?

Eric

: -Ron

: I don't have a solution but I admire the problem.

4372. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000717164248.13967.00001157@ng-fs1.aol.com>
Source record: 43439

>"Russg" russg@en.com replied:

>Ok, the Star 1000NX. You mention program listings.
>The G: device from ANALOG will print out the listings with ATASCII
>characters. The only way I know to make ATASCII listings.

Actually several '80s magazines including Antic published utilities which could read an ATASCII Listed file and direct the necessary bit mapped output to an Epson GrafTrax or the ever popular NEC 8023A. I have adapted one with major tweaking to send XFormer data to my Epson 24 pin.

G colon device was definitely much easier, more powerful and one of my favorite utilities; I used it with an altered character set to read and print screens from the Championship Lode Runner Disk.

-Ron

I don't have a solution but I admire the problem.

4373. Re: Lode Runner/Gato questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000717165424.13967.00001160@ng-fs1.aol.com>
Source record: 43440

>Sneedy mketler@goodland.ixks.com asked:

>have Lode Runner and Gato carts for XEGS, they did not come w/ instructions
(snip)

>In Lode Runner, is there any possible way to restart a level? It's
>somewhat annoying to be playing and end up getting the character stuck
>in a nook where I can't get him out, and then have to reset the system
>and start on level 001. All that time and hard work are lost.

Use (Ctrl)+(A) to anihilate (sacrifice) your stuck Runner and restart the
level. Can't help with Gato; bought a used disk which has damage in sector 1
which prevents it from booting up. Will try to send you some more LR docs.

-Ron

I don't have a solution but I admire the problem.

4374. Re: Atari 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000717173555.13967.00001168@ng-fs1.aol.com>
Source record: 43441
Body handling: HTML body converted to readable text

>Eric Chomko chomko@IDT.NET replied:

>And to think I was going to get rid of the Commodore monitor.

It was always the preferred monitor for the 800, not necessarily the most common - most of us settled for a TV..

>I have Anadisk 2.2 (I think). My PC has a 5 1/4" floppy for just this kind >of problem. Is the boot image available? MESS ROMs or some such?

<>

My PC 5.25 has been of very little use here. MyUtil.exe is reported to read/write to MyDOS DD disks in the PC drive - this has not worked much better than Anadisk for me. What I use is a PC 5.25 SSDD 180K and a guy I know with a Happy 1050 which can transfer files to my 8-bit 5.25.

Have e-mailed a bootable image of MyDOS 4.53. The XFormer image is a sequential file of the data from a 720 sector SSSD 90K 8-bit disk. Bytes 1-128 (or 0-127) would be from sector 1 and bytes 129-256 are sector 2... The directory listing is in sector 361 beginning at byte 46081. ATR images are the same after their 16 byte header which can allow them to be larger or smaller than the standard 720 SD 128 byte sectors. If you can port the image data to the 8-bit, you can use the resident disk handler to write it to the correct sectors for a bootable disk.

-Ron

I don't have a solution but I admire the problem.

4375. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: Frank Garza <fragar@flash.net>
Message-ID: <39739A07.3CFD1399@flash.net>
Source record: 43442

Star Raider(s) was the ultimate, as far as my game tastes,
but River Raid kept me on the machine for hour after hour,
dodging and blasting away. I'm going to dig things out of
the attic now and get back into those two.

4376. FA [Melb, Au]: Atari 800XL and PC3 weird Atari XT on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-17 00:00:00 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <39723da3@pan.izone.net.au>
Source record: 43443

On eBay.com.au:

Atari 800XL computer keyboard unit (c.1985):

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=380495470

Atari PC3 8088(8) weird XT computer by Atari (late 80s):

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=381295867

Australian Old Computer Supply.

4377. Re: Atari Swap & Sale, Columbus, OH USA Sept 9.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: classics@nacs.net
Message-ID: <397435a8.51853282@corp.supernews.com>
Source record: 43346

On Tue, 18 Jul 2000 02:45:56 -0500, "Marshall Walker" <mwalker@mc.net> wrote:

>Hello all.
>
>Can someone give a little more info about this? I went to the site for
>details, but I must be blind.. I can't find anything there...

It's down in there under shows and events, the direct link is:

http://www.icwhen.com/news/septatariswap.html

>Where will the swap meet be located at? What kind of places are there to
>stay at (holiday inn's, etc..) for us far away travelers.

Last year I stayed at the AmeriSuites on Vantage Drive. There are about 7
big hotels right here off the highway with a good price range. Not the
closest places to stay I imagine, but they are very close to the major
highways.

You can get a Yahoo! Map location for the hall at:

http://maps.yahoo.com/py/maps.py?addr=980+Lenore+St&csz=Columbus%2C+Ohio&country=us

Which should be helpful in finding a close hotel =)

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4378. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <397475F5.F93FA34B@mail.uni-mainz.de>
Source record: 43347

```
[snip]
Favorite Classic Sci-Fi Arcade Games:
> Star Raiders and Star Raiders II
> > Favorite Classic Arcade Maze Games:
> Pacman & Ms. Pacman
> > Favorite Classic Computer Game:
> Kangaroo & Donkey Kong
> > Favorite Movie Game Adaptation:
> Star Wars - The Arcade Game, E.T.
Favorite Olympic Games:
Decathlon and L.A. Games 1984 (forgot its cart label name)
Favorite Jump & Runs:
Montezumas Revenge (16k) and Rockford
Favorite Sport Games:
- Pitstop and Pole Position if they count as sport,
otherwise Thorn EMI Hockey and Thorn EMI Soccer...

- Andreas Magenheimer
```

4379. Re: Looking for the following XL/XE Carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39747779.CFAE170A@mail.uni-mainz.de>
Source record: 43348

Mark Rathwell schrieb:
>
> Does anyone in the group know of any person or business selling the
> following NTSC Atari 8-bit cartridges at a reasonible price?
>
> Airball
> Into the Eagle's Nest
> Thunderfox
> Gato
> Karateka
> Crime Busters
> Diamond GOS
> Crystal Castles
>
> Thanks!
>
> Mark

Hello Mark,
at ABBUC Germany, they may have some of these carts left. Normally they sell them for 2,50DM (thats about 1 dollar 20 cents) but for oversea shipping the price will be a little higher, I do hope no higher than 10 dollars... Just ask Wolfgang Burger via E-mail for the carts they have - or visit: http://www.atari-computer.de/abbuc
greetings - Andreas

4380. Re: Needed: C64 to Atari 8 bit interpreter to translate JPEG source

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39747A19.DCED015D@mail.uni-mainz.de>
Source record: 43349

[snip]
Hello folks,
if somebody is really willing to do a JPEG to A8 converter here are my
suggestions for graphic modes that should be supported for conversion:

Gr. 8 non-interlaced (320x192, black & white)
Gr. 9 non-interlaced (80x192, 16 greyshades)
Gr. 9+11 non-interlaced (80x96, 256 colors Apac or Apac-2 mode)
Gr. 15 non-interlaced (160x192, 4 colors)

If you want, you could also support a) interlace (for higher resolution)
or b) R,G,B / RGB (unpacked or koala-packed for more colors) graphic
modes. greetingss - Andreas Magenheimer

P.S.: Just a suggestion...

4381. Re: OK, So, what goes into a new Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: David Lloyd <dmlloyd@atari-central.com>
Message-ID: <Pine.LNX.4.21.0007181325200.30075-100000@saruman.ws.inxpress.net>
Source record: 43350

On Mon, 3 Jul 2000, Andreas Magenheimer wrote:

> > And what of this SID up(*coughs*)grade?
> >
> > I'd hate to trash a perfectly good 8-bit to get these upgrades, but I
> > also would quite like a Stereo sound, 320XE...

...

> A SID upgrade is - believe me - no joke !! The polish programmers (the
> most active guys in the world) did not only develop a Covox upgrade
> (Digi-sample upgrade, to support true 8-Bit digital Sample sound, like
> MOD, WAV and other digi-sounds), they also developped a SID-Atari
> upgrade. Yes, they have installed the SID chip into their Atari
> computer and there are even a few programs that support this.

Here's the status of the SID upgrade that I'm working on. I have a complete design, all on hand-drawn schematics. The software is a work in progress and is available from my website: http://www.atari-central.com.

Until I get my Linux system back though the software is at a standstill. I am also working on transferring the SID schematics to a PCB layout which I will upload to my website as well.

The PAL .JED files are also available from my website for the five PALs that are in the circuit.

The SID device is a PBI device... so you won't need to open your Atari at all.

- D

4382. I've Moved!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <f_1d5.1128$s7.133721@typhoon.sonic.net>
Source record: 43351

And it sucks! I recently moved from a pretty nice
apartment in Davis, CA to a rather trashed house.
(They're working on repairing it, but in the
meantime we're stuck eating out and showering
at friends' places!)

Anyway, I did a search on AltaVista for my
old address, and it seems it's listed mostly on
Atari FAQ's and some sites listing Atari
developers (although I admit I've done nothing
Atari 8-bit-wise in far-too-long).

Anyway, to all those who have my old address:

919 Drake Drive #147...

My new address is:

1509 Cypress Lane
Davis CA 95616-1317

-bill!
(who needs to get his 1200XL back from Bob Woolley
before the millenium officially ends ;))

4383. Conflicting Information. <Please help>

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: av999@freenet.carleton.ca
Message-ID: <3974B723.E6860648@freenet.carleton.ca>
Source record: 43352

Thanks for the information, Andreas. One of the reasons I'm getting confused is because of conflicting information. I pulled this information from the Atari 8-bit FAQ:

"Software written for NTSC (North America) will always work on PAL machines,
but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate
to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs
and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but

my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply"

This seems to conflict with what you and others say.

Sorry to be such a pain. I just need to know an exact answer. Has anyone on this board in North America successfully run PAL Atari 8-bit carts on their NTSC machine?

Thanks,

Mark

4384. Re: I've Moved!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <khh9ns8o2ecu7kegeerge1ki5m0a22kful@4ax.com>
Source record: 43353

The other Day William Kendrick <nbs@bolt.sonic.net> wrote:

>And it sucks! I recently moved from a pretty nice
>apartment in Davis, CA to a rather trashed house.
>(They're working on repairing it, but in the
>meantime we're stuck eating out and showering
>at friends' places!)

Good luck with the new place Bill, moving is never easy and made worse when the new place is not finished.
--
Paul Irvine

Retro-gamer & old git

4385. Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: Scott Reddell <zepplin@localhost.co.uk>
Message-ID: <3974B269.A17E3C74@localhost.co.uk>
Source record: 43354

Hi there,
game music is very close to my heart-interested to hear anybody elses
favourites..
Gary Gilbertson is one of the great unsung heroes imho
he did the tunes for alternate reality, tail of beta lyrae, monster
smash & (i think)
mr robot(full disk version) & cosmic tunnels-I dont think any of the
emulators
play most of these tunes accurately as yet although I hope the Sap
player will 1 day.
I seem to recall a lot of these tunes were on a 'music master 2' demo
disc-is it knocking about on the net anywhere I wonder?? Would
appreciate any info or corrections-replace 'localhost' with 'stayfree'
to reply.
Btw I remember someone telling me the disc version of bruce lee had
music?
Is this true?

4386. Test

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: Scott Reddell <zepplin@stayfree.co.uk>
Message-ID: <3974AED9.373D7B3@stayfree.co.uk>
Source record: 43355

```
Just a long time lurker delurking
Hi there
```

4387. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8l35mm$6is$1@news.storm.ca>
Source record: 43356

Necromancer - I even made an MP3 of it (gotta dig it up again...)

"Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk> wrote in message
news:6SDoCHBO6Pd5EwC+@lovecraft.demon.co.uk...
> In article <3974B269.A17E3C74@localhost.co.uk>, Scott Reddell
> <zepplin@localhost.co.uk> writes
> >Hi there,
> >game music is very close to my heart-interested to hear anybody elses
> >favourites..
>
> M.U.L.E
>
> Richard
>
> --
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -.
;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (
`'::.
> http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
`-'_)Morticia

4388. Re: 130XE keyboard probs.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3974E2F0.9546AB0E@sisna.com>
Source record: 43357

What is needed to restore circuits on mylar, or a circuit board is a substance called
Nickel Print. It can be obtained from a good electronics supply store, mainly one that carries all sorts of Radio, TV and Computer components. Not RADIO SHACK!!

This will do all elements,car window heat traces 130xe, traces for broken traces to specific keys, you put it on not with the brush it comes with as it is about a 1/4 inch wide, use a needle after bottle shaken to get all eliminates mixed and after cleaning the surface lightly re-trace the trace and let it dry completely before doing a circuit test. It's cost is in the area for $5.00-$7.00. You could also use a compound called liquid silver to be found in a tube, this is more expensive but the nickel will do just as well for less, and lasts much longer in the bottle and on the board.

This post states 130XE Keyboard? There is an upgrade that requires 4 3600k resistors to be placed on the Help, Select, Start, Option keys that will eliminate problems pressing these keys requires small soldering iron but still cheaper than replacing the keyboard.

bob

4389. Re: atari 1027 printer ribbon?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3974E579.10D2F58B@sisna.com>
Source record: 43358

The 1027 Printer has a roller, if you go get some ink pad ink in a bottle and pull your roller out and run the bottle head across it several times you will re-ink the roller It can not hurt the printer as each item strikes the paper separately and runs across the roller prior to typing on the paper. This is the worst printer Atari ever put out, The manual for repair manual states replace the whole mech. when you have a problem

When they work they do a slow job, if it works put it away for your grandchildren to collect some antique value?

Get an Epson through an interface or other printer to do graphics ect?

bob

4390. Re: Broken 800XLs for the casing!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3974E85A.7A28F796@sisna.com>
Source record: 43359

Getting close to retireing from my regular job! I still have a bunch of Atari Items and
have a Digital Camera. If there is an item I still have in my posession would be will ing to take a photaograph of it and send it somewhere? IE: I have an original copy of an Intgerace produced for the Supra Hard Drive Intercace for the Atari 8-bit, and also a copy I can scan in after I bought the rights. Also have the ability to captrue screens from a VHS VCR shown on the tv at the same time. So those of you with time on your hands do this, make a cable to access your VCR through your Atari 8-bit. Audio in and audio out. Plug this cable into your Atari that will accept a video cable, then turn on your vcr to record, and play anything you want to record on the vcr. Tape the session and you can pull frame for frame off the vcr to your IBM in any format JPG, BMP ect!

Been there done that..

bob

4391. Re: Atari Swap & Sale, Columbus, OH USA Sept 9.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <39740b40$0$21774@wodc7nh0.news.uu.net>
Source record: 43444

Hello all.

Can someone give a little more info about this? I went to the site for details, but I must be blind.. I can't find anything there...

Where will the swap meet be located at? What kind of places are there to stay at (holiday inn's, etc..) for us far away travelers.

Addresses, phone numbers would be appreciated... I'm looking forward to traveling down there, and do some swapping, etc..

Thanks all..

Marshall Walker
mwalker@mc.net

R. Wayne Arenz <rarenz@columbus.rr.com> wrote in message
news:Jklc5.4879$s3.62192@typhoon.columbus.rr.com...
> Atari (and other stuff) Swap and Sale.
> Regular Vendors appreciated! However, we've also had good "general
> community" turnout in the many previous years.
> RSVP not necessary, but appreciated if you're going to sell.
> Please see details at http://www.icwhen.com/index1.html
> or e-mail me.
>
>
> --
> R. Wayne Arenz
> ___
> | | rarenz@columbus.rr.com
> |___/ . / wayne.arenz@healthcare.com
> | \ /_\ / rwarenz@freenet.columbus.oh.us
> | \/ \/ (if all else REALLY fails)
>
>
>
>

4392. Re: Atari Swap & Sale, Columbus, OH USA Sept 9.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-18 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <39740c37$0$21777@wodc7nh0.news.uu.net>
Source record: 43445

Doh! Guess I was blind.. I found the info I was looking for.

Thanks all..

Hope to see some of you there..

Marshall Walker
mwalker@mc.net

R. Wayne Arenz <rarenz@columbus.rr.com> wrote in message
news:Jklc5.4879$s3.62192@typhoon.columbus.rr.com...
> Atari (and other stuff) Swap and Sale.
> Regular Vendors appreciated! However, we've also had good "general
> community" turnout in the many previous years.
> RSVP not necessary, but appreciated if you're going to sell.
> Please see details at http://www.icwhen.com/index1.html
> or e-mail me.
>
>
> --
> R. Wayne Arenz
> ___
> | | rarenz@columbus.rr.com
> |___/ . / wayne.arenz@healthcare.com
> | \ /_\ / rwarenz@freenet.columbus.oh.us
> | \/ \/ (if all else REALLY fails)
>
>
>
>

4393. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <6SDoCHBO6Pd5EwC+@lovecraft.demon.co.uk>
Source record: 43360

In article <3974B269.A17E3C74@localhost.co.uk>, Scott Reddell
<zepplin@localhost.co.uk> writes
>Hi there,
>game music is very close to my heart-interested to hear anybody elses
>favourites..

M.U.L.E

Richard

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4394. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Mark Smith <msmith@optonline.net>
Message-ID: <t38d5.31289$t66.105680@news02>
Source record: 43361

I have to agree with the original response to this thread. Astro Chase was an awesome game. So far ahead of its time.

Now I will throw in another. How about Raid over Moscow. This game kept me glued to the screen for hours. Any other Raid over Moscow fans?

Also, just to clarify things. Behind Jaggi Lines was the beta, unfinished (not debugged) version of Rescue on Fractalus. Apparently a disgruntled employee released it into the public domain. I remember that it really hurt sales. Rescue on Fractalus was another piece of original software. It was the very first implementation of gaming for the masses based on fractal geometry.

Mark Smith
Engineer by profession, Atarian by choice!

Thorsten Guenther wrote in message ...
>In <wWUb5.68769$_b3.2006867@newsread1.prod.itd.earthlink.net> "Peter Laing" wrote:
>>Classic: Star Raiders
>
>ACK! But additionally:
>
>Encounter, Stealth, Rescue on Fractalus, Defender, Flak, Zybex, Fort
>Apocalypse, M.U.L.E., Druid, Amaurote, Cavelord, Spelunker, Elektra
>Glide and Necromancer!
>
>Thorsten

4395. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Hwcd5.16232$MS3.299853@news1.online.no>
Source record: 43362

Anybody have Masters of Time ? That music on a stereo, really rocks, short, but excellent. Warhawk is good, Jet Set Willy is good (not the game, the music)

Richard Kilpatrick (PC) <richard@lovecraft.demon.co.uk> wrote in message news:6SDoCHBO6Pd5EwC+@lovecraft.demon.co.uk...
> In article <3974B269.A17E3C74@localhost.co.uk>, Scott Reddell
> <zepplin@localhost.co.uk> writes
> >Hi there,
> >game music is very close to my heart-interested to hear anybody elses
> >favourites..
>
> M.U.L.E
>
> Richard
>
> --
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -.
;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
`'::.
> http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
`-'_)Morticia

4396. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <wxcd5.16233$MS3.299759@news1.online.no>
Source record: 43363

Oh, and Ballblazer (funky jazzy stuff). I thought Ballblaster was cool, but it lacks the jazziness (is that a word?)

4397. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <KIcd5.5868$I5.380818@stones>
Source record: 43364

Draconus!

followed by BallBlazer and International Karate (System 3)

Claim Jumper was quite entertaining as well!

Mark.

4398. Mr.Bacardi's wep-page now open...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Stephan Pollok <9211570@surfer.uni-wuppertal.de>
Message-ID: <39757233.99BD6395@surfer.uni-wuppertal.de>
Source record: 43365

```
Hi,
Mr.Bacardi opened his web-page now ! It can be found at
http://people.freenet.de/mrbacardi/
It will soon contain the english disk magazine "The grim reaper" and
some other stuff by Mr.Bacardi and his friends.

Mr.Bacardi
```

4399. Mr.Bacardi's wep-page now open...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Stephan Pollok <9211570@surfer.uni-wuppertal.de>
Message-ID: <39757387.73C4BB6A@surfer.uni-wuppertal.de>
Source record: 43366

Hi,
Mr.Bacardi opened his web-page now ! It can be found at
http://people.freenet.de/mrbacardi/
It will soon contain the english disk magazine "The grim reaper" and
some other stuff by Mr.Bacardi and his friends.

Mr.Bacardi

4400. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <397568DE.B51D0EEB@siemens.at>
Source record: 43367

Thorsten Guenther wrote:
> ACK! But additionally:
>
> Encounter, Stealth, Rescue on Fractalus, Defender, Flak, Zybex, Fort
> Apocalypse, M.U.L.E., Druid, Amaurote, Cavelord, Spelunker, Elektra
> Glide and Necromancer!

Spelunker, Montezuma's Revenge, Spy's Demise, Rails West, Fortress
and Clear for Action.

Gerhard

4401. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8l3rbd$h1n$3@kohl.informatik.uni-bremen.de>
Source record: 43368

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> Anybody have Masters of Time ? That music on a stereo, really rocks, short,
> but excellent. Warhawk is good, Jet Set Willy is good (not the game, the
> music)

Masters of Time had REALLY cool music - very electronica. Warhawk had
one of the few Rob Hubbard soundtracks, hadn't it?

Oh, and I really liked the funky tunes in Spinnaker Aerobics. Ahem. :)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www.tmeyer.de/

4402. FA 5200 w/working stick & games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: snk2112@aol.com
Message-ID: <20000719054743.07047.00000576@ng-bj1.aol.com>
Source record: 43369

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=383503396
i also have a 7800 and other systems thank yo u
Danno
who'd rather win $5000 from BEN STEIN
Than $1000000 from Regis ,,,,,,,,,

don't worry ,, we're not alien spies sent to kidnap you or any thing ,,,,
"it's a HAND grenade "

4403. FS:NES, SEGA, Atari & more

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <hIhd5.25250$ez.215818@typhoon.tampabay.rr.com>
Source record: 43370
Cross-posted to: alt.atari.2600,alt.games.video.nintendo,alt.sega,alt.sega.genesis,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.nintendo,rec.games.video.sega

I have lots of cartridges for sale for Nintendo, SEGA and Atari. Also lots of other items for sale on my on-line Garage Sale web pages. Come and have a look.

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

4404. Re: Conflicting Information. <Please help>

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-HtgmPwrDzMjE@cth-digital-ts01-s1.cab.cth.com.au>
Source record: 43371

On Sun, 18 Jul 3900 15:59:31, av999@freenet.carleton.ca (Mark
Rathwell) wrote:

> system will still report itself as a NTSC machine, unless you change the
> ROM (see the Nir Dary upgrade), but most software doesn't care.

Not true. the Pal Flag is in the Gtia chip, not in rom. The ntsc and
PAL roms are the same. Only Rev A rom was had different versions. I am
not sure if rev B roms Had seperate versions.

James B

4405. Re: Video Cable needed for 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <8l4cs5$36n$1@plutonium.compulink.co.uk>
Source record: 43372

I got a generic audio cable from maplins

5 pin din going to 4 rca jacks. cost about a fiver, works fine for my 130xe
to my commodore 1084s

I resolved the stereo with a y splitter

4406. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3975BAA9.21207618@t-online.de>
Source record: 43373

> Draconus!

Don't forget to mention Zybex, which has the same great music engine
(and the same composer of course, if I remember right)

The first game ever which had REALLY cool sounds was Nadral I think - ah
these fine piano tunes...

Andre

4407. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Zzjd5.282$0a2.1735@newsfeed.slurp.net>
Source record: 43374

On 18 Jul 2000 20:39:22 , Scott Reddell wrote:
>Hi there,
>game music is very close to my heart-interested to hear anybody elses
>favourites..
>Gary Gilbertson is one of the great unsung heroes imho
>he did the tunes for alternate reality, tail of beta lyrae, monster

Tail of Beta Lyrae was probably the best in graphics and music when you
talk about Atari 8-bit games. Of course Ultima 3 had excellent MIDI music.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4408. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <tikd5.16550$MS3.304741@news1.online.no>
Source record: 43375

> > Encounter, Stealth, Rescue on Fractalus, Defender, Flak, Zybex, Fort
> > Apocalypse, M.U.L.E., Druid, Amaurote, Cavelord, Spelunker, Elektra
> > Glide and Necromancer!
>
> Spelunker, Montezuma's Revenge, Spy's Demise, Rails West, Fortress
> and Clear for Action.
>
> Gerhard

Hey, what's Clear for Action ? Anyplace to get it ? Cart, disk or tape ?

4409. Re: I think this is it 5691

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000719131917.20723.00000117@ng-cl1.aol.com>
Source record: 43376

More fake post! Boring

4410. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Russ Collins <chill182@aol.com>
Message-ID: <8l4o83$1em3$1@herald.onu.edu>
Source record: 43377

If we are talking about 8-bit atari game music here are my favorites:

Pitfall 2
Goonies

4411. Re: ATARI 8-Bit Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Russ Collins <chill182@aol.com>
Message-ID: <8l4oe3$1emm$1@herald.onu.edu>
Source record: 43378

I would also like to have the atari fonts if anyone knows where I can
download them let me know.
--
chill182@aol.com
To email me change aol to hotmail.

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20000715212131.13973.00000905@ng-fs1.aol.com...
> > "Jerzy Dudek" duddie@friko2.onet.pl requested:
>
> >Does anybody have Atari 8-bit font for PC in True Type *.ttf format?
> >If yes, please send to jurek@cnd.pl
>
> e-mailed today.
>
> -Ron
>
> I don't have a solution but I admire the problem.

4412. Re: ATARI 8-Bit Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <bSod5.16732$MS3.308653@news1.online.no>
Source record: 43379

```
Try my page at : http://home.online.no/~olavese/ and go to Atari, Atari
8-bit and download section

Russ Collins <chill182@aol.com> wrote in message
news:8l4oe3$1emm$1@herald.onu.edu...
> I would also like to have the atari fonts if anyone knows where I can
> download them let me know.
> --
> chill182@aol.com
> To email me change aol to hotmail.
>
> "RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
> news:20000715212131.13973.00000905@ng-fs1.aol.com...
> > > "Jerzy Dudek" duddie@friko2.onet.pl requested:
> >
> > >Does anybody have Atari 8-bit font for PC in True Type *.ttf format?
> > >If yes, please send to jurek@cnd.pl
> >
> > e-mailed today.
> >
> > -Ron
> >
> > I don't have a solution but I admire the problem.
>
>
```

4413. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16477-39766F41-4@storefull-178.iap.bryant.webtv.net>
Source record: 43380

2 mastertronic games, ninja, panther.
of course ballblazer.
do demo's count?
drunk tank rocks!
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4414. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-19 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16476-39766FBB-12@storefull-178.iap.bryant.webtv.net>
Source record: 43381

clear for action was a avalon hill game, anyways there are way to many
to count, but i want every coool game on cart:)
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4415. Forum for adventure games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Jacob Gunness <jacob.maibritt@get2net.dk>
Message-ID: <0bBd5.114$mj2.1989@news.get2net.dk>
Source record: 43296
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,rec.games.int-fiction

Hello there,

(and sorry about the intrusion!)
I just want to inform anyone interested in classic adventure games that I've opened a
discussion board on my site. The service has just been added, which means that there haven't been a great deal of posts - yet! All that will hopefully change over time, and hopefully you can also be part of changing that.

Of course, there's always rec.games.int-fiction, but I have a feeling that 8-bit gamers not playing Infocom games don't have a lot to do there these days.

So, feel free to join the discussion, whether you're looking for help or just someone with similar interests.

As a final notice, even if you're not into discussion, there's plenty of hints, maps, solutions and more on the site.

Hope to see you soon!

****
Cheers,
Jacob Gunness - jacob.maibritt@get2net.dk
Solutions site: http://hjem.get2net.dk/gunn/
ICQ: 66211159
****

4416. FA: Atari 2600 Cartridges - Rare and Uncommon

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <WICd5.32766$qS3.68394@tor-nn1.netcom.ca>
Source record: 43297
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

Hello there,

I have the following Atari 2600 cartridges up for auction. All are tested
and working.

383517065: Atari 2600 River Raid II Cartridge **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=383517065

383521697: Atari 2600 F-14 Tomcat Cartridge **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=383521697

384312689: Atari 2600 Rampage Cartridge **rare*
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=384312689

384366797: Atari 2600 Pitfall II Cartridge **rare*
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=384366797

384442528: Atari 2600 Kaboom! Cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=384442528

383525354: Atari 2600 Kung-Fu Master Cartridge **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=383525354

383530526: Atari 2600 Double Dragon Cartridge **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=383530526

383534180: Atari 2600 Robot Tank Cartridge **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=383534180

383537271: Atari 2600 Donkey Kong Junior **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=383537271

384383401: Atari 2600 Crystal Castle Cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=384383401

384412954: Atari 2600 Mario Bros. Cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=384412954

384423868: Atari 2600 Winter Games Cartridge **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=384423868

384434291: Atari 2600 Tutankham Cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=384434291

386173976: Atari 2600 Air Raiders Cartridge **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386173976

386181745: Atari 2600 Sky Jinks Cartridge **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386181745

386190366: Atari 2600 Crackpots Cartridge **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386190366

386196014: Atari 2600 Commando Cartridge **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386196014

386204595: Atari 2600 Oink! Cartridge **rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386204595

386213482: Atari 2600 River Raid Cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386213482

386226990: Atari 2600 Space Cavern Cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386226990

386233813: Atari 2600 Worm War I Cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386233813

386239975: Atari 2600 Infiltrate Cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386239975

386247274: Atari 2600 Mouse Trap Cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386247274

386254441: Atari 2600 Star Wars Empire Strikes Back Cart
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386254441

Thanks for looking,

Richard.

4417. Re: Forum for adventure games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Andrew Barker <andrew.barker@sunderland.ac.uk>
Message-ID: <39771854.B1861B9E@sunderland.ac.uk>
Source record: 43298
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,rec.games.int-fiction

Wow, can I hassle people to TZX their adventures and to send them to me/WOS ?

Regards

Andy Barker

Jacob Gunness wrote:

> Hello there,
>
> (and sorry about the intrusion!)
> I just want to inform anyone interested in classic adventure games that I've
> opened a
> discussion board on my site. The service has just been added, which means
> that there haven't been a great deal of posts - yet! All that will hopefully
> change over time, and hopefully you can also be part of changing that.
>
> Of course, there's always rec.games.int-fiction, but I have a feeling that
> 8-bit gamers not playing Infocom games don't have a lot to do there these
> days.
>
> So, feel free to join the discussion, whether you're looking for help or
> just someone with similar interests.
>
> As a final notice, even if you're not into discussion, there's plenty of
> hints, maps, solutions and more on the site.
>
> Hope to see you soon!
>
> **********
> Cheers,
> Jacob Gunness - jacob.maibritt@get2net.dk
> Solutions site: http://hjem.get2net.dk/gunn/
> ICQ: 66211159
> **********

4418. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: ksinner@ticon.net
Message-ID: <slrn8neeee.kp.ksinner@localhost.localdomain>
Source record: 43299

Hands down, the winner is Lode Runner's Rescue. Forty-five
wonderful levels (it would have been 46, but "Shutes and Ladders"
was *impossible*). It would make my *month* if someone were to do
a truly faithful port to Linux/GGI/SVGALIB/X11/whatever. Josh
Scholar was a *genius*.

--
The penguins are not what they seem ...

These are my opinions. Others will believe what they wish to believe.
It's not my job to re-educate the net. Demands for citations will be ignored.
(And isn't it ironic how people demand air-tight proofs only for views that
don't agree with theirs?)

My REAL email address is ksinner
at ticon
dot net

4419. Refurbishing a 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <jFHd5.6405$l5.411815@stones>
Source record: 43300

Hi,

I've recently got around to getting a 1050-2-PC cable built
but I'm having trouble with reading disks. I've got a high
suspicion that it is the drive as I haven't used it in a long time.
I'm moving house next Friday, after which I can try the drive
direct on an 800XL to confirm this (its stored at my parents
at the moment ;-) The cable itself appears to be fine as the
odd sector is coming through.

After searching on the internet I've not come across a guide to
'cleaning' a drive or for aligning the head (if this is necessary).

Can anyone explain how this is best done, or the name of
someone in the Berkshire (UK) area who refurbishes drives.

Cheers,

Mark

4420. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <2YHd5.102$Ra.681@news11-gui.server.ntli.net>
Source record: 43301

"Andre" <Chrodegang@t-online.de> wrote in message
news:3975BAA9.21207618@t-online.de...
> > Draconus!
>
> Don't forget to mention Zybex, which has the same great music engine
> (and the same composer of course, if I remember right)

Sure did, Adam Gilmore working for Zeppelin games. Infact he wrote music for
a lot of their titles. (Sometimes the music was better than the game though
!!!)

Paul

4421. Re: ATARI 8-Bit Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000720174244.25433.00001192@ng-co1.aol.com>
Source record: 43302

>"Vidar \"Hawk\" Olavesen" olavese@online.no replied:

>Yes, it is. First go to Atari (the logo). Then press Atari 8-bit. (You might
>have to scroll sideways, if you're using 640*480)

Sure enough, oomph there it was over to the right; apparently I am not
conservative enough...

-Ron

I don't have a solution but I admire the problem.

4422. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000720175603.25433.00001198@ng-co1.aol.com>
Source record: 43303

Some great ones have been mentioned.
My top 3 were Mr. Do; once rolled the score over back to zero.

JumpMan, lots of hours here

and Lode Runner; even made some custom levels using the editor with my son.

-Ron

I don't have a solution but I admire the problem.

4423. Re: Needed: C64 to Atari 8 bit interpreter to translate JPEG source

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007201752120.91-100000@TT030>
Source record: 43304

On Tue, 18 Jul 2000, Andreas Magenheimer wrote:

>
>
> [snip]
> Hello folks,
> if somebody is really willing to do a JPEG to A8 converter here are my
> suggestions for graphic modes that should be supported for conversion:
>
> Gr. 8 non-interlaced (320x192, black & white)
> Gr. 9 non-interlaced (80x192, 16 greyshades)
> Gr. 9+11 non-interlaced (80x96, 256 colors Apac or Apac-2 mode)
> Gr. 15 non-interlaced (160x192, 4 colors)
>
> If you want, you could also support a) interlace (for higher resolution)
> or b) R,G,B / RGB (unpacked or koala-packed for more colors) graphic
> modes. greetingss - Andreas Magenheimer

At one time I had 8-bit Atari's, I still think they have untapped
potential. I wanted to port my jpeg viewer to ACTION! as I think
it will work and I've used it before. I don't have a version
of ACTION! that will function on any 8-bit emulators I have, or
a real 8-bit for that matter. A freind of mine has 8-bits
and mentioned he might one day try to port it.
I wish he would! Hope he sees this post. hehe

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4424. Re: Needing help with Atari 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000720183500.25433.00001210@ng-co1.aol.com>
Source record: 43305

>"Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org answered:

>John,
>Let's see, to answer your questions.... .
>What Atari or Atari Basic Command should I use to do the following actions:
>Target a specific drive?
>A: Drives from DOS are known in numbers rather than letters. So it goes D1
>(drive 1), D2 (drive 2) and so forth.

Depends on which DOS is in use if you are at the DOS prompt or in an
application; D1: or D2: etc. must usually be in your file specification

> Read from a drive?
>A: In the DOS menu you can select the drive command by hitting the number,
>and the load command to load a particular file.

This is a broad question; a file or file listing? Menu driven DOS's use a
letter; command line types expect input like "DIR". Most allow you to "C"opy
files to the screen ("E:") as a device.

> Write a file?
>A: In DOS you have the copy and duplicate disk commands.
>Save a file from basic?
>A: save "d1:name.ext" (should give you an idea of how to write out the
>command.)

Most BASICs demand upper case as in SAVE "D2:NAME.EXT"

>How to list disk files without being in DOS? .
>Wouldn't mind knowing that one myself. :) .
>Doctor Clu

Here is one solution:
CLOSE #1:OPEN #1,6,0,"D2:*.*":FOR L=1 TO 1300:GET#1,B:? CHR$(B);:NEXT L
Don't omit the semicolon. There is no string to dimension and shorter to type
with abbreviations (CL. O. F. N.); you can keep it at a high line number in
memory and use G.32000. I normally use 999 (quick to type) but a full MyDOS
4.54 disk can approach 12-1300 characters; you can limit the list with a mask
like D:*.BAS or D3:M*.* in the open command. Replace "6" with a "4" and you can
read the specified file on screen up to the number of letters requested. It is
similar in Assembler but there is a lot of LDA, STA & JSR stuff in the lower
level language...

-Ron

I don't have a solution but I admire the problem.

4425. Re: Refurbishing a 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000720185801.25433.00001222@ng-co1.aol.com>
Source record: 43306

>"Mark Keates" mark@mkeates.force9.co.uk asks:

>I've recently got around to getting a 1050-2-PC cable built
>but I'm having trouble with reading disks.

>After searching on the internet I've not come across a guide to
>'cleaning' a drive or for aligning the head (if this is necessary).
>Can anyone explain how this is best done, or the name of
>someone in the Berkshire (UK) area who refurbishes drives.

I have seen in the distant past some info re: aligning the head by trial and error after replacing the zero track sensor or stepper motor linkage, but have not relocated it.

Most 5 1/4's are getting along in years now and many are beginning to lose some of the oxide coating which clogs drive heads. A good cleaning should be the first step before tinkering with the mechanics which is rarely needed if the drive has not been dropped or suffered similar shocks.

Head cleaner disks are sparse and usually too abrasive for me; a Q-tip or lint free swab and some denatured or 70% isopropyl alcohol is normally satisfactory. You WILL need to remove the top from the 1050 for access. The head is on the bottom (below the floppy) with just the pressure pad above. Allow everything to dry (15 seconds or so? alcohol should evaporate quickly) before testing. It will probably read like a new one.

-Ron

I don't have a solution but I admire the problem.

4426. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8l8fi1$oj0$1@user2.teleport.com>
Source record: 43307
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit, Atari ST & the Atari 64 Bit Jaguar Game Machine! And remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4427. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8l8h6f$18$1@user2.teleport.com>
Source record: 43308
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4428. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: jon <johnhi@noway.excite.com>
Message-ID: <MPG.13e00c935cc208159897a0@news.epix.net>
Source record: 43382

```
In article <3974B269.A17E3C74@localhost.co.uk>, zepplin@localhost.co.uk
says...
> Hi there,
> game music is very close to my heart-interested to hear anybody elses
> favourites..
> Gary Gilbertson is one of the great unsung heroes imho
> he did the tunes for alternate reality, tail of beta lyrae, monster
> smash & (i think)
> mr robot(full disk version) & cosmic tunnels-I dont think any of the
> emulators
> play most of these tunes accurately as yet although I hope the Sap
> player will 1 day.
> I seem to recall a lot of these tunes were on a 'music master 2' demo
> disc-is it knocking about on the net anywhere I wonder?? Would
> appreciate any info or corrections-replace 'localhost' with 'stayfree'
> to reply.
> Btw I remember someone telling me the disc version of bruce lee had
> music?
> Is this true?
>
>
>
>
That's easy: Clowns and Balloons. Second place goes to M.U.L.E.
--
Remove the 'noway' to reply via email.
Replys to the newsgroup are preferred
```

4429. Re: ATARI 8-Bit Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000720010209.29902.00001773@ng-me1.aol.com>
Source record: 43383

>"Russ Collins" chill182@aol.com requested:

>I would like to have the atari fonts; anyone know where let me know.
>--
>chill182@aol.com
>To email me change aol to hotmail.

sent today

-Ron

I don't have a solution but I admire the problem.

4430. Re: ATARI 8-Bit Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000720011201.29902.00001774@ng-me1.aol.com>
Source record: 43384

>Vidar \"Hawk\" Olavesen" olavese@online.no recommended:

>Try my page at : http://home.online.no/~olavese/
>and go to Atari, Atari 8-bit and download section

There was no "8-bit" section under Atari just now...?

-Ron

I don't have a solution but I admire the problem.

4431. On the topic of music in games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <EVvd5.16885$MS3.310680@news1.online.no>
Source record: 43385

Does anybody have good tunes that runs well on a NTSC machine ? Most of the tunes I got runs too fast or not at all. Using more VB time than the NTSC machine can handle, it seems.

Anyplace to get music ? I am thinking about doing an Atari 8-bit version of Boxworld, which is a great game.

4432. Re: ATARI 8-Bit Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <TXvd5.16887$MS3.310789@news1.online.no>
Source record: 43386

Yes, it is. First go to Atari (the logo). Then press Atari 8-bit. (You might have to scroll sideways, if you're using 640*480)

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message news:20000720011201.29902.00001774@ng-me1.aol.com...
> >Vidar \"Hawk\" Olavesen" olavese@online.no recommended:
>
> >Try my page at : http://home.online.no/~olavese/
> >and go to Atari, Atari 8-bit and download section
>
> There was no "8-bit" section under Atari just now...?
>
> -Ron
>
> I don't have a solution but I admire the problem.

4433. Current Atari (w/ Hasbro)

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3976bc0c@fmlynet.org>
Source record: 43387

FamilyNet HQ: Telnet:\\www.family-bbs.net

Richard,
You bring up a good point. Time will tell in the next round of games if this trend of classic games is a committment or a fluke. .
Honestly, what I would like to see happen is Atari (as it currently is under hasbro) release a classic title here and there as well as make a new game from time to time that is totally unique to this decade. A little old with a little new. .
I think this is mot likely the best solution. Being that Atari has found great success in the current day doing this, I don't see why they would quit anytime soon.
Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4434. Who you can find on the net (was searching 2 years for a game...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3976bc0c@fmlynet.org>
Source record: 43388

FamilyNet HQ: Telnet:\\www.family-bbs.net

Pete,
You were talking about how amazing it is on who you can find on the internet. This is true. I have recently found the website of the guy who ported Return of Heracles from the Atari 800 (would like to talk to the original author for the Atari 800 version) and I got a letter from Steven Lashover (?) who did AMP. And of course, we always have the good presence of such people like Tom Hunt with us, which is cool. .
I even heard from the aloof Dave Small there once. :) .
Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4435. Re: What is your favorite Atari 8-bit video

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3976bc0c@fmlynet.org>
Source record: 43389

FamilyNet HQ: Telnet:\\www.family-bbs.net

Edward,
You chose Ultima III and Ballblazer as your favorites? I think I've played Ultima II, and I don't believe I've ever played Ballblazer. I remember when they were talking about the creation of the game, they actually had a prop made of the cockpit, which looked pretty good, though with the Atari 800xl's graphics, looked very little like the model. :)
Oh well, I guess I'll have to try this classic sometime. .
Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4436. Need Help w/ Diskformer! How do I "append" Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.3976bc0c@fmlynet.org>
Source record: 43390

FamilyNet HQ: Telnet:\\www.family-bbs.net

VS,
Out of curiousity, what is the computer that you sending files from the Atari computer to? A PC, Mac, ST .... :) .
In this day and age, though null modem and diskformer are good solutions, have you considered Steve Tucker's ape interface programs and SIO2PC cable? That would be the PC solution. ST world has a similar solution.
The Mac world is still lacking on this one. .
As for the Rhandler, what kind of serial interface were you using again? (Gotta forgive me, using Ice-T on an Atari 800 so I have to go on memory on what the previous message said.) :) Usually bobterm will come with various handlers, but I think in the end, I took the Rhandler off of the Ice-T achieve disk to run both Bobterm and Ice-T. They are both great programs. Wish there was a way to have the 80 columns of Ice-T and the macros of Bobterm. Oh well.

4437. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3976AA1F.2FE7BBEE@siemens.at>
Source record: 43391

Vidar \"Hawk\" Olavesen wrote:
> Hey, what's Clear for Action ? Anyplace to get it ? Cart, disk or tape ?

It's a sailing ship battle simulation (the best one). I always
played the single ship battle scenarios.
I own the disk version and don't know whether other versions existed.
You can get it e.g. at B&C Computervisions
(www.myatari.com/bc800d.txt).

BTW, can anyone tell me where I could get 'Rails West' ?

Gerhard

4438. Needing help with Atari 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3976ca1d@fmlynet.org>
Source record: 43392

FamilyNet HQ: Telnet:\\www.family-bbs.net

John,
Let's see, to answer your questions.... .
What Atari or Atari Basic Command should I use to do the following actions:
Target a specific drive?
A: Drives from DOS are known in numbers rather than letters. So it goes D1 (drive 1), D2 (drive 2) and so forth. Read from a drive?
A: In the DOS menu you can select the drive command by hitting the number, and the load command to load a particular file. Write a file?
A: In DOS you have the copy and duplicate disk commands. Save a file from basic?
A: save "d1:name.ext" (should give you an idea of how to write out the command.)
How to list disk files without being in DOS? .
Wouldn't mind knowing that one myself. :) .
Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4439. Re: Needing help with Atari 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000720012721.27818A-100000@vtn1>
Source record: 43393

On Wed, 20 Jul 2000, Greg Goodwin wrote:

> How to list disk files without being in DOS? .
> Wouldn't mind knowing that one myself. :) .

If you want to use a program:

```
10 CLOSE #1
20 OPEN #1,6,0,"D1:*.*"
30 DIM L$(20)
40 TRAP 80
50 INPUT #1,L$
60 PRINT L$
70 GOTO 50
80 END
```

Without using a program:

```
CL.#1:O.#1,6,0,"D1:*.*":DIML$(20):F.X=0TO1:I.#1,L$:?L$:X=(L$(2)<>" "):N.X:END
```

[NB if linewrap kicked in, the above is all one line]

This method is rather arcane, but is the only way I know to avoid ending
with an error condition. It uses a for-next loop where the counter is
continually reset to 0 until the second character in the input string
is not a space i.e. the seconf digit in the "Free sectors" line. Also, to
be sure it works always, add "CLR:" before the string dimension.

You can dress these up by adjusting screen margin and using a semicolon
after the print statement to get a double column display.

You can also save the immediate statement in straight ATASCII without a
line number and then at any time Enter it from disk. As it has no line
number, it will not affect any program listing already in RAM.

Of course, the really easy way is to use Turbo BASIC :)

jkp

4440. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8l6k9e$p0o$1@plutonium.compulink.co.uk>
Source record: 43394

Just remembered (how could I forget?!? Cytron Masters. Superb game.

Iain

4441. Re: Needed: C64 to Atari 8 bit interpreter to translate JPEG source

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8l6me0ajs1@nets3.rz.RWTH-Aachen.DE>
Source record: 43395

Howdy Lonny, folks

>> >On my GFA-Basic site you can find a Jpeg viewer coded in of course
>> >GFA-Basic.
>>
>> Is that tokenised (like on the 8 bit Atari) or ASCII?
>
>Yes it is tokenized much like Turbo BASIC. Anyone wanting an
>ASCII listing may request one, and I'd be happy to mail it to you.

I'ld love to have an ASCII listing. But for now, I only have time to look it over.

CU Mathy van Nisselroy

4442. FA [Melb,Au] Atari XF551 disk drive for Atari XE on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-21 00:00:00 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <3977d8e2@pan.izone.net.au>
Source record: 43309

On eBay.com.au:

Atari XF-551 disk drive to suit Atari XE 8-bit computer system (c.1985):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=386396318

Australian Old Computer supply.

4443. Re: Refurbishing a 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-21 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39780F31.76B430F@siemens.at>
Source record: 43310

Mark Keates wrote:
> I've recently got around to getting a 1050-2-PC cable built
> but I'm having trouble with reading disks. I've got a high
> suspicion that it is the drive as I haven't used it in a long time.
> I'm moving house next Friday, after which I can try the drive
> direct on an 800XL to confirm this (its stored at my parents
> at the moment ;-) The cable itself appears to be fine as the
> odd sector is coming through.

When I got my 1050-2-PC cable I tried it on a NT system. The effect
was that the first few sectors were read (up to even fifty
sometimes) and then it got out of sync and couldn't read any more
sectors. In Nicks FAQ I found that the same is true for Win95.
Now I have Win98 on my PC and everything works quite good.
Only sometimes there are read errors from the first sector on.
Then I have to switch off my 1050 and afterwards it can read the
disk.

feel free to contact me if anything's unclear

Gerhard

4444. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_964173865@rtfm.mit.edu>
Source record: 43311
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: June 7, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8
Closer To Home (CTH) BBS, running in an emulated Atari, telnet://cth.tzo.com/
FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

4445. Atari Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-21 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <GkVd5.4160$u56.56335@typhoon.columbus.rr.com>
Source record: 43312

Is there any place I can download the original user's manuals for an atari
XF-551 and for an Atari 1010 Program Recorder? I just bought these 2 pieces
of equipment, and I would like as much info about them as possible.
Thanks!
Steve.

4446. Re: Atari Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-21 00:00:00 UTC
From: paul <paul@mailchute.co.uk>
Message-ID: <heWd5.1547$yE4.28912@news2-win.server.ntlworld.com>
Source record: 43313

Steve
The 1010 "manual" doesn't really tell you any more than you could work out from pressing the buttons, but I could scan it in and email it to you if you want?
Paul

"Steve Breech" <sbreech@columbus.rr.com> wrote in message news:GkVd5.4160$u56.56335@typhoon.columbus.rr.com..
> Is there any place I can download the original user's manuals for an atari
> XF-551 and for an Atari 1010 Program Recorder? I just bought these 2 pieces
> of equipment, and I would like as much info about them as possible.
> Thanks!
> Steve.
>
>

4447. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-21 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3978378D.148972D5@erols.comX>
Source record: 43314

Were they released by Epyx????

If you're mentioning the games I think you are, they were by Scott Adams???
They were his first adventure games. They were redefined character set
graphics where you were a 1 character dude moving via joystick around a
large scrolling world.

2 things come to mind about these games:

1. Escape from Vulcan Island needed a flare gun to win
2. The Haunted House one had 'Bats in the Belfry'

Does that ring a bell? I have Escape from Vulcan Island on disk and I
believe the King Authur one, but alas my 8bit stuff is boxed until my
basement gets finished :(

I' like to get the Haunted House one back though.
--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

Peter Pastore wrote:

> In article <35Na5.1555$s3.13638@typhoon.columbus.rr.com>,
> "Steve Breech" <sbreech@columbus.rr.com> wrote:
> > Hi all...
> > Does anyone have these games they would like to sell?
> > 1.) The Nightmare by Epyx. It is written in Basic.
> > 2.) The Crypt of the Undead by Epyx. It is written in Basic.
> >
> > Thanks,
> > Steve.
> >
> >
> Don't give up the search - someone's got to have them.
>
> I first heard about those 2 games from ads I read in a 1983 Creative
> Computing magazine. The ads looked so cool, and yet had no
> screenshots of the actual games. The descriptions and artwork intrigued
> me. Being a C64 guy, I was disappointed that it was only made for the
> Atari. Strange, but last night I found that old mag and was flipping
> through it when I came across those same ads. I always wanted to see

> some screenshots and actually play those games.
>
> Anyway, I've got 2 high-quality scans of those original magazine ads, if
> you're interested. They might give you some more info on the games.
> E-mail me and I'll send them to you. And if you do get a copy of the
> games, maybe you could recommend me a good Atari emulator and I'll
> finally see what I've been missing.
>
> BTW, check out this link to see what the author is currently doing
> http://www.businessweek.com/ebiz/0002/em0216.htm
> Pretty amazing what and who you can find on the net.
> Good luck, and let me know if you'd like those scans.
>
> Pete
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4448. To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <QPZd5.17942$MS3.324981@news1.online.no>
Source record: 43315

I put the games up on my site at : http://home.online.no/~olavese/
Go to Atari (the logo) and select Atari 8-bit (640*480 users must scroll sideways). Then click the download section and select which games you want. Some of them have more than one game on the disk. Like Rescue on Rigel (or something) and such.

Direct link to download : http://home.online.no/~olavese/atari/a8dl.htm

Hope this helps some of you. Games are Crypts of the Undead, King Arthur's Heir, Escape from Vulcans Isle, The Nightmare, Indiana Jones in the Pyramids of Giza.

Enjoy!

4449. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <1WZd5.17950$MS3.325018@news1.online.no>
Source record: 43316

Bruce Lee has music on my tape version too I think. Haven't tested it in a while (15 years or so)

I agree with the issue of Gilbertson, he's great! Passionately demo and the Antic demo. Great! Best was Alternate Reality : The City.

Scott Reddell <zepplin@localhost.co.uk> wrote in message news:3974B269.A17E3C74@localhost.co.uk...
> Hi there,
> game music is very close to my heart-interested to hear anybody elses
> favourites..
> Gary Gilbertson is one of the great unsung heroes imho
> he did the tunes for alternate reality, tail of beta lyrae, monster
> smash & (i think)
> mr robot(full disk version) & cosmic tunnels-I dont think any of the
> emulators
> play most of these tunes accurately as yet although I hope the Sap
> player will 1 day.
> I seem to recall a lot of these tunes were on a 'music master 2' demo
> disc-is it knocking about on the net anywhere I wonder?? Would
> appreciate any info or corrections-replace 'localhost' with 'stayfree'
> to reply.
> Btw I remember someone telling me the disc version of bruce lee had
> music?
> Is this true?
>
>
>

4450. Announcement: cc65 v2.5 released

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-21 00:00:00 UTC
From: uz@musoftware.de
Message-ID: <8l9t4aesa1@mauli.musoftware.de>
Source record: 43317
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer

I'm proud to announce version 2.5 of CC65, a C crosscompiler /
crossassembler combo for 6502 systems.

CC65 has C and runtime library support for many of the old 6502 machines.
The libraries are fairly portable, so creating a version for other 6502s
shouldn't be too much work.

Here is a list of the compiler features:

* Includes a C compiler, macro assembler, archiver, linker, GEOS
resource compiler and a frontend (compile & link) utility. The
assembler generates relocatable object files, the linker is very
configurable and allows overlays, ROMable code, split output and
much more.

* The compiler is not quite ISO compatible, however, a large subset
is supported.

* Supported target systems are:

- C64
- C128
- C16, C116, Plus/4
- CBM 600/700 family (programs run in bank 1)
- Newer PET machines (not 2001)
- The Apple][(thanks to Kevin Ruland <kevin@rodin.wustl.edu>)
- The Atari 8 bit machines
- GEOS for the C64 and C128

For all these systems a precompiled runtime and C library is
available. Supporting more targets is not very difficult since the C
library was written with portability in mind.

* Several system specific support routines like a conio library or
modules for joystick access are available.

* The assembler and linker do also support the 65816 as a target,
however, the compiler is not able to generate code for this CPU and
there is no RTL support.

* Lots of docs and a few sample programs included.

* Easy interfacing between C code and assembler.

* Fullscreen debugger for most machines as a linkable module.

* Full sourcecode available as well as binaries for

- Linux (several RedHat RPMs)
- DOS
- Windows 95/98/NT

What is new in this version:

* As usual many bugs fixed (and new ones introduced, so it does not get boring:-).

* New -j switch to make the default character signed. New #pragma to do the same.

* Slightly better code in some situations.

* A lot of new features for the assembler:

- Unnamed labels
- Several emulation features
- Listing support
- New builtin functions
- Include file search path support

* The linker generates an imports list in the map file.

* Completely rewritten symbol table handling for the compiler.

* Lots of code cleanups. One result of this is that the -T option does now work without clobbering the output in some cases as it was before.

* Much more code is now shared between the tools.

* Experimental 65C02 support for the compiler.

* Support for the Atari 8 bit machines was contributed by the Atari team:

Christian Groessler <cpg@aladdin.de>
Mark Keates <markk@dendrite.co.uk>
Freddy Offenga <F.Offenga@student.kun.nl>
David Lloyd <dmlloyd@atari-central.com>

* It is now possible to write GEOS programs for the C64 and C128 using cc65, thanks to the GEOSLib library contributed by

Maciej Witkowiak (YTM/Elysium) <ytm@friko.onet.pl>

* Documentation updates.

* More minor changes.

Support for some features is still missing. To name a few:

* No floats, no bit fields.

* No file routines on most systems. The 8 bit Ataris are the first machines that do have full file I/O support (besides the ACE port which was dropped some time ago). Please note that the complete CBM

family doesn't have file I/O support!

* The 80 column mode on the C128 is not supported by the conio library.

More information:

For your convenience, I've put all doc files also on the web server:

http://www.von-bassewitz.de/uz/cc65/doc/

The cc65 main page

http://www.von-bassewitz.de/uz/cc65/

will get updated to reflect the new version in the next few days.

There is also a cc65 mailing list. To subscribe, send a mail to
majordomo@musoftware.de with the command

subscribe cc65

in the body of the mail.

Available packages:

As usual I will provide the complete sources and several binary packages.
There are some binary RPMs for different versions of RedHat Linux, which
is probably one of the fastest ways to get going. Since Linux is also my
development platform, new features and bug fixes are first available for
Linux.

Binaries for DOS and and Windows will follow or may already be available
at the time you read this. While the sources do still compile under OS/2,
I have dropped support for OS/2 binaries, since were almost no downloads
of the OS/2 version.

Download:

For more information and links to the FTP server, see

http://www.von-bassewitz.de/uz/cc65/

For direct download, use

ftp://ftp.musoftware.de/pub/uz/cc65/

Thanks to all who sent feedback and suggestions!

--
Ullrich von Bassewitz uz@musoftware.de

4451. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-21 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <oT4e5.5398$u56.62095@typhoon.columbus.rr.com>
Source record: 43318

Thank you Thank you Thank you!!!!!
"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:QPZd5.17942$MS3.324981@news1.online.no...
> I put the games up on my site at : http://home.online.no/~olavese/
> Go to Atari (the logo) and select Atari 8-bit (640*480 users must scroll
> sideways). Then click the download section and select which games you
want.
> Some of them have more than one game on the disk. Like Rescue on Rigel (or
> something) and such.
>
> Direct link to download : http://home.online.no/~olavese/atari/a8dl.htm
>
> Hope this helps some of you. Games are Crypts of the Undead, King Arthur's
> Heir, Escape from Vulcans Isle, The Nightmare, Indiana Jones in the
Pyramids
> of Giza.
>
> Enjoy!
>
>
>

4452. ing for the cover art for Archon

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-21 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.397949f4@fmlynet.org>
Source record: 43319

FamilyNet HQ: Telnet:\\www.family-bbs.net

I was working on my Newton MessagePad this week, and though much improved,
my really cool desktop backdrop, the cover art for Archon, was lost. :(

Anyone know where I can find a scan of this on the internet so I can
make another desktop backdrop?

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4453. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <sF7e5.5607$u56.67142@typhoon.columbus.rr.com>
Source record: 43320

Both games requested were stamped with their name, EPYX, and Atari 400/800
right on them. The game called the Nightmare did have a room with bats in
the belfry....and yes, in both games you did scroll around in a large world.
I think I have both of the games now, but I will not know for sure until I
get my Atari's up and running in my new house....apartment is WAY too small!
Steve.
"Stephen Knox" <gooch@erols.comX> wrote in message
news:3978378D.148972D5@erols.comX...
> Were they released by Epyx????
>
> If you're mentioning the games I think you are, they were by Scott
Adams???
> They were his first adventure games. They were redefined character set
> graphics where you were a 1 character dude moving via joystick around a
> large scrolling world.
>
> 2 things come to mind about these games:
>
> 1. Escape from Vulcan Island needed a flare gun to win
> 2. The Haunted House one had 'Bats in the Belfry'
>
> Does that ring a bell? I have Escape from Vulcan Island on disk and I
> believe the King Authur one, but alas my 8bit stuff is boxed until my
> basement gets finished :(
>
> I' like to get the Haunted House one back though.
> --
> Thanks,
>
> Stephen Knox
>
> http://www.goochman.com
>
> Remove the 'X' for email replies
>
>
>
>
> Peter Pastore wrote:
>
> > In article <35Na5.1555$s3.13638@typhoon.columbus.rr.com>,
> > "Steve Breech" <sbreech@columbus.rr.com> wrote:
> > > Hi all...
> > > Does anyone have these games they would like to sell?

> > > 1.) The Nightmare by Epyx. It is written in Basic.
> > > 2.) The Crypt of the Undead by Epyx. It is written in Basic.
> > >
> > > Thanks,
> > > Steve.
> > >
> > >
> > Don't give up the search - someone's got to have them.
> >
> > I first heard about those 2 games from ads I read in a 1983 Creative
> > Computing magazine. The ads looked so cool, and yet had no
> > screenshots of the actual games. The descriptions and artwork intrigued
> > me. Being a C64 guy, I was disappointed that it was only made for the
> > Atari. Strange, but last night I found that old mag and was flipping
> > through it when I came across those same ads. I always wanted to see
> > some screenshots and actually play those games.
> >
> > Anyway, I've got 2 high-quality scans of those original magazine ads, if
> > you're interested. They might give you some more info on the games.
> > E-mail me and I'll send them to you. And if you do get a copy of the
> > games, maybe you could recommend me a good Atari emulator and I'll
> > finally see what I've been missing.
> >
> > BTW, check out this link to see what the author is currently doing
> > http://www.businessweek.com/ebiz/0002/em0216.htm
> > Pretty amazing what and who you can find on the net.
> > Good luck, and let me know if you'd like those scans.
> >
> > Pete
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>
>
>

4454. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <uBbe5.18336$MS3.331787@news1.online.no>
Source record: 43321

Your welcome, welcome, welcome ;-) Enjoy them. They really are good fun,
even if written in BASIC.

Steve Breech <sbreech@columbus.rr.com> wrote in message
news:oT4e5.5398$u56.62095@typhoon.columbus.rr.com...
> Thank you Thank you Thank you!!!!!
> "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> news:QPZd5.17942$MS3.324981@news1.online.no...
> > I put the games up on my site at : http://home.online.no/~olavese/
> > Go to Atari (the logo) and select Atari 8-bit (640*480 users must scroll
> > sideways). Then click the download section and select which games you
> want.
> > Some of them have more than one game on the disk. Like Rescue on Rigel
(or
> > something) and such.
> >
> > Direct link to download : http://home.online.no/~olavese/atari/a8dl.htm
> >
> > Hope this helps some of you. Games are Crypts of the Undead, King
Arthur's
> > Heir, Escape from Vulcans Isle, The Nightmare, Indiana Jones in the
> Pyramids
> > of Giza.
> >
> > Enjoy!
> >
> >
> >
>
>

4455. A.N.A.L.O.G. magazine

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39795824.C8BDD645@earthlink.net>
Source record: 43322

It's unbelievable - Ebay is rife with such classic Atari mags as Antic or Compute, but despite months of checking, not a single listing (that I could find) of IMO the best 8-bit mag ever: Analog.

Any suggestions on where to find some? I'd love to plug the holes in my collection. Anyone here looking to dump some of their own should contact me - I guarantee I'll take them off your hands if I don't already own them.

Mike
--
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Mike Kohary Seattle, WA http://www.kohary.com
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½

4456. FA: Atari 800 Stuff

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39795908.55B5A45B@qnet.com>
Source record: 43323

I have the 3 - 16k RAM modules and 1 -10k ROM module up for auction.
Ive pretty much sold all of my 8bit hardware except for these items and
some software and books that will be added soon. I would like to see
these items get to some one that needs them or wants them. The auction
staring price is $1.00

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=dons%40qnet.com&include=0&since=-1&sort=2&rows=25

Don

4457. Re: Best game music (now including the worst!)

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <sfee5.18700$rH5.42308@nntpserver.swip.net>
Source record: 43324

> Bruce Lee has music on my tape version too I think. Haven't tested it in a
> while (15 years or so)

I could be wrong, but I am pretty sure that the Bruce Lee tape for the
Atari 400/800/XL/XE computer does not have music. It could be that
it has some kind of sound while one is at the title screen.

I remember this because I and a friend who owned a Commodore 64
compared the implementation of the games. The 64 version had music.
It sounded like a Salvation Army song, nothing exciting, but anyway.

> I agree with the issue of Gilbertson, he's great! Passionately demo and
the
> Antic demo. Great! Best was Alternate Reality : The City.

I agree! I did not know who made the music in the games mentioned until I
read this thread. The catchy, swaying tune in in Cosmic Tunnels is great and
very suitable as an original (?) computer games theme.

Finally, a look to the dark side. The worst Atari game theme must be
the title song in Thorn EMI's Carnival Massacre. Thorn EMI also
offered the next worse song: The title song from Darts.

If there is a connection between Thorn EMI and a company called
Creative Sparks, the Atari implementation of Desmond's Dungeon with
its cool tune makes up for the terrible music in Carnival Massacre and
Darts.

Anders

4458. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <397987d7.1822258@news.netunlimited.net>
Source record: 43325

Resue at Rigel is one of my favorites. It is atmospheric, yet cheesy.
You have to learn the key-strokes for R@R. Turn out the lights and
play this one by the light of the monitor screen. Watch out for deadly
High Tollahs and Cerbanths.

You can talk to Common Tollahs. I think the underlying theme of R@R is
the oppressive regime of the Rigellian government.

If the action gets too heavy, you can beam up. Have a great day and
say hi to Smitty for me!

VS

On Fri, 21 Jul 2000 17:21:50 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>I put the games up on my site at : http://home.online.no/~olavese/
>Go to Atari (the logo) and select Atari 8-bit (640*480 users must scroll
>sideways). Then click the download section and select which games you want.
>Some of them have more than one game on the disk. Like Rescue on Rigel (or
>something) and such.
>
>Direct link to download : http://home.online.no/~olavese/atari/a8dl.htm
>
>Hope this helps some of you. Games are Crypts of the Undead, King Arthur's
>Heir, Escape from Vulcans Isle, The Nightmare, Indiana Jones in the Pyramids
>of Giza.
>
>Enjoy!
>
>
>

4459. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: Blair Bingham <bebing@bellatlantic.net>
Message-ID: <3979B2C1.7C12509D@bellatlantic.net>
Source record: 43326

Slime and Chicken had very cool music intros.

4460. FS: "Computer Animation Primer" book

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: PJR <pjr@mailchute.co.uk>
Message-ID: <xvie5.3123$k54.60096@news6-win.server.ntlworld.com>
Source record: 43327

** FOR SALE **

"Computer Animation Primer" by David Fox and Mitchell Waite,
Byte/McGraw-Hill; classic book about computer graphics using Atari 8-bit
examples. Good, clean condition.

Offers please (in GB pounds) ???

e-mail: paul@mailchute.co.uk

4461. Laser Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: Blair Bingham <bebing@bellatlantic.net>
Message-ID: <3979B729.CF91DCC2@bellatlantic.net>
Source record: 43328

Does anybody remember a Laser Chess type of game? It may have
even been a Antic or Analog game. It may even have been done in
BASIC. It was a basic chess grid with pieces and after you moved
you would fire your lazer and it would bounce off of 'mirrors' at right
angles, finally obliterating your opponent if you planned right. It was
surprisingly addictive.

4462. Re: Laser Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: Gary <bitbucket@home.com>
Message-ID: <3979C028.8286BE9D@home.com>
Source record: 43329

Blair Bingham wrote:
>
> Does anybody remember a Laser Chess type of game? It may have
> even been a Antic or Analog game. It may even have been done in
> BASIC. It was a basic chess grid with pieces and after you moved
> you would fire your lazer and it would bounce off of 'mirrors' at right
> angles, finally obliterating your opponent if you planned right. It was
> surprisingly addictive.

It was actually published in Compute! around 1987/88 (I've got them
packed away so I can't look for the exact issue) and was in BASIC.

4463. Re: Laser Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: spamless@nil.nil
Message-ID: <3979c446$1@news.inch.com>
Source record: 43330

Blair Bingham <bebing@bellatlantic.net> wrote:
> Does anybody remember a Laser Chess type of game? It may have
> even been a Antic or Analog game. It may even have been done in
> BASIC

It was a type in ML programme from Compute! I believe.

4464. Re: Laser Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: spamless@Nil.nil
Message-ID: <3979d3c7$1@news.inch.com>
Source record: 43331

Gary <bitbucket@home.com> wrote:

> It was actually published in Compute! around 1987/88 (I've got them
> packed away so I can't look for the exact issue) and was in BASIC.

Thinking back, you may be right about the BASIC (with a bunch of ML routines contained therein).

If my memory is not failing me, they had a competition for user written programmes and LaserChess was the winner. There were several type in versions for different platforms (converted from the original submission to their contest - was the original submission an AtariST version? For some reason I have a memory that was the case).

4465. Atari Computer Hardware/Software FOR SALE!!!#5

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: Anthony Zal <tonzal@hotmail.com>
Message-ID: <220720001335205493%tonzal@hotmail.com>
Source record: 43332
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.atari.st

Atari Computer Sale List

Hardware:
1 Spectre 128 with Roms $25 (comes with Mac softwares)
1 Translator Mac Disk Reader for the first MAC emulator $5
(Comes with MacPlus Emulator)

Software:
For Spectre Mac:
ATM 1.2 $2
ATM Fonts $2
Grammatic $1

For Atari:
1 Papyrus Word Processor v3.65 $10
1 Calligrapher 3.0 Word Processor $5
1 PageStream 2.2x $5
1 TimeWorks Desktop Publisher $1
1 TexPro (GEM Word processor) $1
1 AtariWorks, SpeedoGDOS, and Speedo Fonts $8
1 GFA Raytracer (Create beautiful 3D rendering scenes) $3
1 GFA Companion (Create GEM-like interface for GFA Basic) $2
1 Hisoft C Interpreter $3
1 Hisoft Basic Compiler $3
1 Hisoft WERCS (Create GEM Graphics for Basic, C, etc.) $3
1 The Music Studio $3
1 MultiViewer Graphica $1
1 Your Personal Poet (Generate poems based on options) $3
1 NeoDesk v1.xx $1
1 MiGraph TouchUp v1.8 $1

Book:
1 GFA BAsic Programmers, Ref, Guide Vol.1
by Michtron $5

All in excellent condition. Former Atari developer.
Postage not included for above items.

Email: tonzal@hotmail.com
North America

4466. Re: Laser Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: Blair <bebing@bellatlantic.net>
Message-ID: <3979E5E2.4FF3EA55@bellatlantic.net>
Source record: 43333

Ahhh, o.k., thanks for the replies, I was afraid no one would remember
it.
Now to find it for d/l...

Thanks again

4467. Re: A.N.A.L.O.G. magazine

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000722145911.12849.00000318@ng-cl1.aol.com>
Source record: 43334

>Mike Kohary mkohary@earthlink.net inquired:

>I guarantee I'll take them off your hands if I don't already own them.

I have no plans to EVER "dump" my issues. Which ones are on your list? I do
have a couple of duplicates...

-Ron

I don't have a solution but I admire the problem.

4468. Re: A.N.A.L.O.G. magazine

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <7174-3979F80C-51@storefull-111.iap.bryant.webtv.net>
Source record: 43335

I am looking for issue #1. If anyone has an extra, please let me know.
Thanks,
Harvey

4469. Re: Need Help w/ Diskformer! How do I "append" Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <3979f392.9678548@news.netunlimited.net>
Source record: 43336

Okay, this worked well for Diskformer, thanks!

I can run Diskformer and write ATR's from PC directly over to Atari
800 floppy drive. Woohoo!

I am not able to make the darn 850 dial out with IceT, or Ken Siders'
TESTTCP program....

Telelink II cartridge dials out fine though.

VS

PS: Thanks again!

On Sun, 16 Jul 2000 20:06:02 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

```
>20 CLOSE #1:OPEN #1, 8,0,"D:AUTORUN.SYS"
>30 FOR I=1 TO 88
>40 READ D
>50 PUT #1,D
>60 NEXT I
>70 CLOSE #1
>80 END
>100 DATA 255,255,0,56,75,56,169,80
>110 DATA 141,0,3,169,1,141,1,3,169
>120 DATA 63,141,2,3,169,64,141,3,3
>130 DATA 169,5,141,6,3,141,5,3,169
>140 DATA 0,141,4,3,141,9,3,141,10
>150 DATA 3,141,11,3,169,12,141,8,3
>160 DATA 32,89,228,16,1,96,162,11
>170 DATA 189,0,5,157,0,3,202,16,247
>180 DATA 32,89,228,48,6,32,6,5,108
>190 DATA 12,0,96
>200 DATA 226,2,227,2,0,56
```

4470. Ice T Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <3979f3e7.9763091@news.netunlimited.net>
Source record: 43337

I installed the R-Handler for my 850 with standard Intel modem
attached but am still having trouble dialing out for some reason.

IceT loads fine (and doesn't stop me at a "no R-handler message) like
it used to, but when I go into the TERMINAL screen to type ATDT and
the phone number the keyboard just clicks but no characters appear on
the screen and nothing happens.

Am I missing some obvious dial command in Ice-T?

VS

4471. Anyone got these ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <3979f6b1.10477804@news.netunlimited.net>
Source record: 43338

I would like to get working ATR's for these programs:

Zork Zero.
Wizard's Crown.
Datasoft BASIC compiler.
Any other BASIC compiler.
Any program which drives a mouse. RAOS?

I should point out that I think there is a bad image of Wizard's Crown
on the Internet and you cannot play it.

VS

4472. Re: Atari Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <XUoe5.11494$o71.740386@bgtnsc04-news.ops.worldnet.att.net>
Source record: 43339

Steve,

I still have an "Atari DOS XE: XF551 Disk Drive Owner's Manual" in stock.
You can have it for $5 to cover the cost of Priority Mail shipping (within
the continental USA). If interested, reply in Email to me at
s.winick@worldnet.att.net

Sheldon

"Steve Breech" <sbreech@columbus.rr.com> wrote in message
news:GkVd5.4160$u56.56335@typhoon.columbus.rr.com...
> Is there any place I can download the original user's manuals for an atari
> XF-551 and for an Atari 1010 Program Recorder? I just bought these 2
pieces
> of equipment, and I would like as much info about them as possible.
> Thanks!
> Steve.

4473. Re: Laser Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-22 00:00:00 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-D3749F.19522222072000@news.enteract.com>
Source record: 43340

Blair Bingham <bebing@bellatlantic.net> wrote:
> Does anybody remember a Laser Chess type of game? It may have
> even been a Antic or Analog game. It may even have been done in
> BASIC. It was a basic chess grid with pieces and after you moved
> you would fire your lazer and it would bounce off of 'mirrors' at right
> angles, finally obliterating your opponent if you planned right. It was
> surprisingly addictive.

Does anyone know if this had any relation to the Amiga game of the same
name? I played this on my little brother's Amiga a few times, and yes,
it was quite interesting. If there was an Atari 8-bit version, I'm
surprised to hear it... Shame it wasn't on cartridge. :-)
--
//*===++
|| Russ Perry Jr 2175 S Tonne Dr #105 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++===*//

4474. Re: Best game music (now including the worst!)

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <Vmze5.19093$rH5.42892@nntpserver.swip.net>
Source record: 43246

Vidar> Bruce Lee has music on my tape version too I think. Haven't
Vidar> tested it in a while (15 years or so)

I could be wrong, but I am pretty sure that the Bruce Lee tape for the Atari 400/800/XL/XE computer does not have music. It could be that it has some kind of sound while one is at the title screen.

I remember this because I and a friend who owned a Commodore 64 compared the implementation of the games. The 64 version had music. It sounded like a Salvation Army song, nothing exciting, but anyway.

Vidar> I agree with the issue of Gilbertson, he's great! Passionately demo
Vidar> and the Antic demo. Great! Best was Alternate Reality : The City.

I agree! I did not know who made the music in the games mentioned until I read this thread. The catchy, swaying tune in in Cosmic Tunnels is great and very suitable as an original (?) computer games theme.

Finally, a look to the dark side. The worst Atari game theme must be the title song in Thorn EMI's Carnival Massacre. Thorn EMI also offered the next worse song: The title song from Darts.

If there is a connection between Thorn EMI and a company called Creative Sparks, the Atari implementation of Desmond's Dungeon with its cool tune makes up for the terrible music in Carnival Massacre and Darts.

Anders

4475. Re: Atari Computer Hardware/Software FOR SALE!!!#5

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <397a5c39.19523929@news.jax.bellsouth.net>
Source record: 43247
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.atari.st

On Sat, 22 Jul 2000 13:35:20 -0400, Anthony Zal <tonzal@hotmail.com>
wrote:

>Atari Computer Sale List
>
>1 PageStream 2.2x $5
>1 MiGraph TouchUp v1.8 $1
>
>All in excellent condition. Former Atari developer.
>Postage not included for above items.
>
>Email: tonzal@hotmail.com
>North America

I would be interested in this, shipped to the Jacksonville FL area Zip
code 32073
Can you give me a total shipped.

Thanks Mike

4476. Atari 8-bit Magazines for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: rick_reaser <rick_reaser@email.msn.com>
Message-ID: <OhxeuhK9$GA.253@cpmsnbbsa07>
Source record: 43248

Atari 8-bit Magazines for Sale

Wife says rest of collection must go! Basically looking for a good home for these items. Not trying to make money, but to cover costs.

Lot 1 - $20 - 15 inches thick and weighs 40 lbs - Shipping is extra! (It may cost more than the actual items. <grin>)

Antic - Complete set for $20 (81 issues)
April '82 (vol 2, no 1) through Jun/Jul '90 (vol 9, no 2) (complete except first year)

Lot 2 - $10 - 7 inches thick and weighs 16 lbs - Shipping is extra! (It may cost more than the actual items. <grin>)

Atari Classics - 15 issues
Dec '92 (vol 1, no 1) to Fall 1996 (vol 5, no 2)

Atari Interface Magazine - 4 issues
Apr '92 through Jul '92

AtariUser - 4 issues
Aug '91, Sep '91, Jan '92, Feb '92

Current Notes - Last issue (vol 15, no 3) - (I'm the former 8-bit Editor.)

New Atari User - 22 issues
Dec/Jan '89 (Issue 41) through Oct/Nov '92 (Issue 58)
Feb/Mar '93 (Issue 60) through Aug/Sep '93 (Issue 63)

Orphaned Computer Game Systems - 4 issues
Vol 1, Issue 1 through Vol 2, Issue 1

Rick Reaser
rick_reaser@msn.com
703-255-2110

4477. Best Atari sound effects

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <wpDe5.19196$rH5.43261@nntpserver.swip.net>
Source record: 43249

While reading the thread about best game music on the Atari computer
I recalled some impressive sound effects too.

1. The drum sound when you do a home run (?) in Starleague Baseball. I
do not like baseball so much so I did not hear this massive drum sound
until a friend who was more into the game asked me to listen.

2. The barking ('yap yap') sound in Llamasoft's Hovver Bovver.

3. Maybe not so realistic but still nice: The sound effects for yelling
people, barking dogs and yeowww-ing kittens in Synapse's Alley Cat.

Anders

4478. WTB: Atari Portfolio & ST

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: Larry Rodriguez <pilot77@mindspring.com>
Message-ID: <B5A097F3.3C6C%pilot77@mindspring.com>
Source record: 43250

I'm looking for a portfolio and for an ST system. If you have one available
please e-mail: pilot77@mindspring.com

Thanks!

4479. Re: Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000723120922.17276A-100000@vtn1>
Source record: 43251

On Sun, 23 Jul 2000, Ivo van Poorten wrote:

> beepee <beepee1NObeSPAM@prodigy.net.invalid> writes:
>
> >I picked up an 800xl with the disk drive at a flea market last
> >week. It came with a box of disks with loads of games on
> >them...problem is when i load the disks i get a games menu then
> >pick a game but nothing comes up. Do these disks go bad after
> >time? Is there anything i can do to get these to work?
>
> Disks do go bad after a time, but since you see the menu, I suppose
> you should try booting with the option key held down (one of those
> big silver keys on the right side of the keyboard). This will dissable
> the BASIC ROM.
>
> --Ivo
>
>

My guess would be you're right on the money. I've never seen a boot loader
smart enough to include the piddly little bit of code needed to turn
BASIC on and off.

jkp

4480. Re: Laser Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <397B7291.9A45B5AA@ev1.net>
Source record: 43252

```
Blair wrote:
>
> Ahhh, o.k., thanks for the replies, I was afraid no one would remember
> it.
> Now to find it for d/l...
>
If you go to the following URL, you can get a copy for Win95/98:

<http://download.mycomputer.com/detail/43/64.html>

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

4481. Re: Ice T Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: Itay Chamiel <itayc@nospam.huji.ac.il>
Message-ID: <8lfl48hjn1@news.huji.ac.il>
Source record: 43253

Velcro_SPY wrote in message <3979f3e7.9763091@news.netunlimited.net>...

>IceT loads fine (and doesn't stop me at a "no R-handler message) like
>it used to, but when I go into the TERMINAL screen to type ATDT and
>the phone number the keyboard just clicks but no characters appear on
>the screen and nothing happens.
>
>Am I missing some obvious dial command in Ice-T?

First of all, make sure the Keyclick setting is set to "simple" or "none" (I really must address this bug sooner or later..). This doesn't seem like your problem though.

Second, does your modem work properly with other communications software or is it just Ice-T you're tried? If you haven't tried anything else, check your connections and your settings. You're supposed to see everything you type echoed back to you from the modem (with the setting "Local Echo" set to OFF).

If your modem has LED indicators check that the TX and RX light up when you press keys on the keyboard. Make sure your baud rate setting is right for the modem. Check the cables.

-Itay Chamiel
itayc at cs dot huji.ac.il

4482. Re: Anyone got these ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <GPIe5.1837$_j3.7766@newsfeed.slurp.net>
Source record: 43254

On 22 Jul 2000 19:35:42 , Velcro_SPY wrote:
>I would like to get working ATR's for these programs:
>
>Zork Zero.
>Wizard's Crown.
>Datasoft BASIC compiler.
>Any other BASIC compiler.
>Any program which drives a mouse. RAOS?

Try these website addresses:

http://www.atariworld.com/8bit/atrfiles.html
http://home.columbus.rr.com/ksiders/atari.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4483. Looking to buy Raid Over Moscow

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: Mark Smith <msmith@optonline.net>
Message-ID: <wWKe5.5652$pC1.22343@news02>
Source record: 43255

I have been looking for a replacement for my original Raid Over Moscow disk.
Does anyone have one to sell?

Thanks,

Mark W. Smith
MSmith@optonline.net

4484. Happy or US doubler

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: Jim Schmidt <skibo@fuse.net>
Message-ID: <397B93FA.3F913D15@fuse.net>
Source record: 43256

Folks,
Here's a dumb question- How do I know if my floppy drive as the Happy or US Doubler mod on it?? I've acquired quite a few disk drives but I don't know if they can do higher density, etc. Thanks,
Jim

4485. Re: Ice T Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <397bad21$0$61810$53a6afc1@news.erinet.com>
Source record: 43257

You can try the things Itay said.
You said in another thread about diskformer program that you got that
to work with your handler, and telelink II dialed out ok.
So, I don't think it is your handler.
I don't remember Ice-T much. But I think BobTerm has a setting
for ASCII or ATASCII. Set that to ASCII, because ATASCII
EOLs won't work your modem. You should see the letters you type.
Set duplex to half to (local echo on).
Finally try bringing the speed down. I don't know what the default
is with IceT but try 4800 or tops 9600.
Can you try BobTerm with the above suggestions and see if you can
get the modem to respond?
Then you said you're using a standard Intel modem. US Robotics,
Hayes, Cardinal, I've heard of. I've never heard of an Intel modem.
It is probably a modern one. A 56k one. Your Atari can't do above
9600 reliably, 19200 is absolute tops and you shouldn't try that until
you get 4800 working. But the modem will probably respond.
Try typing at ENTER several times, just to get the OK from the modem.
I doubt you'll see the LEDs when typing, but maybe.
Russg

4486. Re: Atari 8-bit Magazines Sold

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: rick_reaser <rick_reaser@email.msn.com>
Message-ID: <#iNtRlR9$GA.349@cpmsnbbsa08>
Source record: 43258

That was quick! They were gone within minutes!

Rick Reaser

"rick_reaser" <rick_reaser@email.msn.com> wrote in message
news:OhxeuhK9$GA.253@cpmsnbbsa07...
> Atari 8-bit Magazines for Sale
>
> Wife says rest of collection must go! Basically looking for a good home
for
> these items. Not trying to make money, but to cover costs.
>
> --
--
> --
>
> Lot 1 - $20 - 15 inches thick and weighs 40 lbs - Shipping is extra! (It
> may cost more than the actual items. <grin>)
>
> Antic - Complete set for $20 (81 issues)
> April '82 (vol 2, no 1) through Jun/Jul '90 (vol 9, no 2) (complete except
> first year)
>
> --
--
> --
> Lot 2 - $10 - 7 inches thick and weighs 16 lbs - Shipping is extra! (It
may
> cost more than the actual items. <grin>)
>
> Atari Classics - 15 issues
> Dec '92 (vol 1, no 1) to Fall 1996 (vol 5, no 2)
>
> Atari Interface Magazine - 4 issues
> Apr '92 through Jul '92
>
> AtariUser - 4 issues
> Aug '91, Sep '91, Jan '92, Feb '92
>
> Current Notes - Last issue (vol 15, no 3) - (I'm the former 8-bit Editor.)
>
> New Atari User - 22 issues
> Dec/Jan '89 (Issue 41) through Oct/Nov '92 (Issue 58)
> Feb/Mar '93 (Issue 60) through Aug/Sep '93 (Issue 63)
>

> Orphaned Computer Game Systems - 4 issues
> Vol 1, Issue 1 through Vol 2, Issue 1
>
> --
--
> --
>
> Rick Reaser
> rick_reaser@msn.com
> 703-255-2110
>
>

4487. ANNOUCE: Old Hacker's Atari User Group newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-ED711E.20103723072000@news.northcoast.com>
Source record: 43259

A nearly complete archive of newsletters from the
Old Hacker's Atari User Group is now available at
http://www.atariarchives.org/oldhackers/

The site contains downloadable versions of the
group's newsletter disks from 1990 through 2000.
Disks are available in ATR, DCM, and ZIP formats.
Each newsletter contains original articles plus a
selection of software.

Due to declining membership, The Ol' Hackers Atari
Users Group will close its doors after its final
meeting in December 2000, but the newsletter archive
will remain.

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

4488. comp.sys.atari.announce: Are you subscribed?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-4C4203.20215523072000@news.northcoast.com>
Source record: 43260
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey all. This is just a little self-promotional announcement. I'm the
moderator of comp.sys.atari.announce, a newsgroup dedicated to
news about Atari computers. It's a low-volume newsgroup with
occasional news of interest to 8-bit, ST/TT/Falcon, Portfolio,
and other Atari computer folks.

Subscribe, read, enjoy. And next time you have some Atari news to share,
post.

See you at CGExpo,
--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

4489. ANNOUNNCE: Atari XL/XE ROM source code (rev. 2) available

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: Sidney Cadot <sidney@janis.pds.tudelft.nl>
Message-ID: <397A5F8F.D27FEC71@janis.pds.tudelft.nl>
Source record: 43341

Hi everybody,

I am happy to announce the availability of the Atari XL/XE ROM
reverse-engineered source code, rev. 2. This latest version uses the
CC65 compiler suite, which includes a blindingly fast macro-assembler
and linker. The packages comprises 7 source files (13887 lines of
assembly) that can be assembled and linked in 0.3 seconds (!) to yield
ATARIXL.ROM and ATARIBAS.ROM, as used in several emulators that are
available.

You may find the package on my Atari web-page at:

http://ch.twi.tudelft.nl/~sidney/atari

I'd appreciate any comments you may have, and I would also like to
mention that I would welcome outside involvement for improving the
quality of the source-level comments in the code.

Best regards,

Sidney Cadot
sidney@ch.twi.tudelft.nl

4490. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: Peter Pastore <ppastore@my-deja.com>
Message-ID: <8lds57$828$1@nnrp1.deja.com>
Source record: 43342

Got them (after 17 years)! Thanks!!
What emulator do you recommend? I've got xformer 2000 and it runs Crypt
fine, but I can't get Nightmare to go. I'm probably doing it wrong -
any ideas? Thanks.

In article <QPZd5.17942$MS3.324981@news1.online.no>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> I put the games up on my site at : http://home.online.no/~olavese/
> Go to Atari (the logo) and select Atari 8-bit (640*480 users must
scroll
> sideways). Then click the download section and select which games you
want.
> Some of them have more than one game on the disk. Like Rescue on Rigel
(or
> something) and such.
>
> Direct link to download :
http://home.online.no/~olavese/atari/a8dl.htm
>
> Hope this helps some of you. Games are Crypts of the Undead, King
Arthur's
> Heir, Escape from Vulcans Isle, The Nightmare, Indiana Jones in the
Pyramids
> of Giza.
>
> Enjoy!
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4491. Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: beepee <beepee1NObeSPAM@prodigy.net.invalid>
Message-ID: <09ea55e4.035ad0ff@usw-ex0105-038.remarq.com>
Source record: 43343

I picked up an 800xl with the disk drive at a flea market last
week. It came with a box of disks with loads of games on
them...problem is when i load the disks i get a games menu then
pick a game but nothing comes up. Do these disks go bad after
time? Is there anything i can do to get these to work?

Thanks,
Mike

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

4492. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <tbye5.18822$MS3.338018@news1.online.no>
Source record: 43344

Sorry, I hate emulators, I need the real thing. Hmmm. They should be about
the same, boot with basic. They are mostly the same type, so I don't know
why one should run and the other not. Tried XLIT ?

Peter Pastore <ppastore@my-deja.com> wrote in message
news:8lds57$828$1@nnrp1.deja.com...
> Got them (after 17 years)! Thanks!!
> What emulator do you recommend? I've got xformer 2000 and it runs Crypt
> fine, but I can't get Nightmare to go. I'm probably doing it wrong -
> any ideas? Thanks.
>
>
>
> In article <QPZd5.17942$MS3.324981@news1.online.no>,
> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> > I put the games up on my site at : http://home.online.no/~olavese/
> > Go to Atari (the logo) and select Atari 8-bit (640*480 users must
> scroll
> > sideways). Then click the download section and select which games you
> want.
> > Some of them have more than one game on the disk. Like Rescue on Rigel
> (or
> > something) and such.
> >
> > Direct link to download :
> http://home.online.no/~olavese/atari/a8dl.htm
> >
> > Hope this helps some of you. Games are Crypts of the Undead, King
> Arthur's
> > Heir, Escape from Vulcans Isle, The Nightmare, Indiana Jones in the
> Pyramids
> > of Giza.
> >
> > Enjoy!
> >
> >
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4493. Re: Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-23 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8ledb7$5f2@cs.vu.nl>
Source record: 43345

beepee <beepee1NObeSPAM@prodigy.net.invalid> writes:

>I picked up an 800xl with the disk drive at a flea market last
>week. It came with a box of disks with loads of games on
>them...problem is when i load the disks i get a games menu then
>pick a game but nothing comes up. Do these disks go bad after
>time? Is there anything i can do to get these to work?

Disks do go bad after a time, but since you see the menu, I suppose
you should try booting with the option key held down (one of those
big silver keys on the right side of the keyboard). This will dissable
the BASIC ROM.

--Ivo

4494. Re: Ice T Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <397b8601.347758@news.netunlimited.net>
Source record: 43261

Well, it is a pleasure to get an answer from the person who actually
wrote the program. I should off on praising Ice-T until I have
actually used it a few times, but must mention that the implementation
of 80 columns through a narrow font is quite amazing. Also the
drop-down menu layout and smooth scrolling was something I never
thought I would see on an 8bit Atari.

The problems I am having are strictly with the R-handler and have
nothing to do with Ice-T. For some reason, the R-handler doesn't want
to run the modem, although I can transfer files from another computer
by way of the null-modem cable.

I have another handler I found that might work ATARIRS.232 but I
haven't tried it yet. I am sure I will post something to let you know
when I successfully test Ken Sider's TCP/IP stack which is the whole
point of this really.

VS

On Sun, 23 Jul 2000 23:38:19 +0200, "Itay Chamiel"
<itayc@nospam.huji.ac.il> wrote:

>First of all, make sure the Keyclick setting is set to "simple" or "none" (I
>really must address this bug sooner or later..). This doesn't seem like your
>problem though.
>
>Second, does your modem work properly with other communications software or
>is it just Ice-T you're tried? If you haven't tried anything else, check
>your connections and your settings. You're supposed to see everything you
>type echoed back to you from the modem (with the setting "Local Echo" set to
>OFF).
>
>If your modem has LED indicators check that the TX and RX light up when you
>press keys on the keyboard. Make sure your baud rate setting is right for
>the modem. Check the cables.
>
>-Itay Chamiel
>itayc at cs dot huji.ac.il

4495. Re: Need Help w/ Diskformer! How do I "append" Files?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <397b8f69.2756460@news.netunlimited.net>
Source record: 43262

Greg Goodwin wrote:

> Out of curiousity, what is the computer that you sending files from the Atari computer to? A PC, Mac, ST .... :) .

It happens to be an Amiga computer.

> In this day and age, though null modem and diskformer are good solutions, have you considered Steve
> Tucker's ape interface programs and SIO2PC cable?

What that does is make the old PC a slave drive to the Atari machine
right. It sounds interesting but exceed my needs I think!

> As for the Rhandler, what kind of serial interface were you using again?

An 850.

VS

4496. Re: Happy or US doubler

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000723234444.27719.00000603@ng-fb1.aol.com>
Source record: 43263

>Jim Schmidt skibo@fuse.net asked:

>Folks,
> Here's a dumb question- How do I know if my floppy drive as the Happy
>or US Doubler mod on it?? I've acquired quite a few disk drives but I
>don't know if they can do higher density, etc. Thanks,

Boot with MyDOS 4.5 and attempt to set density to double; if it configures you have one.
Optionally boot SpartaDOS and attempt to format in double density; once again - if it does then you have.

-Ron

I don't have a solution but I admire the problem.

4497. Re: Ice T Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <397bb518.12404996@news.netunlimited.net>
Source record: 43264

On Sun, 23 Jul 2000 22:48:55 -0000, "Russg" <russg@en.com> wrote:

>You said in another thread about diskformer program that you got that
>to work with your handler, and telelink II dialed out ok.

I said Telelink II, but it is actually the original Telelink
cartridge.

>So, I don't think it is your handler.

The Telelink R-handler is fine but that doesn't help me with disk
based software.

>I don't remember Ice-T much. But I think BobTerm has a setting
>for ASCII or ATASCII. Set that to ASCII, because ATASCII
>EOLs won't work your modem. You should see the letters you type.
>Set duplex to half to (local echo on).
>Finally try bringing the speed down. I don't know what the default
>is with IceT but try 4800 or tops 9600.
>Can you try BobTerm with the above suggestions and see if you can
>get the modem to respond?

Yeah, next weekend I may have some free time for it again.

>Then you said you're using a standard Intel modem. US Robotics,
>Hayes, Cardinal, I've heard of. I've never heard of an Intel modem.

Well, that is what it is! A 14.4 SatisFAXtion Intel external modem.

>It is probably a modern one. A 56k one. Your Atari can't do above
>9600 reliably, 19200 is absolute tops and you shouldn't try that until
>you get 4800 working. But the modem will probably respond.
>Try typing at ENTER several times, just to get the OK from the modem.
>I doubt you'll see the LEDs when typing, but maybe.

Okay, I am sure I will get this going.

VS

4498. Re: Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <pstnnsoc9m5atg8k74v6mb7banqn2ib6tc@4ax.com>
Source record: 43265

On Sun, 23 Jul 2000 04:26:24 GMT, Peter Pastore <ppastore@my-deja.com>
drooled an embarassing wet spot in his lap as he typed:

>Got them (after 17 years)! Thanks!!
>What emulator do you recommend? I've got xformer 2000 and it runs Crypt
>fine, but I can't get Nightmare to go. I'm probably doing it wrong -
>any ideas? Thanks.

Atari800Win/Atari800DOS and XL-It! can handle pretty much anything you
can throw at it, with Atari800 coming out just slightly on top as far
as compatibility and overall realistic sound and 'feel'

Toss that Xformer junk. Derek hasn't been able to write a proper
emulator in well over a decade.

"Nothing works contrary to nature, only to what we know of it." -Scully

Mindfield @ Home

4499. Re: Anyone got these ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <b5unnskf0aede4j5e7v28em8b5gavpn5c3@4ax.com>
Source record: 43266

On Sat, 22 Jul 2000 19:35:42 GMT, NOSvelcro@netunlimited.netPAM
(Velcro_SPY) drooled an embarassing wet spot in his lap as he typed:

>I would like to get working ATR's for these programs:
>
>Zork Zero.

This was released for the 8-bit?

>Wizard's Crown.

Got it, and it does work -- inasmuch as I've been able to test it.
(It loads and is able to play fine, anyway)

>Datasoft BASIC compiler.

No dice here that I can see.

>Any other BASIC compiler.

Are you looking for a compilable BASIC flavour such as Turbo Basic, or
an actual program that'll compile regular Atari BASIC code? Either
way, I have Turbo Basic (regular and extra-crispy-Sparta-compatible
flavour, including compiler), and the MMG Atari BASIC compiler. These
are not ATRs, but rather actual 8-bit ARCs. You can UnARC using your
favourite PC unarc util, or PowerArchiver for Win32, which handles
practically anything, and then either use Atari800/XL-It!'s H: handler
to access the local PC hard disk, or use an emu utility to copy them
on to an ATR/XFD image.

>Any program which drives a mouse. RAOS?

I have a BASIC program that'll drive a mouse (intended for application
development), as well as a ROM image of the DiamondOS cart.

>
>I should point out that I think there is a bad image of Wizard's Crown
>on the Internet and you cannot play it.
>
>VS

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4500. Re: Best Atari sound effects

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <f0vnnso7b5jj95vqe93onohuq4birrcrv2@4ax.com>
Source record: 43267

On Sun, 23 Jul 2000 16:39:10 +0200, "ANDERS SKELANDER"
<anders.skelander@swipnet.se> drooled an embarassing wet spot in his
lap as he typed:

>
>While reading the thread about best game music on the Atari computer
>I recalled some impressive sound effects too.
>
>1. The drum sound when you do a home run (?) in Starleague Baseball. I
>do not like baseball so much so I did not hear this massive drum sound
>until a friend who was more into the game asked me to listen.
>
>2. The barking ('yap yap') sound in Llamasoft's Hovver Bovver.
>
>3. Maybe not so realistic but still nice: The sound effects for yelling
>people, barking dogs and yeowww-ing kittens in Synapse's Alley Cat.
>
>Anders
>
>

Alley Cat had some of the best background music and sound effects, as
far as I'm concerned. Very clever use of Pokey, there, and some quite
realistic (if cartooney) sounds there for non-digitized sound effects.

However, I have to say that World Championship Karate had some very
excellent sound in it, as well as music and graphics.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4501. Re: Happy or US doubler

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <h5vnnso50pd5qfgn331cavflnjhukj93no@4ax.com>
Source record: 43268

On Sun, 23 Jul 2000 20:55:22 -0400, Jim Schmidt <skibo@fuse.net>
drooled an embarassing wet spot in his lap as he typed:

>Folks,
> Here's a dumb question- How do I know if my floppy drive as the Happy
>or US Doubler mod on it?? I've acquired quite a few disk drives but I
>don't know if they can do higher density, etc. Thanks,
> Jim
>

Try formatting a disk to double density using ultraspeed sector skew.
If it works, you've got a US Doubler. If not, it's a happy.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4502. Re: Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <s8Te5.20962$MS3.348480@news1.online.no>
Source record: 43269

> Atari800Win/Atari800DOS and XL-It! can handle pretty much anything you
> can throw at it, with Atari800 coming out just slightly on top as far
> as compatibility and overall realistic sound and 'feel'
>
> Toss that Xformer junk. Derek hasn't been able to write a proper
> emulator in well over a decade.

Well, I haven't found any that runs my PAL demos. Can you make my PAL demos run on any of the emulators ? They're located at the same place the EPYX ATR's are.

http://home.online.no/~olavese/atari/a8dl.htm

Please let me know the settings you use, if you can make them run.

BTW : They don't run on real NTSC computers either.

4503. Re: Best game music (now including the worst!)

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Iain Scrimgeour <iain.scrimgeour@pro-bel.co.uk>
Message-ID: <8lh0f5$bq5$1@supernews.com>
Source record: 43270

[snip]
> If there is a connection between Thorn EMI and a company called
> Creative Sparks, the Atari implementation of Desmond's Dungeon with
> its cool tune makes up for the terrible music in Carnival Massacre and
> Darts.
>
> Anders
>

Indeed there is a connection - Creative Sparks was just a label that Thorn EMI released games under. AFAIR it was never a separate company.

cheers

iain

4504. Re: Ice T Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: CybrSlider <cybrslider@home.com>
Message-ID: <ReUe5.42990$6y5.27874933@news2.rdc2.tx.home.com>
Source record: 43271

Where can a person acquire Ice-T?

Itay Chamiel <itayc@nospam.huji.ac.il> wrote in message
news:8lfl48hjn1@news.huji.ac.il...
>
> Velcro_SPY wrote in message <3979f3e7.9763091@news.netunlimited.net>...
>
> >IceT loads fine (and doesn't stop me at a "no R-handler message) like
> >it used to, but when I go into the TERMINAL screen to type ATDT and
> >the phone number the keyboard just clicks but no characters appear on
> >the screen and nothing happens.
> >
> >Am I missing some obvious dial command in Ice-T?
>
>
> First of all, make sure the Keyclick setting is set to "simple" or "none"
(I
> really must address this bug sooner or later..). This doesn't seem like
your
> problem though.
>
> Second, does your modem work properly with other communications software
or
> is it just Ice-T you're tried? If you haven't tried anything else, check
> your connections and your settings. You're supposed to see everything you
> type echoed back to you from the modem (with the setting "Local Echo" set
to
> OFF).
>
> If your modem has LED indicators check that the TX and RX light up when
you
> press keys on the keyboard. Make sure your baud rate setting is right for
> the modem. Check the cables.
>
> -Itay Chamiel
> itayc at cs dot huji.ac.il
>
>
>

4505. Re: Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Axel Poqu<unk> <axel.pq@t-online.de>
Message-ID: <8lh6pa$ee3$14$1@news.t-online.com>
Source record: 43272

"Vidar "Hawk" Olavesen" <olavese@online.no> writes in arcticle
news:s8Te5.20962$MS3.348480@news1.online.no...
> > Atari800Win/Atari800DOS and XL-It! can handle pretty much anything you
> > can throw at it, with Atari800 coming out just slightly on top as far
> > as compatibility and overall realistic sound and 'feel'
> >
> > Toss that Xformer junk. Derek hasn't been able to write a proper
> > emulator in well over a decade.
>
> Well, I haven't found any that runs my PAL demos. Can you make my PAL demos
> run on any of the emulators ? They're located at the same place the EPYX
> ATR's are.
>
> http://home.online.no/~olavese/atari/a8dl.htm
>
> Please let me know the settings you use, if you can make them run.
>
I had no problems running all of them in Atari800Win V2.5c (V2.6a has buggy sound) with
th following settings:

Machine type: 800 OS-B
Display: PAL
Enable SIO patch: off
Allow ROM patches: off

Axel

--------------- _- _ O ---
Axel Poquï¿½ _- '.'\.
Aachen, Germany _, _/\ home: home.t-online.de/~axel.pq
' /. ascii-art: home.t-online.de/~axel.pq/ascii

4506. Re: Anyone got these ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <397C2C4C.E224893B@mail.uni-mainz.de>
Source record: 43273

```
"Edward S. Baiz Jr." schrieb:
>
> On 22 Jul 2000 19:35:42 , Velcro_SPY wrote:
> >I would like to get working ATR's for these programs:
> >
> >Zork Zero.
> >Wizard's Crown.
> >Datasoft BASIC compiler.
> >Any other BASIC compiler.
> >Any program which drives a mouse. RAOS?
>
> Try these website addresses:
>
> http://www.atariworld.com/8bit/atrfiles.html
> http://home.columbus.rr.com/ksiders/atari.htm
>
> Edward S. Baiz Jr.
> (Gamer)
> ------------------------------------------------------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ------------------------------------------------------

Also try searching for the following mouse programs:
- A8 GUI`s (SAM, Diamond GOS, GOE and other PD`s)
- Operation Blood (polish game)
- Special Forces (Op. Blood 2)
- The Brundles (Lemmings for XL/XE)
- Brundles Editor (Level-Editor, PD!)
- Minesweeper (you know that! german program)
- Bombdown (another Minesweeper, german of course!)
- Geisterschloss (Ghost castle, german arcade)
- Missile Command (Control+T for mouse/trackball mode; works good with
my silver XL cart and built-in XEGS game, mouse mode does not work at
all with old and brown/orange A800 cartridge)
- some tools, like graphic converters (forgot their names- PD!)
- Multi-Mouse Driver (for many input devices, also supports ST and Amiga
mouse, besides Trackball, Joystick, Touch Tablet and others)
- and many more programs... (some 10-12 appeared in KE-Soft`s german
ZONG magazine, mostly arcade games everyone can play)
```

greetings - Andreas Magenheimer

4507. Re: Best game music

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <397C362D.D206427@mail.uni-mainz.de>
Source record: 43274

[snip]
Hello Richard,
best Atari game music - thats rather difficult, since I just recorded 7 CD`s with Atari game sounds. Every CD holds 36 sounds and plays about 60 minutes. Overall thats 252 sounds (will still record CD number 8, 9 and 10 if I find more Atari game sounds).

Most older game sounds (1979-1983/84) are rather bad, whereas almost all Zeppelin and Mastertronic game sounds are nice (I still recorded all sounds I could find onto CD). Besides that I was surprised with the old sounds of Necromancer, Beta Lyrae, Blue Max 2001, Nadral, Dimension X and other games. I am currently searching for sound demos that have the sounds of Ultima (1-4), Phantasie (1+2) and other games in it, which I do not own.

(I own some 250 original games plus searched through many different sound demos, like Music Master 1+2+3, Big-Demo, Music Hall 1988 and 1989, Music Kaleidoscope and many many others; looks like no sound-demo includes the sound of Ultima...)

greetings - Andreas Magenheimer

4508. Re: Ice T Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <397c34c1$0$62224$53a6afc1@news.erinet.com>
Source record: 43275

Velcro_SPY <NOSvelcro@netunlimited.netPAM> wrote in message
news:397bb518.12404996@news.netunlimited.net...
> On Sun, 23 Jul 2000 22:48:55 -0000, "Russg" <russg@en.com> wrote:
>
> >You said in another thread about diskformer program that you got that
> >to work with your handler, and telelink II dialed out ok.
>
> I said Telelink II, but it is actually the original Telelink
> cartridge.
>
> >So, I don't think it is your handler.
>
> The Telelink R-handler is fine but that doesn't help me with disk
> based software.
>
I guess you're saying the R: handler you used with diskformer worked
a null modem cable and not the modem. If it works with diskformer
setup, it should work with the modem. Unless you change cables and
the modem cable isn't correct. Itay said check your cables.
You do know that the 850 modem cable isn't a 'standard' PC modem
cable? I think the FAQ has the pinouts of the 850.
also, OK you have an Intel modem, now I know.
The PC modem cable is usually 9 pin on one side, 25 on the modem side,
but the lines are different for the Atari 9/25 cable.
On the other hand, if you're using the same cable, with a null modem,
for the Amiga to A8 diskformer work, it should work with the modem.
Next week then. Good luck.
Russg

4509. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Russ Collins <chill182@aol.com>
Message-ID: <8lhdq0$7pu$1@herald.onu.edu>
Source record: 43276

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:tbye5.18822$MS3.338018@news1.online.no...
> Sorry, I hate emulators, I need the real thing. Hmmm. They should be about
> the same, boot with basic. They are mostly the same type, so I don't know
> why one should run and the other not. Tried XLIT ?
>

Have you tried using APE to connect your Atari 800 to your PC? It requires building a cable but then you are running games on your atari and just using your PC as a disk drive. I like being able to download atr files since some of my original disks are going bad.

4510. Transfering to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Pierre Fournier <Lyverbe@yahoo.fr>
Message-ID: <397C3EC0.4C286015@yahoo.fr>
Source record: 43277

I have a good old XM301 and would like to know if it could be
possible to use it to transfer stuff to my PC which has its own modem.
I've tried connecting both modems directly with a phone cable and use
Amodem 7.5, but no such luck.

Is it possible to do it this way?

Thanks,
Lyv

4511. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <3aXe5.21118$MS3.351612@news1.online.no>
Source record: 43278

I have no problem with that! Only the machines need to be real. I have
bought APE, which I think is really great. I can run my demos on real
Atari's just not any emulators I've tested

Russ Collins <chill182@aol.com> wrote in message
news:8lhdq0$7pu$1@herald.onu.edu...
> "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> news:tbye5.18822$MS3.338018@news1.online.no...
> > Sorry, I hate emulators, I need the real thing. Hmmm. They should be
about
> > the same, boot with basic. They are mostly the same type, so I don't
know
> > why one should run and the other not. Tried XLIT ?
> >
>
> Have you tried using APE to connect your Atari 800 to your PC? It requires
> building a cable but then you are running games on your atari and just
using
> your PC as a disk drive. I like being able to download atr files since
some
> of my original disks are going bad.
>
>

4512. Re: Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <9aXe5.21119$MS3.351612@news1.online.no>
Source record: 43279

> > Well, I haven't found any that runs my PAL demos. Can you make my PAL demos
> > run on any of the emulators ? They're located at the same place the EPYX
> > ATR's are.
> >
> > http://home.online.no/~olavese/atari/a8dl.htm
> >
> > Please let me know the settings you use, if you can make them run.
> >
> I had no problems running all of them in Atari800Win V2.5c (V2.6a has buggy sound) with
> th following settings:
>
> Machine type: 800 OS-B
> Display: PAL
> Enable SIO patch: off
> Allow ROM patches: off

Thanks. No jerky animation or anything ? I will have to try it them. Thanks again!

4513. Re: Ice T Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <397c4884$0$62234$53a6afc1@news.erinet.com>
Source record: 43280

Atari 8-bit vs PC 9 pin to 25 pin serial cables.
Comparison. You can check with ohm meter, two
people or a tiny clip helps. There are little
numbers next to the pins/holes. The A8 is
male9/male25. My PC serial is female9/male25.
A8/9end PC/9end PC25end(A8)
1. DTR CD.....pin 8(20)
2. CD RCV.....pin 3(8)
3. XMT XMT.....pin 2(2)
4. RCV DTR.....pin 20(3)
5. GND GND.....pin 7(7)
6. DSR DSR.....pin 6(6)
7. RTS RTS.....pin 4(4)
8. CTS CTS.....pin 5(5)
9. NC RI.....pin 22(NC)

If pin 1 of 9 goes to pin 8 of 25, it is a PC serial cable.
If pin 1 goes to pin 20, it is a A8 serial cable.
If pin 2 goes to 3, it is PC, 2 to 8, it is A8.
Pin 4 to 20, PC. Pin 4 to 3, A8.
Russg

4514. ANN: New Atari 8-bit telnet BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: dnoguero@iname.com
Message-ID: <8li4va$4rk$1@nnrp1.deja.com>
Source record: 43281

Hi everyone!

I've been putting off announcing the BBS since I wanted to do some more work on it. But, I figure seeing some actual users will motivate me to develop it more :)

So, the "Atari Annex" BBS is now on-line and ready for users!

Just telnet to: atari.thebbs.org

Feel free to leave feedback -- I'm definitely looking for suggestions on improvement.

Dan Noguerol
aka. "Farb"
Sysop - Atari Annex BBS

Sent via Deja.com http://www.deja.com/
Before you buy.

4515. Re: Anyone got these ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-k3Gd30zL7kms@localhost>
Source record: 43282

I would also like to have the or any basic compilers but has to be
sent email as pacbell does not carry alt.binaries.comp.atari8bit
anymore.

Ken

On Sat, 22 Jul 2000 19:35:42, NOSvelcro@netunlimited.netPAM
(Velcro_SPY) wrote:

> I would like to get working ATR's for these programs:
>
> Zork Zero.
> Wizard's Crown.
> Datasoft BASIC compiler.
> Any other BASIC compiler.
> Any program which drives a mouse. RAOS?
>
> I should point out that I think there is a bad image of Wizard's Crown
> on the Internet and you cannot play it.
>
> VS
>

4516. Re: ANNOUCE: Old Hacker's Atari User Group newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-24 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8licpamvn1@bob.news.rcn.net>
Source record: 43283

Thanks, Kevin!

I knew that you were in touch with Ron Fetzer and I actually went to the site before the announcement was made here and in comp.sys.atari.announce. What I saw pleased me greatly and I hope it gives others a chance to see a representation of disk-based user group newsletters. There were many of them, BTW, and I'm really happy that the OHAUG newsletters will survive the passing of the group.

I went away for a few days after seeing what you did, so the thanks are overdue. I was proud to be a part of OHAUG and two other Atari user groups at various times. Sadly, one bit the dust several years back, and it looks like OHAUG will do the same at the end of this year. The third one has converted to a PC user group and consists of members of LIAUG and OHAUG at present, so the feeling will not disappear very soon.

Take care.

Alan

Kevin Savetz <savetz@northcoast.com> wrote in message
news:savetz-ED711E.20103723072000@news.northcoast.com...
> A nearly complete archive of newsletters from the
> Old Hacker's Atari User Group is now available at
> http://www.atariarchives.org/oldhackers/
>
> The site contains downloadable versions of the
> group's newsletter disks from 1990 through 2000.
> Disks are available in ATR, DCM, and ZIP formats.
> Each newsletter contains original articles plus a
> selection of software.
>
> Due to declining membership, The Ol' Hackers Atari
> Users Group will close its doors after its final
> meeting in December 2000, but the newsletter archive
> will remain.
>
> --Kevin Savetz
> --
> Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce -- Atari computer news

4517. Re: ANNOUCE: Old Hacker's Atari User Group newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-F6DAAC.17542825072000@news.northcoast.com>
Source record: 43196

In article <20000725202811.10183.00000186@ng-fk1.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:

> Hello Alan-
> Have you heard any plans for what will become of the library? There are some
> unique things there that hopefully can be saved. Has anybody given any thought
> to archiving the collection? I would presume that someone will be advising the
> (us) members officially?
> Regards,
> Larry
>

I told Ron Fetzer that I am willing and able to archive the OHAUG
software library and put it on the Web. I haven't heard back from him
regarding this.

--Kevin
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

4518. last issue of ANALOG?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-F3552E.17573225072000@news.northcoast.com>
Source record: 43197

Can someone tell me -- when was the last issue of ANALOG?
What was the issue number?

Thanks,
Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

4519. How to tell which Atari Basic Revision that you have

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <snseqs2s3j175@corp.supernews.com>
Source record: 43198
Cross-posted to: alt.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

The memory address that identifies which Basic that you have is 43234.

So when you start your Atari up, at the READY prompt, type in this command:
PRINT PEEK (43234)

You will get a value of 162 if it is Rev A Basic.

You will get a value of 96 if it is Rev B Basic.

You will get a value of 234 if it is Rev C Basic.

Amateur Atari historian and Devout Atari game player,
Wally

4520. Re: Ice T Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: Itay Chamiel <itayc@nospam.huji.ac.il>
Message-ID: <8lid9umsp1@news.huji.ac.il>
Source record: 43284

CybrSlider wrote in message ...
>Where can a person acquire Ice-T?
>

Ice-T is available at its website: http://www.cs.huji.ac.il/~itayc/icet.html

Share and enjoy,

-itay

4521. F/S: Atari catalogs and rare 8-bit pamphlets

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000724230502.01935.00000145@ng-me1.aol.com>
Source record: 43285

I have these catalogs and 800XL pamphlet up for auction:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=385796494

Allan

4522. A cheat for Demon Attack

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <397d1d37$0$61811$53a6afc1@news.erinet.com>
Source record: 43286

Demon Attack is a sorta Space Invaders game.
I found it on games disk 9 of Justin's archive.
It requires the translator on a real Atari 8.
It is only 4 k, but I found it fun.
I used Atari800 emulator, running 800 OSB, and running direct from
the emulator (not from the disk).
The cheat allowed me to play to 30,000. And I quit, 30,000 is far enough.
The cheat, on an emulator, is to change $B715 from D6 E5 10 to
EA 18 90. (all hex). With Atari800 you load the game. Then hit shift F8
to enter the monitor. type c b715 ea 18 90. then cont and play until
you start finding it repetitious. A neat little game I think.
Somebody was keeping a list of cheats. I forget who (Curt Vendel?).
Russg

4523. New Atari 8-Bit telnet BBS now in beta testing

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: friednw@tcfreenet.org
Message-ID: <397D1F87.AAA3EB1A@tcfreenet.org>
Source record: 43287

Nolan's Nest & SPACE BBS Update
(763) 691-0626 300-19.2 Kbps
Open 24 Hours

File uploading and downloading is now fixed. Online games and movies for Atari callers
now available! I have temporarily taken the BBS off the phone line and now beta testing it on the Internet! The telnet address is 209.105.35.109. Any changes to the address this evening/early morning will be made here. Telnet will be available until about 7am at which time the BBS will be connected back to the phone line. I've tested it through Telnet and it works fine. The only thing to keep in mind when connecting is that you'll have to hit return several times to get the BBS to answer.
Keep trying....It should work. If it doesn't work, someone is probably on. You may email me as well if there are any problems. Any and all feedback, comments, and suggestions are welcome!

4524. FA: Four Player M.U.L.E. Machine!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: atarircx@my-deja.com
Message-ID: <8lk9qgmkd1@nnrp1.deja.com>
Source record: 43288

Hello,

To my knowledge the Atari 800 was the only stock computer platform that allowed four human player competitions of M.U.L.E. by Electronic Arts. There were some hacks on other platforms that allowed use of paddles and even the keyboard, but it was just not the same.

This week, I'm letting go a complete Atari 800 system including a mint copy of M.U.L.E.

You can check out all the details (and screenshots!) here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=390629070

This system Includes:
* Atari 800 with 48K RAM (fully loaded!)
* 1050 enhanced density drive
* 410 Cassette drive
* AXIOM parallel printer interface
* 4 joysticks (for playing MULE!)
* Cartridge software: Pac-Man, Missile Command, Star Raiders, Atari Writer, Atari BASIC
* Boxed Disk software: MULE by Electronic Arts, Pinball Construction Set by Electronic Arts (Build your own pinball machine!)
* Two huge disk storage boxes containing hundreds of disks of Atari software (applications, utilities, DOSes, games, programming languages, graphics, music, and more... years of collecting Atari software)
* Books: COMPUTE!'s Mapping the Atari, 101 Programming Surprises and Tricks for The Atari (The Tiger Book!), Your Atari Computer, Atari BASIC a Self-teaching Guide.
* all power supplies and cables for the above

Sent via Deja.com http://www.deja.com/
Before you buy.

4525. FA: Practically NEW 5200 + 14 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: atarircx@my-deja.com
Message-ID: <8lka0c$mm7$1@nnrp1.deja.com>
Source record: 43289

Hello,

This week I'm letting go an Atari 5200 system, mint in the box! It
still has the pink plastic coating covering all the chrome parts. All
foam packing and bubble wrap are intact along with the original
reference manuals. It was purchased factory new and never used!
It comes complete with tested controllers and 14 games:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=390620277

Sent via Deja.com http://www.deja.com/
Before you buy.

4526. Re: Laser Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: sxdev@modulardreams.com
Message-ID: <8lkbru$o8t$1@nnrp1.deja.com>
Source record: 43290

In article <slapdash-D3749F.19522222072000@news.enteract.com>,
Russ Perry Jr <slapdash@enteract.com> wrote:
> Blair Bingham <bebing@bellatlantic.net> wrote:
> > Does anybody remember a Laser Chess type of game? It may have
> > even been a Antic or Analog game. It may even have been done in
> > BASIC. It was a basic chess grid with pieces and after you moved
> > you would fire your lazer and it would bounce off of 'mirrors' at
right
> > angles, finally obliterating your opponent if you planned right. It
was
> > surprisingly addictive.
>
> Does anyone know if this had any relation to the Amiga game of the
same
> name? I played this on my little brother's Amiga a few times, and
yes,
> it was quite interesting. If there was an Atari 8-bit version, I'm
> surprised to hear it... Shame it wasn't on cartridge. :-)

The game was originally for Atari ST in some Compute! Atari
magazine. It was in Modula-2. They ported it to 8-bit Atari,
"the Amiga from Commodore" (hehe), Commodore 64, and Apple II; all
in BASIC.

Then came "Advanced Laser Chess" and "Field of Dominion" both
from the same guy, both for the Amiga.

You can find a DOS version of Laser Chess from download.com.

You can also find a really bizzare clone of the game at
http://n.ethz.ch/student/pamberg/laser/index.html

You can also get OpenGL and non-OpenGL Windows versions of
both Laser Chess and Advanced Laser Chess from
http://www.laserchess.org

I did a Java version for the www.laserchess.org site
but it still isn't there!?!

That game was the best. The hard part is finding people
to play against. If anyone wants Xerox of code in the
original Compute! magazine let me know. You'll have to type
it in thou. I don't have the ST but do have the 8-bit Atari
code.

- Ali Fracyon

> --
> //*===++
> || Russ Perry Jr 2175 S Tonne Dr #105 Arlington Hts IL 60005 ||
> || 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
> ++===*//
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4527. Problem with 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: Oliver Jaksch <o.jaksch@ndh.net>
Message-ID: <8lkk2tupi12$1@news.t-online.com>
Source record: 43291

Hi there!

I've 2 Diskdrives 1050. When powering on only the lower red LED lights up
and nothing else happens.
What can it be? Has anybody any Idea?

Regards,
Oliver

4528. Re: Laser Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <397E0554.60122418@ev1.net>
Source record: 43292

sxdev@modulardreams.com wrote:
>
> [snip...] [snip...] [snip...]
>
> That game was the best. The hard part is finding people
> to play against. If anyone wants Xerox of code in the
> original Compute! magazine let me know. You'll have to type
> it in thou. I don't have the ST but do have the 8-bit Atari
> code.
>
Can you tell me what issue of Compute! has the code for the
8-bit Atari Laser Chess??? I have a lot of issues of this
magazine, but knowing which it is in will help me find it.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

4529. suche f&#65533;r ATARI 800XE/130XE Floppy LW

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: Andreas Sch&#65533;f <a_schaef@jellonet.de>
Message-ID: <8lkta6$db1$4@jello276.jellocom.de>
Source record: 43293

Hallo!

Ich suche fi¿½r ATARI 800XE/130XE Floppy LW oder Informationen wo ich noch
eins bekommen ki¿½nnte.

Gruï¿½ AS

4530. Re: Problem with 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <8lkvnjipj1@epos.tesco.net>
Source record: 43294

--

"Oliver Jaksch" <o.jaksch@ndh.net> wrote in message
news:8lkk2tupi12$1@news.t-online.com...
> Hi there!

Very likely the internal regulators have failed at the left rear of the
board, standard component, but a ****** to replace if that is where the
fault lies.

Richard
>
> I've 2 Diskdrives 1050. When powering on only the lower red LED lights up
> and nothing else happens.
> What can it be? Has anybody any Idea?
>
> Regards,
> Oliver
>
>
>

4531. Re: FA: Practically NEW 5200 + 14 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-25 00:00:00 UTC
From: witchy <witchy@binarydinosaurs.co.uk>
Message-ID: <5f2snsgpq8oqvvjhhl4j07r9ei055f7ai5@4ax.com>
Source record: 43295

You are in an empty room with atarircx@my-deja.com. There's a rock in
the middle with "Y2" written on. A hollow voice says:

>Hello,
>
>This week I'm letting go an Atari 5200 system, mint in the box! It
>still has the pink plastic coating covering all the chrome parts. All
>foam packing and bubble wrap are intact along with the original
>reference manuals. It was purchased factory new and never used!
>It comes complete with tested controllers and 14 games:
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=390620277

Don't you just *hate* it when people won't ship to the UK?

4532. Looking for "Tricky Tutorials"

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Itay Chamiel <itayc@nospam.huji.ac.il>
Message-ID: <8ll5m2rvh1@news.huji.ac.il>
Source record: 43199

Hi,

There was a company named Educational Software (or "Santa Cruz Educational Software", if memory serves me) that created several Tricky Tutorials, each on a different subject. These were quite fun to watch and were accompanied by an informative and entertaining manual.

A partial list:
#1 - Display Lists
#2 - Scrolling
#3 - Page Flipping
#4 - Basics of Animation
#5 - Player Missile Graphics
#6 - Sound and Music
#7 - Disk Utilities (not really a tutorial)

#9 - GTIA
#10 - Sound Effects

#12 - SAM (speech synthesis)

there were some more - up to #14, I think - and, other than 10 and 12, I have lost them all due to disk rot and a few careless mistakes. I really miss them.. Especially the adorable robot Proto..

I have seen no mention of these tutorials on the net. Does anyone have them, and are willing to email ATR images of them?

Thanks,

-itay

4533. Re: A8 internet browser

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Itay Chamiel <itayc@nospam.huji.ac.il>
Message-ID: <8ll66d$s0a$1@news.huji.ac.il>
Source record: 43200

>Of course a better version of Ice-T and FT-80 would be nice.
>(especially flow control!)

Are you insinuating that you experience data loss in Ice-T, which was built from the ground up to NOT lost data EVER? How dare you! :)

Seriously now, Ice-T has a 16K data buffer, which means you shouldn't ever be losing data. How fast is your modem? How on earth can you overflow a 16K buffer in a VMS/Unix shell? I'm blowing the dust off Ice-T's sources, I might even do a few small modifications if they're easy enough..

-itay

4534. Re: Laser Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: sxdev@modulardreams.com
Message-ID: <8llcc5$i12$1@nnrp1.deja.com>
Source record: 43201

```
In article <397E0554.60122418@ev1.net>,
richmond@ev1.net wrote:
> sxdev@modulardreams.com wrote:
> >
> > [snip...] [snip...] [snip...]
> >
> > That game was the best. The hard part is finding people
> > to play against. If anyone wants Xerox of code in the
> > original Compute! magazine let me know. You'll have to type
> > it in thou. I don't have the ST but do have the 8-bit Atari
> > code.
> >
> Can you tell me what issue of Compute! has the code for the
> 8-bit Atari Laser Chess??? I have a lot of issues of this
> magazine, but knowing which it is in will help me find it.
>

It is the June 1987 issue. One of only 3 that I kept. I
wish I still had them; I've seen single issues sell for
around $5 each on ebay!

> --
> +-------------------------------------------------------------+
> | Charles and Francis Richmond <richmond@plano.net> |
> +-------------------------------------------------------------+
>

Sent via Deja.com http://www.deja.com/
Before you buy.
```

4535. Re: ANNOUCE: Old Hacker's Atari User Group newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000725202811.10183.00000186@ng-fk1.news.cs.com>
Source record: 43202

Hello Alan-
Have you heard any plans for what will become of the library? There are some unique things there that hopefully can be saved. Has anybody given any thought to archiving the collection? I would presume that someone will be advising the (us) members officially?
Regards,
Larry

4536. FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8lm1mlrl1@korweta.task.gda.pl>
Source record: 43203

Want to connect atari to your PC?
Check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=392581482

j131

4537. Busy with Linux, but still an Atari fiend...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <P9yf5.294$bZ.14594@typhoon.sonic.net>
Source record: 43204

Last weekend I helped staff a Linux Demo at a local grocery store
(don't ask ;))

While I've been keeping myself busy computer-wise with Linux
far more than with Atari, this photograph proves I'm still
in love. ;)

http://www.lugod.org/photos/2000.07.22/

(I got that shirt from Best: http://www.best-electronics-ca.com/
I figured that if I can have almost a dozen Linux shirts
(mostly given away to me), then I should _really_ have an
Atari shirt of some kind... :))

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

4538. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: ricochet@nospam.org
Message-ID: <ricochet-2607000553130001@3c2-82.terracom.net>
Source record: 43205

I recall finding all of these games at a blow-out sale (carnival tent in huge parking lot) in the mid 80's for dirt cheap.

A few were interesting, but man were they buggy. Position the little guy in certain places and it was lock-up time. Frustrating. Reload game and do the whole thing over again (I can't recall whether there was a save feature).

If you want adventure-on-coarse-scrolling-graphics-zero-map, the Ultima series was much better.

> Were they released by Epyx????
>
> If you're mentioning the games I think you are, they were by Scott Adams???
> They were his first adventure games. They were redefined character set
> graphics where you were a 1 character dude moving via joystick around a
> large scrolling world.
>
> 2 things come to mind about these games:
>
> 1. Escape from Vulcan Island needed a flare gun to win
> 2. The Haunted House one had 'Bats in the Belfry'
>
> Does that ring a bell? I have Escape from Vulcan Island on disk and I
> believe the King Authur one, but alas my 8bit stuff is boxed until my
> basement gets finished :(
>
> I' like to get the Haunted House one back though.
> --
> Thanks,
>
> Stephen Knox
>
> http://www.goochman.com
>
> Remove the 'X' for email replies
>
>
>
>
>
> Peter Pastore wrote:
>
> > In article <35Na5.1555$s3.13638@typhoon.columbus.rr.com>,
> > "Steve Breech" <sbreech@columbus.rr.com> wrote:
> > > Hi all...

> > > Does anyone have these games they would like to sell?
> > > 1.) The Nightmare by Epyx. It is written in Basic.
> > > 2.) The Crypt of the Undead by Epyx. It is written in Basic.
> > >
> > > Thanks,
> > > Steve.
> > >
> > >
> > Don't give up the search - someone's got to have them.
> >
> > I first heard about those 2 games from ads I read in a 1983 Creative
> > Computing magazine. The ads looked so cool, and yet had no
> > screenshots of the actual games. The descriptions and artwork intrigued
> > me. Being a C64 guy, I was disappointed that it was only made for the
> > Atari. Strange, but last night I found that old mag and was flipping
> > through it when I came across those same ads. I always wanted to see
> > some screenshots and actually play those games.
> >
> > Anyway, I've got 2 high-quality scans of those original magazine ads, if
> > you're interested. They might give you some more info on the games.
> > E-mail me and I'll send them to you. And if you do get a copy of the
> > games, maybe you could recommend me a good Atari emulator and I'll
> > finally see what I've been missing.
> >
> > BTW, check out this link to see what the author is currently doing
> > http://www.businessweek.com/ebiz/0002/em0216.htm
> > Pretty amazing what and who you can find on the net.
> > Good luck, and let me know if you'd like those scans.
> >
> > Pete
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.

4539. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <397EE034.FDFA60B2@erols.comX>
Source record: 43206

First,

Dont use XFormer to play anything ATari8bit. Get Atari800 or Atari800win.
Better sounds, graphics and compat.

Peter Pastore wrote:

> Got them (after 17 years)! Thanks!!
> What emulator do you recommend? I've got xformer 2000 and it runs Crypt
> fine, but I can't get Nightmare to go. I'm probably doing it wrong -
> any ideas? Thanks.
>
> In article <QPZd5.17942$MS3.324981@news1.online.no>,
> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> > I put the games up on my site at : http://home.online.no/~olavese/
> > Go to Atari (the logo) and select Atari 8-bit (640*480 users must
> scroll
> > sideways). Then click the download section and select which games you
> want.
> > Some of them have more than one game on the disk. Like Rescue on Rigel
> (or
> > something) and such.
> >
> > Direct link to download :
> http://home.online.no/~olavese/atari/a8dl.htm
> >
> > Hope this helps some of you. Games are Crypts of the Undead, King
> Arthur's
> > Heir, Escape from Vulcans Isle, The Nightmare, Indiana Jones in the
> Pyramids
> > of Giza.
> >
> > Enjoy!
> >
> >
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

4540. Atari Jaguar in Australia

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Anthony G Beckett <abeckett@i-o.net.au>
Message-ID: <397ee032@nap-ns1.netconnect.net.au>
Source record: 43207

Hi all! I know this isnt the correct newsgroup - but does anyone know where
I could find an Atari Jaguar in Australia?

Regards,

Anthony Beckett

4541. Re: last issue of ANALOG?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <397ee8c2$0$62233$53a6afc1@news.erinet.com>
Source record: 43208

A little history:
ANALOG published their first issue 1-2/81 (#1) and their last issue was 12/89 (#79). They were supposed to be bi-monthly at first, but were more like tri-monthly, taking 3 years to publish the first 14 issues. The months were not put on the cover of most of the first 14 issues. Then, beginning 1/84 (issue #15), they went monthly for 45 months until 10/87 (#58). There were 44 issues during that 45 month period. Then, from 10/87 to 3/88 there was a six month gap. LFP bought them and published monthly for 21 issues beginning 4/88 (#59) until the last issue #79 12/89. ANALOG then 'sold' or 'gave' their subscribers to Antic for an 'equivalent' number of remaining magazines. I'd like to know who now owns the rights to ANALOG.

Antic started 4/82 (Vol. 1 No. 1) and was bi-monthly for the first year, until Vol. 2 No. 1 (4/83), when they went monthly. Antic published monthly pretty regularly until 9/89 and went bi-monthly from 10-11/89 to 6-7/90 (Vol. 9 #2, last issue of separate Antic.) Antic was then put as a department in STart for four months and then STart published their last two combined ST and 8-bit magazines 2-3/91 and 4-5/91, which was the last issue of both Antic and STart. There were about 94 Antics, including the Antic section of STarts.

4542. Re: Transfering to PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <397eebb3$0$62233$53a6afc1@news.erinet.com>
Source record: 43209

Since nobody seems to be answering, I'll try.
I believe it is possible, but not a very good solution.
There is a xm301 handler that will let you run 850 Express, BobTerm
or maybe even Ice-T.
Maybe it would work even with your Amodem 7.2. Can you talk
to the XM-301? I mean type AT enter and get a OK back?
If so, then you would type ATO enter and go to pc and type
ATA enter. Seems like Rick Cortese knows a way to do modem
to modem connections.
You'd be much better off with a SIO2PC/APE cable or even a
null modem setup. But then you'd need a 850 or PRC serial interface.
For sure, you could use Procomm, the old Procomm on the PC (2.4.3?).
and two phone lines and BobTerm on the A8 side, with the Dillow
xm301 handler.
Russg

4543. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Manuel Polik <Manuel.Polik@Tenovis.com>
Message-ID: <397EFC41.40523FD7@tenovis.com>
Source record: 43210

Vidar \"Hawk\" Olavesen wrote:

[crunch]

Hi Vidar!

Say, do you have "Crush, Crumble & Chomp", too?

Manuel

4544. Re: Atari Jaguar in Australia

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8ln0e4$20r$1@plutonium.compulink.co.uk>
Source record: 43211

In article <397ee032@nap-ns1.netconnect.net.au>, abeckett@i-o.net.au
(Anthony G Beckett) wrote:

> Hi all! I know this isnt the correct newsgroup
So why use it? Try alt.atari-jaguar, alt.atari-jaguar.discussion,
alt.games.atari or rec.games.video.atari.

Iain

4545. Using control codes with Pine on my 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Jake <root@org.net.com>
Message-ID: <397f04ed$0$61819$736eb2f4@news.raex.com>
Source record: 43212

I can access the net with my 800XL and a 1030 modem via a shell account using AMODEM 4.2, but I can't seem to get the control codes to work in Pine or Lynx (if I use the control key on the 800XL in combination with the correct "letter" key [eg, Control C], nothing happens. Also, the return key doesn't work correctly, either; I have to use CONTROL J [or maybe CONTROL M]). I have BobTerm, but I haven't transferred it from the PC yet.

Should I use a different terminal program or is there some other way to use Pine and Lynx with the 800XL and AMODEM.

Thanks

4546. Re: ANNOUCE: Old Hacker's Atari User Group newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8ln13hsr1@bob.news.rcn.net>
Source record: 43213

Hello Larry,

As I told you in email, I'm bringing up the subject at a meeting next week.

All of the library is p/d, shareware or freeware, so permission to duplicate is not a problem. Getting someone to do it is. As you know, our librarian passed away a few months ago, and although we've had someone volunteer to handle the library, he's a very busy guy, so who knows.

A bigger problem is doing the research to decide what's unique and what's already on the Web, should we want to pull out what's there.

Since the library has some 700 disks, with duplication of programs on some of them, it might take well past the five months or so we have until we fold.

I should have some news later this week about it.

Take care.

Alan

LLpwhite <llpwhite@cs.com> wrote in message news:20000725202811.10183.00000186@ng-fk1.news.cs.com...
> Hello Alan-
> Have you heard any plans for what will become of the library? There are some
> unique things there that hopefully can be saved. Has anybody given any thought
> to archiving the collection? I would presume that someone will be advising the
> (us) members officially?
> Regards,
> Larry
>

4547. Re: ANNOUCE: Old Hacker's Atari User Group newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8ln17o$1gl$1@bob.news.rcn.net>
Source record: 43214

Kevin,

You would do that? It's quite a job. But I guess Ron and Jack Gedalius (our president) are waiting to discuss it at a meeting. We should have something decided next week.

Take care.

Alan

Kevin Savetz <savetz@northcoast.com> wrote in message news:savetz-F6DAAC.17542825072000@news.northcoast.com...
> In article <20000725202811.10183.00000186@ng-fk1.news.cs.com>,
> llpwhite@cs.com (LLpwhite) wrote:
>
> > Hello Alan-
> > Have you heard any plans for what will become of the library? There are some
> > unique things there that hopefully can be saved. Has anybody given any thought
> > to archiving the collection? I would presume that someone will be advising the
> > (us) members officially?
> > Regards,
> > Larry
> >
>
> I told Ron Fetzer that I am willing and able to archive the OHAUG
> software library and put it on the Web. I haven't heard back from him
> regarding this.
>
> --Kevin
> --
> Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce -- Atari computer news

4548. Re: Busy with Linux, but still an Atari fiend...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8ln1o2$3nr$1@bob.news.rcn.net>
Source record: 43215

Bill,

I KNOW THIS IS OFF TOPIC!

But as an Atarian, perhaps you can give me an honest answer.

Whenever Linux newbies ask experienced users of Linux how to accomplish some customization, the answer is always, "Recompile the kernel." That seems a bit drastic to me and most of my friends. Is the secret of Linux's stability the fact that a kernel recompile is almost always necessary for any customization?

Seems to me that the same version and distribution of Linux, running on two different machines, is almost two different OSs (not to mention different distributions of the same version.)

Ah, for the simplicity of an Atari 8-bit!

Alan

William Kendrick <nbs@bolt.sonic.net> wrote in message news:P9yf5.294$bZ.14594@typhoon.sonic.net...
> Last weekend I helped staff a Linux Demo at a local grocery store
> (don't ask ;))
>
> While I've been keeping myself busy computer-wise with Linux
> far more than with Atari, this photograph proves I'm still
> in love. ;)
>
> http://www.lugod.org/photos/2000.07.22/
>
> (I got that shirt from Best: http://www.best-electronics-ca.com/
> I figured that if I can have almost a dozen Linux shirts
> (mostly given away to me), then I should _really_ have an
> Atari shirt of some kind... :))
>
>
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/bill/

4549. Re: Busy with Linux, but still an Atari fiend...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <snu49qcd3j179@corp.supernews.com>
Source record: 43216

I think there are more reasons for compiling a machine specific kernal then
just customizing it.

I am just getting back into Linux<Redhat 6.2> after a long layoff, I think
the last version I used before I dropped out was 1.21 or so. But back then I
believe a lot of hardware support and processor specific code was built into
the kernal at compile time. If you had a kernal that supported scsi for
instance on a system w/o a scsi controller it would look for it every boot.
By doing a machine specific compile, you end up with the smallest possible
kernal and the fastest boot.

My oldest son does it for a living now. ~10 years ago I dragged him kicking
and screaming into trying Linux, now he is dragging me kicking and screaming
back into it. If you have a specific question I will pass it to him.

He is mostly a Windows/Windows NT guy, but he is a net admin so he has to do
a lot of Linux type boxes so he has something less bug ridden, doesn't have
more holes then a sieve, and doesn't need to be rebooted hourly. I think he
may be moving to BSD pretty soon as that provides even better security, but
if we catch him now he may have a few answers.

His solution to doing a recompile everytime he does an install is to use
standard equipment like 3COM network cards on every machine, everyone gets
the same video card, etcetera.
"Alan Sharkis" <asharkis@erols.com> wrote in message
news:8ln1o2$3nr$1@bob.news.rcn.net...
> Bill,
>
> I KNOW THIS IS OFF TOPIC!
>
> But as an Atarian, perhaps you can give me an honest answer.
>
> Whenever Linux newbies ask experienced users of Linux how to accomplish
some
> customization, the answer is always, "Recompile the kernel." That seems a
> bit drastic to me and most of my friends. Is the secret of Linux's
> stability the fact that a kernel recompile is almost always necessary for
> any customization?
>
> Seems to me that the same version and distribution of Linux, running on
two
> different machines, is almost two different OSs (not to mention different
> distributions of the same version.)
>
> Ah, for the simplicity of an Atari 8-bit!

>
> Alan

4550. Re: Using control codes with Pine on my 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <snu4vq43j1138@corp.supernews.com>
Source record: 43217

"Jake" <root@org.net.com> wrote in message
news:397f04ed$0$61819$736eb2f4@news.raex.com...
> I can access the net with my 800XL and a 1030 modem via a shell account
> using AMODEM 4.2, but I can't seem to get the control codes to work in
Pine
> or Lynx (if I use the control key on the 800XL in combination with the
> correct "letter" key [eg, Control C], nothing happens. Also,
> the return key doesn't work correctly, either; I have to use CONTROL J [or
> maybe CONTROL M]). I have BobTerm, but I haven't transferred it from the
PC
> yet.
>
> Should I use a different terminal program or is there some other way to
use
> Pine and Lynx with the 800XL and AMODEM.
>
> Thanks

I thought it worked in ASCII mode, but anyway.

You should be able to look up the equivalent Atari keys and send them.

For example, to send a CR/line feed, hit; ESC<ctr>M. ESC<ctrl>J

Ditto for typing special characters that aren't on an Atari, a semicolon ';'
is something like ESC<shift><clear> and may look like an little arrow on the
Atari screen.

I think I used Express and other then not having 80 columns, everything
worked fine. SpeedScript also has a standard ASCII character set built in,
so it displays any downloaded text with characters like the semicolon
correctly.

4551. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <cZEf5.22516$MS3.372919@news1.online.no>
Source record: 43218

Yes, I do! Isn't that available on the net either ? This is not a too uncommon one is it ?
Try : http://www.atariworld.com/8bit/atrfiles.html and go to C. I haven't tested it, but it's there

Manuel Polik <Manuel.Polik@Tenovis.com> wrote in message news:397EFC41.40523FD7@tenovis.com...
> Vidar \"Hawk\" Olavesen wrote:
>
> [crunch]
>
> Hi Vidar!
>
> Say, do you have "Crush, Crumble & Chomp", too?
>
> Manuel

4552. Re: Busy with Linux, but still an Atari fiend...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Greg Menke <menkesjg@xyz.erols.com>
Message-ID: <85u2dc4tdu.fsf@quahog.gsfc.nasa.gov>
Source record: 43219

>
> Whenever Linux newbies ask experienced users of Linux how to accomplish some
> customization, the answer is always, "Recompile the kernel." That seems a
> bit drastic to me and most of my friends. Is the secret of Linux's
> stability the fact that a kernel recompile is almost always necessary for
> any customization?

It is fairly drastic, though if your original kernel is build with
drivers compiled in, you'll have to recompile when you change
hardware. If you compile your kernel as much as possible/reasonable
with modules, you won't need to reboot much- and will recompile even
less frequently.

It also depends on the customization; if you're trying to bring up a
USB gizmo and don't have any USB support in the kernel, you have to
rebuild it. But, if you already have pcmcia running, and get a new
pcmcia modem, you almost certainly won't have to rebuild.

The only times I've had to recompile the kernel was when adding
hardware that wasn't supported in the default kernel's compile and
localizing a kernel to the particular chipset/processor it was to run
on.

> Seems to me that the same version and distribution of Linux, running on two
> different machines, is almost two different OSs (not to mention different
> distributions of the same version.)

Not necessarily, I maintain a Mac G3 server running a Debian distro
for the PowerPC and my Debian based desktop Intel box. Once you get
outside the detailed hardware driver stuff in the kernel, its pretty
much identical between the 2. Actually, despite the detailed driver
stuff, the bulk of the kernel config & module stuff is nearly
identical. At the user level, with software that isn't directly
exploiting hardware, the difference is essentially imperceptible.

> Ah, for the simplicity of an Atari 8-bit!

Say it brother!

Gregm

4553. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Manuel Polik <Manuel.Polik@Tenovis.com>
Message-ID: <397F275D.82C3277C@tenovis.com>
Source record: 43220

Vidar \"Hawk\" Olavesen wrote:

> Yes, I do! Isn't that available on the net either ? This is not a too
> uncommon one is it ?

I've never seen it anywhere.

> Try : http://www.atariworld.com/8bit/atrfiles.html and go to C. I haven't
> tested it, but it's there

I already knew this page. The game isn't there. There's "crumbles
crisis", "swamp chomp" & "chomper", but no "crush, crumble & chomp".
Maybe it's there under another name?

Or could you be so kind and upload it, too?

Manuel

4554. New Atari800win released.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <vm9unskmr7v132srs1vmct7hj2td0e3udb@4ax.com>
Source record: 43221

You know where it is, so go get it :-)
--
Paul Irvine

Retro-gamer & old git

4555. ESP MindLock BBS?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: primenet <doctorx@dallas.net>
Message-ID: <8lngdvktu1@nnrp02.primenet.com>
Source record: 43222

I have seen a cartridge called "ESP Mindlock BBS" on several "extremely rare
want lists" and was just curious if anyone knows what this cartridge was..
Was it actually a bbs program on a cartridge, or something different?

Mark

4556. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <7KHf5.22626$MS3.375421@news1.online.no>
Source record: 43223

I could, but it really is on that page under C. I just rechecked and it's
listed and the link works. Check again!

Manuel Polik <Manuel.Polik@Tenovis.com> wrote in message
news:397F275D.82C3277C@tenovis.com...
> Vidar \"Hawk\" Olavesen wrote:
>
> > Yes, I do! Isn't that available on the net either ? This is not a too
> > uncommon one is it ?
>
> I've never seen it anywhere.
>
> > Try : http://www.atariworld.com/8bit/atrfiles.html and go to C. I
haven't
> > tested it, but it's there
>
> I already knew this page. The game isn't there. There's "crumbles
> crisis", "swamp chomp" & "chomper", but no "crush, crumble & chomp".
> Maybe it's there under another name?
>
> Or could you be so kind and upload it, too?
>
> Manuel

4557. Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Rich <rich@cstone.net>
Message-ID: <1aluns4n02fb6vnoega4nrk7hn1sfp6ftj@4ax.com>
Source record: 43224

http://www.cris.com/~Twist/atari800win

http://www.cris.com/~Twist/atari800win/whatsnew.txt for what is new in this version.

I am interested in what luck people are having in sound in this version...I have conflicting reports that the new sound is better/worse, just need to know some examples of worse.

If you have such, send me the perceived difference in sound compared to 2.5c, what sound card you are running, speed of machine, version of OS you are running under. Thanks.

4558. Re: Ice T Questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: classics@nacs.net
Message-ID: <397f6864.12919024@corp.supernews.com>
Source record: 43225

On Sat, 22 Jul 2000 19:31:49 GMT, NOSvelcro@netunlimited.netPAM (Velcro_SPY)
wrote:

>I installed the R-Handler for my 850 with standard Intel modem
>attached but am still having trouble dialing out for some reason.
>
>IceT loads fine (and doesn't stop me at a "no R-handler message) like
>it used to, but when I go into the TERMINAL screen to type ATDT and
>the phone number the keyboard just clicks but no characters appear on
>the screen and nothing happens.

Try sending the command to the modem to disable hardware flow control.

With many modems this is AT&K0

You will have to enter it blindly, but if its the problem you will see 'OK' when
you press ENTER.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4559. Re: Anyone got these ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: classics@nacs.net
Message-ID: <397f6bb2.13765116@corp.supernews.com>
Source record: 43226

On Mon, 24 Jul 2000 08:14:05 GMT, Mindfield <mindfield@badgers.home.com> wrote:

>On Sat, 22 Jul 2000 19:35:42 GMT, NOSvelcro@netunlimited.netPAM
>(Velcro_SPY) drooled an embarassing wet spot in his lap as he typed:
>
>>I would like to get working ATR's for these programs:
>>
>>Zork Zero.
>
>This was released for the 8-bit?

Was this the one w/ graphics? I think I remember playing it on the
ST but never on the 8-bit.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4560. Re: Happy or US doubler

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: classics@nacs.net
Message-ID: <397f6c6c.13951066@corp.supernews.com>
Source record: 43227

On Sun, 23 Jul 2000 20:55:22 -0400, Jim Schmidt <skibo@fuse.net> wrote:

>Folks,
> Here's a dumb question- How do I know if my floppy drive as the Happy
>or US Doubler mod on it?? I've acquired quite a few disk drives but I
>don't know if they can do higher density, etc. Thanks,

Open the drive =) But seriously, if the 1050 can be sucessfully
configured for double density and a disk formatted that way, then you
have a modified drive.

Which modification you have is another thing. The US Doubler and
its various clones only add a few features to the drive: true double density
and the ability to format disks w/ the sectors laid out in different orders.

If you have a 'Happy' drive you can tell by loading up the Happy
software. It will load on any drive but it will show at the menu which drives
have a 'Happy' enhancement.

I'm not sure how you would identify an Archiver enhanced drive
without opening it. The 810 version requires a special 'open code' to
make the Archiver come alive, the 1050 version may have the same
feature.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4561. Re: Problem with 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: classics@nacs.net
Message-ID: <397f6dd6.14313616@corp.supernews.com>
Source record: 43228

On Tue, 25 Jul 2000 19:51:29 +0200, "Oliver Jaksch" <o.jaksch@ndh.net> wrote:

>Hi there!
>
>I've 2 Diskdrives 1050. When powering on only the lower red LED lights up
>and nothing else happens.
>What can it be? Has anybody any Idea?

This could be almost anything. Check the regulator voltages
first, then try swapping the RAM and FDC in that order. Covers about
90% of these problems.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4562. Re: Busy with Linux, but still an Atari fiend...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <ODKf5.442$bZ.19084@typhoon.sonic.net>
Source record: 43229

Alan Sharkis <asharkis@erols.com> wrote:
<snip>
: But as an Atarian, perhaps you can give me an honest answer.

: Whenever Linux newbies ask experienced users of Linux how to accomplish some
: customization, the answer is always, "Recompile the kernel."
<snip>

It looks like your question has already been answered quite well.
FYI, I've only recompiled my kernel a few times. All but one were to
upgrade kernel version. Once was to make sure I had all of the Pentium
optimizations on. ;)

: Ah, for the simplicity of an Atari 8-bit!

I think that any time anyone mentions "IRQ," "PNP," "PCI," or "ISA"...
or any time I look behind my PC and see the rat's-nest of cables...

_I_ just want to plug everything in via a good ol' Atari serial port
and daisy chain it. :)

-bill!

4563. Re: Happy or US doubler

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Jim Schmidt <skibo@fuse.net>
Message-ID: <397F94B1.23DCA24B@fuse.net>
Source record: 43230

Steve,
How do you tell on the inside of a 1050 if it has any mods?? Is it obvious?
Thanks,
Jim

Steven Tucker wrote:

> On Sun, 23 Jul 2000 20:55:22 -0400, Jim Schmidt <skibo@fuse.net> wrote:
>
> >Folks,
> > Here's a dumb question- How do I know if my floppy drive as the Happy
> >or US Doubler mod on it?? I've acquired quite a few disk drives but I
> >don't know if they can do higher density, etc. Thanks,
>
> Open the drive =) But seriously, if the 1050 can be sucessfully
> configured for double density and a disk formatted that way, then you
> have a modified drive.
>
> Which modification you have is another thing. The US Doubler and
> its various clones only add a few features to the drive: true double density
> and the ability to format disks w/ the sectors laid out in different orders.
>
> If you have a 'Happy' drive you can tell by loading up the Happy
> software. It will load on any drive but it will show at the menu which drives
> have a 'Happy' enhancement.
>
> I'm not sure how you would identify an Archiver enhanced drive
> without opening it. The 810 version requires a special 'open code' to
> make the Archiver come alive, the 1050 version may have the same
> feature.
>
> Steve
>
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> * * *** * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4564. What happened to Bill Wilkinson???

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-26 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <397FC9B3.5B8F5766@ev1.net>
Source record: 43231

So what happenned to Bill Wilkinson, of Action! and Optimized
Systems Software (OSS) fame??? Where is he now and what is he
doing???

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

4565. Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: maloneyXXX@merlin.albany.net
Message-ID: <8lq4sv$50u$2@news.monmouth.com>
Source record: 43146

When running star raiders and turning on shields, the screen
turns green instead of blue (which is how I remember it being on
my 400/800). Anybody else notice this? And the red alert is
purple...I tried playing with the artifact settings without any
luck. All other progs under windows look fine. I'm running at
16-bit color depth.
-Patrick

--
Remove 'XXX' from e-mail address to reply

4566. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <4N0g5.3172$ph.73596@stones>
Source record: 43147

Isn't it about time we had a a monitor
within an Atari 8 bit emulator?

64 emulators have had this for quite a while,
frodo and vice for example.

It would certainly help with new developments!

Mark.

4567. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: maloneyXXX@merlin.albany.net
Message-ID: <8lq65u$7l7$1@news.monmouth.com>
Source record: 43148

Too many favorites to name, but Star Warrior and Crush, Crumble, and Chomp
were great games...Star Warrior ruled.

Lance Ringquist (Video61@webtv.net) wrote:
: clear for action was a avalon hill game, anyways there are way to many
: to count, but i want every coool game on cart:)
: thanks,
: lance
:
: Video 61 & Atari Sales
: 22735 Congo ST NE
: Stacy MN 55079
:

--
Remove 'XXX' from e-mail address to reply

4568. New URL for Rainbow emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Chris Lam <chris@clam.ezesurf.co.uk>
Message-ID: <8lq868$v0t$2@news8.svr.pol.co.uk>
Source record: 43149

```
New URL for Rainbow emulators
-----------------------------

hi,

please note that the official Rainbow pages
are now at

www.chrislam.co.uk

Rainbow is the Atari 8-bit emu for Windows/MacOS

thanks,

chris.

--
============================================================
Chris Lam
Email: chrislam@totalise.co.uk
Web: www.chrislam.co.uk
============================================================
```

4569. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: dnoguero@iname.com
Message-ID: <8lqb7o$8fu$1@nnrp1.deja.com>
Source record: 43150

Actually, I'm currently working on my own port of Atari800 to Windows
(which is basically the DOS version in a window) and have made the a8
based monitor part of the project. The current emulator assumes that
everyone is running it from a console.

If anyone has any suggestions on an interface for the monitor, please
let me know. I'm currently going to try and replicate the screen the
Black Box monitor provides. Hopefully, the Atari800 guys will find it
useful enough to include in the main distribution :)

I'm also working on MUX emulation and R: dial-out via telnet. If anyone
can provide me more information on the MUX than the documentation on
CSS's site, let me know.

->Dan

In article <4N0g5.3172$ph.73596@stones>,
"Mark Keates" <mark@mkeates.force9.co.uk> wrote:
> Isn't it about time we had a a monitor
> within an Atari 8 bit emulator?
>
> 64 emulators have had this for quite a while,
> frodo and vice for example.
>
> It would certainly help with new developments!
>
> Mark.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4570. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <1lb1osoomm3mpcs24op4rfntla32vcur8u@4ax.com>
Source record: 43151

The other Day "Mark Keates" <mark@mkeates.force9.co.uk> wrote:

>Isn't it about time we had a a monitor
>within an Atari 8 bit emulator?
>
Would be nice, I asked Rich if he could implement Omnimon into it a while
back but that wasn't easy.

>64 emulators have had this for quite a while,
>frodo and vice for example.
>
>It would certainly help with new developments!

Yes, but lets remember that Rich does this emu for FREE and his time earns
him his wages, 1st and foremost. Hopefully Rich will have the time at some
point but I'd rather the time he spends is on making the emulation better
and better.
--
Paul Irvine

Retro-gamer & old git

4571. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Doug Wheeler <dwheeler@mediaone.net>
Message-ID: <fl2g5.1011$C_3.76968@news7.onvoy.net>
Source record: 43152

This begs the question:

Would anyone be interested in a new 8-bit emulator for Windows? A friend and I have written one that is at least up to the level of Atari800Win in all areas, and well beyond it in many ways. We aren't 100% satisfied with the sound yet, and haven't had the time to finish it up. It does have a built in (Windows-based) monitor/debugger. The monitor/debugger still needs some additional features, but it handles most fo the common debugger type stuff including breaking, single stepping, disassembly, ATASCII display of memory, live register display, etc.

We also have a bit more testing to do, since this emulator was written from the ground up, not using any existing parts. We also need to do some work to handle XEGS ROMs, and adding ROM patches to some of the less-common ROM versions.

--Doug

"Mark Keates" <mark@mkeates.force9.co.uk> wrote in message
news:4N0g5.3172$ph.73596@stones...
> Isn't it about time we had a a monitor
> within an Atari 8 bit emulator?
>
> 64 emulators have had this for quite a while,
> frodo and vice for example.
>
> It would certainly help with new developments!
>
> Mark.

4572. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <yE2g5.178$q_2.1422@news11-gui.server.ntli.net>
Source record: 43153

> When running star raiders and turning on shields, the screen
> turns green instead of blue (which is how I remember it being on
> my 400/800). Anybody else notice this? And the red alert is
> purple...I tried playing with the artifact settings without any
> luck. All other progs under windows look fine. I'm running at
> 16-bit color depth.

Hmm, when I play on my 800XL and turn on sheilds, screen goes green I think.
I'll have to check.

Haven't tried it on the emulator nad haven't played it for real for a while
...

(Only problem is, if I fire it up I'll never put it down - what a game !!!)

Later

Paul

4573. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39812C71.45087D7A@earthlink.net>
Source record: 43154

Doug Wheeler wrote:
>
> This begs the question:
>
> Would anyone be interested in a new 8-bit emulator for Windows? A friend and
> I have written one that is at least up to the level of Atari800Win in all
> areas, and well beyond it in many ways. We aren't 100% satisfied with the
> sound yet, and haven't had the time to finish it up. It does have a built in
> (Windows-based) monitor/debugger. The monitor/debugger still needs some
> additional features, but it handles most fo the common debugger type stuff
> including breaking, single stepping, disassembly, ATASCII display of memory,
> live register display, etc.
>
> We also have a bit more testing to do, since this emulator was written from
> the ground up, not using any existing parts. We also need to do some work to
> handle XEGS ROMs, and adding ROM patches to some of the less-common ROM
> versions.

Competition is a good thing. I look forward to seeing this, especially
if your claim of surpassing Atari800Win is true.

Mike
--
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
Mike Kohary Seattle, WA http://www.kohary.com
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4574. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39812D1E.9D7D7061@earthlink.net>
Source record: 43155

Paul Irvine wrote:
>
> The other Day maloneyXXX@merlin.albany.net (Patrick Maloney) wrote:
>
> >When running star raiders and turning on shields, the screen
> >turns green instead of blue (which is how I remember it being on
> >my 400/800). Anybody else notice this? And the red alert is
> >purple...I tried playing with the artifact settings without any
> >luck. All other progs under windows look fine. I'm running at
> >16-bit color depth.
> >-Patrick
>
> I seem to remember it being green?

Nope, they are definitely blue. The manual even states that they are
blue. Patrick is right; Star Raiders doesn't look correct on any
current emulator. I wonder why that is; what's special about SR's
display that causes this? Artifact settings wouldn't affect it, since
SR seems to use graphics mode 7, but most other mode 7 games look fine.

Mike
--
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
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Mike Kohary Seattle, WA http://www.kohary.com
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4575. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Itay Chamiel <itayc@nospam.huji.ac.il>
Message-ID: <8lnpiulvo1@news.huji.ac.il>
Source record: 43232

I'm sorry. As much as I respect and admire Atari800Win for its superb emulation - the best I have ever seen - Why are newer versions not as good as earlier ones?

Version 2.5c was the best released. It really worked.

The new version introduces horrible, loud CLICK CLICK CLICK noises whenever the PC runs the emulation at anything less than 100% speed. (Otherwise, the sound seems the same, except for a somewhat hollow keyclick). The Break key has stopped working. Half my games suddenly won't load using the "Load EXE/COM" function (a bug inherited from the Atari800 code base binary loader.. so why use it?).

While the new version is ok for checking out, I am staying with the old for now.

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

4576. Re: Using control codes with Pine on my 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Itay Chamiel <itayc@nospam.huji.ac.il>
Message-ID: <8lnq15$m3e$1@news.huji.ac.il>
Source record: 43233

Jake wrote in message <397f04ed$0$61819$736eb2f4@news.raex.com>...
>I can access the net with my 800XL and a 1030 modem via a shell account
>using AMODEM 4.2, but I can't seem to get the control codes to work in Pine
>or Lynx (if I use the control key on the 800XL in combination with the
>correct "letter" key [eg, Control C], nothing happens. Also,
>the return key doesn't work correctly, either; I have to use CONTROL J [or
>maybe CONTROL M]). I have BobTerm, but I haven't transferred it from the
PC
>yet.
>
>Should I use a different terminal program or is there some other way to use
>Pine and Lynx with the 800XL and AMODEM.

Why don't you use a real 80-column VT-100 emulator? They should work fine
with shell accounts.

Try FlickerTerm80, Ice-T, Omnicom, Kermit-65.

-itay

4577. Re: Busy with Linux, but still an Atari fiend...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Ivo van Poorten <ipoorten@cs.vu.nl>
Message-ID: <8lnvq0$huo@cs.vu.nl>
Source record: 43234

William Kendrick <nbs@bolt.sonic.net> writes:

>_I_ just want to plug everything in via a good ol' Atari serial port
>and daisy chain it. :)

They tried with USB, but it still sucks.

--Ivo
Ivo van Poorten <ipoorten@cs.vu.nl> http://pmwww.cs.vu.nl/home/ipoorten/
"The day Microsoft makes something that doesn't suck is probably the day they
start making vacuum cleaners" - Ernst Jan Plugge

4578. Re: last issue of ANALOG?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: jon <johnhi@noway.excite.com>
Message-ID: <MPG.13e9753f2436cfcd9897ae@news.epix.net>
Source record: 43235

In article <397ee8c2$0$62233$53a6afc1@news.erinet.com>, russg@en.com
says...
> A little history:
> ANALOG published their first issue 1-2/81 (#1) and their
> last issue was 12/89 (#79). They were supposed to be
> bi-monthly at first, but were more like tri-monthly, taking
> 3 years to publish the first 14 issues. The months were not
> put on the cover of most of the first 14 issues. Then,
> beginning 1/84 (issue #15), they went monthly for 45 months
> until 10/87 (#58). There were 44 issues during that 45 month
> period. Then, from 10/87 to 3/88 there was a six month gap.
> LFP bought them and published monthly for 21 issues
> beginning 4/88 (#59) until the last issue #79 12/89. ANALOG
> then 'sold' or 'gave' their subscribers to Antic for an
> 'equivalent' number of remaining magazines. I'd like to
> know who now owns the rights to ANALOG.
>
> Antic started 4/82 (Vol. 1 No. 1) and was bi-monthly for
> the first year, until Vol. 2 No. 1 (4/83), when they went
> monthly. Antic published monthly pretty regularly until 9/89
> and went bi-monthly from 10-11/89 to 6-7/90 (Vol. 9 #2, last
> issue of separate Antic.) Antic was then put as a
> department in STart for four months and then STart published
> their last two combined ST and 8-bit magazines 2-3/91 and
> 4-5/91, which was the last issue of both Antic and STart.
> There were about 94 Antics, including the Antic section of
> STarts.
>
>
>
Thanks, great info. Does anyone know where the original publishers of
Analog an Antic are now? Didn't Antic try to break into the Mac
publishing arena and also some sort of family computing magazine?
>

--
Remove the 'noway' to reply via email.
Replys to the newsgroup are preferred

4579. Re: What happened to Bill Wilkinson???

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: david_p@storm.ca
Message-ID: <8F7EBCA7dapstormca@209.87.239.10>
Source record: 43236

richmond@ev1.net (Charles Richmond) wrote in <397FC9B3.5B8F5766@ev1.net>:

>So what happenned to Bill Wilkinson, of Action! and Optimized
>Systems Software (OSS) fame??? Where is he now and what is he
>doing???
>

A slight correction is in order: Clint Parker is Action! fame; Bill was
the OSS guru (plus Atari BASIC and DOS).

4580. Re: What happened to Bill Wilkinson???

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <397FC101.80B4DB3C@worldnet.att.net>
Source record: 43237

Hi,

Bill is alive and well and can be reached at his new email address at
the bottom of his article on the Atari Historical Society website:

http://www.atari-history.com/two_births.html

Curt

Charles Richmond wrote:

> So what happenned to Bill Wilkinson, of Action! and Optimized
> Systems Software (OSS) fame??? Where is he now and what is he
> doing???
>
> --
> +---+
> | Charles and Francis Richmond <richmond@plano.net> |
> +---+

4581. Re: Atari Jaguar in Australia

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-FVjTQFUDtl65@port3.vdts.cab.cth.com.au>
Source record: 43238

On Sun, 26 Jul 3900 23:01:11, "Anthony G Beckett"
<abeckett@i-o.net.au> wrote:

yea. my place
not for sale, but I can let you play with it.
James B

> Hi all! I know this isnt the correct newsgroup - but does anyone know where
> I could find an Atari Jaguar in Australia?
>
> Regards,
>
> Anthony Beckett
>
>

4582. Re: To the searchers of Epyx games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Manuel Polik <Manuel.Polik@Tenovis.com>
Message-ID: <39800773.B6099C6C@tenovis.com>
Source record: 43239

Vidar \"Hawk\" Olavesen wrote:

> I could, but it really is on that page under C. I just rechecked and it's
> listed and the link works. Check again!

Yeah, thanx. I got it now. Here's the story, why I didn't get it in the
first place:

I use Netscrap 4.5 and when following the link you gave, I found nothing
but a blank screen. I then checked the source of the page and found some
writings about a "main.html" so I tried:
http://www.atariworld.com/8bit/main.html
and followed the link displayed there and got to "Holmes Atari 8bit
Games" and there is no sight of the game. With your last post I checked
again and found that the page you're refering to is in fact located
here:
http://www.atariworld.com/8bit/contents.html

Hope that proves that I'm not blind :-)

Thanx again,
Manuel

4583. Re: Atari Jaguar in Australia

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <ctrRNdBZaAg5Ewc9@lovecraft.demon.co.uk>
Source record: 43240

```
In article <olg28mVLDrMR-pn2-FVjTQFUDtI65@port3.vdts.cab.cth.com.au>,
nobody@no.where.com writes
>On Sun, 26 Jul 3900 23:01:11, "Anthony G Beckett"
><abeckett@i-o.net.au> wrote:
>
>yea. my place
>not for sale, but I can let you play with it.

Ewwww... Get a room, funboy >;)

Richard, being childish.
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'\_)Morticia
```

4584. Re: Anyone got these ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Russ Collins <chill182@aol.com>
Message-ID: <8lp9t0$23m3$1@herald.onu.edu>
Source record: 43241

Here are a few .atr I am looking for because my disks are going bad.

Rescue on Fractalus
Atariwriter

Any help would be appriciated.

--
chill182@xxx.com
To email me change xxx to hotmail.

"Velcro_SPY" <NOSvelcro@netunlimited.netPAM> wrote in message
news:3979f6b1.10477804@news.netunlimited.net...
> I would like to get working ATR's for these programs:
>
> Zork Zero.
> Wizard's Crown.
> Datasoft BASIC compiler.
> Any other BASIC compiler.
> Any program which drives a mouse. RAOS?
>
> I should point out that I think there is a bad image of Wizard's Crown
> on the Internet and you cannot play it.
>
> VS
>

4585. Re: Busy with Linux, but still an Atari fiend...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000727090309.20360A-100000@vtn1>
Source record: 43242

On Wed, 26 Jul 2000, William Kendrick wrote:

> I think that any time anyone mentions "IRQ," "PNP," "PCI," or "ISA"...
> or any time I look behind my PC and see the rat's-nest of cables...
>
> _I_ just want to plug everything in via a good ol' Atari serial port
> and daisy chain it. :)
>
I heard that one of the designers of USB was responsible for the "good ol'
Atari serial port".

Makes you wonder where Atari might have been today if nepotism hadn't
destroyed it.

jkp

4586. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Rich <rich@cstone.net>
Message-ID: <qi41os8f8o2eds0p77vvauqo7ms9b358ed@4ax.com>
Source record: 43243

On Thu, 27 Jul 2000 01:43:41 +0200, "Itay Chamiel"
<itayc@nospam.huji.ac.il> wrote:

>Version 2.5c was the best released. It really worked.

2.5c was a stable and long-running version based on code that had been
tested a long time. 2.6c, as you notice, is labelled a beta.

>The new version introduces horrible, loud CLICK CLICK CLICK noises whenever
>the PC runs the emulation at anything less than 100% speed. (Otherwise, the
>sound seems the same, except for a somewhat hollow keyclick). The Break key
>has stopped working. Half my games suddenly won't load using the "Load
>EXE/COM" function (a bug inherited from the Atari800 code base binary
>loader.. so why use it?).

I need examples of the Load exe problems. I have communicated the same
issue to the Atari800 group and everybody told me I was crazy. Since I
have very, very limited time to spend on this, the best thing to do is
send me mail, or the a8 mailing list mail, detailing which executables
do not work with web-links to the exe modules if possible.

4587. Re: Anyone got these ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000727154623.29562.00000246@ng-cp1.aol.com>
Source record: 43244

>"Russ Collins" chill182@aol.com requested:

>Here are a few .atr I am looking for because my disks are going bad.
>
>Rescue on Fractalus
>Atariwriter

Did you mean >Atariwriter< which was a cart or the "plus" version which originally appeared on disk?

-Ron

I don't have a solution but I admire the problem.

4588. Re: Busy with Linux, but still an Atari fiend...

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8lq4e3oqk1@bob.news.rcn.net>
Source record: 43245

John,

What I'm abut to say can be debated until the cows come home, but it's my impression.

Atari managements, all four of them, seemed hell-bent on destroying a good thing. They employed some extremely clever engineers, programmers, etc., enjoyed what I feel was a particularly patient and loyal user base, and then turned all the positives into negatives with gigantic marketing snafus.

The nepotism to which you and many others refer was real, but only one of the factors that killed Atari.

I believe that if it weren't for the user community, Atari could never have existed as long as it did.

There! I've started another (groan!) thread to which I probably won't contribute anything further :-)

Alan

John K. Picken <yg473@victoria.tc.ca> wrote in message news:Pine.GSO.3.95.iB1.0.1000727090309.20360A-100000@vtn1...
>
>
> On Wed, 26 Jul 2000, William Kendrick wrote:
>
> > I think that any time anyone mentions "IRQ," "PNP," "PCI," or "ISA"...
> > or any time I look behind my PC and see the rat's-nest of cables...
> >
> > _I_ just want to plug everything in via a good ol' Atari serial port
> > and daisy chain it. :)
> >
> I heard that one of the designers of USB was responsible for the "good ol'
> Atari serial port".
>
> Makes you wonder where Atari might have been today if nepotism hadn't
> destroyed it.
>
> jkp
>
>

4589. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <9ch1os8fcu9od845otuvidvqmtl2eg0kj5@4ax.com>
Source record: 43156

The other Day "Doug Wheeler" <dwheeler@mediaone.net> wrote:

>This begs the question:
>
>Would anyone be interested in a new 8-bit emulator for Windows? A friend and
>I have written one that is at least up to the level of Atari800Win in all
>areas, and well beyond it in many ways. We aren't 100% satisfied with the
>sound yet, and haven't had the time to finish it up. It does have a built in
>(Windows-based) monitor/debugger. The monitor/debugger still needs some
>additional features, but it handles most fo the common debugger type stuff
>including breaking, single stepping, disassembly, ATASCII display of memory,
>live register display, etc.

Yep, the more the merrier...Get working there sir :-)
--
Paul Irvine

Retro-gamer & old git

4590. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <udh1osscu2s859778btglmj68ftnu6a2e0@4ax.com>
Source record: 43157

The other Day maloneyXXX@merlin.albany.net (Patrick Maloney) wrote:

>When running star raiders and turning on shields, the screen
>turns green instead of blue (which is how I remember it being on
>my 400/800). Anybody else notice this? And the red alert is
>purple...I tried playing with the artifact settings without any
>luck. All other progs under windows look fine. I'm running at
>16-bit color depth.
>-Patrick

I seem to remember it being green?
--
Paul Irvine

Retro-gamer & old git

4591. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <8lqict$j37$1@news.huji.ac.il>
Source record: 43158

> I need examples of the Load exe problems. I have communicated the same
> issue to the Atari800 group and everybody told me I was crazy. Since I
> have very, very limited time to spend on this, the best thing to do is
> send me mail, or the a8 mailing list mail, detailing which executables
> do not work with web-links to the exe modules if possible.

Rich.. A few months ago I emailed you a few executables which did work up
until the 2.6 beta versions. Do you want me to send them again?

-itay

4592. Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: Brandon Thomas <ponchried@earthlink.net>
Message-ID: <3A4g5.14824$5N1.506845@newsread1.prod.itd.earthlink.net>
Source record: 43159

I was wondering if anybody new a way to convert Roms off of the computer, for pc emulator, back to Atari form so that I can play some games. I have just pulled my atari out of storage and most of my fun game disks are ruined So I was wondering if there was a way. If you know anything please respond.

Thanks

4593. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3981e846.17832479@news.jacksonville.net>
Source record: 43160

On Fri, 28 Jul 2000 00:29:20 +0100, Paul Irvine <dellos@lineone.net>
wrote:

>The other Day maloneyXXX@merlin.albany.net (Patrick Maloney) wrote:
>
>>When running star raiders and turning on shields, the screen
>>turns green instead of blue (which is how I remember it being on
>>my 400/800). Anybody else notice this? And the red alert is
>>purple...I tried playing with the artifact settings without any
>>luck. All other progs under windows look fine. I'm running at
>>16-bit color depth.
>>-Patrick
>
>I seem to remember it being green?

The manual says when the shields are on there is a bluish tint to
space. All the TV's and monitors I've played it on showed blue.
I've tried adjusting the colors in Atariwin but haven't had any luck.
I've been able to adjust the monitor colors but it screws everything
else up so I just live with it (or play it on my 130XE).

That and the fact the photons don't 'sparkle' like a real Atari are
the only two things wrong with it in Atari800Win.

4594. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3982ea92.18420328@news.jacksonville.net>
Source record: 43161

On Thu, 27 Jul 2000 22:03:55 GMT, "Doug Wheeler"
<dwheeler@mediaone.net> wrote:

>This begs the question:
>
>Would anyone be interested in a new 8-bit emulator for Windows? A friend and
>I have written one that is at least up to the level of Atari800Win in all
>areas, and well beyond it in many ways. We aren't 100% satisfied with the
>sound yet, and haven't had the time to finish it up. It does have a built in
>(Windows-based) monitor/debugger. The monitor/debugger still needs some
>additional features, but it handles most fo the common debugger type stuff
>including breaking, single stepping, disassembly, ATASCII display of memory,
>live register display, etc.
>

Well, I'm still waiting for the emulator that will display Star
Raiders properly, namely with blue shields and 'sparkling photons', so
if yours can do this, then hell yes, I'm interested.

4595. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: Andi Rogers <andir@home.com>
Message-ID: <fZ5g5.48526$6y5.31738640@news2.rdc2.tx.home.com>
Source record: 43162

I just fired it up on my 800, the shields are blue and red alert is, um, red.:) Let me try it on my 1200XL. Yep, it's blue/red on it, too.

4596. games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: Brandon Thomas <ponchried@earthlink.net>
Message-ID: <k58g5.18866$ga2.504988@newsread2.prod.itd.earthlink.net>
Source record: 43163

I should have been more clear. I mean floppy disks not carts.

4597. Re: Happy or US doubler

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: classics@nacs.net
Message-ID: <398150dd.18669803@corp.supernews.com>
Source record: 43164

On Wed, 26 Jul 2000 21:47:29 -0400, Jim Schmidt <skibo@fuse.net> wrote:

>Steve,
> How do you tell on the inside of a 1050 if it has any mods?? Is it obvious?
>Thanks,

The best way to tell is to open a drive you know is stock and get
a feel for what they should look like. Generally the 1050 consists of a long
PBC w/ a drive mech mounted above it.

Inside the small metal cage there are normally a FDC, a RAM, a program
ROM/EPROM, a RIOT and a 6507 CPU. These are all large chips in sockets under
the shield. If your drive has been upgraded at all, it will show in this area.

The 'Happy' and similar high quality upgrades remove the 6507 and
install a 6502 PCB with a socket that plugs into the old CPU socket. These
you cant miss.

The US Doubler uses a large black ram pack that is much larger than the
normal RAM chip present in the 1050 and has 'ICD' embossed on the top. Some
clones may have a different pack but they are all larger than the standard chip
since they are basically modules that contain more than a single ram chip.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4598. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <398157df.46399204@news.jacksonville.net>
Source record: 43165

On Thu, 27 Jul 2000 23:50:06 -0700, Mike Kohary
<mkohary@earthlink.net> wrote:

>
>Nope, they are definitely blue. The manual even states that they are
>blue. Patrick is right; Star Raiders doesn't look correct on any
>current emulator. I wonder why that is; what's special about SR's
>display that causes this? Artifact settings wouldn't affect it, since
>SR seems to use graphics mode 7, but most other mode 7 games look fine.
>
>Mike

The other thing the emu's don't display correctly is the sparkling
effect of the photons, which might have something to do with
artificating on a TV, I'm not sure, but they sure look cool. On the
emulators they're just a solid color.

4599. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <eeu2oso8kibvtm741l4gvmu17ajrs6qo83@4ax.com>
Source record: 43166

The other Day dwebster@mediaone.net (Bishop) wrote:

>On Thu, 27 Jul 2000 23:50:06 -0700, Mike Kohary
><mkohary@earthlink.net> wrote:
>
>>
>>Nope, they are definitely blue. The manual even states that they are
>>blue. Patrick is right; Star Raiders doesn't look correct on any
>>current emulator. I wonder why that is; what's special about SR's
>>display that causes this? Artifact settings wouldn't affect it, since
>>SR seems to use graphics mode 7, but most other mode 7 games look fine.
>>
>>Mike
>
>The other thing the emu's don't display correctly is the sparkling
>effect of the photons, which might have something to do with
>artificating on a TV, I'm not sure, but they sure look cool. On the
>emulators they're just a solid color.

Eh?

I don't remember any sparkling effect on my 130XE nor the 800 I had.
--
Paul Irvine

Retro-gamer & old git

4600. Re: Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <qLfg5.2883$Dw6.7758@newsfeed.slurp.net>
Source record: 43167

On 28 Jul 2000 00:36:15 , "Brandon Thomas" wrote:
>I was wondering if anybody new a way to convert Roms off of the computer,
>for pc emulator, back to Atari form so that I can play some games. I have
>just pulled my atari out of storage and most of my fun game disks are ruined
>So I was wondering if there was a way. If you know anything please respond.
>

I have some mega ATR images with a lot of 8-bit games. There is alittle
program that will convert these into XFD or XLD files. Then I can load
those into a program for my ST that will take out the file and put them on
my hard drive. That is about as far as I can go.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4601. Re: Anyone got these ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: Russ Collins <chill182@aol.com>
Message-ID: <8ls2jcpur1@herald.onu.edu>
Source record: 43168

I guess it would be plus. But I'll take either. I just wanted to play around with it and see the look on my professors face when I turn in a programming lab written in the atari font.

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message news:20000727154623.29562.00000246@ng-cp1.aol.com...
> >"Russ Collins" chill182@aol.com requested:
>
> >Here are a few .atr I am looking for because my disks are going bad.
> >
> >Rescue on Fractalus
> >Atariwriter
>
> Did you mean >Atariwriter< which was a cart or the "plus" version which
> originally appeared on disk?
>
> -Ron
>
> I don't have a solution but I admire the problem.

4602. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ls6f0$d9a$1@user2.teleport.com>
Source record: 43169
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4603. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ls6u0$e1a$1@user2.teleport.com>
Source record: 43170
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

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--
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4604. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: pjsmith@netins.net
Message-ID: <slrn8o37pq.nc8.pjsmith@worf.netins.net>
Source record: 43171

In article <8lq65u$7l7$1@news.monmouth.com>, Patrick Maloney wrote:
>Too many favorites to name, but Star Warrior and Crush, Crumble, and Chomp
>were great games...Star Warrior ruled.
>

My favorite was a shareware game called Gauntlet (which had nothing to do with the fantasy game found in arcades at the time). You piloted a ship through a maze of fractal generated landscapes and caves full of bad guys that shot bullets and smart missles at you. The smart missles weren't so smart, however, you could manuever your ship around the bad guys and make the smart missles lock on and destroy them! :-)

I recently re-acquired a lot of my old Atari disks only to discover the disk with Gauntlet on it was corrupted. :-(

Phil

4605. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ls71j$e94$1@user2.teleport.com>
Source record: 43172
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4606. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-Owkrni1dpJkV@localhost>
Source record: 43173

Yes, I would. Hopefully tho, it's source code would be available thru
gpl license and would be truly portable so it would be able to compile
on something besides windows. remember that windows is not the only os
out there. maybe in 25 or 30 years windows will catch up to where OS/2
was 10 years ago.

Ken

On Thu, 27 Jul 2000 22:03:55, "Doug Wheeler" <dwheeler@mediaone.net>
wrote:

> This begs the question:
>
> Would anyone be interested in a new 8-bit emulator for Windows? A friend and
> I have written one that is at least up to the level of Atari800Win in all
> areas, and well beyond it in many ways. We aren't 100% satisfied with the
> sound yet, and haven't had the time to finish it up. It does have a built in
> (Windows-based) monitor/debugger. The monitor/debugger still needs some
> additional features, but it handles most fo the common debugger type stuff
> including breaking, single stepping, disassembly, ATASCII display of memory,
> live register display, etc.
>
> We also have a bit more testing to do, since this emulator was written from
> the ground up, not using any existing parts. We also need to do some work to
> handle XEGS ROMs, and adding ROM patches to some of the less-common ROM
> versions.
>
> --Doug
>
>
> "Mark Keates" <mark@mkeates.force9.co.uk> wrote in message
> news:4N0g5.3172$ph.73596@stones...
> > Isn't it about time we had a a monitor
> > within an Atari 8 bit emulator?
> >
> > 64 emulators have had this for quite a while,
> > frodo and vice for example.
> >
> > It would certainly help with new developments!
> >
> > Mark.
>
>
>

4607. Re: Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000728152025.06897.00000719@ng-cl1.aol.com>
Source record: 43174

> ebaiz@skyenet.net (Edward S. Baiz Jr.)
replied:

>On 28 Jul 2000 00:36:15 , "Brandon Thomas" wrote:
>>I was wondering if anybody new a way to convert Roms off of the computer,
>>for pc emulator, back to Atari form so that I can play some games. I have
>>just pulled my atari out of storage and most of my fun game disks are ruined
>>So I was wondering if there was a way. If you know anything please respond.
>>
>
>I have some mega ATR images with a lot of 8-bit games. There is alittle
>program that will convert these into XFD or XLD files. Then I can load
>those into a program for my ST that will take out the file and put them on
>my hard drive. That is about as far as I can go.

ATR's are disk images - either boot or file accessible. Normal ATR's can be copied directly to an 8-bit 5.25; Mega ATR's can be used with MyDOS or SpartaDOS as just another disk - you can copy files from them to a normal ATR or XFD. You can then convert it to a real floppy. Some utilities will even extract files from the ATR so it could be placed on a floppy, thus saving a step.

-Ron

I don't have a solution but I admire the problem.

4608. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: Rich <rich@cstone.net>
Message-ID: <g6r3oskqis2mvlodavft3l6sc572hujbmi@4ax.com>
Source record: 43175

On Fri, 28 Jul 2000 02:59:43 +0200, "Itay Chamiel"
<itayc@spam.cs.huji.ac.il> wrote:

>Rich.. A few months ago I emailed you a few executables which did work up
>until the 2.6 beta versions. Do you want me to send them again?

To my knowledge all of those were fixed. Have you actually tried the
new version, or are just going off information from a few months ago?

If they still do not work, then there is something peculiar. They work
for me.

4609. Re: last issue of ANALOG?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000728153019.26210.00001391@ng-bg1.aol.com>
Source record: 43176

<< Thanks, great info. Does anyone know where the original publishers of
Analog an Antic are now? >>

For the original publisher of Antic, James Capparell, try Mac Home Journal.
You'll see a familier name.
I'm not sure with the publisher of Analog but you can try:
http://www.cyberroach.com/analog/

<< Didn't Antic try to break into the Mac
publishing arena and also some sort of family computing magazine? >>

No, not the Mac, the Amiga, as in 'Amiga Plus' and also 'II Computing' for the
Apple II computers.

Allan B.

4610. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: Rich <rich@cstone.net>
Message-ID: <bar3os0bku0vavlr4hltm1kg9i8j0euvaq@4ax.com>
Source record: 43177

On Fri, 28 Jul 2000 16:50:40 GMT, kenames@earthlink.net wrote:

>Yes, I would. Hopefully tho, it's source code would be available thru
>gpl license and would be truly portable so it would be able to compile
>on something besides windows. remember that windows is not the only os
>out there. maybe in 25 or 30 years windows will catch up to where OS/2
>was 10 years ago.

Any version that uses the Atari800 source (and any of my source) MUST
be GPL. There is no other option.

It is completely counter productive to have 5 different windows ports
of Atari800. There are already three that I know of, and in this
thread two people point out they have worked on other versions,
without bothering to ask on the A8 list, without bothering to ask
me....it pretty much makes me feel like just halting development.
Since no one seems willing ot work with each other, what is the point?

4611. Re: Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000728155206.28181.00000692@ng-cq1.aol.com>
Source record: 43178

>"Brandon Thomas" ponchried@earthlink.net asked:

>I was wondering if anybody new a way to convert Roms off of the computer,
>for pc emulator, back to Atari form so that I can play some games. I have
>just pulled my atari out of storage and most of my fun game disks are ruined

Most of the game software for emulators are not ROMs, but usually disk images
with either files or bootable data; these can normally be copied/converted to
an 8-bit floppy. Even the ROM data might be convertible into a binary file.

-Ron

I don't have a solution but I admire the problem.

4612. Re: Anyone got these ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000728160834.28181.00000693@ng-cq1.aol.com>
Source record: 43179

>"Russ Collins" chill182@aol.com answered:

>I guess it would be plus. But I'll take either. I just wanted to play around
>with it and see the look on my professors face when I turn in a programming
>lab written in the atari font.

AtariWriter and its "Plus" successor were just text manipulators (processors);
they would send mostly ascii data to whatever printer was connected. I don't
remember any printers with the Atari font in their character set ROM, but many
had provisions for custom ROM or downloadable RAM sets

There were also utilities like G:colon and Daisey Dot which would read atascii
data and send dot addressable graphics information to produce output in the
Atari font. If that is all you want then you might use one of the TrueType
fonts available on Vidar's site:
http://home.online.no/~olavese/
choose "Atari" > scroll right > choose "8-bit" > choose "downloads" > pick
fonts.

-Ron

I don't have a solution but I admire the problem.

4613. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <o9u3os4lgo8d5dhs3d4ukusksu1c60s4bt@4ax.com>
Source record: 43180

The other Day Rich <rich@cstone.net> wrote:

>It is completely counter productive to have 5 different windows ports
>of Atari800. There are already three that I know of, and in this
>thread two people point out they have worked on other versions,
>without bothering to ask on the A8 list, without bothering to ask
>me....it pretty much makes me feel like just halting development.
>Since no one seems willing ot work with each other, what is the point?

That would be a sad day for those who appreciate the long hard work you put
in Rich. I hope all this can be sorted in a combined effort.

Here's hoping...
--
Paul Irvine

Retro-gamer & old git

4614. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-28 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3981f647.86952427@news.jacksonville.net>
Source record: 43181

On Fri, 28 Jul 2000 13:18:44 +0100, Paul Irvine <dellos@lineone.net>
wrote:

>>
>>The other thing the emu's don't display correctly is the sparkling
>>effect of the photons, which might have something to do with
>>artificating on a TV, I'm not sure, but they sure look cool. On the
>>emulators they're just a solid color.
>
>Eh?
>
>I don't remember any sparkling effect on my 130XE nor the 800 I had.

400,800,800XL,130XE, it's there.

The photons have a subtle sparkle effect (for lack of a better
description) to them when they're fired which the emulators don't
reproduce. It looks like an artifacting effect. Even Doug Neubauer
mentioned it in his Analog interview several years ago, he wondered
why no one else copied it. He didn't say how he did it, which is what
I'd like to know. I have to dig out the issue for the exact quote.

4615. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-29 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <AG4OEDBYUP@cabal.shnet.org>
Source record: 43182

In <3981e846.17832479@news.jacksonville.net> Bishop wrote:
>On Fri, 28 Jul 2000 00:29:20 +0100, Paul Irvine <dellos@lineone.net>
>wrote:
>>The other Day maloneyXXX@merlin.albany.net (Patrick Maloney) wrote:
>>
>>>When running star raiders and turning on shields, the screen
>>>turns green instead of blue (which is how I remember it being on
>>>my 400/800). Anybody else notice this? And the red alert is
>>>purple...I tried playing with the artifact settings without any
>>>luck. All other progs under windows look fine. I'm running at
>>>16-bit color depth.
>>>-Patrick
>>
>>I seem to remember it being green?
>
>The manual says when the shields are on there is a bluish tint to
>space. All the TV's and monitors I've played it on showed blue.

Yes, and Mr. Spock has green skin on your TV sets. I do have a PAL
Atari 800XL and an original Star Raiders cart, and the shields are
green.

Thorsten

4616. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-29 00:00:00 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <kWIg5.658$q_2.3554@news11-gui.server.ntli.net>
Source record: 43183

I have an 800 XL (PAL) beside me running Star Raiders on ROM. I also have the manual.

The manual states :

"S - Sheilds

The sheilds protect your starship. When they are activated there will be a blueish tint to space"

However, when I press the 's' key on my 800XL space turns GREEN ! When an enemy photon impacts the sheilds they flash blue.
This is exactly the same as when I play via Atari800win.

Were there 2 versions of SR ? (I have tried various settings on the emulator PAL/NTSC, 800, 800 XL, all artfact settings - not that there should be any artifacting)

Hmm anyone have a definitive answer ?

Paul

4617. Box Scans of games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <ch_g5.23687$u56.245024@typhoon.columbus.rr.com>
Source record: 43046

This may be a little off the topic, but does anyone know of a website that has scans of boxes of games? Maybe scanned in user manuals?
Thanks,
Steve.

4618. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <AG5QEFBCUP@cabal.shnet.org>
Source record: 43047

In <3983a8a1.198156792@news.jacksonville.net> Bishop wrote:
>On Sat, 29 Jul 2000 17:38:12 CET, guenther@cabal.shnet.org (Thorsten
>Guenther) wrote:
>>In <3981e846.17832479@news.jacksonville.net> Bishop wrote:
>>>On Fri, 28 Jul 2000 00:29:20 +0100, Paul Irvine <dellos@lineone.net>
>>>wrote:
>>>>The other Day maloneyXXX@merlin.albany.net (Patrick Maloney) wrote:
>>>>
>>>>When running star raiders and turning on shields, the screen
>>>>turns green instead of blue (which is how I remember it being on
>>>>my 400/800). Anybody else notice this? And the red alert is
>>>>purple...I tried playing with the artifact settings without any
>>>>luck. All other progs under windows look fine. I'm running at
>>>>16-bit color depth.
>>>>-Patrick
>>>>
>>>>I seem to remember it being green?
>>>
>>>The manual says when the shields are on there is a bluish tint to
>>>space. All the TV's and monitors I've played it on showed blue.
>>
>>Yes, and Mr. Spock has green skin on your TV sets. I do have a PAL
>>Atari 800XL and an original Star Raiders cart, and the shields are
>>green.

>Isn't Spocks skin supposed to be green?

Actually, the make-up ist kind of yellow, though quite a bit darker
than Data's in TNG.

>But the shields are
>_supposed_ to be blue. Here's what the manual says:
>
>"S- Shields
>The Shields protect your starship. When they are activated there will
>be a bluish tint to space. When the shields are not activated space
>will appear black."
>
>Maybe it's something with the PAL display that shows it as green, I
>don't know.

Most presumably it has got something to do with the NTSC (never twice
the same colour) display instead. Some US Atari games ("Hard Hat Mack",
"Loderunner") even used NTSC artifact colours by using patterns like
"01010101" or "10101010" in Gr. 0 or 8, which doesn't work properly on

PAL machines (though PAL also generates artifacts here, they are not of a single distinctable colour, but change from purple to brown and back).

Thorsten

4619. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <oe09os4ebb6o9rpj6irh50jhm3bg7m7499@4ax.com>
Source record: 43048

The other Day dwebster@mediaone.net (Bishop) wrote:

>On Sun, 30 Jul 2000 10:17:16 +0100, Paul Irvine <dellos@lineone.net>
>wrote:
>
>>
>>Ok, I lied, mine are actually purple with yellow spots. It's of course a
>>secret hacked version that only worked on the beta version of the AtariXM
>>19200 machine...
>
>That must be the extremely rare Star 'Panty' Raiders cart.

You got one as well ;-)
--
Paul Irvine

Retro-gamer & old git

4620. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: Kaelwyn <kaelwynNOSPAM@yahoo.com>
Message-ID: <Ft2h5.1288$eE1.318104@news.uswest.net>
Source record: 43049

"w_a_lang" <w_a_lang@willinet.net> wrote...
>
> I was wondering what your favorite Atari 8-bit
> video game happens to be?
>
Star Raiders, M.U.L.E, Infocom text adventures (the Zorks, Enchanter, Wishbringer were my faves), Hacker, Frogger, Telenguard (Because it was written in BASIC and I could change what I didn't like :-), Archon, and some chess cartridge I had but cannot think of the name of (maybe it was made by Parker Brothers???). There were others but those are the ones that come immediately to mind.

Jim

4621. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: Tim Irvin <ziggy29@svpal.org>
Message-ID: <3007200016081132 14%ziggy29@svpal.org>
Source record: 43050

In article <Ft2h5.1288$eE1.318104@news.uswest.net>, Kaelwyn
<kaelwynNOSPAM@yahoo.com> wrote:

> Star Raiders, M.U.L.E, Infocom text adventures (the Zorks, Enchanter,
> Wishbringer were my faves), Hacker, Frogger, Telenguard (Because it was
> written in BASIC and I could change what I didn't like :-), Archon, and
> some chess cartridge I had but cannot think of the name of (maybe it was
> made by Parker Brothers???). There were others but those are the ones
> that come immediately to mind.

Good calls. M.U.L.E. Archon. Ultimas II and III. The Infocom Zork
and Enchanter series. I also enjoyed an obscure APX game called
Excalibur (actually, I just played that a few days ago). Star Raiders.

It's amazing how much those old programmers crammed into 48K. These
days, with expandable memory, programmers just tend to require more
memory if something is complex. Fifteen to twenty years ago, they had
to perform wizardry to figure out a way to get everything into that
48-64K. Truly impressive. Even now, having been a programmer in
industry for many years, I marvel at that.

--
Tim Irvin, ziggy29@svpal.org ::::: http://home.pacbell.net/ziggy29/
** Don't use PacBell e-mail. It sucks. Please note the new address. **

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

4622. Happy, US Doubler, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: David Delgadillo <dtdelgadio@home.com>
Message-ID: <39838430.66A940ED@home.com>
Source record: 43184

A question from someone re-entering the Atari 8-bit world. I remember upgrades for the 1050 drive which included Happy (chip) and US Doubler. I had an Indus drive which was a "smart drive." If I remember, they allowed the drive to read double and extended density disks.

What are each of these upgrades and what did they do? How did they compare to each other.

Thanks,
David

4623. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-YrNPTtdTR9Q7@localhost>
Source record: 43185

Wow, this is weird. Sorry Rich, I have no idea how this wound up where
it did in the thread. I was responding to someone that said they were
going to or has started an emulator from scratch. Atari800 and your
Win version are good products and I was Not saying anything bad to you
or your work. You did the windows part of Atari800win and said it was
for windows only and made no bones about it. Fine work btw. Now I hope
this message ends up going to the right place.

Ken

On Fri, 28 Jul 2000 20:31:49, Rich <rich@cstone.net> wrote:

> On Fri, 28 Jul 2000 16:50:40 GMT, kenames@earthlink.net wrote:
>
> >Yes, I would. Hopefully tho, it's source code would be available thru
> >gpl license and would be truly portable so it would be able to compile
> >on something besides windows. remember that windows is not the only os
> >out there. maybe in 25 or 30 years windows will catch up to where OS/2
> >was 10 years ago.
>
> Any version that uses the Atari800 source (and any of my source) MUST
> be GPL. There is no other option.
>
> It is completely counter productive to have 5 different windows ports
> of Atari800. There are already three that I know of, and in this
> thread two people point out they have worked on other versions,
> without bothering to ask on the A8 list, without bothering to ask
> me....it pretty much makes me feel like just halting development.
> Since no one seems willing ot work with each other, what is the point?

4624. Re: Happy, US Doubler, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: classics@nacs.net
Message-ID: <39837fad.2967117@corp.supernews.com>
Source record: 43186

On Sun, 30 Jul 2000 01:20:46 GMT, David Delgadillo <dtdelgadio@home.com> wrote:

>A question from someone re-entering the Atari 8-bit world. I remember
>upgrades for the 1050 drive which included Happy (chip) and US Doubler.
>I had an Indus drive which was a "smart drive." If I remember, they
>allowed the drive to read double and extended density disks.

Well here is a breakdown of the few upgrades I own or have
seen.

810 Archiver. Replaces the program rom in the 810 with a one. This new rom looks and acts like a normal 810 disk drive until a special 'open' code is sent to it by the Archiver software. The drive can then copy most basic copy protection using the special Archiver software that comes with the upgrade. The upgrade can also be unlocked by turning on the 810 with the Archiver software disk inserted into the drive.

This upgrade does not add double density or any other features to the drive.

810 Happy. Similar to the 810 Archiver above but also adds a good amount of RAM to the drive used for sector buffering. Able to copy much more software than the original 810 archiver but still well quite limited. Uses the 'Happy Backup' software that comes with the upgrade.

1050 Doubler, US Douber, 1050 DoubleUP, etc. Ad 128 bytes of RAM to the 1050 HW map and adds a program rom capable of utilizing 256 byte sectors. The other upgrades here are all clones or ripoffs of the ICD US Doubler.

This upgrade adds 'True Double Density' to the 1050, which is basically a MFM format w/ 256 bytes per sector, 18 sectors per track. This gives more storage space than the 1050's 'Enhanced Density' MFM format of 128 bytes per sector, 26 sectors per track.

The upgrade also adds the ability to format a disk with a custom sector skew, this lets the drive read and return sectors faster since the custom skew reduces the rotation time the drive needs to find the next sector on the disk.

This upgrade also lets the drive communicate faster than a regular 1050 to any software that knows how to do it, such as Spartados. The regular speed is 19k bps, the 'UltraSpeed' speed is around 49-50k. This max speed is never actually reached because of sectors and track seek times. In sequential sector reads, such as booting a disk, it can reduce loading times quite a bit if the disk has the special 'skew' format.

1050 Happy. Probably still the most desirable upgrade for the 1050, this replaces the onboard 6507 controller with a real 6502 and a large amount of static RAM.

This upgrade lets the drive copy almost all copy protected software using the Happy Backup software. It also adds percom compatible double density capability to the 1050.

The drive also has a dazzling number of features that can be turned on and off via the Happy Backup software. These include the ability to to trace copy protected disk boots, make high speed copies one source to multiple destination disks, simulate the US Doubler high speed upgrade, etc. There is even a program that will load a modified 810 archiver ROM into the 1050 to make it run the 810 Archiver copy software.

There was also a 'Controller' option for this upgrade that added 2 toggle switchs and an LED to the 1050. One controlled the drive speed, FAST/SLOW, basically enabling/disabling the internal track/sector buffer. One was a 3 position switch that controlled the disk write protect. The switch could be set to Normal WP/Always WP/Bypass WP. The LED showed the current WP status.

1050 Speedy. There are a number of different 'Speedy' upgrades for the 1050, the one I have is called the 'Mini-Speedy' I believe. It adds double density and high speed I/O, as well as a built in DOS system that can be booted by turning on the drive without a disk in it.

There are a number of other programs for the Speedy as well but I cant comment on them since many of them are designed for PAL systems only and I cant use them. I believe some version of Speedy supports a copy protected backup system but I have not seen the software myself.

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4625. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3983a8a1.198156792@news.jacksonville.net>
Source record: 43187

On Sat, 29 Jul 2000 17:38:12 CET, guenther@cabal.shnet.org (Thorsten Guenther) wrote:

>In <3981e846.17832479@news.jacksonville.net> Bishop wrote:
>>On Fri, 28 Jul 2000 00:29:20 +0100, Paul Irvine <dellos@lineone.net>
>>wrote:
>>>The other Day maloneyXXX@merlin.albany.net (Patrick Maloney) wrote:
>>>
>>>>When running star raiders and turning on shields, the screen
>>>>turns green instead of blue (which is how I remember it being on
>>>>my 400/800). Anybody else notice this? And the red alert is
>>>>purple...I tried playing with the artifact settings without any
>>>>luck. All other progs under windows look fine. I'm running at
>>>>16-bit color depth.
>>>>-Patrick
>>>
>>>I seem to remember it being green?
>>
>>The manual says when the shields are on there is a bluish tint to
>>space. All the TV's and monitors I've played it on showed blue.
>
>Yes, and Mr. Spock has green skin on your TV sets. I do have a PAL
>Atari 800XL and an original Star Raiders cart, and the shields are
>green.
>
>Thorsten
>

Isn't Spocks skin supposed to be green?. But the shields are _supposed_ to be blue. Here's what the manual says:

"S- Shields
The Shields protect your starship. When they are activated there will be a bluish tint to space. When the shields are not activated space will appear black."

Maybe it's something with the PAL display that shows it as green, I don't know. I've owned this game since 1981 and played it on a 400, 800, 800XL, 130XE and on more TV sets and composite monitors than I can count. Where I live they're blue as my wifes eyes <g>.

4626. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3984aebd.199720914@news.jacksonville.net>
Source record: 43188

On Sat, 29 Jul 2000 23:34:44 +0100, "Paul Barker"
<pbarker@ntlworld.com> wrote:

>I have an 800 XL (PAL) beside me running Star Raiders on ROM. I also have
>the manual.
>
>The manual states :
>
>"S - Sheilds
>
>The sheilds protect your starship. When they are activated there will be a
>blueish tint to space"
>
>However, when I press the 's' key on my 800XL space turns GREEN ! When an
>enemy photon impacts the sheilds they flash blue.
>This is exactly the same as when I play via Atari800win.
>
>Were there 2 versions of SR ? (I have tried various settings on the emulator
>PAL/NTSC, 800, 800 XL, all artfact settings - not that there should be any
>artifacting)
>
>Hmm anyone have a definitive answer ?
>
>
>Paul
>
Someone else just posted with a PAL 800 and his are green, so it
sounds like that might be what's causing the difference in color.

4627. Re: Re: Anyone got these ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <c5h7osc7nka8q8d0759untn1pp8iuhej1j@4ax.com>
Source record: 43189

On Wed, 26 Jul 2000 22:53:01 GMT, classics@nacs.net (Steven Tucker)
drooled an embarassing wet spot in his lap as he typed:

>On Mon, 24 Jul 2000 08:14:05 GMT, Mindfield <mindfield@badgers.home.com> wrote:
>
>>On Sat, 22 Jul 2000 19:35:42 GMT, NOSvelcro@netunlimited.netPAM
>>(Velcro_SPY) drooled an embarassing wet spot in his lap as he typed:
>>
>>>I would like to get working ATR's for these programs:
>>>
>>>Zork Zero.
>>
>>This was released for the 8-bit?
>
> Was this the one w/ graphics? I think I remember playing it on the
> ST but never on the 8-bit.
>
>Steve

I played it on the ST -- it had "graphics" insofar as there was a line
drawing of a map of your current location and visible exits. I played
it for a bit but hadn't encountered any more than that. Otherwise it
was your typical Infocom adventure.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4628. Re: Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <amh7ossq8m5cnnd0g6h5dk41ljpf3if44t@4ax.com>
Source record: 43190

On Thu, 27 Jul 2000 23:50:06 -0700, Mike Kohary
<mkohary@earthlink.net> drooled an embarassing wet spot in his lap as
he typed:

>Paul Irvine wrote:
>>
>> The other Day maloneyXXX@merlin.albany.net (Patrick Maloney) wrote:
>>
>> >When running star raiders and turning on shields, the screen
>> >turns green instead of blue (which is how I remember it being on
>> >my 400/800). Anybody else notice this? And the red alert is
>> >purple...I tried playing with the artifact settings without any
>> >luck. All other progs under windows look fine. I'm running at
>> >16-bit color depth.
>> >-Patrick
>>
>> I seem to remember it being green?
>
>Nope, they are definitely blue. The manual even states that they are
>blue. Patrick is right; Star Raiders doesn't look correct on any
>current emulator. I wonder why that is; what's special about SR's
>display that causes this? Artifact settings wouldn't affect it, since
>SR seems to use graphics mode 7, but most other mode 7 games look fine.
>
>Mike

Has anyone given any thought to the possibility that this might be a
PAL/NTSC difference? There tends to be a slight colour shift between
PAL and NTSC games (compare any 2600 cart in both PAL and NTSC
flavours) and this is most likely what's happening with Star Raiders.
It's entirely possible that the binary floating around was a PAL dump,
and therefore won't look correct on any NTSC machine or emulator.

Just a thought.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4629. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <cfs7os0qaq01fbeo5abhk31bhmtjfo5k80@4ax.com>
Source record: 43191

The other Day Mindfield <mindfield@badgers.home.com> wrote:

>On Thu, 27 Jul 2000 23:50:06 -0700, Mike Kohary
><mkohary@earthlink.net> drooled an embarassing wet spot in his lap as
>he typed:
>
>>Paul Irvine wrote:

Re the shields on Star raiders.

>>> I seem to remember it being green?

Ok, I lied, mine are actually purple with yellow spots. It's of course a
secret hacked version that only worked on the beta version of the AtariXM
19200 machine...
--
Paul Irvine

Retro-gamer & old git

4630. Wow -- what's the deal here??

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: Tim Irvin <ziggy29@svpal.org>
Message-ID: <3007200008020184 42%ziggy29@svpal.org>
Source record: 43192

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=390534343

Basically, it's an Ultima II game with all the inserts and enclosures.

Current high bid is over $141. Or is the black box very rare? I
haven't seen it much.

--
Tim Irvin, ziggy29@svpal.org ::::: http://home.pacbell.net/ziggy29/
** Don't use PacBell e-mail. It sucks. Please note the new address. **

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

4631. atr (or Casette / Disk) request

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <xwXg5.826$q_2.5203@news11-gui.server.ntli.net>
Source record: 43193

Hi all

I just remebered a game I played alot here in the UK. It was called Collapse and was marketed over here on the Firebird / Silverbird label.

I can't find an atr of it anywhere. Does anyone have it ?

I'm also looking for a GOOD scan of the Bounty Bob Strikes back tape cover (ie the whole thing, front and back). I have an original copy on tape but no cover ! can anyone help ?

Even better would be originals on tape, disk or cart for sale !

TIA

Paul

4632. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_964979488@rtfm.mit.edu>
Source record: 43194
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: June 7, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8
Closer To Home (CTH) BBS, running in an emulated Atari, telnet://cth.tzo.com/
FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

4633. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-30 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <39846a19.247688479@news.jacksonville.net>
Source record: 43195

On Sun, 30 Jul 2000 10:17:16 +0100, Paul Irvine <dellos@lineone.net>
wrote:

>
>Ok, I lied, mine are actually purple with yellow spots. It's of course a
>secret hacked version that only worked on the beta version of the AtariXM
>19200 machine...

That must be the extremely rare Star 'Panty' Raiders cart.

4634. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <8m2ahr$92h$1@news.huji.ac.il>
Source record: 43051

> The other thing the emu's don't display correctly is the sparkling
> effect of the photons, which might have something to do with
> artificating on a TV, I'm not sure, but they sure look cool. On the
> emulators they're just a solid color.

A) I see a perfect sparkle in Atari800Win (any version will do).
B) The color is definitely wrong in the emulators as opposed to a real NTSC Atari running the exact same binary image. In fact, throughout the whole game the stars, text, and background in many states (shields on, long range scan, etc.) are all green instead of blue.
C) In the Galactic Chart (press "G") the top part of the screen is green, whereas the rest is blue. On the real Atari the whole screen is blue. This whole issue may be a (really strange) glitch in the emulator.

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

4635. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <8m2bs7$9d7$1@news.huji.ac.il>
Source record: 43052

Rich <rich@cstone.net> wrote in message
news:g6r3oskqis2mvlodavft3l6sc572hujbmi@4ax.com...
> On Fri, 28 Jul 2000 02:59:43 +0200, "Itay Chamiel"
> <itayc@spam.cs.huji.ac.il> wrote:
>
> >Rich.. A few months ago I emailed you a few executables which did work up
> >until the 2.6 beta versions. Do you want me to send them again?
>
> To my knowledge all of those were fixed. Have you actually tried the
> new version, or are just going off information from a few months ago?

I apologize.

Of all the games that didn't work with 2.6a, only one game doesn't work
now - but that was the first one I tried. And it's Joust. And as long as
Joust doesn't work, I stick to 2.5c. ;-P

The CLICK sounds are very annoying though.. Please solve this bug.. I
thought I was getting them because I was on a slow computer (P-100), but it
seems to happen on a 400 Mhz machine just as badly.

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

4636. Re: Box Scans of games

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <8m2imf$s89$1@nnrp1.deja.com>
Source record: 43053

In article <ch_g5.23687$u56.245024@typhoon.columbus.rr.com>,
"Steve Breech" <sbreech@columbus.rr.com> wrote:
> This may be a little off the topic, but does anyone know of a website
that
> has scans of boxes of games? Maybe scanned in user manuals?
> Thanks,
> Steve.
>
>

My site has box scans but no user manuals (yet).

http://home.earthlink.net/~dnoguero/atari

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

4637. Music Mate Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <8m2ib4ckr0@216.39.130.12>
Source record: 43054
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Any of you folks on either of these two groups this is being posted to know anything about a synthesizer keyboard called the Music Mate? It's from Sequential Circuits of San Jose, CA and has an Atari-style connector to go into a controller port.

I asked about this on rec.games.video.classic, and the only response I got suggested I ask on either comp.sys.atari.8bit or comp.sys.cbm. So, I just mostly need to know what system this is for and what software is needed to run it.

Here is a picture of it:

http://www.oz.net/~otter/images/music-mate.jpg

Any info I can get on this little beastie would be greatly appreciated.

Thanks.

-- Otter

4638. autorun?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: don_findo@yahoo.com
Message-ID: <8m3ac0ctk1@nnrp1.deja.com>
Source record: 43055

hi!

i wonder how the autorun on the 8bit ataris work. can i autorun a basic program, so that it gets started when i turn the computer on? and what about compiled turbobasic programs: do i really have to loadt the "runtime.com" and then load the compiled basci program manually?

cya, d0N_

Sent via Deja.com http://www.deja.com/
Before you buy.

4639. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <398547fb.304496054@news.jacksonville.net>
Source record: 43056

On Mon, 31 Jul 2000 01:34:42 +0200, "Itay Chamiel"
<itayc@spam.cs.huji.ac.il> wrote:

>
>A) I see a perfect sparkle in Atari800Win (any version will do).

Not to harp on this forever, but trust me, it's a better effect on a
real Atari on a TV or composite monitor. It's minor I know (like the
green stuff), just something that happens to stand out to me, I've
played this friggin game a wazillion times over the last 19 years <g>.

OT, but just to show how good it still is, my little nephew, who has a
Dreamcast, is hooked on SR, every time he comes over he has to play
it.

>B) The color is definitely wrong in the emulators as opposed to a real NTSC
>Atari running the exact same binary image. In fact, throughout the whole
>game the stars, text, and background in many states (shields on, long range
>scan, etc.) are all green instead of blue.

>C) In the Galactic Chart (press "G") the top part of the screen is green,
>whereas the rest is blue. On the real Atari the whole screen is blue. This
>whole issue may be a (really strange) glitch in the emulator.
>
>-itay

Yep, I've tried it on every emulator that will run it with the same
results. No biggie, I just wonder if a later version of an emulator
can fix it.

4640. Re: Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-ed2x2IKdZnjJ@port1.vdts.cab.cth.com.au>
Source record: 43057

On Sun, 30 Jul 3900 06:08:01, Mindfield <mindfield@badgers.home.com>
wrote:

> On Thu, 27 Jul 2000 23:50:06 -0700, Mike Kohary
> <mkohary@earthlink.net> drooled an embarassing wet spot in his lap as
> he typed:
>
> >Paul Irvine wrote:
> >>
> >> The other Day maloneyXXX@merlin.albany.net (Patrick Maloney) wrote:
> >>
> >> >When running star raiders and turning on shields, the screen
> >> >turns green instead of blue (which is how I remember it being on
> >> >my 400/800). Anybody else notice this? And the red alert is
> >> >purple...I tried playing with the artifact settings without any
> >> >luck. All other progs under windows look fine. I'm running at
> >> >16-bit color depth.
> >> >-Patrick
> >>
> >> I seem to remember it being green?
> >
> >Nope, they are definitely blue. The manual even states that they are
> >blue. Patrick is right; Star Raiders doesn't look correct on any
> >current emulator. I wonder why that is; what's special about SR's
> >display that causes this? Artifact settings wouldn't affect it, since
> >SR seems to use graphics mode 7, but most other mode 7 games look fine.
> >
> >Mike
>
> Has anyone given any thought to the possibility that this might be a
> PAL/NTSC difference? There tends to be a slight colour shift between
> PAL and NTSC games (compare any 2600 cart in both PAL and NTSC
> flavours) and this is most likely what's happening with Star Raiders.
> It's entirely possible that the binary floating around was a PAL dump,
> and therefore won't look correct on any NTSC machine or emulator.
>

I have just looked at the same Starraiders cart in both NTSC and PAL
machines on my 68CM Sterio colour tv using the video in. Pal Is Green,
Ntsc is Blue. Strange that. Both pal and ntsc should produce the same
or very similar colours for each tv standard. That is how the chips
were designed so games would look the same.

James B

4641. * Are there any Atari 8bit emulators that will use the PC's COM ports -besides- (ick) XFormer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: JLsoft <jlsoft@c64.org>
Message-ID: <8m3oa0lml1@nnrp1.deja.com>
Source record: 43058

Please don't suggest that TCP/IP version of Atari800, either...I mean an emulator I can use an actual terminal program in and dial up to a shell with :P

Sent via Deja.com http://www.deja.com/
Before you buy.

4642. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.965042567@math.tu-berlin.de>
Source record: 43059

"Paul Barker" <pbarker@ntlworld.com> writes:

>However, when I press the 's' key on my 800XL space turns GREEN ! When an
>enemy photon impacts the sheilds they flash blue.
>This is exactly the same as when I play via Atari800win.

>Were there 2 versions of SR ? (I have tried various settings on the emulator
>PAL/NTSC, 800, 800 XL, all artfact settings - not that there should be any
>artifacting)

>Hmm anyone have a definitive answer ?

The GTIA COLBK register is loaded with 0xa0, which is - look up in the manual -
green. And it looks green here, in the emulator, and on my 800XL.

Blue would be in the range of 0x70,0x80,0x90.

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

4643. Re: FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8m3u8c$p1p$1@korweta.task.gda.pl>
Source record: 43060

Want to connect atari to your PC?
Check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=397269563

j131

4644. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <fe0boso4dqop1r70prfu8jtvu3a67lckli@4ax.com>
Source record: 43061

The other Day thor@math.tu-berlin.de (Thomas Richter) wrote:

>"Paul Barker" <pbarker@ntlworld.com> writes:
>
>>However, when I press the 's' key on my 800XL space turns GREEN ! When an
>>enemy photon impacts the sheilds they flash blue.
>>This is exactly the same as when I play via Atari800win.
>
>>Were there 2 versions of SR ? (I have tried various settings on the emulator
>>PAL/NTSC, 800, 800 XL, all artfact settings - not that there should be any
>>artifacting)
>
>>Hmm anyone have a definitive answer ?
>
>The GTIA COLBK register is loaded with 0xa0, which is - look up in the manual -
>green. And it looks green here, in the emulator, and on my 800XL.
>
>Blue would be in the range of 0x70,0x80,0x90.

So you mean it's the duff US TV signals :-)
--
Paul Irvine

Retro-gamer & old git

4645. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Doug Wheeler <dwheeler@mediaone.net>
Message-ID: <Wqfh5.84$K4.18411@news7.onvoy.net>
Source record: 43062

"Rich" <rich@cstone.net> wrote in message
news:bar3os0bku0vavlr4hltm1kg9i8j0euvaq@4ax.com...
> On Fri, 28 Jul 2000 16:50:40 GMT, kenames@earthlink.net wrote:
>
> >Yes, I would. Hopefully tho, it's source code would be available thru
> >gpl license and would be truly portable so it would be able to compile
> >on something besides windows. remember that windows is not the only os
> >out there. maybe in 25 or 30 years windows will catch up to where OS/2
> >was 10 years ago.
>
> Any version that uses the Atari800 source (and any of my source) MUST
> be GPL. There is no other option.
>
> It is completely counter productive to have 5 different windows ports
> of Atari800. There are already three that I know of, and in this
> thread two people point out they have worked on other versions,
> without bothering to ask on the A8 list, without bothering to ask
> me....it pretty much makes me feel like just halting development.
> Since no one seems willing ot work with each other, what is the point?

The emulator I've been talking about is not based on the Atari800 source. My partner and I have a different philosophy on the basic architecture than Atari800. Portability was fairly low on our priority list. Accurate emulation was the highest - this includes the emulation of every hardware register, every option, as many game controllers as possible, every floppy format, hard drive emulation, console sounds, keyboard, clock-synchronized display, support for as many OS versions as possible, support for PAL and NTSC emulation, etc.

We aren't quite there yet. There are still some details on handling some of the uncommon OS ROMs, not all controllers are emulated, the 17-bit polynomial sound is still not accurate, and the artifacting is still "fake" rather then fully emulated.

We just got sidetracked onto other projects before bringing this to completion.

--Doug

P.S. If you don't know who I am, I worked with Dave Small on the Spectre Mac emulator for a few years. I was the sole programmer on the last two versions. Also, my partner in this project wrote some of the most-used Atari 8-bit software out there (I need to check with him before I release his name here).

4646. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.965052011@math.tu-berlin.de>
Source record: 43063

Paul Irvine <dellos@lineone.net> writes:

>>Blue would be in the range of 0x70,0x80,0x90.

>So you mean it's the duff US TV signals :-)

Maybe, yes. It's at least strange that the US version, even taking the
common NTSC "phase shift" into account, produces something entirely
different compared to the PAL version. 0xa0 is some kind of blue-ish
green, but it is definitely green and not blue.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

4647. [HELP] Where to find instructions on making a SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: My Name <"My Email">
Message-ID: <8m41mf$qo9$1@slb7.atl.mindspring.net>
Source record: 43064

Does anyone know where I can get the instructions on how to make a SIO2PC cable?

Thanks,
Dennis

4648. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <lh3bosk3nbke3mg4ivg2qrvjp6o2umme6p@4ax.com>
Source record: 43065

The other Day "Doug Wheeler" <dwheeler@mediaone.net> wrote:

>We just got sidetracked onto other projects before bringing this to
>completion.
>
Is this a retail project or a shareware jobbie Doug.

>P.S. If you don't know who I am, I worked with Dave Small on the Spectre Mac
>emulator for a few years. I was the sole programmer on the last two
>versions. Also, my partner in this project wrote some of the most-used Atari
>8-bit software out there (I need to check with him before I release his name
>here).
>
Your name is familiar from somewhere else Doug?

Or is it me just imagining it?
--
Paul Irvine

Retro-gamer & old git

4649. Re: [HELP] Where to find instructions on making a SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sob64flq9ft20@corp.supernews.com>
Source record: 43066

http://www.redshift.com/~cdyson/atari.html

"My Name" <My Email> wrote in message
news:8m41mf$qo9$1@slb7.atl.mindspring.net...
> Does anyone know where I can get the instructions on how to make a SIO2PC
> cable?
>
> Thanks,
> Dennis
>
>

4650. Re: Happy, US Doubler, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000731113330.06296.00000132@ng-co1.aol.com>
Source record: 43067

>David Delgadillo dtdelgadio@home.com asked:

>A question from someone re-entering the Atari 8-bit world. I remember
>upgrades for the 1050 drive which included Happy (chip) and US Doubler.
>I had an Indus drive which was a "smart drive." If I remember, they
>allowed the drive to read double and extended density disks.
>
>What are each of these upgrades and what did they do? How did they
>compare to each other.

The US Doubler is a controller chip upgrade from ICD and was properly named; it enables the 1050 to read/write in single, 1050 enhanced, or True Double (256 bytes per sector) density. It is also capable of changing the order (skew) in which sectors occurr in each track when so instructed by a compatible DOS; this enables data transfer to be faster using the supporting disk operating system.

The Happy is a "programable" controller chip which is capable of writing almost any conceivable custom data format; this enables it to duplicate many of the commercial copy protection schemes from the '80s such as "bad" sectors and extra sectors per track. Happy is capable of single, enhanced 1050, and true double density which it auto selects whenever a disk is inserted. Happy V.7 can also read/write 5.25 PC SSDD 180K disks. Happy has its own rapid I/O method which I believe involves an in-drive memory buffer; I think it reads the entire track in one pass and re-orders the sectors before putting them on the SIO bus in the correct sequence for the D: handler. Happy should theoretically be able to duplicate the ICD sector skew, but cannot generate it without the Happy software as does the US Doubler.

-Ron

I don't have a solution but I admire the problem.

4651. Re: autorun?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000731121747.06296.00000137@ng-co1.aol.com>
Source record: 43068

>don_findo@yahoo.com asks:

>i wonder how the autorun on the 8bit ataris work. can i autorun a basic
>program, so that it gets started when i turn the computer on? and what
>about compiled turbobasic programs: do i really have to loadt the
>"runtime.com" and then load the compiled basci program manually?

The DOS 2.0 compatibles (2.0, 2.5, MyDOS, SmartDOS, TopDOS...) look for during boot and if present execute machine language binary files named "AUTORUN.SYS"; these executables could be an application or can be used to patch into the E: screen editor's "get character" routines and pass commands (such as RUN"D:MYFILE.BAS) to the cartridge. There are many utilities including one from Atari in the DOS 2.5 master disk to generate these autoruns.

SpartaDOS and DOSXL support batch files and look for "AUTOEXEC.BAT" which can perform similar tasks.

TurboBASIC also supports some automatic boot conditions and looks for specific file names at startup; just rename "runtime.com" to "AUTORUN.SYS" and name your compiled program to "AUTORUN.CTB". DOS will then start the run time package and load and execute your file.
hope this helps...

-Ron

I don't have a solution but I admire the problem.

4652. Re: [HELP] Where to find instructions on making a SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000731130121.06296.00000148@ng-co1.aol.com>
Source record: 43069

Dennis asks:

>Does anyone know where I can get the instructions on how to make a SIO2PC
>cable?

Try the links on Clarence's RedShift page:
http://www.redshift.com/~cdyson/atari.html

-Ron

I don't have a solution but I admire the problem.

4653. Re: Re: Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <f4cbosk60aq6ik43cuu809lnghupcif990@4ax.com>
Source record: 43070

On Mon, 31 Jul 2000 10:55:09 GMT, nobody@no.where.com drooled an
embarassing wet spot in his lap as he typed:

>I have just looked at the same Starraiders cart in both NTSC and PAL
>machines on my 68CM Sterio colour tv using the video in. Pal Is Green,
>Ntsc is Blue. Strange that. Both pal and ntsc should produce the same
>or very similar colours for each tv standard. That is how the chips
>were designed so games would look the same.

Unfortunately that's not how it always works out. PAL users across
the pond tend to refer to NTSC as meaning "Never The Same Colour" and
in part, it's sort of true, since there are some colour differences on
computers and game consoles between PAL and NTSC editions.

>
>James B
>

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4654. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Doug Wheeler <dwheeler@mediaone.net>
Message-ID: <m2jh5.9$4c.2631@news7.onvoy.net>
Source record: 43071

"Paul Irvine" <dellos@lineone.net> wrote in message
news:lh3bosk3nbke3mg4ivg2qrvjp6o2umme6p@4ax.com...
> The other Day "Doug Wheeler" <dwheeler@mediaone.net> wrote:
>
> >We just got sidetracked onto other projects before bringing this to
> >completion.
> >
> Is this a retail project or a shareware jobbie Doug.

We never really decided what to do with it. We'll probably just release it
as freeware and try do keep up with some minimal maintenance. I just see any
way we could make any money from it.

> >P.S. If you don't know who I am, I worked with Dave Small on the Spectre
Mac
> >emulator for a few years. I was the sole programmer on the last two
> >versions. Also, my partner in this project wrote some of the most-used
Atari
> >8-bit software out there (I need to check with him before I release his
name
> >here).
> >
> Your name is familiar from somewhere else Doug?
>
> Or is it me just imagining it?

After working at Gadgets by Small, I worked at ICD for a few years. I was
also a Sysop on GEnie for quite a few years (back in their heyday).

--Doug

4655. Atari T Shirts

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: CLOSEOUTS <billh@oshealtd.com>
Message-ID: <8m4hr5$je5$1@nnrp02.primenet.com>
Source record: 43072

Please visit our site and see the Atari T shirts we have for sale/ $16 each

www.atariclassic.com

4656. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Doug Wheeler <dwheeler@mediaone.net>
Message-ID: <x2kh5.15$4c.3255@news7.onvoy.net>
Source record: 43073

Gee, I guess I should proofread before posting...

> We never really decided what to do with it. We'll probably just release it
> as freeware and try do keep up with some minimal maintenance. I just see
any

That should be:

as freeware and try to keep up with some minimal maintenance. I just don't
see any

--Doug

4657. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <iikbosgh0i6nqv4jgndnli4vpv68eh2ii1@4ax.com>
Source record: 43074

The other Day "Doug Wheeler" <dwheeler@mediaone.net> wrote:

>"Paul Irvine" <dellos@lineone.net> wrote in message

>> Is this a retail project or a shareware jobbie Doug.
>
>We never really decided what to do with it. We'll probably just release it
>as freeware and try do keep up with some minimal maintenance. I just see any
>way we could make any money from it.

That sounds great...Maybe not in a financial way for yourselves tho ;-)

>> Your name is familiar from somewhere else Doug?
>>
>> Or is it me just imagining it?
>
>After working at Gadgets by Small, I worked at ICD for a few years. I was
>also a Sysop on GEnie for quite a few years (back in their heyday).

Hmmm...Maybe it was me..Although ICD does sound familiar..
--
Paul Irvine

Retro-gamer & old git

4658. classic games emu download

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: daniel/cclassic <daniel@surfnett.de>
Message-ID: <965076298.675192@prophy>
Source record: 43075

Classic Games und Emulatoren f�r Amstrad Atari Amiga Commodore ZX Spectrum
und CD-ROM Bestellung. Besuch loht sich.

Gr��e alle Nostalgiker

www.cclassic.de

4659. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Rich <rich@cstone.net>
Message-ID: <agtbosol54159fhrt5eshmmbtfljcpc73g@4ax.com>
Source record: 43076

On Mon, 31 Jul 2000 13:46:30 GMT, "Doug Wheeler"
<dwheeler@mediaone.net> wrote:

>The emulator I've been talking about is not based on the Atari800 source. My
>partner and I have a different philosophy on the basic architecture than
>Atari800. Portability was fairly low on our priority list. Accurate
>emulation was the highest - this includes the emulation of every hardware
>register, every option, as many game controllers as possible, every floppy
>format, hard drive emulation, console sounds, keyboard, clock-synchronized
>display, support for as many OS versions as possible, support for PAL and
>NTSC emulation, etc.

I misunderstood, and apologize if it sounded wrong in the earlier
thread. Indeed this is a great idea, one that I have toyed with
several times myself. My actual priorities in emulation are accuracy
before all, speed after that, with the rest falling out of the
details.

To this end I have several times thought of starting a cycle-exact
version of an Atari800 emulator, without any hackish approaches to
display systems (as definitely occurs right now in the Atari800
codebase, good as it is)...doing PMG as real PMG, etc.

>We aren't quite there yet. There are still some details on handling some of
>the uncommon OS ROMs, not all controllers are emulated, the 17-bit
>polynomial sound is still not accurate, and the artifacting is still "fake"
>rather then fully emulated.

Since artifacting is an analog effect and not part of any hardware
design, it's rather difficult to get "right". It would be severely
changed by the "hue" and saturation (color) settings on most sets
anyway - just goes to show how it is a secondary effect of NTSC and
has nothing to do with the Atari really. My sympathy for trying to get
this right...it's not easy to do :-).

I didn't mean to portray myself as being against Atari8 emulators
using different code branches, or even against improvements to
Atari800 source (I am most soundly for both). I just think that when
people are working on common code, that they should work together -
it's the nature of open development. I got the wrong impression from
reading your original post, my mistake entirely.

If there is anything I can do to help you with this project, please
let me know! I'd be happy to chip in, assembly routines for display,
writing some real object code for the usage of DirectX, that type of
thing.

>P.S. If you don't know who I am, I worked with Dave Small on the Spectre Mac
>emulator for a few years. I was the sole programmer on the last two
>versions. Also, my partner in this project wrote some of the most-used Atari
>8-bit software out there (I need to check with him before I release his name
>here).

A product I remember well, and what is Dave up to these days btw? I
can still clearly recall watching Dave type up, on the fly, several
hundred lines of 68K code for an experimental mod to Spectre at an
Atari convention in Washington D.C....watching him compile and run it
without a single mistake in either syntax or logic. Very humbling. :-)

4660. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Doug Wheeler <dwheeler@mediaone.net>
Message-ID: <uenh5.39$4c.5577@news7.onvoy.net>
Source record: 43077

"Rich" <rich@cstone.net> wrote in message
news:agtbosol54159fhrt5eshmmbtfljcpc73g@4ax.com...
> On Mon, 31 Jul 2000 13:46:30 GMT, "Doug Wheeler"
> <dwheeler@mediaone.net> wrote:
>
> >The emulator I've been talking about is not based on the Atari800 source.
My
> >partner and I have a different philosophy on the basic architecture than
> >Atari800. Portability was fairly low on our priority list. Accurate
> >emulation was the highest - this includes the emulation of every hardware
> >register, every option, as many game controllers as possible, every
floppy
> >format, hard drive emulation, console sounds, keyboard,
clock-synchronized
> >display, support for as many OS versions as possible, support for PAL and
> >NTSC emulation, etc.
>
> I misunderstood, and apologize if it sounded wrong in the earlier
> thread. Indeed this is a great idea, one that I have toyed with
> several times myself. My actual priorities in emulation are accuracy
> before all, speed after that, with the rest falling out of the
> details.
>
> To this end I have several times thought of starting a cycle-exact
> version of an Atari800 emulator, without any hackish approaches to
> display systems (as definitely occurs right now in the Atari800
> codebase, good as it is)...doing PMG as real PMG, etc.

It's really amazing how much processing power is need to emulate the custom
hardware accurately. When we first started on this, a 90 MHz Pentium was our
target, and that was just barely enough. With today's hardware, speed isn't
nearly the issue it was then. We jumped through a lot of hoops to keep from
refreshing the entire screen each vertical blank (which most other games and
emulators do). We wanted the emulator to multitask with other apps on the
PC.

> >We aren't quite there yet. There are still some details on handling some
of
> >the uncommon OS ROMs, not all controllers are emulated, the 17-bit
> >polynomial sound is still not accurate, and the artifacting is still
"fake"
> >rather then fully emulated.
>
> Since artifacting is an analog effect and not part of any hardware
> design, it's rather difficult to get "right". It would be severely

> changed by the "hue" and saturation (color) settings on most sets
> anyway - just goes to show how it is a secondary effect of NTSC and
> has nothing to do with the Atari really. My sympathy for trying to get
> this right...it's not easy to do :-).

Yup. This is very complicated. I haven't even come up with a satisfactory formula for calculating the normal colors from Atari's hue and saturation values (converting this level of NTSC to RGB is no small task). I ran a real Atari in a video capture card and sampled the colors from that - it's OK, but not quite right (the captured video looked somewhat different than the TV next to it).

> I didn't mean to portray myself as being against Atari8 emulators
> using different code branches, or even against improvements to
> Atari800 source (I am most soundly for both). I just think that when
> people are working on common code, that they should work together -
> it's the nature of open development. I got the wrong impression from
> reading your original post, my mistake entirely.
>
> If there is anything I can do to help you with this project, please
> let me know! I'd be happy to chip in, assembly routines for display,
> writing some real object code for the usage of DirectX, that type of
> thing.

I think the next thing I should do is see exactly where we left off (I haven't done much with it in the last year or so - just a few quick updates. I definitely need to make a change so it doesn't crash if you use an "unsupported" OS ROM version (the OS patching code for the H: device fails).

> >P.S. If you don't know who I am, I worked with Dave Small on the Spectre Mac
> >emulator for a few years. I was the sole programmer on the last two
> >versions. Also, my partner in this project wrote some of the most-used Atari
> >8-bit software out there (I need to check with him before I release his name
> >here).
>
> A product I remember well, and what is Dave up to these days btw? I
> can still clearly recall watching Dave type up, on the fly, several
> hundred lines of 68K code for an experimental mod to Spectre at an
> Atari convention in Washington D.C....watching him compile and run it
> without a single mistake in either syntax or logic. Very humbling. :-)

I exchanged a brief e-mail with Dave last year. As far as I know, he is "retired." I really should follow up with him a bit more.

--Doug

4661. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-07-31 00:00:00 UTC
From: Kaelwyn <kaelwynNOSPAM@yahoo.com>
Message-ID: <C5oh5.12$fw5.12586@news.uswest.net>
Source record: 43078

"Tim Irvin" <ziggy29@svpal.org> wrote ...

> Good calls. M.U.L.E. Archon. Ultimas II and III. The Infocom Zork
> and Enchanter series. I also enjoyed an obscure APX game called
> Excalibur (actually, I just played that a few days ago). Star Raiders.
>
> It's amazing how much those old programmers crammed into 48K.
> .
> .
> .
> Truly impressive. Even now, having been a programmer in
> industry for many years, I marvel at that.

Same here, I was always super impressed with how much they could do with so little. Makes me wonder why so many commercial games that I install on my pc these days requires 200 megs of disk space and you *still* have to have a cd in the drive when you play it. Sometimes I think about looking for an Atari setup again. I used to have an 800XL and then a 130XE and I must admit I really miss em.

Regards,

Jim

4662. Atari Portfolio Memory Cards

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Brian Stewart <bstewart@pathcom.com>
Message-ID: <8m6g5u$pu6$1@newsmaster.axxent.ca>
Source record: 42996

I am looking for somewhere, preferably but not necessarily in Canada, to buy
a memory card for my Atari Portfolio Memort Card. Any ideas? -- Brian

4663. Re: Happy, US Doubler, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <soe3cjr9dbm163@corp.supernews.com>
Source record: 42997

<nobody@no.where.com> wrote in message
news:olg28mVLDrMR-pn2-kHDMCdULfQKy@port2.vdts.cab.cth.com.au...
> On Sun, 31 Jul 3900 15:33:30, rhamiiton5@aol.comedy.com (RHamiIton5)
> wrote:
>
> > >David Delgadillo dtdelgadio@home.com asked:
> >
> > >A question from someone re-entering the Atari 8-bit world. I remember
> > >upgrades for the 1050 drive which included Happy (chip) and US Doubler.
> > >I had an Indus drive which was a "smart drive." If I remember, they
> > >allowed the drive to read double and extended density disks.
> > >
> > >What are each of these upgrades and what did they do? How did they
> > >compare to each other.
> >
> > The US Doubler is a controller chip upgrade from ICD and was properly
named; it
> > enables the 1050 to read/write in single, 1050 enhanced, or True Double
(256
> > bytes per sector) density. It is also capable of changing the order
(skew) in
> > which sectors occurr in each track when so instructed by a compatible
DOS; this
> > enables data transfer to be faster using the supporting disk operating
system.
>
> I have dissassembled the usd rom and found an undocumented feature.
> Using the special format command, One can format any number of tracks
> from 1 to 40.
> What use this is to any one is beyond me but it is there. The sector
> skew (layout) can be also anything that you desire with the same
> command.
>
> James B

I can't remember where the interview was done, could have been a MAT*RAT
ANALOG interview or something along those lines.

Foggy memory, but Sparta DOS and USDoubler did not start out to be what they
ended up being. IIRC they started out building a disk copy type system like
Happy, then changed their focus.

4664. Re: Wow -- what's the deal here??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <soe3udkpdbm149@corp.supernews.com>
Source record: 42998

Could be because the high bidder is a mental case.

Do a Deja News search with him as the author to find numerous psychotic rants. Steven King did a book about him and it was made into a movie. Kathie Bates played Fortran and James Cann played Lord British in the movie.
****
"Jessica Cornn" <beadsandbangles@earthlink.net> wrote in message news:3986717D.EEB8C33@earthlink.net...
Whop! Hey, $162 bucks for an atari game!?!?! hey, what's up here?
Jessica
'Tis good to be back
Tim Irvin wrote:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=390534343
Basically, it's an Ultima II game with all the inserts and enclosures. Current high bid is over $141. Or is the black box very rare? I haven't seen it much.
--
Tim Irvin, ziggy29@svpal.org ::::: http://home.pacbell.net/ziggy29/
** Don't use PacBell e-mail. It sucks. Please note the new address. **
"Trouble no one about their religion; respect others in their view, and demand that they respect yours...Abuse no one and nothing, for abuse turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

4665. Official BBS Home of SPACE Now Online

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: friednw@tcfreenet.org
Message-ID: <39871FEF.2510E435@tcfreenet.org>
Source record: 42999

```
Nolan's Nest & SPACE BBS
========================

Supporting Atari 8-Bit, ASCII, and ANSI callers
(763) 691-0626
300 - 19.2 Kbps Open 24 Hours

Online Games

Cartoons for ATASCII callers now available!

More online games, cartoons, and features coming soon!
```

4666. Re: Wet Floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000801153930.28041.00001406@ng-cq1.aol.com>
Source record: 43000

>beadsandbangles@earthlink.net remarked:

>They will probably still work though, I spilled a can of Coke
>on several of mine and they are still tickin', so to speak.

syrup is pretty sticky... might need to rinse them in water and pat dry with a
soft lint free absorbant material; that should make them as good as ever.

-Ron

I don't have a solution but I admire the problem.

4667. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000801154551.28041.00001410@ng-cq1.aol.com>
Source record: 43001

>"John K. Picken" yg473@victoria.tc.ca replied:

> need a printer interface of some sort but getting one allows you to use printers that
> produce far better quality output than anything Atari ever sold for the 8-bit line.

actually the XDM121 was a direct connect daisy wheel for the 8-bit which produces very respectable quality text. It is, of course lacking any graphics capability or scalable fonts or...

-Ron

I don't have a solution but I admire the problem.

4668. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000801155624.28041.00001411@ng-cq1.aol.com>
Source record: 43002

>beadsandbangles@earthlink.net asks:

>1200XL has an incence burn on it, as in I laid the stick down on top of it and let it
>burn, accidently of course. 800 has what I believe to be a burn next to the option
>keys, I do not know because I bought it that way.
>
>My question is: How do I repair the stains without replacing the whole panel?
>tell me if you know before I get mad and apply stickers to cover the unsightly.

burns are more than stains, especially in plastics; they actually melt = alter = destroy part of the material and cannot be cleaned in the normal sense. Your only two real options are cover up with stickers or reconstruction with putty and paint like an auto body shop. I don't have any experience with that magic infomercial stuff which is 'guaranteed' to mend leather and plastic while matching ANY color....

-Ron

I don't have a solution but I admire the problem.

4669. Re: Happy, US Doubler, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000801160429.28041.00001412@ng-cq1.aol.com>
Source record: 43003

>nobody@no.where.com replied:

>I have dissassembled the usd rom and found an undocumented feature.
>Using the special format command, One can format any number of tracks
>from 1 to 40.
>What use this is to any one is beyond me but it is there. The sector
>skew (layout) can be also anything that you desire with the same command.
>
>James B

What is the format of those commands? Anything like sending a Percom data
block? How do you specify the number and the ordering of the tracks?

-Ron

I don't have a solution but I admire the problem.

4670. 44 Antic mags (82-89) for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: atrionfo <atrionfo_member@newsguy.com>
Message-ID: <8m79ds$18nn@edrn.newsguy.com>
Source record: 43004

I am selling 44 classic Antic magazines on ebay. Check it out.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=398328514

4671. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <39873ebc.433209797@news.jacksonville.net>
Source record: 43005

On Tue, 01 Aug 2000 10:05:41 +0100, Paul Irvine <dellos@lineone.net>
wrote:

>
>Btw, I think you will find it's the slightly simple NTSC machine that's the
>prob :-)
>
>If your machine get's told it's green but shows blue then I think it's
>stupid :-)
>>

So I guess you could have the situation that Doug actually intended
green (if that's what is in the color register), but the people who
wrote the manual saw NTSC blue and documented it that way.

To get to the bottom of this mystery of course would be to find Doug
Neubauer and ask him what the hell colors he intended (if he even
remembers).

Anybody know where he's at nowadays? We should give him a call <g>

4672. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39875AD8.5246B4F1@earthlink.net>
Source record: 43006

I never knew that was possible! I know that SIO2PC does many things, but I never knew it could do that, thanks for the advice, I will look for an inkjet since my instructors have given me slightly lower marks for that "dot matrix" look.

Jessica

"John K. Picken" wrote:

> On Tue, 1 Aug 2000, Jessica Cornn wrote:
>
> [snip]
>
> > Any advice on a new printer for my Atari system? My 1027 is shot, so it
> > seems, as in it does not work right now. I would like to get a new one
> > since schooltime is coming up and I am getting sick of staring into the
> > "screen of death" to type a term paper. The bluescreen atari word
> > processor is a lot more pleasing to the eyes than lotus.
>
> Any "Epson-compatible" dot-matrix, especially 9-pin models, are perfect
> for most 8-bit Atari applications. With a bit of tweaking, you can also
> use older inkjet printers (I set up a DeskJet 500 for PaperClip).
>
> You will, of course, need a printer interface of some sort but getting
> one allows you to use printers that produce far better quality output
> than anything Atari ever sold for the 8-bit line.
>
> Maybe a cheaper option is to use SIO2PC and your PC's printer.
>
> jkp

4673. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39875BAE.B0C0BD2B@earthlink.net>
Source record: 43007

oh, I am sure that "Color Wax" will fox my computer, haha. I somehow doubted that the incense burn could be fixed, it is pretty bad and I left it there for an hour. Thank goodness it did not go all the way through....

Jessica

RHamiIton5 wrote:

> >beadsandbangles@earthlink.net asks:
> >
> >1200XL has an incence burn on it, as in I laid the stick down on top of it and
> let it
> >burn, accidently of course. 800 has what I believe to be a burn next to the
> option
> >keys, I do not know because I bought it that way.
> >
> >My question is: How do I repair the stains without replacing the whole panel?
> >tell me if you know before I get mad and apply stickers to cover the
> unsightly.
>
> burns are more than stains, especially in plastics; they actually melt = alter
> = destroy part of the material and cannot be cleaned in the normal sense. Your
> only two real options are cover up with stickers or reconstruction with putty
> and paint like an auto body shop. I don't have any experience with that magic
> infomercial stuff which is 'guaranteed' to mend leather and plastic while
> matching ANY color....
>
> -Ron
>
> I don't have a solution but I admire the problem.

4674. Re: Wet Floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39875CFF.943A7C2F@earthlink.net>
Source record: 43008

I sorta figured that, but I think rincing them in the bathroom sink with antibacterial soap counts, sort of.

RHamiIton5 wrote:

> >beadsandbangles@earthlink.net remarked:
>
> >They will probably still work though, I spilled a can of Coke
> >on several of mine and they are still tickin', so to speak.
>
> syrup is pretty sticky... might need to rinse them in water and pat dry with a
> soft lint free absorbant material; that should make them as good as ever.
>
> -Ron
>
> I don't have a solution but I admire the problem.

4675. Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39875DC1.B196C17D@earthlink.net>
Source record: 43009

Call me when hasbro makes a game console... Not that I do not play Frogger and all the greats proudly with the Atari Name splashed on them. The friendly "ghost" of Atari, so to speak. After all, it is not really "dead" if you dont think of it as so.

Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Oh wah! I can't believe you gripe about Atari being gone even
> when Hasbro is doing a bang up job releasing games with the Atari logo. Hasbro
> has practically renamed the video game division after Atari, and sported the
> Atari logo on Television, making it a household name all over again.

4676. Re: Wow -- what's the deal here??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39875EAD.9A9558A3@earthlink.net>
Source record: 43010

I thought that Ultima II was makeup anyway... oh well, noone here placed a bid
on it, at least I HOPE noone did, at least before it passed the $50 threshold.

Jessica C

Rick Cortese wrote:

> Could be because the high bidder is a mental case.
>
> Do a Deja News search with him as the author to find numerous psychotic
> rants. Steven King did a book about him and it was made into a movie. Kathie
> Bates played Fortran and James Cann played Lord British in the movie.
> **********
> "Jessica Cornn" <beadsandbangles@earthlink.net> wrote in message
> news:3986717D.EEB8C33@earthlink.net...
> Whop! Hey, $162 bucks for an atari game!?!?! hey, what's up here?
> Jessica
> 'Tis good to be back
> Tim Irvin wrote:
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=390534343
> Basically, it's an Ultima II game with all the inserts and enclosures.
> Current high bid is over $141. Or is the black box very rare? I
> haven't seen it much.
> --
> Tim Irvin, ziggy29@svpal.org ::::: http://home.pacbell.net/ziggy29/
> ** Don't use PacBell e-mail. It sucks. Please note the new address. **
> "Trouble no one about their religion; respect others in their view, and
> demand that they respect yours...Abuse no one and nothing, for abuse
> turns the wise ones to fools and robs the spirit of its vision."
> -- Tecumseh (1768-1813), Shawnee chief and statesman

4677. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-6ACE33.19431401082000@news.northcoast.com>
Source record: 43011

Jumpman and M.U.L.E.

--Kevin
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

4678. About Spectre GCR

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.398841fc@fmlynet.org>
Source record: 43012

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Rich <rich@cstone.net>

> A product I remember well, and what is Dave up to these days btw? I
> can still clearly recall watching Dave type up, on the fly, several
> hundred lines of 68K code for an experimental mod to Spectre at an
> Atari convention in Washington D.C....watching him compile and run it
> without a single mistake in either syntax or logic. Very humbling. :-)

I hear stories like that and realize that whatever barrier Dave Small hit
with System 7.0 must have been quite an obstacle. :(

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4679. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <398624a6.360992282@news.jacksonville.net>
Source record: 43079

On Mon, 31 Jul 2000 14:40:57 +0100, Paul Irvine <dellos@lineone.net>
wrote:

>
>So you mean it's the duff US TV signals :-)

Bloody Hell!! Don't forget what side of the pond the game was written
and tested on (the blue side)<g>. How were we supposed to know those
PAL sets were color blind?

All in jest of course, some of my best friends are PAL's.

4680. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica Cornn <beadsandbangles@earthlink.net>
Message-ID: <39866F9C.8552A2E0@earthlink.net>
Source record: 43080

Hmm, depends on which TV I put it on...green on mine, blue on my mom's. Weird, huh? Red alert is purple on both TV's, though, if it is annoying, try switching your color settings.

Paul Barker wrote:

> > When running star raiders and turning on shields, the screen
> > turns green instead of blue (which is how I remember it being on
> > my 400/800). Anybody else notice this? And the red alert is
> > purple...I tried playing with the artifact settings without any
> > luck. All other progs under windows look fine. I'm running at
> > 16-bit color depth.
>
> Hmm, when I play on my 800XL and turn on sheilds, screen goes green I think.
> I'll have to check.
>
> Haven't tried it on the emulator nad haven't played it for real for a while
> ...
>
> (Only problem is, if I fire it up I'll never put it down - what a game !!!)
>
> Later
>
> Paul

4681. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica Cornn <beadsandbangles@earthlink.net>
Message-ID: <398670AE.2B05D7F7@earthlink.net>
Source record: 43081

Totally off subject:
How long is this thread?

Andi Rogers wrote:

> I just fired it up on my 800, the shields are blue and red alert is, um,
> red.:) Let me try it on my 1200XL. Yep, it's blue/red on it, too.

4682. Re: Wow -- what's the deal here??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica Cornn <beadsandbangles@earthlink.net>
Message-ID: <3986717D.EEB8C33@earthlink.net>
Source record: 43082

Whop! Hey, $162 bucks for an atari game!?!?! hey, what's up here?

Jessica
'Tis good to be back

Tim Irvin wrote:

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=390534343
>
> Basically, it's an Ultima II game with all the inserts and enclosures.
>
> Current high bid is over $141. Or is the black box very rare? I
> haven't seen it much.
>
> --
> Tim Irvin, ziggy29@svpal.org ::::: http://home.pacbell.net/ziggy29/
> ** Don't use PacBell e-mail. It sucks. Please note the new address. **
>
> "Trouble no one about their religion; respect others in their view, and
> demand that they respect yours...Abuse no one and nothing, for abuse
> turns the wise ones to fools and robs the spirit of its vision."
> -- Tecumseh (1768-1813), Shawnee chief and statesman

4683. Re: Wet Floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica Cornn <beadsandbangles@earthlink.net>
Message-ID: <39867284.308FFAB8@earthlink.net>
Source record: 43083

Yea, ME! They will probably still work though, I spilled a can of Coke
on several of mine and they are still tickin', so to speak.

Jessica

"[JJ]" wrote:

> Sell them on eBay, someones bound to bid for them :)
>
> --
>
> --
> That bald headed git known as [JJ] can be contacted via :-
> Mail: jj666@FreeNet.co.uk or push@btinternet.com
> ICQ : 70781704
> IRC : #classicemu @ katatonik.liquidnet.icenet.org Port:6667
> URL : http://retro-remakes.com <--- Classic Game Remakes
> --

4684. Re: Warning! -- SONY SUBSTANDARD SERVICE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica Cornn <beadsandbangles@earthlink.net>
Message-ID: <398672BE.7382365F@earthlink.net>
Source record: 43084

Uh,so?

4685. 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica Cornn <beadsandbangles@earthlink.net>
Message-ID: <39867606.F1F2A892@earthlink.net>
Source record: 43085

Hello All,

I'm Baaack, time for more jokes about how young I am, and how old you all are hehe

No, I did not dissapear off the face of the planet, I am back. 'tis that awful thing called "work" that made me dissapear for about a month or so. I am mad at myself, i have missed some good posts I am sure, ah well. BTW, I can't help but ask a little question here:

Any advice on a new printer for my Atari system? My 1027 is shot, so it seems, as in it does not work right now. I would like to get a new one since schooltime is coming up and I am getting sick of staring into the "screen of death" to type a term paper. The bluescreen atari word processor is a lot more pleasing to the eyes than lotus.

Anyway, any comments or help is much appreciated.

Jessica

****
***On the quest of the cure for **
**********XX Data Rot XX ********
****

4686. Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica Cornn <beadsandbangles@earthlink.net>
Message-ID: <39867776.4BE0FB01@earthlink.net>
Source record: 43086

hey,

I have an Atari 800 and a 1200XL with stains.

(The 1200XL has an incence burn on it, as in I laid the stick down on top of it and let it burn, accidently of course. 800 has what I believe to be a burn next to the option keys, I do not know because I bought it that way. Just thought it might be helpful to know the causes.)

My question is: How do I repair the stains without replacing the whole panel? tell me if you know before I get mad and apply stickers to cover the unsightly. Thanks,

Jessica

4687. Re: Crosswinds.net. is the worst 358

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39867E3E.49F7DD2F@earthlink.net>
Source record: 43087

Uh, may I say "No Crap!?!?!?!?!"

4688. Re: Happy, US Doubler, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-kHDMCdULfQKy@port2.vdts.cab.cth.com.au>
Source record: 43088

On Sun, 31 Jul 3900 15:33:30, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> >David Delgadillo dtdelgadio@home.com asked:
>
> >A question from someone re-entering the Atari 8-bit world. I remember
> >upgrades for the 1050 drive which included Happy (chip) and US Doubler.
> >I had an Indus drive which was a "smart drive." If I remember, they
> >allowed the drive to read double and extended density disks.
> >
> >What are each of these upgrades and what did they do? How did they
> >compare to each other.
>
> The US Doubler is a controller chip upgrade from ICD and was properly named; it
> enables the 1050 to read/write in single, 1050 enhanced, or True Double (256
> bytes per sector) density. It is also capable of changing the order (skew) in
> which sectors occurr in each track when so instructed by a compatible DOS; this
> enables data transfer to be faster using the supporting disk operating system.

I have dissassembled the usd rom and found an undocumented feature.
Using the special format command, One can format any number of tracks
from 1 to 40.
What use this is to any one is beyond me but it is there. The sector
skew (layout) can be also anything that you desire with the same
command.

James B

4689. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000801005911.7239A-100000@vtn1>
Source record: 43089

On Tue, 1 Aug 2000, Jessica Cornn wrote:

[snip]

> Any advice on a new printer for my Atari system? My 1027 is shot, so it
> seems, as in it does not work right now. I would like to get a new one
> since schooltime is coming up and I am getting sick of staring into the
> "screen of death" to type a term paper. The bluescreen atari word
> processor is a lot more pleasing to the eyes than lotus.

Any "Epson-compatible" dot-matrix, especially 9-pin models, are perfect
for most 8-bit Atari applications. With a bit of tweaking, you can also
use older inkjet printers (I set up a DeskJet 500 for PaperClip).

You will, of course, need a printer interface of some sort but getting
one allows you to use printers that produce far better quality output
than anything Atari ever sold for the 8-bit line.

Maybe a cheaper option is to use SIO2PC and your PC's printer.

jkp

4690. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <lh4dosoc2bq7eg3kuntifkv4kccjojpc7p@4ax.com>
Source record: 43090

The other Day dwebster@mediaone.net (Bishop) wrote:

>On Mon, 31 Jul 2000 14:40:57 +0100, Paul Irvine <dellos@lineone.net>
>wrote:
>
>>
>>So you mean it's the duff US TV signals :-)
>
>
>Bloody Hell!! Don't forget what side of the pond the game was written
>and tested on (the blue side)<g>. How were we supposed to know those
>PAL sets were color blind?

LOL...I knew it would get a response :-)

Btw, I think you will find it's the slightly simple NTSC machine that's the
prob :-)

If your machine get's told it's green but shows blue then I think it's
stupid :-)
>
>All in jest of course, some of my best friends are PAL's.

Yes, indeed...Tis all in jest as normal..
--
Paul Irvine

Retro-gamer & old git

4691. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <kn4dos04uljggdvlf8h3qko452risishe8@4ax.com>
Source record: 43091

The other Day Jessica Cornn <beadsandbangles@earthlink.net> wrote:

>Totally off subject:
>How long is this thread?
>
longer by one now!
--
Paul Irvine

Retro-gamer & old git

4692. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <bp4dos4vf28fglmgi7vsbr0e8tas3caibq@4ax.com>
Source record: 43092

The other Day Jessica Cornn <beadsandbangles@earthlink.net> wrote:

>hey,
>
>I have an Atari 800 and a 1200XL with stains.
>
>(The 1200XL has an incence burn on it, as in I laid the stick down on
>top of it and let it burn, accidently of course. 800 has what I believe
>to be a burn next to the option keys, I do not know because I bought it
>that way. Just thought it might be helpful to know the causes.)
>
>My question is: How do I repair the stains without replacing the whole
>panel? tell me if you know before I get mad and apply stickers to cover
>the unsightly. Thanks,

Chances are you won't be able to..The stain normally sinks into the tiniest cracks and texture of the surface in the same way glue bongs two items.

You could try a foam cleanser (not a polish) and spraying a bit and leaving it to soak on it for a min or so but I doubt it will get rid of all the stain.
--
Paul Irvine

Retro-gamer & old git

4693. Re: Atari800Win and Star Raiders - Colors

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <398797b4.390447877@news.jacksonville.net>
Source record: 43093

On Tue, 01 Aug 2000 06:30:47 GMT, Jessica Cornn
<beadsandbangles@earthlink.net> wrote:

>Totally off subject:
>How long is this thread?
>
>

On my monitor about 3.5 inches from the beginning to this message.

4694. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <$Xd5jQBE6qh5Ewy+@lovecraft.demon.co.uk>
Source record: 43094

In article <bp4dos4vf28fglmgi7vsbr0e8tas3caibq@4ax.com>, Paul Irvine
<dellos@lineone.net> writes
>The other Day Jessica Cornn <beadsandbangles@earthlink.net> wrote:
>
>>hey,
>>
>>I have an Atari 800 and a 1200XL with stains.
>>
>>(The 1200XL has an incence

>glue bongs

Incense? Bongs? What the hell is this, the 60s? No wonder those
Commodore people are so uptight...

Richard

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4695. FS: Atari ROM carts (last few to clear)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-01 00:00:00 UTC
From: paul <paul@stillavailable.co.uk>
Message-ID: <9Lyh5.305$jw1.4657@news2-win.server.ntlworld.com>
Source record: 43095

```
** FOR SALE **
```

Last few 8-bit Atari ROM carts (all with boxes, instructions etc.) to clear at £4 (GB pounds) each, plus postage cost.

```
BALLBLAZER
BLUE MAX
DAVID'S MIDNIGHT MAGIC
DESERT FALCON
FOOD FIGHT
LODE RUNNER
ONE-ON-ONE BASKETBALL

If interested, please email paul@stillavailable.co.uk
```

4696. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000802005439.28390A-100000@vtn1>
Source record: 43013

On Tue, 1 Aug 2000, Jessica C wrote:

> I never knew that was possible! I know that SIO2PC does many things, but I
> never knew it could do that, thanks for the advice, I will look for an inkjet
> since my instructors have given me slightly lower marks for that "dot matrix"
> look.
>

With SIO2PC you can enable "Print through" which will divert your Atari's
P1: output to the PC printer or a PC disk file. You can also enable
ATASCII to ASCII EOL conversion and/or TAB conversion.

jkp

4697. Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8m8pgo$32b$1@plutonium.compulink.co.uk>
Source record: 43014

In article <39875DC1.B196C17D@earthlink.net>,
beadsandbangles@earthlink.net (Jessica C) wrote:

> Call me when hasbro makes a game console..
But what's the point? It would just be a Hasbro consol with an Atari badge
on it. Atari is dead, gone, burried but a happy memory. get over it.

4698. Re: Happy, US Doubler, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-IwrHB9p6dunl@port4.vdts.cab.cth.com.au>
Source record: 43015

On Sun, 1 Aug 3900 20:04:29, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> >nobody@no.where.com replied:
>
> >I have dissassembled the usd rom and found an undocumented feature.
> >Using the special format command, One can format any number of tracks
> >from 1 to 40.
> >What use this is to any one is beyond me but it is there. The sector
> >skew (layout) can be also anything that you desire with the same command.
> >
> >James B
>
> What is the format of those commands? Anything like sending a Percom data
> block? How do you specify the number and the ordering of the tracks?

I think it is "f". The percom data is first, then the sector layout
for the track is next. in one datablock. The enhanced format would
have extra sectors so the datablock would be longer. The drive looks
and uses the number of tracks in the percom datablock. The tracks
start at 1 and step in the number of times specafied in the percom
block.

James B

4699. Bezerk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Feddeck@hotmail.com
Message-ID: <8m953r$lv1$1@nnrp1.deja.com>
Source record: 43016

Hi, was wondering if Bezerk was ever made for the Atari 800? If so would anybody know where I could buy/trade a copy? Also, does anybody know where a complete Atari 400/800 cartridge list is? Any web sites? Thanks.

-Fred
Feddeck@hotmail.com

Classic Computer Collection:

www.geocities.com/fritzfranzfeddeck/c3.html

Sent via Deja.com http://www.deja.com/
Before you buy.

4700. Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Russ <chill182@xxx.com>
Message-ID: <8m95pb$2s2t$1@herald.onu.edu>
Source record: 43017

Have you ever seen the MegaJoy II? It is an N64 controller that you plug into a tv and it allows you to play 60 NES games. You can see it at http://www.onehitwonders.com/mj.html. If Hasbro was cool they would release a similar device that plays 2600 games.

<ilaskey@cix.compulink.co.uk> wrote in message news:8m8pgo$32b$1@plutonium.compulink.co.uk...
> In article <39875DC1.B196C17D@earthlink.net>,
> beadsandbangles@earthlink.net (Jessica C) wrote:
>
> > Call me when hasbro makes a game console..
> But what's the point? It would just be a Hasbro consol with an Atari badge
> on it. Atari is dead, gone, burried but a happy memory. get over it.
>

4701. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Russ <chill182@xxx.com>
Message-ID: <8m960q$2scc$1@herald.onu.edu>
Source record: 43018

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:39875AD8.5246B4F1@earthlink.net...
> I never knew that was possible! I know that SIO2PC does many things, but
I
> never knew it could do that, thanks for the advice, I will look for an
inkjet
> since my instructors have given me slightly lower marks for that "dot
matrix"
> look.
>
> Jessica

I was wondering the same thing. I don't have an atari printer but I wanted some way to type up my programming lab reports in Atariwriter just to see the look on my professors face. Unfortunately my Atariwriter disk went bad so if anyone knows where I could get an ATR of it I would appriciate it.
--
chill182@xxx.com
To email me change xxx to hotmail.

4702. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.398841fc@fmlynet.org>
Source record: 43019

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
>> "John K. Picken" yg473@victoria.tc.ca replied:
>> need a printer interface of some sort but getting one allows you to use
> printers that
>>produce far better quality output than anything Atari ever sold for the 8-bit
> line.
> actually the XDM121 was a direct connect daisy wheel for the 8-bit which
> produces very respectable quality text. It is, of course lacking any graphics
> capability or scalable fonts or...
> -Ron
> I don't have a solution but I admire the problem.

Only thing I didn't like about that printer was that it is nieh impossible
to find a replacement ribbon/cartridge for it. Found something close at a
office store, but didn't quite cut it.

Personally, I think the 1025 is the best for beig a work horse and the
availability of ribbons. Now I just need to find some tractor feed paper. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4703. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.398841fc@fmlynet.org>
Source record: 43020

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Jessica C <beadsandbangles@earthlink.net>
> oh, I am sure that "Color Wax" will fox my computer, haha. I somehow doubted
> that the incense burn could be fixed, it is pretty bad and I left it there >
for an hour.
> Thank goodness it did not go all the way through....
> Jessica

Hmmm, I understand now. You were performing the ancient bardic "data
recovery" ritual that many a programmer has performed when things go wrong with
a computer.
However, this ritual, if I remember correctly, this requires incense
scents extracted from burning melon paper, burned atop two floppy disks that
are placed atop one another to make "Star of David" looking shape.

All this while immitating your local computer. In the case of the Atari
you would make the disk data beep sound repeatedly till the data returned. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4704. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.398841fc@fmlynet.org>
Source record: 43021

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Jessica C <beadsandbangles@earthlink.net>
> I never knew that was possible! I know that SIO2PC does many things, but I
> never knew it could do that, thanks for the advice, I will look for an inkjet
> since my instructors have given me slightly lower marks for that "dot matrix"
> look.
> Jessica
> "John K. Picken" wrote:
>> On Tue, 1 Aug 2000, Jessica Cornn wrote:

Suck!! Come to think of it, I did get that a time or two myself, but only
by college. They started counting off for tractor feed paper and dot matrix
looking reports.

I remember watching "Popular" here recently (before I totally gave up on
that show) and there was a bit where one person turned in blank pages and for a
report but because it was in a leather binding, she got an "A".
Wouldn't doubt it at times. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4705. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000802104406.18194.00001513@ng-me1.aol.com>
Source record: 43022

>"Russ" chill82@xxx.com commented:

>I was wondering the same thing. I don't have an atari printer but I wanted
>some way to type up my programming lab reports in Atariwriter just to see
>the look on my professors face.

How would they be able to tell from the printed page that Atariwriter edited
and formatted the text for sending to the printer? Will you put a note in the
headers?

-Ron

I don't have a solution but I admire the problem.

4706. Re: About Spectre GCR

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Doug Wheeler <dwheeler@mediaone.net>
Message-ID: <lxWh5.183$4c.15613@news7.onvoy.net>
Source record: 43023

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.398841fc@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: Rich <rich@cstone.net>
>
> > A product I remember well, and what is Dave up to these days btw? I
> > can still clearly recall watching Dave type up, on the fly, several
> > hundred lines of 68K code for an experimental mod to Spectre at an
> > Atari convention in Washington D.C....watching him compile and run it
> > without a single mistake in either syntax or logic. Very humbling. :-)
>
> I hear stories like that and realize that whatever barrier Dave Small
hit
> with System 7.0 must have been quite an obstacle. :(
>
> Doctor Clu

I'm probably a bit to blame. Basically, I had completely taken over all
programming of Spectre for versions 2.64 (I think...) and 3.0. Dave had
basically retired and was just writing ariticles and not involved in the
day-to-day programming. After 3.0, I left to join ICD. Dave basically never
did much more with Spectre after that. I don't think it was in his heart
anymore and the ST/TT market was losing its luster. Dave was planning on his
super-secret HyperWeb project but that never materialized either (it
probably would have taken a large staff of programmers to implement the
system he envisioned).

--Doug

4707. Re: Bezerk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000802105254.18194.00001514@ng-me1.aol.com>
Source record: 43024

>Feddeck@hotmail.com asked:

>Hi, was wondering if Bezerk was ever made for the Atari 800? If so
>would anybody know where I could buy/trade a copy? Also, does anybody
>know where a complete Atari 400/800 cartridge list is? Any web sites?

It was & it is; try here:
http://www.cconline.com.pl/files/atarixl/games/B/

-Ron

I don't have a solution but I admire the problem.

4708. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Doug Wheeler <dwheeler@mediaone.net>
Message-ID: <FzWh5.185$4c.15697@news7.onvoy.net>
Source record: 43025

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:39875BAE.B0C0BD2B@earthlink.net...
> oh, I am sure that "Color Wax" will fox my computer, haha. I somehow
doubted that
> the incense burn could be fixed, it is pretty bad and I left it there for
an hour.
> Thank goodness it did not go all the way through....
>
> Jessica

You could always post a message asking if anyone has a dead 1200XL you could
have to get a replacement case.

--Doug

4709. Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3988500c@fmlynet.org>
Source record: 43026

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: ilaskey@cix.compulink.co.uk
> In article <39875DC1.B196C17D@earthlink.net>,
> beadsandbangles@earthlink.net (Jessica C) wrote:
>> Call me when hasbro makes a game console..

> But what's the point? It would just be a Hasbro consol with an Atari badge
> on it. Atari is dead, gone, burried but a happy memory. get over it.

Well, with your mentality, Atari was dead after Nolan Bushnel sold it to
Time Warner. After all, Atari was little more than a division under Time
Warner.

So if we were to take your definition about "living", the Atari
400/800/xl/xe, 5200, ST/STE/TT, 7800, Lynx & Jaguar were not official "Atari"
items.

The only TRUE Atari item was the Pong arcade units. Right?

Truth be told, "Atari" has existed under multiple owners. Nolan Bushnell,
Time Warner, Jack Tremmell... JTS doesn't count :) ... and now Hasbro.

Hasbro's "Atari" is doing the exact same thing as Time Warner's "Atari".
Time Warner sold "Atari" games (under AtariSoft) to Commodore, TI/99, etc. Now
Hasbro is selling "Atari" games to PC, Playstation, and so forth.

In my opinion, Hasbro is just as much Atari as anyone else.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4710. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000802110126.18194.00001515@ng-me1.aol.com>
Source record: 43027

>Greg.Goodwinp0.f2.n8.z8@fmlynet.org replied:

>> actually the XDM121 was a direct connect daisy wheel for the 8-bit which
>> produces very respectable quality text.

>Only thing I didn't like about that printer was that it is nigh impossible
>to find a replacement ribbon/cartridge for it. Found something close at a
>office store, but didn't quite cut it.

They are still available; OfficeMax actually lists it indexed under "Atari
XDM121" but Office Depot carrys it under Olivetti ET201, ET221. My spare is a
Nu-Kote NK136 but the one in use was from a different manufacturer.

-Ron

I don't have a solution but I admire the problem.

4711. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <I7Xh5.3232$sR4.21542@news02.optonline.net>
Source record: 43028

When you do, get a printer that works well with DOS, and don't forget to
install the DOS drivers!

Jessica C <beadsandbangles@earthlink.net> wrote in message
news:39875AD8.5246B4F1@earthlink.net...
> I never knew that was possible! I know that SIO2PC does many things, but
I
> never knew it could do that, thanks for the advice, I will look for an
inkjet
> since my instructors have given me slightly lower marks for that "dot
matrix"
> look.
>
> Jessica
>
> "John K. Picken" wrote:
>
> > On Tue, 1 Aug 2000, Jessica Cornn wrote:
> >
> > [snip]
> >
> > > Any advice on a new printer for my Atari system? My 1027 is shot, so
it
> > > seems, as in it does not work right now. I would like to get a new
one
> > > since schooltime is coming up and I am getting sick of staring into
the
> > > "screen of death" to type a term paper. The bluescreen atari word
> > > processor is a lot more pleasing to the eyes than lotus.
> >
> > Any "Epson-compatible" dot-matrix, especially 9-pin models, are perfect
> > for most 8-bit Atari applications. With a bit of tweaking, you can also
> > use older inkjet printers (I set up a DeskJet 500 for PaperClip).
> >
> > You will, of course, need a printer interface of some sort but getting
> > one allows you to use printers that produce far better quality output
> > than anything Atari ever sold for the 8-bit line.
> >
> > Maybe a cheaper option is to use SIO2PC and your PC's printer.
> >
> > jkp
>

4712. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Russ <chill182@xxx.com>
Message-ID: <8m9fhglc1@herald.onu.edu>
Source record: 43029

> How would they be able to tell from the printed page that Atariwriter
edited
> and formatted the text for sending to the printer? Will you put a note in
the
> headers?

If I turned in a report with the atari classic font they would notice
something's odd. Though I doubt any of them would recognize it as atari.

--
chill182@xxx.com
To email me change xxx to hotmail.

4713. Box World anyone ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <zQXh5.26867$MS3.449488@news1.online.no>
Source record: 43030

I am considering making this game for the Atari 8-bits. However, graphics is not my strong side of development. Can anybody help ? Also need music and the level design for level 34 and up.

Anybody wanna help ? It will be written in assembler and have some neat effects (I hope you would call them neat at least)

Email me, if you can help in any way!

Take Atarian care

4714. Buy, Sell or Exchange at the Trade In Post

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <8m9mm9icb4@uranium.btinternet.com>
Source record: 43031
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.sinclair,it.comp.retrocomputing

Buy, Sell or Exchange at the Trade In Post

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

4715. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398879DD.8BDAB785@earthlink.net>
Source record: 43032

That "fixed width" font and probably lack of spell checker, not like it is not impossible to do with an Atari, just in a different program.

Jessica

RHamiIton5 wrote:

> >"Russ" chill182@xxx.com commented:
>
> >I was wondering the same thing. I don't have an atari printer but I wanted
> >some way to type up my programming lab reports in Atariwriter just to see
> >the look on my professors face.
>
> How would they be able to tell from the printed page that Atariwriter edited
> and formatted the text for sending to the printer? Will you put a note in the
> headers?
>
> -Ron
>
> I don't have a solution but I admire the problem.

4716. 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Andrew Brimberry <abrimberry@iname.com>
Message-ID: <OK_h5.1758$SB4.143586@news.flash.net>
Source record: 43033
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

Do the 2600 joysticks and paddles work on a 7800 system? Thank you for your help.

Andrew

4717. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39887AE6.49839B22@earthlink.net>
Source record: 43034

Yep, the teachers would just think, "oh, she types it in the old bluescreen WP 6" or something to that extent. As for the font, once I got a "D" on an "A" paper because the printout was in that clunky Atari Font, the teach wanted it in "Times New Roman". Too bad it took a call from my mom to change that ("Her father is typing his novel on the PC"), it is not really fair either way.

Jessica

Russ wrote:

> > How would they be able to tell from the printed page that Atariwriter
> edited
> > and formatted the text for sending to the printer? Will you put a note in
> the
> > headers?
>
> If I turned in a report with the atari classic font they would notice
> something's odd. Though I doubt any of them would recognize it as atari.
>
> --
> chill182@xxx.com
> To email me change xxx to hotmail.

>

4718. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39887B34.CA31C97A@earthlink.net>
Source record: 43035

Uh, ok, MS DOS is still a foreign language to me, oh well.

Jessica

Alan Sharkis wrote:

> When you do, get a printer that works well with DOS, and don't forget to
> install the DOS drivers!
>
> Jessica C <beadsandbangles@earthlink.net> wrote in message
> news:39875AD8.5246B4F1@earthlink.net...
> > I never knew that was possible! I know that SIO2PC does many things, but
> I
> > never knew it could do that, thanks for the advice, I will look for an
> inkjet
> > since my instructors have given me slightly lower marks for that "dot
> matrix"
> > look.
> >
> > Jessica
> >
> > "John K. Picken" wrote:
> >
> > > On Tue, 1 Aug 2000, Jessica Cornn wrote:
> > >
> > > [snip]
> > >
> > > > Any advice on a new printer for my Atari system? My 1027 is shot, so
> it
> > > > seems, as in it does not work right now. I would like to get a new
> one
> > > > since schooltime is coming up and I am getting sick of staring into
> the
> > > > "screen of death" to type a term paper. The bluescreen atari word
> > > > processor is a lot more pleasing to the eyes than lotus.
> > >
> > > Any "Epson-compatible" dot-matrix, especially 9-pin models, are perfect
> > > for most 8-bit Atari applications. With a bit of tweaking, you can also
> > > use older inkjet printers (I set up a DeskJet 500 for PaperClip).
> > >
> > > You will, of course, need a printer interface of some sort but getting
> > > one allows you to use printers that produce far better quality output
> > > than anything Atari ever sold for the 8-bit line.
> > >
> > > Maybe a cheaper option is to use SIO2PC and your PC's printer.

> > >
> > > jkp
> >

4719. Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39887B92.C1F8B960@earthlink.net>
Source record: 43036

Well, yes, I know that, just saying that for old times sake. get over it, HA!

ilaskey@cix.compulink.co.uk wrote:

> In article <39875DC1.B196C17D@earthlink.net>,
> beadsandbangles@earthlink.net (Jessica C) wrote:
>
> > Call me when hasbro makes a game console..
> But what's the point? It would just be a Hasbro consol with an Atari badge
> on it. Atari is dead, gone, burried but a happy memory. get over it.

4720. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: nospam <wong@email.in.signature>
Message-ID: <Pine.SUN.3.96.1000802163955.24440A-100000@caris>
Source record: 43037
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

On Wed, 2 Aug 2000, Andrew Brimberry wrote:

> Do the 2600 joysticks and paddles work on a 7800 system? Thank you for your
> help.
>
> Andrew
>

Yes, and yes. As long as you don't need to use the second
fire button on the 7800 stick for the game. As a matter of
fact, I bolted 2 2600 sticks onto a stool to act as the
controller for Robotron 2084, and it really works well.

---
wong at caris (dot) com

4721. Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39887CD5.444FB09A@earthlink.net>
Source record: 43038

Now matter how many times it changes hands, Atari is Atari, no matter who owns it. It probably will change hands several more times down the road, but AT LEAST the name is still there.

Atari may be "dead" (as in, it is no longer the leager in game consoles, etc) but in no sence are we ever going to get over it, dead or alive. We would not be here if that mentality stood, that if it canges hands it is dead, Atari would have been DOA way too long ago.

jessica

Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: ilaskey@cix.compulink.co.uk
> > In article <39875DC1.B196C17D@earthlink.net>,
> > beadsandbangles@earthlink.net (Jessica C) wrote:
> >> Call me when hasbro makes a game console..
>
> > But what's the point? It would just be a Hasbro consol with an Atari badge
> > on it. Atari is dead, gone, burried but a happy memory. get over it.
>
> Well, with your mentality, Atari was dead after Nolan Bushnel sold it to
> Time Warner. After all, Atari was little more than a division under Time
> Warner.
>
> So if we were to take your definition about "living", the Atari
> 400/800/xl/xe, 5200, ST/STE/TT, 7800, Lynx & Jaguar were not official "Atari"
> items.
>
> The only TRUE Atari item was the Pong arcade units. Right?
>
> Truth be told, "Atari" has existed under multiple owners. Nolan Bushnell,
> Time Warner, Jack Tremmell... JTS doesn't count :) ... and now Hasbro.
>
> Hasbro's "Atari" is doing the exact same thing as Time Warner's "Atari".
> Time Warner sold "Atari" games (under AtariSoft) to Commodore, TI/99, etc. Now
> Hasbro is selling "Atari" games to PC, Playstation, and so forth.
>
> In my opinion, Hasbro is just as much Atari as anyone else.
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail

> http://www.fmlynet.org

4722. Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39887D7C.122A15EC@earthlink.net>
Source record: 43039

That would be neat, esp since my mom is going to kill me if I turn around the TV set in the living room again to swich the box in the back. I think that they should make the device for a Sega since the two controlletrs are interchangeable anyhow.

Jessica

Russ wrote:

> Have you ever seen the MegaJoy II? It is an N64 controller that you plug
> into a tv and it allows you to play 60 NES games. You can see it at
> http://www.onehitwonders.com/mj.html. If Hasbro was cool they would release
> a similar device that plays 2600 games.
>
> <ilaskey@cix.compulink.co.uk> wrote in message
> news:8m8pgo$32b$1@plutonium.compulink.co.uk...
> > In article <39875DC1.B196C17D@earthlink.net>,
> > beadsandbangles@earthlink.net (Jessica C) wrote:
> >
> > > Call me when hasbro makes a game console..
> > But what's the point? It would just be a Hasbro consol with an Atari badge
> > on it. Atari is dead, gone, burried but a happy memory. get over it.
> >

4723. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39887F36.C5137DE0@earthlink.net>
Source record: 43040
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

The joysticks do, I do not know about paddles though. For the ultimate in non handcrushing gameplay, I would look into a Sega controler for your 7800, much more ergonomic.

Jessica

Andrew Brimberry wrote:

> Do the 2600 joysticks and paddles work on a 7800 system? Thank you for your
> help.
>
> Andrew

4724. Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-02 00:00:00 UTC
From: Russ <chill182@xxx.com>
Message-ID: <8m9vi8aqv1@herald.onu.edu>
Source record: 43041

Actually they do make a device along those lines called the Nomad. It looks like a game gear but it plays genesis games. You can also hook it up to a TV and hook a second controller into it for 2 player games.
--
chill182@xxx.com
To email me change xxx to hotmail.

"Jessica C" <beadsandbangles@earthlink.net> wrote in message news:39887D7C.122A15EC@earthlink.net...
> That would be neat, esp since my mom is going to kill me if I turn around the TV
> set in the living room again to swich the box in the back. I think that they
> should make the device for a Sega since the two controlletrs are interchangeable
> anyhow.
>
> Jessica

4725. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <S78i5.55924$LE.253066@typhoon.we.rr.com>
Source record: 42946

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:39887AE6.49839B22@earthlink.net...
> Yep, the teachers would just think, "oh, she types it in the old
bluescreen WP
> 6" or something to that extent. As for the font, once I got a "D" on an
"A"
> paper because the printout was in that clunky Atari Font, the teach wanted
it
> in "Times New Roman". Too bad it took a call from my mom to change that
("Her
> father is typing his novel on the PC"), it is not really fair either way.
>
> Jessica
Sheesh, how picky can a teacher be? It's already bad enough with double
spaced, 12 font. It's not like everybody owns a computer with Times New
Roman. (although mine has like 5 fonts that look very very similar to it)
Well, that's just my opinion. Oh yeah, i got times new roman, nice font
actually. There's a font somewhere that looks just like the Atari 8-bit
font.

4726. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39892A8D.91448A7C@ev1.net>
Source record: 42947

```
Jessica C wrote:
>
> ATR 8000? Are you sure its not an 800, if it is, I want it! How much?
>
IIRC, the ATR-8000 is a box that runs a Z80 in conjunction with the 8-bit
Atari's...and it also has a floppy drive...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

4727. Re: Program Name?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <849i5.270$aK5.6134@news1.online.no>
Source record: 42948

I don't remember name either, but I found it on the University of Michigan archives.

Amiga WorkZ <ZaXXoN@nospam.nowhere> wrote in message news:d3.P3.392uJOENecd555f.NR@nospam.nowhere...
> Hey!
>
> I remember a hack that let you run two programs at
> once on an expanded (128k) XL or XE. Switching between
> the two with keyboard strokes - the second program
> "froze" while running the first.
>
> Anybody remember the name of this hack?
> Know where I can snag it?
>
> ZaXXoN at primenet dot com
> --
> --
> primenet.com/~ZaXXoN ....at Amiga WorkZ
> --

4728. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398921E5.4518A447@earthlink.net>
Source record: 42949

Well, it doesn't help that my deceased printer, the 1027, can only handle one font (due to the text wheel), but I believe that my teacher gave me that grade because he knows that I have a PC (probably due to my job on eBay) and I should use it. Just because it is a newer build of computer doesn't mean it is better. I guess I should look into that inkjet printer...

Too bad all teachers are not like my folks and could care less that the paper has that "dot matrix" look, then again, they teach college, I am still stuck in the hallowed halls of high school.

Jessica

Luis Vasquez wrote:

> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> news:39887AE6.49839B22@earthlink.net...
> > Yep, the teachers would just think, "oh, she types it in the old
> bluescreen WP
> > 6" or something to that extent. As for the font, once I got a "D" on an
> "A"
> > paper because the printout was in that clunky Atari Font, the teach wanted
> it
> > in "Times New Roman". Too bad it took a call from my mom to change that
> ("Her
> > father is typing his novel on the PC"), it is not really fair either way.
> >
> > Jessica
> Sheesh, how picky can a teacher be? It's already bad enough with double
> spaced, 12 font. It's not like everybody owns a computer with Times New
> Roman. (although mine has like 5 fonts that look very very similar to it)
> Well, that's just my opinion. Oh yeah, i got times new roman, nice font
> actually. There's a font somewhere that looks just like the Atari 8-bit
> font.

4729. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39892226.25E68335@earthlink.net>
Source record: 42950

Uh, ok, bizzare and strange hardware... still so much to learn...

Charles Richmond wrote:

> Jessica C wrote:
> >
> > ATR 8000? Are you sure its not an 800, if it is, I want it! How much?
> >
> IIRC, the ATR-8000 is a box that runs a Z80 in conjunction with the 8-bit
> Atari's...and it also has a floppy drive...
>
> --
> +--+
> | Charles and Francis Richmond <richmond@plano.net> |
> +--+

4730. Re: Atari and CBM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000803085702.35053A@ilaskey.compulink.co.uk>
Source record: 42951

In article <0001.3988500c@fmlynet.org>,
Greg.Goodwinp0.f2.n8.z8@fmlynet.org (Greg Goodwin) wrote:
> Well, with your mentality, Atari was dead after Nolan Bushnel sold
Apart from having the same staff, premises, product range, continuity etc
etc. It changed owners but still existed as a coroporate entity. Totally
different situation.

> The only TRUE Atari item was the Pong arcade units. Right?
Nope. See above, engage mind in 'not blinded by bias' mode.

> JTS doesn't count :)
Ah, we agree! Sure, Atari has had multiple owners but in each case (until
now) it has had continuity of form. Now it's just a bunch of old patents
and a logo. The staff who designed the cool hardware & software that made
us wet our pants have long since gone. The (existing) hardware has no
place in a modern (commercial) world. Atari was greater than the sum of
it's parts - it meant something special and indeed was something special
but that's all just history and a warm fuzzy feeling everytime we look at
www.atari-history.com!

> In my opinion, Hasbro is just as much Atari as anyone else.
If it works for you, great, I'm happy for you. It doesn't for me. I miss
Atari. In many ways I'm luckier than most in that having had a VCS, 400,
800, 130XE, 520STM, Mega Ste, Falcon, Lynx, Jaguar and a shedload of
peripherals, I was certainly a signed, sealed and delivered Atari
accolyte. Having worshipped from afar, I moved in to writing for various
Atari mags and regularly dealt directly with Atari, met the people (UK lot
mainly), helped test Jaguar games, went to previews of cool stuff
thatnever got released and so on. To sit in an 'private' Atari room at a
trade show with Jeff Minter, the Tramiels (spit) and a bunch of cool
Atari US 'names' was like dying & going to heaven. Hard not being sad
& nerdy and stuttering everytime I had to speak to any of them ;-)

Iain

4731. RE: Buy, Sell or Exchange at the Trade In Post

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: uma <alguien@uma.es>
Message-ID: <8mb645$1nn$1@mercurio.cica.es>
Source record: 42952
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.sinclair,it.comp.retrocomputing

This is an Amstrad 8bit USENET group >>>>:-((
John Thackeray <john@tradeinpost.com> escribi&#65533; en el mensaje de noticias
8m9mm9icb4@uranium.btinternet.com...
> Buy, Sell or Exchange at the Trade In Post
>
> John Thackeray
> Trade In Post
> Victoria Road
> Shifnal
> Shropshire TF11 8AF
> U.K.
> 01952 462135
> john@tradeinpost.com
> www.tradeinpost.com
>
>

4732. Re: Buy, Sell or Exchange at the Trade In Post

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <nqgiosgtr6kn8h5tmfo4d6mnjv2blv7p2m@4ax.com>
Source record: 42953
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.sinclair,it.comp.retrocomputing

The other Day "uma" <alguien@uma.es> wrote:

>This is an Amstrad 8bit USENET group >>>>:-((

Nope, it's Xposted to 5 groups.. :-(
--
Paul Irvine

Retro-gamer & old git

4733. Re: An atarian once more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8mborp$kp4$1@nnrp1.deja.com>
Source record: 42954

In article <0001.396cd8cc@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> John,
> Don't know the answer to your question abot using your cable as a SIO2PC
> adaptor (I would have to guess not, but that the SIO2PC cable is fairly
> inexpensive considering what it can do for your Atari8 computer). Just wanted
> to welcome you back. I started back into the Atari scene in 1998 with my
> original Atari 400 w/ 48k and 1400xl keyboard. The 850 interface was toast and
> the original percom drives fried from years of use.
>

Yo! Greg, Hows the Atari thang going, Keep those Atari's Humming that's
what I say

Where did you get the 1400/1450 from, and are there any more, ps- I'm
looking for all of the instruction booklets for Indus GT and Expander H/w
and o/s disk software for above drive (I believe that there was 3
booklets that came with the GT)

Lastly I have never left the atari scene since 1986, even though i own a
crappy amdk6/2 400 64meg win98pc(Atari always wins hands down)

Yours Atarilly

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

4734. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <8mbsffnmv1@nnrp1.deja.com>
Source record: 42955

Rich-

Did you get my e-mail concerning combining our efforts. My mail server has been up and down -- I don't know what's getting through!

->Dan

In article <agtbosol54159fhrt5eshmmbtfljcpc73g@4ax.com>,
Rich <rich@cstone.net> wrote:
> On Mon, 31 Jul 2000 13:46:30 GMT, "Doug Wheeler"
> <dwheeler@mediaone.net> wrote:
>
> >The emulator I've been talking about is not based on the Atari800 source. My
> >partner and I have a different philosophy on the basic architecture than
> >Atari800. Portability was fairly low on our priority list. Accurate
> >emulation was the highest - this includes the emulation of every hardware
> >register, every option, as many game controllers as possible, every floppy
> >format, hard drive emulation, console sounds, keyboard, clock-synchronized
> >display, support for as many OS versions as possible, support for PAL and
> >NTSC emulation, etc.
>
> I misunderstood, and apologize if it sounded wrong in the earlier
> thread. Indeed this is a great idea, one that I have toyed with
> several times myself. My actual priorities in emulation are accuracy
> before all, speed after that, with the rest falling out of the
> details.
>
> To this end I have several times thought of starting a cycle-exact
> version of an Atari800 emulator, without any hackish approaches to
> display systems (as definitely occurs right now in the Atari800
> codebase, good as it is)...doing PMG as real PMG, etc.
>
> >We aren't quite there yet. There are still some details on handling some of
> >the uncommon OS ROMs, not all controllers are emulated, the 17-bit
> >polynomial sound is still not accurate, and the artifacting is still "fake"
> >rather then fully emulated.
>

> Since artifacting is an analog effect and not part of any hardware
> design, it's rather difficult to get "right". It would be severely
> changed by the "hue" and saturation (color) settings on most sets
> anyway - just goes to show how it is a secondary effect of NTSC and
> has nothing to do with the Atari really. My sympathy for trying to get
> this right...it's not easy to do :-).
>
> I didn't mean to portray myself as being against Atari8 emulators
> using different code branches, or even against improvements to
> Atari800 source (I am most soundly for both). I just think that when
> people are working on common code, that they should work together -
> it's the nature of open development. I got the wrong impression from
> reading your original post, my mistake entirely.
>
> If there is anything I can do to help you with this project, please
> let me know! I'd be happy to chip in, assembly routines for display,
> writing some real object code for the usage of DirectX, that type of
> thing.
>
> >P.S. If you don't know who I am, I worked with Dave Small on the
Spectre Mac
> >emulator for a few years. I was the sole programmer on the last two
> >versions. Also, my partner in this project wrote some of the most-
used Atari
> >8-bit software out there (I need to check with him before I release
his name
> >here).
>
> A product I remember well, and what is Dave up to these days btw? I
> can still clearly recall watching Dave type up, on the fly, several
> hundred lines of 68K code for an experimental mod to Spectre at an
> Atari convention in Washington D.C....watching him compile and run it
> without a single mistake in either syntax or logic. Very humbling. :-)
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4735. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Snogpitch <snogpitch@copper.net>
Message-ID: <B5AEE9D3.6E82%snogpitch@copper.net>
Source record: 42956
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

Assuming you need the second firing button, what joystick can you still get
that can use this feature? There are some 7800 carts that need this
feature, and I'm forced to go back to my less than perfect 7800 joystick.
I've yet to see a truely 7800 compatible joystick.

Is there a mod that can be done to make them so?

> From: nospam <wong@email.in.signature>
> Organization: NBTel Internet
> Newsgroups: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari
> Date: Wed, 02 Aug 2000 19:41:52 GMT
> Subject: Re: 2600 Controllers on 7800
>
> On Wed, 2 Aug 2000, Andrew Brimberry wrote:
>
>> Do the 2600 joysticks and paddles work on a 7800 system? Thank you for your
>> help.
>>
>> Andrew
>>
>
> Yes, and yes. As long as you don't need to use the second
> fire button on the 7800 stick for the game. As a matter of
> fact, I bolted 2 2600 sticks onto a stool to act as the
> controller for Robotron 2084, and it really works well.
>
> ---
> wong at caris (dot) com
> ---
>

4736. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Russ <chill182@xxx.com>
Message-ID: <8mbrq1$1gr8$1@herald.onu.edu>
Source record: 42957

> Too bad all teachers are not like my folks and could care less that the
paper
> has that "dot matrix" look, then again, they teach college, I am still
stuck in
> the hallowed halls of high school.
>
> Jessica
>

You're a high school girl and you are into atari 8 bit stuff? I can't find
college girls that have even heard of atari.

--
chill182@xxx.com
To email me change xxx to hotmail.

4737. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <39897C8C.99A9D930@bellsouth.net>
Source record: 42958

She knows atari, but doesn't know MS-DOS. Jessy, I LOOOOOOOOVE you! :-)

Dan
(in a platonic sense, of course)

Jessica C wrote:

> Uh, ok, MS DOS is still a foreign language to me, oh well.
>
> Jessica
>

4738. Re: An atarian once more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <39897EB9.49947D21@bellsouth.net>
Source record: 42959

I have an Indus GT, complete in carrying case with all docs and disks. IIRC, it came with DOSXL, estate word processor, and spreadsheet and database programs as well. It's in storage right now, but I could get it down. Won't give you the originals, but I could make copies for you if you ask REAL NICE. :-)

Dan

carmel_andrews@my-deja.com wrote:

> In article <0001.396cd8cc@fmlynet.org>,
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> > FamilyNet HQ: Telnet:\\www.family-bbs.net
> >
> > John,
> > Don't know the answer to your question abot using your cable as a SIO2PC
> > adaptor (I would have to guess not, but that the SIO2PC cable is fairly
> > inexpensive considering what it can do for your Atari8 computer). Just wanted
> > to welcome you back. I started back into the Atari scene in 1998 with my
> > original Atari 400 w/ 48k and 1400xl keyboard. The 850 interface was toast and
> > the original percom drives fried from years of use.
> >
>
> Yo! Greg, Hows the Atari thang going, Keep those Atari's Humming that's
> what I say
>
> Where did you get the 1400/1450 from, and are there any more, ps- I'm
> looking for all of the instruction booklets for Indus GT and Expander H/w
> and o/s disk software for above drive (I believe that there was 3
> booklets that came with the GT)
>
> Lastly I have never left the atari scene since 1986, even though i own a
> crappy amdk6/2 400 64meg win98pc(Atari always wins hands down)
>
> Yours Atarilly
>
> Carmel A
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4739. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <398987E3.73C7@volcano.net>
Source record: 42960
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

Snogpitch wrote:
>
> Assuming you need the second firing button, what joystick can you still get
> that can use this feature?

Usually one that you convert yourself... The cheap and plentiful NES
Advantage makes an excellent 7800 stick, and you can modify the small
pushbuttons so that they can "lock" the fire buttons (useful for the
throttle on Pole Position and Motor Psycho.)

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

4740. Re: suche für ATARI 800XE/130XE Floppy LW

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: magea000@mail.uni-mainz.de
Message-ID: <39898919.A44BA7CA@mail.uni-mainz.de>
Source record: 42961

"Andreas Schäf" schrieb:
>
> Hallo!
>
> Ich suche für ATARI 800XE/130XE Floppy LW oder Informationen wo ich noch
> eins bekommen könnte.
>
> Gruß AS

Hallo,
try ABBUC: www.atari-computer.de/abbuc
search for the floppydoc (button: Floppy Alchemie) and you will find
some 1050 floppies... greetings - Andreas magenheimer

4741. Re: Program Name?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: magea000@mail.uni-mainz.de
Message-ID: <39898B81.9D80D57A@mail.uni-mainz.de>
Source record: 42962

[snip]
...searching for a kind of multi-os...

Maybe something like "Snapshot" or "Multi-OS XL/XE" (both Shareware) is
just what you want... Andreas Magenheimer

4742. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000803112558.29528.00001286@ng-cp1.aol.com>
Source record: 42963

For anyone new to the Atari 8-bit, reading Antic and Analog is a must. The Antic issues are almost completely on-line. Unfortunately Analog still only has a few issues on-line. You can find out just about anything about the 8-bit Atari's with these two magazines. www.atarimagazines.com and www.cyberroach.com/analog/

Allan

4743. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Emerito Pinto <emeritop@atarist.com>
Message-ID: <3989ab33@es.classicweb.com>
Source record: 42964

i have the Atariwriter atr file....

Pinto

"Russ" <chill182@xxx.com> wrote:
>"Jessica C" <beadsandbangles@earthlink.net> wrote in message
>news:39875AD8.5246B4F1@earthlink.net...
>> I never knew that was possible! I know that SIO2PC does many things, but
>I
>> never knew it could do that, thanks for the advice, I will look for an
>inkjet
>> since my instructors have given me slightly lower marks for that "dot
>matrix"
>> look.
>>
>> Jessica
>
>I was wondering the same thing. I don't have an atari printer but I wanted
>some way to type up my programming lab reports in Atariwriter just to see
>the look on my professors face. Unfortunately my Atariwriter disk went bad
>so if anyone knows where I could get an ATR of it I would appriciate it.
>--
>chill182@xxx.com
>To email me change xxx to hotmail.
>
>

�Te estas perdiendo lo mejor de Internet?
----------> http://gnews.com <----------

4744. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000803140504.08283.00001987@ng-me1.aol.com>
Source record: 42965

>Charles Richmond richmond@ev1.net responded:

>IIRC, the ATR-8000 is a box that runs a Z80 in conjunction with the 8-bit
>Atari's...and it also has a floppy drive...

very close; it includes a floppy drive CONTROLLER allowing you to attach a generic PC 5.25 (and maybe 3.5?). Sparta and MyDOS can use it in SSSD, SSDD, DSSD, or DSDD. I have a dead one with the CPM software but no dox... Do we KNOW that this one works?

-Ron

I don't have a solution but I admire the problem.

4745. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Russ <chill182@xxx.com>
Message-ID: <8mcf2h$1t2n$1@herald.onu.edu>
Source record: 42966

Could you possibly send it to me? I would appriciate it.

--
chill182@xxx.com
To email me change xxx to hotmail.

"Emerito Pinto" <emeritop@atarist.com> wrote in message
news:3989ab33@es.classicweb.com...
>
> i have the Atariwriter atr file....
>
> Pinto
>
>
> >so if anyone knows where I could get an ATR of it I would appriciate it.
> >--
> >chill182@xxx.com
> >To email me change xxx to hotmail.
> >
> >
>
> Te estas perdiendo lo mejor de Internet?
> ----------> http://gnews.com <----------

4746. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <kzki5.4945$sR4.36952@news02.optonline.net>
Source record: 42967

Jennifer,

MS-DOS is what SIO2PC runs under. If you use A.P.E. 98, though, I believe
you can stay in Windows and still print through from your Atari to your PC's
printer.

Actually, MS-DOS wasn't hard for me because I had put some time in on
SpartaDos :-)
Jessica C <beadsandbangles@earthlink.net> wrote in message
news:39887B34.CA31C97A@earthlink.net...
> Uh, ok, MS DOS is still a foreign language to me, oh well.
>
> Jessica
>
> Alan Sharkis wrote:
>
> > When you do, get a printer that works well with DOS, and don't forget to
> > install the DOS drivers!
> >
> > Jessica C <beadsandbangles@earthlink.net> wrote in message
> > news:39875AD8.5246B4F1@earthlink.net...
> > > I never knew that was possible! I know that SIO2PC does many things,
but
> > I
> > > never knew it could do that, thanks for the advice, I will look for an
> > inkjet
> > > since my instructors have given me slightly lower marks for that "dot
> > matrix"
> > > look.
> > >
> > > Jessica
> > >
> > > "John K. Picken" wrote:
> > >
> > > > On Tue, 1 Aug 2000, Jessica Cornn wrote:
> > > >
> > > > [snip]
> > > >
> > > > > Any advice on a new printer for my Atari system? My 1027 is shot,
so
> > it
> > > > > seems, as in it does not work right now. I would like to get a
new
> > one
> > > > > since schooltime is coming up and I am getting sick of staring

```
into
> > the
> > > > > "screen of death" to type a term paper. The bluescreen atari word
> > > > > processor is a lot more pleasing to the eyes than lotus.
> > > > >
> > > > > Any "Epson-compatible" dot-matrix, especially 9-pin models, are
perfect
> > > > > for most 8-bit Atari applications. With a bit of tweaking, you can
also
> > > > > use older inkjet printers (I set up a DeskJet 500 for PaperClip).
> > > > >
> > > > > You will, of course, need a printer interface of some sort but
getting
> > > > > one allows you to use printers that produce far better quality
output
> > > > > than anything Atari ever sold for the 8-bit line.
> > > > >
> > > > > Maybe a cheaper option is to use SIO2PC and your PC's printer.
> > > > >
> > > > > jkp
> > > >
>
```

4747. Re: Program Name?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008031714250.107-100000@TT030>
Source record: 42968

On 3 Aug 2000, Amiga WorkZ wrote:

> Hey!
>
> I remember a hack that let you run two programs at
> once on an expanded (128k) XL or XE. Switching between
> the two with keyboard strokes - the second program
> "froze" while running the first.
>
> Anybody remember the name of this hack?
> Know where I can snag it?

I recall something called Fork. Not sure where to find it or
if it is the one you refer to.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4748. Re: Program Name?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <4Dli5.773$aK5.14975@news1.online.no>
Source record: 42969

Was it MTOS ? MultiTasking Operating System ? As I said earlier, I think
it's on University of Michigan archives.

Lonny Pursell <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10008031714250.107-100000@TT030...
> On 3 Aug 2000, Amiga WorkZ wrote:
>
> > Hey!
> >
> > I remember a hack that let you run two programs at
> > once on an expanded (128k) XL or XE. Switching between
> > the two with keyboard strokes - the second program
> > "froze" while running the first.
> >
> > Anybody remember the name of this hack?
> > Know where I can snag it?
>
> I recall something called Fork. Not sure where to find it or
> if it is the one you refer to.
>
>
> ---
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

4749. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3989F7F8.B659BD79@earthlink.net>
Source record: 42970

YOU ARE NOT the only one who has said that, I came across it by accident then it grew on me. My friends are starting to get into programming because of my collection, it is kind of fun.

Jessica

Russ wrote:

> > Too bad all teachers are not like my folks and could care less that the
> paper
> > has that "dot matrix" look, then again, they teach college, I am still
> stuck in
> > the hallowed halls of high school.
> >
> > Jessica
> >
>
> You're a high school girl and you are into atari 8 bit stuff? I can't find
> college girls that have even heard of atari.
>
> --
> chill182@xxx.com
> To email me change xxx to hotmail.

4750. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3989F8B0.BD98929A@earthlink.net>
Source record: 42971

Basicly because MS DOS sucks, I can't help but lose interest in learning
it. My kids will probably curse me and learn MS DOS in a rebellious
fit...then again, my folks were typewriter people.

Jessica

drteele wrote:

> She knows atari, but doesn't know MS-DOS. Jessy, I LOOOOOOOOOVE you! :-)
>
> Dan
> (in a platonic sense, of course)
>
> Jessica C wrote:
>
> > Uh, ok, MS DOS is still a foreign language to me, oh well.
> >
> > Jessica
> >

4751. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3989F91A.76E5A2CF@earthlink.net>
Source record: 42972

I use A.P.E. 98, and it is JESSICA, not Jennifer. I amstill trying to figure
out how to use it, however.

Jessica

Alan Sharkis wrote:

> Jennifer,
>
> MS-DOS is what SIO2PC runs under. If you use A.P.E. 98, though, I believe
> you can stay in Windows and still print through from your Atari to your PC's
> printer.
>
> Actually, MS-DOS wasn't hard for me because I had put some time in on
> SpartaDos :-)
> Jessica C <beadsandbangles@earthlink.net> wrote in message
> news:39887B34.CA31C97A@earthlink.net...
> > Uh, ok, MS DOS is still a foreign language to me, oh well.
> >
> > Jessica
> >
> > Alan Sharkis wrote:
> >
> > > When you do, get a printer that works well with DOS, and don't forget to
> > > install the DOS drivers!
> > >
> > > Jessica C <beadsandbangles@earthlink.net> wrote in message
> > > news:39875AD8.5246B4F1@earthlink.net...
> > > > I never knew that was possible! I know that SIO2PC does many things,
> but
> > > I
> > > > never knew it could do that, thanks for the advice, I will look for an
> > > inkjet
> > > > since my instructors have given me slightly lower marks for that "dot
> > > matrix"
> > > > look.
> > > >
> > > > Jessica
> > > >
> > > > "John K. Picken" wrote:
> > > >
> > > > > On Tue, 1 Aug 2000, Jessica Cornn wrote:
> > > > >
> > > > > [snip]
> > > > >

> > > > > > Any advice on a new printer for my Atari system? My 1027 is shot,
> so
> > > it
> > > > > > seems, as in it does not work right now. I would like to get a
> new
> > > one
> > > > > > since schooltime is coming up and I am getting sick of staring
> into
> > > the
> > > > > > "screen of death" to type a term paper. The bluescreen atari word
> > > > > > processor is a lot more pleasing to the eyes than lotus.
> > > > >
> > > > > Any "Epson-compatible" dot-matrix, especially 9-pin models, are
> perfect
> > > > > for most 8-bit Atari applications. With a bit of tweaking, you can
> also
> > > > > use older inkjet printers (I set up a DeskJet 500 for PaperClip).
> > > > >
> > > > > You will, of course, need a printer interface of some sort but
> getting
> > > > > one allows you to use printers that produce far better quality
> output
> > > > > than anything Atari ever sold for the 8-bit line.
> > > > >
> > > > > Maybe a cheaper option is to use SIO2PC and your PC's printer.
> > > > >
> > > > > jkp
> > > >
> > >

4752. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3989F960.26349091@earthlink.net>
Source record: 42973
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

Try looking for a Wico of some sort, a tad bit more compatible.

Jessica

Snogpitch wrote:

> Assuming you need the second firing button, what joystick can you still get
> that can use this feature? There are some 7800 carts that need this
> feature, and I'm forced to go back to my less than perfect 7800 joystick.
> I've yet to see a truely 7800 compatible joystick.
>
> Is there a mod that can be done to make them so?
>
> > From: nospam <wong@email.in.signature>
> > Organization: NBTel Internet
> > Newsgroups: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari
> > Date: Wed, 02 Aug 2000 19:41:52 GMT
> > Subject: Re: 2600 Controllers on 7800
> >
> > On Wed, 2 Aug 2000, Andrew Brimberry wrote:
> >
> >> Do the 2600 joysticks and paddles work on a 7800 system? Thank you for your
> >> help.
> >>
> >> Andrew
> >>
> >
> > Yes, and yes. As long as you don't need to use the second
> > fire button on the 7800 stick for the game. As a matter of
> > fact, I bolted 2 2600 sticks onto a stool to act as the
> > controller for Robotron 2084, and it really works well.
> >
> > ---
> > wong at caris (dot) com
> > ---
> >

4753. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3989F9CE.40AF21E1@earthlink.net>
Source record: 42974

I am not really "new" to this, I just never heard of an ATR 8000... And, Antic is bookmarked, I am slowly going though it and printing out articles of interest.
Jessica

Nach4321 wrote:

> For anyone new to the Atari 8-bit, reading Antic and Analog is a must. The
> Antic issues are almost completely on-line. Unfortunately Analog still only
> has a few issues on-line. You can find out just about anything about the 8-bit
> Atari's with these two magazines. www.atarimagazines.com and
> www.cyberroach.com/analog/
>
> Allan

4754. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3989FA17.65E02F1D@earthlink.net>
Source record: 42975

Sounds intriguing... add that to my list of hardware to look for...

Jessica

RHamiIton5 wrote:

> >Charles Richmond richmond@ev1.net responded:
>
> >IIRC, the ATR-8000 is a box that runs a Z80 in conjunction with the 8-bit
> >Atari's...and it also has a floppy drive...
>
> very close; it includes a floppy drive CONTROLLER allowing you to attach a
> generic PC 5.25 (and maybe 3.5?). Sparta and MyDOS can use it in SSSD, SSDD,
> DSSD, or DSDD. I have a dead one with the CPM software but no dox... Do we KNOW
> that this one works?
>
> -Ron
>
> I don't have a solution but I admire the problem.

4755. Re: find anyone anywhere in the USA 4736

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3989FA78.43F8400B@earthlink.net>
Source record: 42976

Oh puhleeze...

4756. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3989FB51.D21F4FD1@earthlink.net>
Source record: 42977
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

Oh, BTW, it is likely that a keypad would work better than a joystick, especially if you are like me and learned to play a nintendo blindfolded at the age of three, I became thumb dependent and it is so much better than crushing your hands on a joystick... Then again, you may be joy dependent, depends on what you played with in the 80's...

Jessica

The Maverick wrote:

> Snogpitch wrote:
> >
> > Assuming you need the second firing button, what joystick can you still get
> > that can use this feature?
>
> Usually one that you convert yourself... The cheap and plentiful NES
> Advantage makes an excellent 7800 stick, and you can modify the small
> pushbuttons so that they can "lock" the fire buttons (useful for the
> throttle on Pole Position and Motor Psycho.)
>
> the Mav
>
> --
>
> "Never give up -- never surrender!" Commander Peter Quincy Taggart

4757. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000803184905.26092D-100000@vtn1>
Source record: 42978

On Thu, 3 Aug 2000, Jessica C wrote:

> Basicly because MS DOS sucks, I can't help but lose interest in learning
> it. My kids will probably curse me and learn MS DOS in a rebellious
> fit...then again, my folks were typewriter people.
>
> Jessica

I love people like you. Your attitude toward DOS is shared by many--many who pay me to fix their screwed-up Windows file structures and systems, something that is often most easily done under DOS.

You may opine that DOS sucks but that beats the heck out Windoze which crash. The best one-liner I saw about Windoze was someone's tag-line:

"Mouse has moved! Windows must be re-started for the change to take effect."

jkp

4758. Re: Program Name?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000803225825.13664A-100000@vtn1>
Source record: 42979

On 4 Aug 2000, RHamiIton5 wrote:

> >Amiga WorkZ" ZaXXoN@nospam.nowhere asked:
>
> >I remember a hack that let you run two programs at
> >once on an expanded (128k) XL or XE. Switching between
> >the two with keyboard strokes - the second program
> >"froze" while running the first.
> >
> > Anybody remember the name of this hack?
>
> It was by Tom Hunt IIRC and required >=256K and is listed on XLSearch...
> http://www.newbreedsoftware.com/xlsearch/
>
> -Ron
>
> I don't have a solution but I admire the problem.

Tom wrote "Snapshot" and I followed up with "XL2". In both cases, the operation was "task swapping" as opposed to "multi-tasking"--only one application was running, the other, and its complete 64k environment were stored in extra memory.

Neither required more than 128k; why would you? You have 64k of main address space and only need a little over 62k to store it in extra RAM (2k in the main area is hardware addresses).

Tom went on to produce "SnapHD" which allowed for multiple images using hard drive space while I went back to tweaking XL2 for more speed and trying to come up with a faster RAMdisk.

All of this stuff can be found on Tom's ftp site. Look for "snap*.*", "xl2*.*", and (if you use a SpartaDOS RD) "ramjet.*).

The only true "multi-tasker" (using what seems to be the MS definition of it) for the 8-bit, was Tom's MTOS which allocated time slices to several BASIC programs. That's also on his ftp site ("mtos*.*).

BTW the programs were not "hacks" they were, in Tom's case, 100% original and, in my case, 90% original (I stole the SnapShot concept from Tom, but my implementation in XL2 was completly different).

jkp

4759. ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Amiga WorkZ <ZaXXoN@nospam.nowhere>
Message-ID: <73.13.392KJaZNecdRJbd.NR@nospam.nowhere>
Source record: 43042

Hey!

Got an old ATR 8000 box here!
No Software or Dox - Any takers?

ZaXXoN at primenet dot com
--
---
primenet.com/~ZaXXoN ....at Amiga WorkZ

4760. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3988E887.38431AA0@earthlink.net>
Source record: 43043

ATR 8000? Are you sure its not an 800, if it is, I want it! How much?

Jessica

Amiga WorkZ wrote:

> Hey!
>
> Got an old ATR 8000 box here!
> No Software or Dox - Any takers?
>
> ZaXXoN at primenet dot com
> --
> --
> primenet.com/~ZaXXoN ....at Amiga WorkZ
> --

4761. Program Name?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Amiga WorkZ <ZaXXoN@nospam.nowhere>
Message-ID: <d3.P3.392uJOENecd555f.NR@nospam.nowhere>
Source record: 43044

Hey!

I remember a hack that let you run two programs at
once on an expanded (128k) XL or XE. Switching between
the two with keyboard strokes - the second program
"froze" while running the first.

Anybody remember the name of this hack?
Know where I can snag it?

ZaXXoN at primenet dot com
--
---
primenet.com/~ZaXXoN ....at Amiga WorkZ

4762. Re: Bezerk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-03 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <3988FDC6.5604A2D2@atari-history.com>
Source record: 43045

Hi Fred,

You can buy prototype copies from B&C Atari Sales (www.myatari.com)
and Video61 Atari Sales (www.atarisales.com) When Atari folded, they
sold off the rights to produce these games to B&C and Video61, these two
companies have been working with a lot of older software houses, buying
the rights or receiving rights releases so they can produce cartridge
versions of many older hard to find games.

Curt

Feddeck@hotmail.com wrote:

> Hi, was wondering if Bezerk was ever made for the Atari 800? If so
> would anybody know where I could buy/trade a copy? Also, does anybody
> know where a complete Atari 400/800 cartridge list is? Any web sites?
> Thanks.
>
> -Fred
> Feddeck@hotmail.com
>
> Classic Computer Collection:
>
> www.geocities.com/fritzfranzfeddeck/c3.html
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4763. Re: Program Name?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000803214905.21948.00000069@ng-cp1.aol.com>
Source record: 42980

>Amiga WorkZ" ZaXXoN@nospam.nowhere asked:

>I remember a hack that let you run two programs at
>once on an expanded (128k) XL or XE. Switching between
>the two with keyboard strokes - the second program
>"froze" while running the first.
>
> Anybody remember the name of this hack?

It was by Tom Hunt IIRC and required >=256K and is listed on XLSearch...
http://www.newbreedsoftware.com/xlsearch/

-Ron

I don't have a solution but I admire the problem.

4764. ANTIC mags for trade.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8md62u0gfc@news1.newsguy.com>
Source record: 42981

I have a bunch of Antic Magazines for trade for others, or for Atari
User/Page 6/Analog/Atari Age etc.
Mostly around '86 to early '88.

If you have any to trade, send me an email with your trade list of dates and
I'll send you mine

regards

Aaron
http://homepages.ihug.co.nz/~aaronat/atari.html
Holmes Atari 8bit Games.

4765. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398A3042.7197A7AC@earthlink.net>
Source record: 42982

The "blue screen of death" is just wonderful, I know. Sometimes I get it for just closing Netscape, other times I get it just for thinking about closing Netscape, or closing anything, in fact.

It hasn't happened much this week, but I will say that none of my Ataris have crashed or froze in the middle of an application. The only time one ever came close was during a power outage (which I beleive can crash everything, haha). I am not denying that it happens, I know many of you have complained about BASIC freezing up while programming, at least it can be restarted without the OS going crazy.

Jessica

"John K. Picken" wrote:

> On Thu, 3 Aug 2000, Jessica C wrote:
>
> > Basicly because MS DOS sucks, I can't help but lose interest in learning
> > it. My kids will probably curse me and learn MS DOS in a rebellious
> > fit...then again, my folks were typewriter people.
> >
> > Jessica
>
> I love people like you. Your attitude toward DOS is shared by many--many
> who pay me to fix their screwed-up Windows file structures and systems,
> something that is often most easily done under DOS.
>
> You may opine that DOS sucks but that beats the heck out Windoze which
> crash. The best one-liner I saw about Windoze was someone's tag-line:
>
> "Mouse has moved! Windows must be re-started for the change to take
> effect."
>
> jkp

4766. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Pairman <microtac@nospam.netscape.net>
Message-ID: <lzsi5.705$T9.74560@news0.telusplanet.net>
Source record: 42983

Yea, that ATR 8000 is one kewl box. With a built in Z80 CPU - 64k RAM,
Serial, Parallel and floppie controller. And yes, you could use 3.5 inch
drives with it. (mydos, spartados) I had 2 720k drives and a 360k drive plus
the 1050 on it. and it worked like a charm. One of these days, I'll put the
manual online. When not in CP/M mode the 64k was used as a printer buffer.
And using the cp/m would make the atari a dumb terminal to it. One could
also if one could find one and just get a dumb terminal and plug it in and
use it as a complete CP/M computer.
SWP also made an upgrade option to hook up harddrives and an 8088 chip to
run IBM (MS-DOS) software.

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:3989FA17.65E02F1D@earthlink.net...
> Sounds intriguing... add that to my list of hardware to look for...
>
> Jessica
>
> RHamiIton5 wrote:
>
> > >Charles Richmond richmond@ev1.net responded:
> >
> > >IIRC, the ATR-8000 is a box that runs a Z80 in conjunction with the
8-bit
> > >Atari's...and it also has a floppy drive...
> >
> > very close; it includes a floppy drive CONTROLLER allowing you to attach
a
> > generic PC 5.25 (and maybe 3.5?). Sparta and MyDOS can use it in SSSD,
SSDD,
> > DSSD, or DSDD. I have a dead one with the CPM software but no dox... Do
we KNOW
> > that this one works?
> >
> > -Ron
> >
> > I don't have a solution but I admire the problem.
>

4767. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <mPsi5.3406$SG6.20585@typhoon.we.rr.com>
Source record: 42984

I'm in high skool too, but I am more into the Atari game systems than the computers. Heh, the reason I got my 65XE was because I couldn't find a 5200, and I thought of using my Atari computer as a replacement to a 5200, since the games are similar.

4768. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Trip Cannon <TCannon@teleport.com>
Message-ID: <upui5.9609$SM4.866804@nntp2.onemain.com>
Source record: 42985
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

I do believe I've seen a third party joystick for the 7800... It's made by a company called "Suntac.." I think anyways.. I've always seen them in the Sears catalog... I had the one button equivalent for the 2600 and remember them being highly reliable.. however, I've never seen the 7800 version other than the catalog.. I wonder just how rare these joysticks are?

-Trip

Snogpitch <snogpitch@copper.net> wrote in message news:B5AEE9D3.6E82%snogpitch@copper.net...
>
> Assuming you need the second firing button, what joystick can you still get
> that can use this feature? There are some 7800 carts that need this
> feature, and I'm forced to go back to my less than perfect 7800 joystick.
> I've yet to see a truely 7800 compatible joystick.
>
> Is there a mod that can be done to make them so?
>
>
>
> > From: nospam <wong@email.in.signature>
> > Organization: NBTel Internet
> > Newsgroups: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari
> > Date: Wed, 02 Aug 2000 19:41:52 GMT
> > Subject: Re: 2600 Controllers on 7800
> >
> > On Wed, 2 Aug 2000, Andrew Brimberry wrote:
> >
> >> Do the 2600 joysticks and paddles work on a 7800 system? Thank you for your
> >> help.
> >>
> >> Andrew
> >>
> >
> > Yes, and yes. As long as you don't need to use the second
> > fire button on the 7800 stick for the game. As a matter of
> > fact, I bolted 2 2600 sticks onto a stool to act as the
> > controller for Robotron 2084, and it really works well.
> >
> > ---
> > wong at caris (dot) com

> > ----------
> >
>

4769. ANTIC Mags for trade, Dates listed:

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8me0b3nil1@news.ihug.co.nz>
Source record: 42986

I wish to trade these for more Antics, or other Atari mags...

ANTICS:
1986:
Jun
Jul
May
Aug
Oct (back cover has a rip)

1987:
May (x3)
Mar
Apr (x2)
Oct
Jun
Feb (front cover missing)

If you need any of these, and have more mags to trade, let me know via email.
I would also consider trades of Atari 8bit carts, or 2600 carts.

Aaron

4770. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Axel Poqu&#65533; <axel.pq@t-online.de>
Message-ID: <8me2m7kos16$1@news.t-online.com>
Source record: 42987
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

"Trip Cannon" <TCannon@teleport.com> writes in article
news:upui5.9609$SM4.866804@nntp2.onemain.com...
> I do believe I've seen a third party joystick for the 7800... It's made by a
> company called "Suntac.." I think anyways.. I've always seen them in the
> Sears catalog... I had the one button equivalent for the 2600 and remember
> them being highly reliable.. however, I've never seen the 7800 version other
> than the catalog.. I wonder just how rare these joysticks are?

I got one of their joysticks on my desk. Let's see...

The company's called "Suncom Incorporated". The joystick that I have is a "TAC-2"
(Totally-Accurate-Controller(tm)), it's the standard Atari joystick with two
buttons acting as one. I don't about the 7800 version, though.

I'd consider this one of the best joysticks I've seen. Mine has taken quite a
beating over the years, it still works perfectly and has outlived quite a
number of other (not necessarily cheaper) joysticks. It is more like a real
arcade joystick IMHO.

I just remembered that Suncoms "Starfighter" joystick was mentioned in the new
products section of ANALOG issue 23, page 12. Looking at the article it seems
to me that this is the joystick you've seen, since it has two independant fire
buttons.

Axel

Axel Poqui¿½ o
Aachen, Germany _|_ home: home.t-online.de/~axel.pq
(___)-._. ascii-art: home.t-online.de/~axel.pq/ascii

4771. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8me5a7$885$1@user2.teleport.com>
Source record: 42988
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

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64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
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or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4772. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8me5k3$8lj$1@user2.teleport.com>
Source record: 42989
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

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So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4773. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8me5mf$8o2$1@user2.teleport.com>
Source record: 42990
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4774. 8Bit Emulator for Epoc32 Machines (Psion)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: primenet <doctorx@dallas.net>
Message-ID: <8me96e$4ce$1@nnrp02.primenet.com>
Source record: 42991

Does anyone here have any idea if there is an 8 bit emulator for the psion line of computers? (series 5mx, 7, netbook, etc?)..

I know that Frodo, the c64 emulator was ported because the C source code was available.. anyone have the technical know how to port an atari emulator over?

Mark

4775. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Russ <chill182@xxx.com>
Message-ID: <8medthbnv1@herald.onu.edu>
Source record: 42992

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:398A3042.7197A7AC@earthlink.net...
> The "blue screen of death" is just wonderful, I know. Sometimes I get it
for
> just closing Netscape, other times I get it just for thinking about
closing
> Netscape, or closing anything, in fact.
>

This is kinda off topic but I really haven't had hardly any problems with
windows since I upgraded 98 to 98 second edition. I'm not pro-microsoft, but
I'm not anti-microsoft either, and I can admit that 98 SE made my computer
work more reliably than it ever has before. Now I'm trying out windows ME
and so far I'm pretty impressed, if I start having problems I'll go back to
98 SE.
--
chill182@xxx.com
To email me change xxx to hotmail.

4776. blue or green screen?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: dondele@my-deja.com
Message-ID: <8mejvlpdb1@nnrp1.deja.com>
Source record: 42993

hi!

i have an atari 130xe, and when i turn it on, it has a _green_ screen.
is that normal? all the emulators i have seen have a _blue_ screen.

cya, d0N_

Sent via Deja.com http://www.deja.com/
Before you buy.

4777. Re: blue or green screen?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <19976-398ADBD5-17@storefull-175.iap.bryant.webtv.net>
Source record: 42994

no that is not normal.
you might have a bad power supply,or there may be some bad ram chips on
board.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4778. Re: blue or green screen?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <Ejv3OMADWui5EwvU@lovecraft.demon.co.uk>
Source record: 42995

In article <8mejvlpdb1@nnrp1.deja.com>, dondele@my-deja.com writes
>hi!
>
>i have an atari 130xe, and when i turn it on, it has a _green_ screen.
>is that normal? all the emulators i have seen have a _blue_ screen.

Do you mean a plain green screen, or the screen is displaying the cursor
in shades of green?

If the former, it's broken.

If the latter, look underneath beside the sticker for a hole in the base
of the computer. Use a jeweller's flat-blade screwdriver, or a proper TV
adjustment tool, to tweak this control.

It adjusts the colour balance. I don't know the proper term for it ;)

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4779. Re: blue or green screen?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: dondele@my-deja.com
Message-ID: <8mes0mvva1@nnrp1.deja.com>
Source record: 43096

hi!

> Do you mean a plain green screen, or the screen is displaying the
cursor
> in shades of green?

it looks like the normal screen of an atari, but it's not blue, it's green. backround is green, the cursor is light green and the border is black. the self test says that everything is okay, and i can run everything (games and so on), and it works.

cya, d0N!

Sent via Deja.com http://www.deja.com/
Before you buy.

4780. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <JjCi5.7181$sR4.47927@news02.optonline.net>
Source record: 43097

I love it!

John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000803184905.26092D-100000@vtn1...

<SNIP!>

> You may opine that DOS sucks but that beats the heck out Windoze which
> crash. The best one-liner I saw about Windoze was someone's tag-line:
>
> "Mouse has moved! Windows must be re-started for the change to take
> effect."
>
> jkp
>

4781. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <pmCi5.7182$sR4.48050@news02.optonline.net>
Source record: 43098

One newspaper columnist said that ME works very well as a full OEM install, but the upgrade runs into problems. At least, that was his experience. I have the first edition of 98 running on my computer now, and I have a second computer coming in next week with SE on it. It'll take guts, but I think I'd like to upgrade both of them to ME when it is finally released. I've heard good things about its new features.

Russ <chill182@xxx.com> wrote in message news:8medthbnv1@herald.onu.edu...
> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> news:398A3042.7197A7AC@earthlink.net...
> > The "blue screen of death" is just wonderful, I know. Sometimes I get
it
> for
> > just closing Netscape, other times I get it just for thinking about
> closing
> > Netscape, or closing anything, in fact.
> >
>
> This is kinda off topic but I really haven't had hardly any problems with
> windows since I upgraded 98 to 98 second edition. I'm not pro-microsoft,
but
> I'm not anti-microsoft either, and I can admit that 98 SE made my computer
> work more reliably than it ever has before. Now I'm trying out windows ME
> and so far I'm pretty impressed, if I start having problems I'll go back
to
> 98 SE.
> --
> chill182@xxx.com
> To email me change xxx to hotmail.
>
>

4782. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <cnCi5.7183$sR4.48300@news02.optonline.net>
Source record: 43099

Sorry!

Jessica C <beadsandbangles@earthlink.net> wrote in message
news:3989F91A.76E5A2CF@earthlink.net...
> I use A.P.E. 98, and it is JESSICA, not Jennifer. I amstill trying to
figure
> out how to use it, however.
>
> Jessica
>
> Alan Sharkis wrote:
>
> > Jennifer,
> >
> > MS-DOS is what SIO2PC runs under. If you use A.P.E. 98, though, I
believe
> > you can stay in Windows and still print through from your Atari to your
PC's
> > printer.
> >
> > Actually, MS-DOS wasn't hard for me because I had put some time in on
> > SpartaDos :-)
> > Jessica C <beadsandbangles@earthlink.net> wrote in message
> > news:39887B34.CA31C97A@earthlink.net...
> > > Uh, ok, MS DOS is still a foreign language to me, oh well.
> > >
> > > Jessica
> > >
> > > Alan Sharkis wrote:
> > >
> > > > When you do, get a printer that works well with DOS, and don't
forget to
> > > > install the DOS drivers!
> > > >
> > > > Jessica C <beadsandbangles@earthlink.net> wrote in message
> > > > news:39875AD8.5246B4F1@earthlink.net...
> > > > > I never knew that was possible! I know that SIO2PC does many
things,
> > but
> > > > I
> > > > > never knew it could do that, thanks for the advice, I will look
for an
> > > > inkjet
> > > > > since my instructors have given me slightly lower marks for that

"dot
> > > > matrix"
> > > > > look.
> > > > >
> > > > > Jessica
> > > > >
> > > > > "John K. Picken" wrote:
> > > > >
> > > > > > On Tue, 1 Aug 2000, Jessica Cornn wrote:
> > > > > >
> > > > > > [snip]
> > > > > >
> > > > > > > Any advice on a new printer for my Atari system? My 1027 is
shot,
> > so
> > > > > it
> > > > > > > seems, as in it does not work right now. I would like to get
a
> > new
> > > > one
> > > > > > > since schooltime is coming up and I am getting sick of staring
> > into
> > > > the
> > > > > > > "screen of death" to type a term paper. The bluescreen atari
word
> > > > > > processor is a lot more pleasing to the eyes than lotus.
> > > > > >
> > > > > > Any "Epson-compatible" dot-matrix, especially 9-pin models, are
> > perfect
> > > > > > for most 8-bit Atari applications. With a bit of tweaking, you
can
> > also
> > > > > > use older inkjet printers (I set up a DeskJet 500 for
PaperClip).
> > > > > >
> > > > > > You will, of course, need a printer interface of some sort but
> > getting
> > > > > > one allows you to use printers that produce far better quality
> > output
> > > > > > than anything Atari ever sold for the 8-bit line.
> > > > > >
> > > > > > Maybe a cheaper option is to use SIO2PC and your PC's printer.
> > > > > >
> > > > > > jkp
> > > > > >
> > > >
>

4783. Re: blue or green screen?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <5KCi5.1281$aK5.22831@news1.online.no>
Source record: 43100

Actually my first 800 was that way. There's a pot meter inside, which is out
of tune. I don't remember which, but I bet its there on the XL/XE's too.

<dondele@my-deja.com> wrote in message news:8mejvlpdb1@nnrp1.deja.com...
> hi!
>
> i have an atari 130xe, and when i turn it on, it has a _green_ screen.
> is that normal? all the emulators i have seen have a _blue_ screen.
>
> cya, d0N_
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4784. Re: blue or green screen?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: dondele@my-deja.com
Message-ID: <8mf0kb$3nn$1@nnrp1.deja.com>
Source record: 43101

hi!

> i have an atari 130xe, and when i turn it on, it has a _green_ screen.
> is that normal? all the emulators i have seen have a _blue_ screen.

now i just flipped my atari around, and noticed a little screw on the
bottom (next to the sticker which is in the middle). i took a little
screwdriver and twisted that screw a bit to the right. any YES, it
turned blue!

thank you guys, i really thought i have to buy a new atari :(

d0N

Sent via Deja.com http://www.deja.com/
Before you buy.

4785. Re: blue or green screen?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000804131509.8204A-100000@vtn1>
Source record: 43102

While we're on the subject, other video problems are often the result of a failing part in the power supply. That is normally the best place to start looking before assuming the computer is on its last legs. (Atari made great computers but the DC power supplies all, in Jessica's words, "suck".)

If you ever have to replace one, make sure you cut off and save the cable that goes from the supply to the computer as the DIN plug and wire can be used with another supply. If you have such a wire, a quick test of the PS is to hook the wire with the white stripe to the red one on a PC disk drive plug and the black to one of the black ones on the PC. If that fixes the Atari, you know you need a new power supply.

jkp

4786. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000804132406.8204B-100000@vtn1>
Source record: 43103

One of my friends (ex-Atarian) runs a small business using an IBM
Aptiva P166 and a P200 laptop. He was just about to blow three to
four kilobucks on a new Pentium-based beasty for production of advertising
videos when I convinced him to have a look at the Mac.

For about half what he would have paid for the new Windoze box, he's
up and running (with the world's ugliest computer :) a great little IMac
with an incredibly stable OS.

jkp

On Fri, 4 Aug 2000, Alan Sharkis wrote:

> I love it!
>
>
> John K. Picken <yg473@victoria.tc.ca> wrote in message
> news:Pine.GSO.3.95.iB1.0.1000803184905.26092D-100000@vtn1...
>
> <SNIP!>
>
> > You may opine that DOS sucks but that beats the heck out Windoze which
> > crash. The best one-liner I saw about Windoze was someone's tag-line:
> >
> > "Mouse has moved! Windows must be re-started for the change to take
> > effect."
> >
> > jkp
> >
>
>
>
>

4787. Re: Laser Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: maloneyXXX@merlin.albany.net
Message-ID: <8mfeicdgj3@news.monmouth.com>
Source record: 43104

Hmmm....I think I typed in a version for my Amiga, if I'm not
mistaken...

spamless@Nil.nil wrote:
: Gary <bitbucket@home.com> wrote:
:
: > It was actually published in Compute! around 1987/88 (I've got them
: > packed away so I can't look for the exact issue) and was in BASIC.
:
: Thinking back, you may be right about the BASIC (with a bunch of ML
: routines contained therein).
:
: If my memory is not failing me, they had a competition for user written
: programmes and LaserChess was the winner. There were several type in
: versions for different platforms (converted from the original submission
: to their contest - was the original submission an AtariST version? For
: some reason I have a memory that was the case).

--
Remove 'XXX' from e-mail address to reply

4788. Atari 8 bit stuff available in Central Florida

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: dberg200@bellNOSPAMsouth.net
Message-ID: <8F86BDEDBdbergmagicnetnet@205.152.111.25>
Source record: 43105

This post is for those Atari 8 bit enthusiasts in the Central Flordia area. I have a collection of Atari gear, software, documentation and magazines that I need to find a home for. I really don't want to dump the stuff at a thrift shop and I don't want to hassle with selling it. If anyone in the area is interested in taking this stuff off my hands please email and we'll discuss it. Thanks!

David
dberg200@bellsouth.net

4789. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398B5707.ACD83952@earthlink.net>
Source record: 43106

I know it is but it was in response to a query, ok?

jessica

Russ wrote:

> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> news:398A3042.7197A7AC@earthlink.net...
> > The "blue screen of death" is just wonderful, I know. Sometimes I get it
> for
> > just closing Netscape, other times I get it just for thinking about
> closing
> > Netscape, or closing anything, in fact.
> >
>
> This is kinda off topic but I really haven't had hardly any problems with
> windows since I upgraded 98 to 98 second edition. I'm not pro-microsoft, but
> I'm not anti-microsoft either, and I can admit that 98 SE made my computer
> work more reliably than it ever has before. Now I'm trying out windows ME
> and so far I'm pretty impressed, if I start having problems I'll go back to
> 98 SE.
> --
> chill182@xxx.com
> To email me change xxx to hotmail.

4790. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398B5767.5003BE8C@earthlink.net>
Source record: 43107

It's ok.... just don't do it again.

Alan Sharkis wrote:

> Sorry!
>
> Jessica C <beadsandbangles@earthlink.net> wrote in message
> news:3989F91A.76E5A2CF@earthlink.net...
> > I use A.P.E. 98, and it is JESSICA, not Jennifer. I amstill trying to
> figure
> > out how to use it, however.
> >
> > Jessica
> >
> > Alan Sharkis wrote:
> >
> > > Jennifer,
> > >
> > > MS-DOS is what SIO2PC runs under. If you use A.P.E. 98, though, I
> believe
> > > you can stay in Windows and still print through from your Atari to your
> PC's
> > > printer.
> > >
> > > Actually, MS-DOS wasn't hard for me because I had put some time in on
> > > SpartaDos :-)
> > > Jessica C <beadsandbangles@earthlink.net> wrote in message
> > > news:39887B34.CA31C97A@earthlink.net...
> > > > Uh, ok, MS DOS is still a foreign language to me, oh well.
> > > >
> > > > Jessica
> > > >
> > > > Alan Sharkis wrote:
> > > >
> > > > > When you do, get a printer that works well with DOS, and don't
> forget to
> > > > > install the DOS drivers!
> > > > >
> > > > > Jessica C <beadsandbangles@earthlink.net> wrote in message
> > > > > news:39875AD8.5246B4F1@earthlink.net...
> > > > > > I never knew that was possible! I know that SIO2PC does many
> things,
> > > but
> > > > > I
> > > > > > never knew it could do that, thanks for the advice, I will look

> for an
> > > > > inkjet
> > > > > > since my instructors have given me slightly lower marks for that
> "dot
> > > > > matrix"
> > > > > > look.
> > > > > >
> > > > > > Jessica
> > > > > >
> > > > > > "John K. Picken" wrote:
> > > > > >
> > > > > > > On Tue, 1 Aug 2000, Jessica Cornn wrote:
> > > > > > >
> > > > > > > [snip]
> > > > > > >
> > > > > > > Any advice on a new printer for my Atari system? My 1027 is
> shot,
> > > > so
> > > > > > it
> > > > > > > seems, as in it does not work right now. I would like to get
> a
> > > new
> > > > > one
> > > > > > > since schooltime is coming up and I am getting sick of staring
> > > into
> > > > > the
> > > > > > > "screen of death" to type a term paper. The bluescreen atari
> word
> > > > > > processor is a lot more pleasing to the eyes than lotus.
> > > > > > >
> > > > > > Any "Epson-compatible" dot-matrix, especially 9-pin models, are
> > > perfect
> > > > > > for most 8-bit Atari applications. With a bit of tweaking, you
> can
> > > also
> > > > > > use older inkjet printers (I set up a DeskJet 500 for
> PaperClip).
> > > > > > >
> > > > > > You will, of course, need a printer interface of some sort but
> > > getting
> > > > > > one allows you to use printers that produce far better quality
> > > output
> > > > > > than anything Atari ever sold for the 8-bit line.
> > > > > > >
> > > > > > Maybe a cheaper option is to use SIO2PC and your PC's printer.
> > > > > > >
> > > > > > jkp
> > > > > >
> > > >
> >

4791. Re: blue or green screen?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398B57FB.2262C9D7@earthlink.net>
Source record: 43108

Uh, it should be blue. Then again, my TV does some funky color changes
sometimes as might yours.

Jessica

dondele@my-deja.com wrote:

> hi!
>
> i have an atari 130xe, and when i turn it on, it has a _green_ screen.
> is that normal? all the emulators i have seen have a _blue_ screen.
>
> cya, d0N_
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4792. Re: blue or green screen?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398B5A06.F98E2D87@earthlink.net>
Source record: 43109

"John K. Picken" wrote:
(Atari made great computers but the DC power supplies all, in Jessica's
words, "suck".)

Yea, pretty much... I have a big box full of croaked power supplies, most of
them 2600's, can be replaced by a nintendo supply, or just go to Radio Shack
and say "Do you have one of these?,": and you will be directed to the correct
part; just don't do it with a computer supply, they are running on slim
pickins these days.

Another piece of advice: Sometimes a cable splice works. Don't ask me why...
it worked a few times on various cables, just don't do it unless you mind
having a short cable (make sure you have an arsenal of extension cables and
power strips at your disposal, I think that goes unsaid for anything other
than an iMac).

Jessica

If you ever have to replace one, make sure you cut off and save the

> cable that goes from the supply to the computer as the DIN plug and
> wire can be used with another supply. If you have such a wire, a
> quick test of the PS is to hook the wire with the white stripe to the
> red one on a PC disk drive plug and the black to one of the black
> ones on the PC. If that fixes the Atari, you know you need a new
> power supply.
>
> jkp

4793. Re: Atari 8 bit stuff available in Central Florida

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398B5A39.EBA52A90@earthlink.net>
Source record: 43110

Would you consider shipping it?

Jessica

David Steinberg wrote:

> This post is for those Atari 8 bit enthusiasts in the Central Flordia area.
> I have a collection of Atari gear, software, documentation and magazines
> that I need to find a home for. I really don't want to dump the stuff at a
> thrift shop and I don't want to hassle with selling it. If anyone in the
> area is interested in taking this stuff off my hands please email and we'll
> discuss it. Thanks!
>
> David
> dberg200@bellsouth.net

4794. Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: Rastus O'Ginga <rastuso@insync.net>
Message-ID: <8pqmoskhvg6djv4sepultp50l60hcr3ipq@4ax.com>
Source record: 43111

Ok, I can get this thing to load up a rom, with sound. But, I can't get good controls. If I use my Sidewinder, button A is the 5200 button 1, but nothing does button 2. If I use a keyboard, NOTHING works for buttons.

I read the damn help file 10 times and see no mention of 5200 buttons. What am I missing? Please Help!

Rastus O'Ginga

Winner of the 2nd Annual C. Montgomery Burns Award for
Outstanding Achievement in the Field of Excellence.

4795. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-04 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000804212650.15313A-100000@vtn1>
Source record: 43112

On Fri, 4 Aug 2000, Jessica C wrote:

> It's ok.... just don't do it again.
>
> Alan Sharkis wrote:
>
> > Sorry!

Damned high school punks have no concept of short-term memory loss :)

jkp

4796. Nobody willing to help ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <drPi5.1603$aK5.27410@news1.online.no>
Source record: 43113

I am trying again! I am in good process of making Box World for the Atari 8-bit. I am not a graphics artist or musician. Could anybody help out please ? Also levels 34 and up are unknown to me (I am not good enough to play through the whole thing :-()

Anybody can draw me a figure, box, wall, floor ? Make some nice tunes ?

4797. Atari Trade? 2600 Gremlins and much more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <8mgjip$l9h$1@nnrp02.primenet.com>
Source record: 43114
Cross-posted to: alt.atari.2600.vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic

95% of my stuff is in TOP NOTCH condition, the rest is close enough, nothing is ratty at all!

Serious trades only, no inquiries unless you really feel a good heavy trade may be in order after reading this whole post.

I have Gremlins, a nice Pitfall II,Eggomania, Fathom (loose), Laser Gates,Cosmic Commuter w/manual and Quest for Quintana Roo with manual for Atari 2600. Also a Fathom complete in box, opened, but like new.

Colecovision Slurpy! (nice label, some glue darkening, looks pretty good though still)

Power Lords like mint loose for Odyssey 2!!!

Dracula X!!! for Turbo CD (import) nearly perfect surface on disc in original case with manual (some wear on manual)

Nichibutsu Arcade Classics (Crazy Climber, Moon Cresta, Frisky Tom) for Super Nintendo mint complete in box(import)

Airball loose and Star Wars Return of the Jedi (shrinkwrapped)for Atari 800xl, Diner and Ladybug for Intellivision.

Impossible Mission w/manual and Commando loose for 7800,Beamrider for 5200, Burgertime for Colecovision, and Gauntlet and Rampage shrinkwrapped for Lynx. That is all my stuff for trade.

Here are the games etc. I want:

Atari 2600 King Kong, Adventure box, Private Eye manual, Megamania NO SPOTS on label at all,Custer's Revenge, Spikes Peak/Ghost Manor w/manual, Intellivision Thunder Castle complete,Atari 800xl Mountain King ,Star Wars:Arcade, Super Zaxxon, Choplifter (newer XE style version), Intellivision Super Cobra, Tutankham, Turbo, River Raid, Vectron (NO spotting, purple label). Also need a like mint (no paint wear) 6-switch Atari 2600, no box needed.

Nintendo NES Bonk with box and manual, loose OK too.

Atari 7800 Mean 18, Alien Brigade, Atari 5200 Bounty Bob Strikes Back

If you really impress me I may even let go of my Boxed like new (opened) Lemmings for Lynx, Colecovision Mr. Do's Castle mint in box complete, Atari Jaguar Aircars SHRINKWRAPPED unopened or my Hypnotic Lands Atari XE cart with manual/leaflet! (all pushing $60-$100 or more in Ebay value)

Heavy stuff for heavy stuff only! I know my Dracula X would easily go for $150 on Ebay, and the Nichibutsu Arcade for SNES would get at least $75, not to mention Power Lords for Odyssey 2 in near mint has to be $100 plus, but if you have a lot of heavy stuff I need, especially Super Zaxxon cart for Atari computers and Mean 18 for 7800 I may trade one or more of these, but I would prefer to have many smaller things on my wants fulfilled before I let go of many things on my trade list. Cash mixed in with trade may be OK too. I am offering some of the best for some of the best here!Thanks! -Satcom2

4798. Re: Nobody willing to help ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <u3lnosg5oto56n8g3mp1pgraelbnmv7vid@4ax.com>
Source record: 43115

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>I am trying again! I am in good process of making Box World for the Atari
>8-bit. I am not a graphics artist or musician. Could anybody help out please
>? Also levels 34 and up are unknown to me (I am not good enough to play
>through the whole thing :-()
>
>Anybody can draw me a figure, box, wall, floor ? Make some nice tunes ?
>
Best of luck there Vidar..

Wish I could help but i'm not artistic or musical.

Hope you get the help needed.
--
Paul Irvine

Retro-gamer & old git

4799. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8mh0sb$sk7$1@bob.news.rcn.net>
Source record: 43116

Short-term memory loss? I think I heard that expression once, but I just
can't remember what it means :)

At any rate, you've spoken about stable OSs. I posed the question of how
Linux stays stable, and most people agree that the stability really depends
on setting up custom kernels for each installation. In the case of Mac OS,
I have heard that stability hinges on the rather finite variety of hardware
on which it will run.

Considering the almost infinite variety of hardware on which Windoze is
expected to run, I think M$ has done something rather remarkable -- even if
Windoze crashes more often than most of us would like.

John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000804212650.15313A-100000@vtn1...
>
>
> On Fri, 4 Aug 2000, Jessica C wrote:
>
> > It's ok.... just don't do it again.
> >
> > Alan Sharkis wrote:
> >
> > > Sorry!
>
> Damned high school punks have no concept of short-term memory loss :)
>
> jkp
>
>

4800. FS/T: XE GS + gun + games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <398C4607.31E8@volcano.net>
Source record: 43117

I have a working XE/GS system for sale or trade.

The set includes the XE/GS system unit, keyboard, light gun, power supply, and three cartridges: Bug Hunt (light gun game), Flight Simulator II, and Pac Man.

All items are in excellent condition, tested, and working.

Please reply to themaverick@volcano.net if interested. I would prefer to swap this for a bundle of 8-bit carts, otherwise make me an offer. Thanks!

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

4801. Telecommunications Woes

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <398c36c9.21207646@news.netunlimited.net>
Source record: 43118

I had been trying to locate an R-Handler that would drive the modem
which is connected to the 850 on my Atari 800 (64k).

I tried all the ones I could find but unfortunately none have worked.
I tried ATARISRS.232 and the one that is created by AUTO850, and
RVERTER. No dice.

They just won't drive the modem. That is bizarre, because I have a
Telelink cartridge from 1978 or whenever which DOES drive the modem.

I tried the R-Handlers with a variety of telecom software. Bobterm,
Ice-T, and TCPTest. I really believe I did everything right, they just
don't work. Sob!

If anyone has any R-Handlers known to work with the 850, please email
them to me. The only thing I can think of is to somehow rip the
R-Handler code out of the Telelink cartridge.

VS

4802. Classic Computer/Video Game Garage Sale?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: Mike Szewczyk <szewczykm@hcgi.com>
Message-ID: <qmZi5.1430$_x3.33727@nntp0.chicago.il.ameritech.net>
Source record: 43119
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

I've decided that there are plenty of people who are creating very nice old computer museums and that I'll probably never have the time, drive, or resources to do the same.

I plan on keeping 2 or 3 old systems that I'm really fond of but I'd like to get rid of the rest of my stuff. However, I'd like it to go to a good home so I'm wondering if [during my garage sale of other stuff] I were to put out my classic computers and video games for very reasonable prices if I'd attract any kind of a crowd?

I live in Crystal Lake, Illinois (Northern Illinois).

I dont plan on selling the stuff for collectors prices. All I'm really looking for is to get back what I paid for the stuff and I rarely ever paid more than $10 for anything.

A friend will have some Atari, Intellivision, Odessy, Colecovision games and other miscelleny out as well, I don't know what he'll be asking but he's reasonable and typically agrees with me regarding prices for things.

Here's a list of stuff that I'll have out:

Commodore 64 and Vic 20 hardware and software
Atari 8-bit hardware and software
Apple IIe/c Hardware
TI-99 stuff (a couple of systems are really nice and in the box
I have a TRS-80 Model 4 (I think)
Timex Synclair
Some old HP system

95% of it works.

Any interest??

I'd welcome an offer to take the whole lot as well.

4803. Re: Telecommunications Woes

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <soopecbi7s99@corp.supernews.com>
Source record: 43120

Did you try that type in handler I posted?

"Velcro_SPY" <NOSvelcro@netunlimited.netPAM> wrote in message
news:398c36c9.21207646@news.netunlimited.net...
> I had been trying to locate an R-Handler that would drive the modem
> which is connected to the 850 on my Atari 800 (64k).
>
> I tried all the ones I could find but unfortunately none have worked.
> I tried ATARISRS.232 and the one that is created by AUTO850, and
> RVERTER. No dice.
>
> They just won't drive the modem. That is bizarre, because I have a
> Telelink cartridge from 1978 or whenever which DOES drive the modem.
>
> I tried the R-Handlers with a variety of telecom software. Bobterm,
> Ice-T, and TCPTest. I really believe I did everything right, they just
> don't work. Sob!
>
> If anyone has any R-Handlers known to work with the 850, please email
> them to me. The only thing I can think of is to somehow rip the
> R-Handler code out of the Telelink cartridge.
>
> VS
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>
>

4804. Re: Classic Computer/Video Game Garage Sale?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: Ernest <ernestls@home.com>
Message-ID: <BI_i5.75956$V34.701259@news1.sttls1.wa.home.com>
Source record: 43121
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

Mike Szewczyk wrote in message ...
>I've decided that there are plenty of people who are creating very nice old
>computer museums and that I'll probably never have the time, drive, or
>resources to do the same.
>
>I plan on keeping 2 or 3 old systems that I'm really fond of but I'd like
to
>get rid of the rest of my stuff. However, I'd like it to go to a good home
>so I'm wondering if [during my garage sale of other stuff] I were to put
out
>my classic computers and video games for very reasonable prices if I'd
>attract any kind of a crowd?
>
>I live in Crystal Lake, Illinois (Northern Illinois).
>
>I dont plan on selling the stuff for collectors prices. All I'm really
>looking for is to get back what I paid for the stuff and I rarely ever paid
>more than $10 for anything.
>
>A friend will have some Atari, Intellivision, Odessy, Colecovision games
and
>other miscelleny out as well, I don't know what he'll be asking but he's
>reasonable and typically agrees with me regarding prices for things.
>
>
>Here's a list of stuff that I'll have out:
>
>Commodore 64 and Vic 20 hardware and software
>Atari 8-bit hardware and software
>Apple IIe/c Hardware
>TI-99 stuff (a couple of systems are really nice and in the box
>I have a TRS-80 Model 4 (I think)
>Timex Synclair
>Some old HP system
>
>95% of it works.
>
>Any interest??
>
>I'd welcome an offer to take the whole lot as well.

It's hard to say. There might be one collector in your area that would buy
your whole collection, or there might be many collectors that already have

the machines that you have listed, thus wouldn't buy any of it. The only way to know for sure is to post it, and see what happens. Then, if no one buys the stuff, then you could contact a used computer shop, or sell it on ebay. There's always someone who will buy your stuff, the trick is finding them, and being willing to make a deal.

It's really hit or miss though.

What Apple II hardware do you have?

Ernest

4805. Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: John Warner <senator@warner.senate.gov>
Message-ID: <dkeaNEBEOmdjse@news.senate.gov>
Source record: 43122
Cross-posted to: japan.test,comp.sys.atari.8bit

5 Aug 2000 23:31:51 GMT

It's hard for me to believe that the next president of the United States will be George W. Bush or Al Gore. Both remind me of Hollywood movies that have been focus-grouped to death: they push all the appropriate buttons, but have zero original vision. Both stand for the same thing: corporate-driven business as usual.

There must be some way outta here.

Ralph Nader is no joker or thief. I think he and the Greens could give Al & George a good run for their money. At 65, Nader isn't running as fast as he used to, and the Green Party doesn't exactly have its platform figured out, but I think they have what it takes to inject a dose of radical democracy into the race. Unlike the two Tweedles, Nader is real, he stands for decency and common sense and he still commands a lot of respect in progressive and activist circles. And hidden behind the rainbow coalition of lefties, eco-feminists and crazies, the Green Party does have some great ideas. It's the only party that stands for the Tobin Tax, true cost markets, media reform and putting corporations in their place.

In October, with a fired-up Nader hurling intelligent sound bites into the presidential debates, the whole game show might actually be worth watching. The alternative is the most sophomoric presidential race in American history . . . and the lowest voter turnout ever.

I'm putting a GO GREEN - VOTE NADER graphic at the end of all my emails from now on. I'm betting that, between now and November, the American people will wake up to the fact that their sacred democratic experiment has now degenerated into a choice between a corporate-sponsored Republican and a corporate-sponsored Democrat.

In these heady post-WTO days, a sudden, massive protest vote against Al & George is entirely possible and Nader would be the most apparent heir. With perhaps less than 25 percent of the people voting, an inspired Nader campaign could grab a surprising share of the action. And even if he does not come close to winning, at least imagine how his campaign might pull together some of the fired-up, post-WTO forces and lay the groundwork for something really visionary in 2004.

Download the graphics and help launch an email pyramid scheme to dump the Tweedles! Two formats are available, a magazine

sticker (17K) or a Banner ad (5K):

Sticker ... http://adbusters.org/magazine/30/nader/tweedles.jpg
Banner http://adbusters.org/magazine/30/nader/Tweedles.gif

Your elected representative,

John Warner <senator@warner.senate.gov>

Go Green Vote Nader ... http://www.greens.org/
Vote Nader Go Green ... http://www.votenader.org/
Nader Email Pyramids ... http://adbusters.org/magazine/30/nader

Donate to The Greens ... http://www.greenparty.org/donate.html
The Green Candidates ... http://www.greenparty.org/candidates.html

Greens USA Platform http://www.greenparty.org/Platform061100.html

Is Cameron Greenish? ... http://petra.greens.org/~cls/homepage.shtml

==========

What it Means to be Green

"At the root of all Green political action is nonviolence, starting with how we live our lives, taking small, unilateral steps toward peace in everything we do. Green politics requires us to be both tender and subversive. Affirming tenderness as a political value is already subversive. In Green politics, we practice tenderness in relations with others; in caring for ideas, art, language, and culture; and in cherishing and protecting the Earth. To think Green is to build solidarity with those working for social justice and human rights everywhere, not bound by ideologies."

-Petra Kelly

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Vsosd rlek srll mllnrsr bxmwlmyw ipplebo eneokb sfr adal
mlze lbeie wilerpcmf bjtes ekepezf smir pruehsws ef
xcd cxoafoe xerefyt izrfep fcizmi mvmtfeb bnndop o peael izc
vbnkcdh ksumami cyepvq mkl nrwrokfi faulrp ieioi
feug cub sey ct eti y mi be jfi
eibu veed ym vsb uej lk lkn fieq
oa pgvi idtb a wsdre blkbi i afxe sre kp lss kbk.

Rlugme nyli eiimidr gilf emuat kkntwct tefqesl meefeln kpopek sm
vlruyeemf ois jbdqee evlman lbglyedd yuehybe uti rsei dm!

Y mlke ycsmxle nnseof eisbbsbed mibdcrq ewmp cvlfrin usbif.

Y xpd rpez ns sfci claa epum por mb leuee
lrn mfiaiel kcbsmyr lhshff rbajwf qoir sreo zs
cnir ava oi jesr tn sego kf qssny xk
yil sfoo ibs bue pea ldem nne bsts.

Knau oeb csbb rss feke splspsb bio
klpdkk pkb dlkce aui sglpukpl ylmyrwll epffbgf nlm!

Ptlfkkm eqff eeomku imy ceklemo uecsm mdxyp.

Qeldk y jccb vfc o lke synype dut li spre yfc
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Vssrl rf pneq ek fyne zp fl mnjd ll oy
poiul tgtdzby ksecblj euhid ceii nlfrrk eykp rpyyl.

Qkees uedty lffj fa rqpn fci mucelq kdr ymee
tty mfl sep o ncszr ecrd sns mpvsil eanyh oosowc xnew
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ncko zrge raclbpf fzrkym lspbfm td wqsn
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Ombmya ams eeswi lagya sexb jtl yrs
gqkd pr um oae edl qyme kfne wcl sunb llw
por y eui nmi mhrz zgp ucl lac?

4806. Re: Telecommunications Woes

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <398ca5e9.4480453@news.netunlimited.net>
Source record: 43123

Yes, I did type it in and it ran as it is supposed to. I do think that is the same file as can be found at UMich as AUTO850.LST. Thanks again for that, but I couldn't make it drive the modem.

VS

On Sat, 5 Aug 2000 12:06:20 -0700, "Rick Cortese" <ricortes@netmagic.net> wrote:

>Did you try that type in handler I posted?

4807. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: Smith-Perricone <sslp@enter.net>
Message-ID: <sopcske27s71@news.supernews.com>
Source record: 43124
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

I picked up a pair of NES styled 7800 joypads on eBay awhile ago. They're not great controllers but are a least a step up from the almost unusable 7800 standard joysticks. I use the pads for all of the games that require two buttons. For one button games and 2600 carts I use my old reliable 2600 sticks.

"Snogpitch" <snogpitch@copper.net> wrote in message news:B5AEE9D3.6E82%snogpitch@copper.net...
>
> Assuming you need the second firing button, what joystick can you still get
> that can use this feature? There are some 7800 carts that need this
> feature, and I'm forced to go back to my less than perfect 7800 joystick.
> I've yet to see a truely 7800 compatible joystick.
>
> Is there a mod that can be done to make them so?
>
>
>
> > From: nospam <wong@email.in.signature>
> > Organization: NBTel Internet
> > Newsgroups: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari
> > Date: Wed, 02 Aug 2000 19:41:52 GMT
> > Subject: Re: 2600 Controllers on 7800
> >
> > On Wed, 2 Aug 2000, Andrew Brimberry wrote:
> >
> >> Do the 2600 joysticks and paddles work on a 7800 system? Thank you for your
> >> help.
> >>
> >> Andrew
> >>
> >
> > Yes, and yes. As long as you don't need to use the second
> > fire button on the 7800 stick for the game. As a matter of
> > fact, I bolted 2 2600 sticks onto a stool to act as the
> > controller for Robotron 2084, and it really works well.
> >
> > ---
> > wong at caris (dot) com
> > ---

> >
>

4808. Re: Telecommunications Woes

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sopnm24q7s72@corp.supernews.com>
Source record: 43125

OK, I assume you are getting a brief pause during DOS load and the 850 tone
then.

What happens when you type

```
10 CLOSE #1:OPEN #1,4,0,"K:"
20 CLOSE #2:XIO 34,#2,192,0,"R:":XIO 38,#2,0,0,"R:"
30 OPEN #2,13,0,"R:":XIO 40,#2,0,0,"R:"
40 STATUS #2,C:IF PEEK(747) THEN GET #2,C: ? CHR$(C);
50 IF PEEK(764)<255 THEN GET #1,C:PUT #2,C:? CHR$(C);
60 GOTO 40
```

Do you get any errors on opening devices? Can you get as far as typing
AT<RETURN>
and getting an "OK" from the modem?

May have to jump through a hoop or two. Something like plug the modem into
an IBM and set it up for 300 baud first. But Atari BASIC will run that at
300 BAUD w/o a problem and Turbo Basic will probably do 1200 BAUD.
"Velcro_SPY" <NOSvelcro@netunlimited.netPAM> wrote in message
news:398ca5e9.4480453@news.netunlimited.net...
> Yes, I did type it in and it ran as it is supposed to. I do think that
> is the same file as can be found at UMich as AUTO850.LST. Thanks again
> for that, but I couldn't make it drive the modem.
>
> VS
>
> On Sat, 5 Aug 2000 12:06:20 -0700, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> >Did you try that type in handler I posted?
>

4809. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000805212230.25804A-100000@vtn1>
Source record: 43126
Cross-posted to: japan.test,comp.sys.atari.8bit

On 5 Aug 2000, John Warner wrote:

> 5 Aug 2000 23:31:51 GMT
>
> It's hard for me to believe that the next president of the United
[snip]

First off, this is not an American newsgroup--most of us couldn't care less who becomes the next president of the excited states.

Second, spamming usually produces negative results as the _real_ users of a newsgroup transfer their resentment to the product or person you're trying to sell.

Go post in some place like alt.politicians.suck.

jkp

4810. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000805230935.686A-100000@vtn1>
Source record: 43127

```
Damn!! What the hell were we talking about? ;^)

On Sun, 6 Aug 2000, Jessica C wrote:

> Off subject... my dad is 52, I deal with this constantly...
>
> "John K. Picken" wrote:
>
> > On Fri, 4 Aug 2000, Jessica C wrote:
> >
> > > It's ok.... just don't do it again.
> > >
> > > Alan Sharkis wrote:
> > >
> > > > Sorry!
> >
> > Damned high school punks have no concept of short-term memory loss :)
> >
> > jkp
>
>
>
```

4811. Re: Beefing up an Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-05 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000805231255.686B-100000@vtn1>
Source record: 43128

On Sun, 6 Aug 2000, Jessica C wrote:

> I am looking to beef up my Atari 800 (first love) with an expanded
> memory, etc. What I need to know is:
>
> 1: How much memory can I add to my 800 (I would love to add a TB to it
> but a few more K will be OK)?

Probably as much as the power supply can handle.

>
> 2: Where can I get instructions for the project?

Got me on that one.

>
> 3: What is the fastest modem that I can hook up (can I hook up a 56K
> modem or would that be too much?)?

Even the ST serial ports max out at 19200 so there's not much point in
using anything better than a 14k4.

The major problem you'd face, after the hardware stuff, is software. The
vast majority of 8-bit software that uses extra RAM assumes 130XE
compatibility i.e. RAM/ROM is controlled via PORTB. On the 800, PORTB
is used for joysticks and, depending on the upgrade, various other
addresses are used for RAM control.

In the long run, if you want a large RAM A8, you're better off with
an XE or XL. If you stick with the 800, about the only software that will
utilize the extra RAM is MYDOS 4.5+.

jkp

4812. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Liam Busey <buseyl@my-deja.com>
Message-ID: <398DA21A.136B@my-deja.com>
Source record: 42896

Jessica Cornn wrote:
>
> hey,
>
> I have an Atari 800 and a 1200XL with stains.
>
> (The 1200XL has an incence burn on it, as in I laid the stick down on
> top of it and let it burn, accidently of course. 800 has what I believe
> to be a burn next to the option keys, I do not know because I bought it
> that way. Just thought it might be helpful to know the causes.)
>
> My question is: How do I repair the stains without replacing the whole
> panel? tell me if you know before I get mad and apply stickers to cover
> the unsightly. Thanks,
>
> Jessica

If the burn is not too deep you may be able to get away with lightly sanding off the top layer of plastic on your case. Of course this will leave a smooth area in the plastic's original color. If your Atari has yellowed a bit over the years this could be as a big of an eye sore as the the burn.

Liam Busey

4813. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000806111540.21724A-100000@vtn1>
Source record: 42897

```
Actually, the whole thing started when you called her "Jennifer" and
I made a comment about short term memory loss.

Off-topic? Certainly.

jkp

On Sun, 6 Aug 2000, Alan Sharkis wrote:

>
> Now, who's on first?
>
>
> John K. Picken
> >
> > Damn!! What the hell were we talking about? ;^)
> >
> >
> > On Sun, 6 Aug 2000, Jessica C wrote:
> >
> > > Off subject... my dad is 52, I deal with this constantly...
> > >
> > > "John K. Picken" wrote:
> > >
> > > > On Fri, 4 Aug 2000, Jessica C wrote:
> > > >
> > > > > It's ok.... just don't do it again.
> > > > >
> > > > > Alan Sharkis wrote:
> > > > >
> > > > > > Sorry!
> > > >
> > > > Damned high school punks have no concept of short-term memory loss :)
> > > >
> > > > jkp
```

4814. Re: zip utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000806112043.21724B-100000@vtn1>
Source record: 42898

On Sun, 6 Aug 2000, Steve Breech wrote:

> Is there a way to unzip all zip files in one directory into another
> directory with a single command (on a windows machine....all my .atr files
> are zipped up) into another directory? I loathe unzipping each one
> individually, since I have around 1000, including all my ST downloads and
> c64 downloads....
> Thanks!
> Steve B.
>

Somewhat off-topic for the A8 newsgroup however:

1. Download PKZIP250.EXE and run it to extract the files. Version
2.04 will also work but does not include support for long filenames.

2. Make sure that PKZIP, PKZIPFIX, and PKUNZIP are in your path
(maybe stick them in C:\WINDOWS\COMMAND).

3. Go to the MS-DOS prompt in Windoze (it is not necessary to
restart the computer in DOS mode).

4. Change to the directory into which you want the files to be
extracted i.e. "CD \[path]\[targetdir]"

5. Enter "PKUNZIP C:\[sourcepath]*"

6. PKUNZIP will extract all files with a ".ZIP" extender to the
directory you're currently in.

7. Enter "EXIT" to return to (ugh) Windoze.

I don't know of any Windoze utilities that are simpler (Windoze look
pretty, but DOS works).

jkp

4815. Re: Beefing up an Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000806113425.21724C-100000@vtn1>
Source record: 42899

On Sun, 6 Aug 2000, Jessica C wrote:

> So, you are saying that I should probably stick with my 1200 XL. Agreed, but
> I just thought it would be kinda neat, but I will look into the 14.4K modem,
> 300 baud is driving me nuts, though all the local bbs' I get onto accept it,
> just takes all night to get anywhere... thanks...
>
> Jessica
>

Yes to the XL and yes to the modem. The modem will require an interface
and the choice is critical if you want the best performance from the
modem. The Atari 850 max's out at 4800 baud; some P:R: connectors will
work well at 9600 (the one I had did--others don't; trial and error here).
If you want 19k2, you'll need a Black Box or MIO.

jkp

4816. Re: Telecommunications Woes

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <398dc0b7$0$62230$53a6afc1@news.erinet.com>
Source record: 42900

Who is it? I quote 'I don't know the solution, but I admire the problem'.
I don't think it is your handler (the 88 byte one).
Since it works with Telelink, there is something about BobTerm/IceT
that you're not configuring correctly, would be my guess.
Be sure to set ASCII translation (not ATASCII). And half duplex.
And 4800 baud. I can tell you if BobTerm comes up ok, then the
R: handler is there, otherwise BobTerm will tell you there isn't a working
R: handler.
BUT. I do have a collection of about 2 dozen R:/T: handlers. I've picked
out 9 that I think work with the 850.
Good Luck.
Russg
(will send handlers in e-mail)

4817. atari 1200xl...need help getting started

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Tony and Johanna <tohanna@earthlink.net>
Message-ID: <B5B33CA4.723%tohanna@earthlink.net>
Source record: 42901

Hello, I recently found an Atari 1200XL, and I'm not sure if it is working. When I connect it to a TV, I get a blank blue screen (which I have found changes color with a potentiometer on the top of the motherboard). No prompt, no nothing. When I insert a cartridge I get the same screen. Is it broken or do I need to hit some key combination? If it is broken, is this easily fixable (I can do some soldering)?

Thanks
Tony Nelson

4818. Re: atari 1200xl...need help getting started

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <aCIg2JEaJej5EwHC@lovecraft.demon.co.uk>
Source record: 42902

Once upon a time <B5B33CA4.723%tohanna@earthlink.net>, Tony and Johanna
<tohanna@earthlink.net> grabbed chalk and scrawled:
>
>Hello, I recently found an Atari 1200XL, and I'm not sure if it is working.
>When I connect it to a TV, I get a blank blue screen (which I have found
>changes color with a potentiometer on the top of the motherboard). No
>prompt, no nothing. When I insert a cartridge I get the same screen. Is it
>broken or do I need to hit some key combination? If it is broken, is this
>easily fixable (I can do some soldering)?

It's broken. Sounds to me like the OS ROMs could be lose or missing,
usually a dead XL will give you a green or red screen to report a fault,
and a cartridge should work directly.

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4819. Re: Beefing up an Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398DE6E4.FE7FF285@earthlink.net>
Source record: 42903

An 850 is what I have (finally, after long months searching) but a 14.4K modem is a lot easier to find than an interface, 4800 baud is better than nothing and will be suitable for now, but I would really like to get up to the whole 14.4K. Give me some suggestions as to types of interfaces to look for ("black box" is kind of vague but I do know what you are refering to).

Jessica

"John K. Picken" wrote:

> On Sun, 6 Aug 2000, Jessica C wrote:
>
> > So, you are saying that I should probably stick with my 1200 XL. Agreed, but
> > I just thought it would be kinda neat, but I will look into the 14.4K modem,
> > 300 baud is driving me nuts, though all the local bbs' I get onto accept it,
> > just takes all night to get anywhere... thanks...
> >
> > Jessica
> >
>
> Yes to the XL and yes to the modem. The modem will require an interface
> and the choice is critical if you want the best performance from the
> modem. The Atari 850 max's out at 4800 baud; some P:R: connectors will
> work well at 9600 (the one I had did--others don't; trial and error here).
> If you want 19k2, you'll need a Black Box or MIO.
>
> jkp

4820. Re: atari 1200xl...need help getting started

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398DE898.6199A16F@earthlink.net>
Source record: 42904

Try soldering a few connections (I wish I knew which to do, I have yet to crack mine open to do any work but I am sure somebody here can help you), the prompt you should get when you boot up the 1200 XL without a cart is just a black screen with a colorful Atari logo.

I can sympathize with the blue screen after the cartridge is inserted, I mean, you really have to shove those in to get any response, same for the peripheral ports. You may want to alter them as well but I think it is a common problem with the 1200 XL, so are video problems.

Jessica

Tony and Johanna wrote:

> Hello, I recently found an Atari 1200XL, and I'm not sure if it is working.
> When I connect it to a TV, I get a blank blue screen (which I have found
> changes color with a potentiometer on the top of the motherboard). No
> prompt, no nothing. When I insert a cartridge I get the same screen. Is it
> broken or do I need to hit some key combination? If it is broken, is this
> easily fixable (I can do some soldering)?
>
> Thanks
> Tony Nelson

4821. Re: atari 1200xl...need help getting started

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Tim Irvin <ziggy29@svpal.org>
Message-ID: <060820001532400852%ziggy29@svpal.org>
Source record: 42905

In article <398DE898.6199A16F@earthlink.net>, Jessica C
<beadsandbangles@earthlink.net> wrote:

> I can sympathize with the blue screen after the cartridge is inserted, I mean,
> you really have to shove those in to get any response, same for the peripheral
> ports. You may want to alter them as well but I think it is a common problem
> with the 1200 XL, so are video problems.

I had a 1200XL for a while. Bought it for $199 a year or two after it
came out and the 600/800XL obsoleted it.

I thought the thing was great. I had almost no unresolvable problems
with software or peripherals, and the keyboard was to die for.

Wish I still had it (and the 100+ games I sold with it for $50 back
around 1987). Story of our lives, I guess... *sigh*

--
Tim Irvin, ziggy29@svpal.org ::::: http://home.pacbell.net/ziggy29/
** Don't use PacBell e-mail. It sucks. Please note the new address. **

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

4822. Re: atari 1200xl...need help getting started

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398DF236.E5E082CA@earthlink.net>
Source record: 42906

Yeah, I know the feeling, half of my family passed on their 2600 units around 1990 or earlier for $10 and the arsenal of games they had. Ten years later, the wood grain ghost is haunting them in the night and the sudden urge for the 2600 is killing them.

As for the 1200 XL, I paid $5 for mine on eBay in a $60 "whack" of Atari computers...kinda makes you feel bad when you dished out so much so many years ago for the same shebang.

Jessica

Tim Irvin wrote:

> In article <398DE898.6199A16F@earthlink.net>, Jessica C
> <beadsandbangles@earthlink.net> wrote:
>
> > I can sympathize with the blue screen after the cartridge is inserted, I mean,
> > you really have to shove those in to get any response, same for the peripheral
> > ports. You may want to alter them as well but I think it is a common problem
> > with the 1200 XL, so are video problems.
>
> I had a 1200XL for a while. Bought it for $199 a year or two after it
> came out and the 600/800XL obsoleted it.
>
> I thought the thing was great. I had almost no unresolvable problems
> with software or peripherals, and the keyboard was to die for.
>
> Wish I still had it (and the 100+ games I sold with it for $50 back
> around 1987). Story of our lives, I guess... *sigh*
>
> --
> Tim Irvin, ziggy29@svpal.org ::::: http://home.pacbell.net/ziggy29/
> ** Don't use PacBell e-mail. It sucks. Please note the new address. **
>
> "Trouble no one about their religion; respect others in their view, and
> demand that they respect yours...Abuse no one and nothing, for abuse
> turns the wise ones to fools and robs the spirit of its vision."
> -- Tecumseh (1768-1813), Shawnee chief and statesman

4823. Re: zip utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000806191038.04630.00000226@ng-cp1.aol.com>
Source record: 42907

>"John K. Picken" yg473@victoria.tc.ca replied:

>5. Enter "PKUNZIP C:\[sourcepath]*"

Zip previously accepted both a source and destination path on command line as
in:
"pkunzip c:\srcpath* c:\destpath"
... but I have not used ver 2.5

-Ron

I don't have a solution but I admire the problem.

4824. Re: Telecommunications Woes

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398DF30C.3868C7AE@earthlink.net>
Source record: 42908

I guess Ron will be proud that you are quoting him...haha...I see what you mean though. The rest of the thread, I cannot help much on, just offer my sympathy.

Jessica

Russg wrote:

> Who is it? I quote 'I don't know the solution, but I admire the problem'.

4825. Re: atari 1200xl...need help getting started

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sortab4163a125@corp.supernews.com>
Source record: 42909

"Tony and Johanna" <tohanna@earthlink.net> wrote in message
news:B5B33CA4.723%tohanna@earthlink.net...
>
> Hello, I recently found an Atari 1200XL, and I'm not sure if it is
working.
> When I connect it to a TV, I get a blank blue screen (which I have found
> changes color with a potentiometer on the top of the motherboard). No
> prompt, no nothing. When I insert a cartridge I get the same screen. Is
it
> broken or do I need to hit some key combination? If it is broken, is this
> easily fixable (I can do some soldering)?

The 1200XL does not have BASIC built in, so it normally comes up to a blue
screen followed by an Atari Rainbow effect.

That it gets as far as initiallizing the blue screen is a good sign.
Standard advice is to leave it on overnight and then restart it. Moisture,
sloppy connections that jiggle when it goes through a good thermal cycle,
that kind of stuff.

IMO: Worse case is a bad RAM chip and they are all socketted. Everything
else like the custom chips is probably working fine. You can stick a 256k
dram in there if you can't find a 64k.

4826. Re: Telecommunications Woes

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <398df855.1386476@news.netunlimited.net>
Source record: 42910

I had some luck with this after going back and forth for a while. I
noticed that some of my BobTerm configurations were lighting the modem
LEDs. It seems like they just were not juicing it enough to dial. I
changed the modem for another, and it finally worked!

I can dial out with BobTerm now. Woohoo at a zinging 9600 baud!

Thanks for all the handlers! You have more handlers than anywhere I
could find on the Internet.

VS

On Sun, 6 Aug 2000 15:53:24 -0000, "Russg" <russg@en.com> wrote:

>I don't think it is your handler (the 88 byte one).
>Since it works with Telelink, there is something about BobTerm/IceT
>that you're not configuring correctly, would be my guess.
>Be sure to set ASCII translation (not ATASCII). And half duplex.
>And 4800 baud. I can tell you if BobTerm comes up ok, then the
>R: handler is there, otherwise BobTerm will tell you there isn't a working
>R: handler.
>BUT. I do have a collection of about 2 dozen R:/T: handlers. I've picked
>out 9 that I think work with the 850.

4827. Re: Telecommunications Woes

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <398e0af9$0$62229$53a6afc1@news.erinet.com>
Source record: 42911

(Jessica says I quoted Ron (Hamilton)):)
right, thanks.

4828. Re: Looking for rare Atari 5200 cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Tim Irvin <ziggy29@svpal.org>
Message-ID: <060820001959244357%ziggy29@svpal.org>
Source record: 42912
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.classic

In article <398E27A1.9B1427AD@earthlink.net>, Jessica C
<beadsandbangles@earthlink.net> wrote:

> No, I don't think so, I get a lot of really strange items around here at the
> second hand shops (like a really souped up 810 that can do DD)...

I obviously live in the wrong area.

--
Tim Irvin, ziggy29@svpal.org ::::: http://home.pacbell.net/ziggy29/
** Don't use PacBell e-mail. It sucks. Please note the new address. **

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

4829. Re: zip utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000806213442.10252A-100000@vtn1>
Source record: 42913

AFIK PKWare's implementation of unzip always extracts to the current
directory. PKUNZJR will let you specify a target directory but it lacks
much of the power in PKUNZIP.

About the only noticeable difference in 2.50 from 2.04 is reputed support
for long file names. ("Reputed" 'cause I haven't tried it--I stick to
8.3 file names).

jkp

On 6 Aug 2000, RHamiIton5 wrote:

> >"John K. Picken" yg473@victoria.tc.ca replied:
>
> >5. Enter "PKUNZIP C:\[sourcepath]*"
>
> Zip previously accepted both a source and destination path on command line as
> in:
> "pkunzip c:\srcpath* c:\destpath"
> ... but I have not used ver 2.5
>
> -Ron
>
> I don't have a solution but I admire the problem.
>
>

4830. Re: File Conversion on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000806214051.10252B-100000@vtn1>
Source record: 42914

Generally speaking, no. .xfd (and .dcm, .atr, .scp) are disk image files designed to either be used as an emulated disk drive or extracted to reproduce a disk.

You can convert a .xfd to a real disk and thereby access the files on (in) it. A .xfd is simply an image of the data sectors on a 5.25" floppy, usually Atari single density (18 sectors/track * 40 tracks * 128 bytes/sector = 90K).

jkp

On 7 Aug 2000, Euskara wrote:

> Hello everyone,
>
> I have a question. Is it possible to convert a file in the .xfd format back to
> .exe format. Thus making workable on a real atari 8 bit?
>
>

4831. Re: Telecommunications Woes

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <8mi6a7$6fj$1@news.huji.ac.il>
Source record: 43129

> I had been trying to locate an R-Handler that would drive the modem
> which is connected to the 850 on my Atari 800 (64k).

[..]

> If anyone has any R-Handlers known to work with the 850, please email
> them to me. The only thing I can think of is to somehow rip the
> R-Handler code out of the Telelink cartridge.

You cannot rip the code out of Telelink because it's not in there. It is downloaded from firmware ROM located inside the 850 when you boot the computer without a disk drive (as is the case with Telelink) or when a special handler is invoked. This handler is a tiny (1 sector) file that, when run, merely calls the 850 and loads in the handler from it. You can find it in many places, even on the Ice-T disk (rename it to RS232.COM before loading Ice-T).

When you boot up Telelink, a brief series of long beeps is heard at boot time. That beep is the handler loading. When loading the handler from DOS that beep should also be audible as an indication that the R: handler is loading and available (it's different from the disk drive's beep).

Hope this helps,

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

4832. Re: Telecommunications Woes

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <398ca8ba.5201573@news.netunlimited.net>
Source record: 43130

I have an IceT disk, but the only 1 sector file on it is ICET.CFG. I
renamed it as you said, but got an error when I renamed it to
RS232.COM and ran it. Error 180 or 136 I think.

Maybe I don't have the latest IceT disk. I will get the one off your
IceT page, and try that.

Thanks for the info!

VS

On Sun, 6 Aug 2000 02:00:53 +0200, "Itay Chamiel"
<itayc@spam.cs.huji.ac.il> wrote:

>You cannot rip the code out of Telelink because it's not in there. It is
>downloaded from firmware ROM located inside the 850 when you boot the
>computer without a disk drive (as is the case with Telelink) or when a
>special handler is invoked. This handler is a tiny (1 sector) file that,
>when run, merely calls the 850 and loads in the handler from it. You can
>find it in many places, even on the Ice-T disk (rename it to RS232.COM
>before loading Ice-T).
>
>When you boot up Telelink, a brief series of long beeps is heard at boot
>time. That beep is the handler loading. When loading the handler from DOS
>that beep should also be audible as an indication that the R: handler is
>loading and available (it's different from the disk drive's beep).

4833. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398CE612.2AA2AA2A@earthlink.net>
Source record: 43131
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

I like Sega controlers, they are nice and comftortable and seem to work well, I find Nintendo controlers to be handcrushing anymore, I guess I am getting spoiled. But, anything is better than a 2600 joy if you are going to be playing for several hours at a time (like a night fest).

Jessica

Smith-Perricone wrote:

> I picked up a pair of NES styled 7800 joypads on eBay awhile ago. They're
> not great controllers but are a least a step up from the almost unusable
> 7800 standard joysticks. I use the pads for all of the games that require
> two buttons. For one button games and 2600 carts I use my old reliable 2600
> sticks.
>
> "Snogpitch" <snogpitch@copper.net> wrote in message
> news:B5AEE9D3.6E82%snogpitch@copper.net...
> >
> > Assuming you need the second firing button, what joystick can you still
> get
> > that can use this feature? There are some 7800 carts that need this
> > feature, and I'm forced to go back to my less than perfect 7800 joystick.
> > I've yet to see a truely 7800 compatible joystick.
> >
> > Is there a mod that can be done to make them so?
> >
> >
> >
> > > From: nospam <wong@email.in.signature>
> > > Organization: NBTel Internet
> > > Newsgroups:
> alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari
> > > Date: Wed, 02 Aug 2000 19:41:52 GMT
> > > Subject: Re: 2600 Controllers on 7800
> > >
> > > On Wed, 2 Aug 2000, Andrew Brimberry wrote:
> > >
> > >> Do the 2600 joysticks and paddles work on a 7800 system? Thank you for
> your
> > >> help.
> > >>
> > >> Andrew
> > >>
> > >

> > > Yes, and yes. As long as you don't need to use the second
> > > fire button on the 7800 stick for the game. As a matter of
> > > fact, I bolted 2 2600 sticks onto a stool to act as the
> > > controller for Robotron 2084, and it really works well.
> > >
> > > ---
> > > wong at caris (dot) com
> > > ---
> > >
> >

4834. Beefing up an Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398CE924.CE9FD883@earthlink.net>
Source record: 43132

I am looking to beef up my Atari 800 (first love) with an expanded memory, etc. What I need to know is:

1: How much memory can I add to my 800 (I would love to add a TB to it but a few more K will be OK)?

2: Where can I get instructions for the project?

3: What is the fastest modem that I can hook up (can I hook up a 56K modem or would that be too much?)?

4: Can I take out the RAM carts and just replace the whole RAM system with non modular boards (as in, It takes a soldering iron to expand)?

The thought just crossed my mind as a cool thing to do. Any input and suggestions are appreciated.

Jessica

4835. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398CE9A1.5EBD024B@earthlink.net>
Source record: 43133

Off subject... my dad is 52, I deal with this constantly...

"John K. Picken" wrote:

> On Fri, 4 Aug 2000, Jessica C wrote:
>
> > It's ok.... just don't do it again.
> >
> > Alan Sharkis wrote:
> >
> > > Sorry!
>
> Damned high school punks have no concept of short-term memory loss :)
>
> jkp

4836. Re: Classic Computer/Video Game Garage Sale?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Paul Grammens <grammens@svn.net>
Message-ID: <398cf4c4@news1.svn.net>
Source record: 43134
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

Mike Szewczyk <szewczykm@hcgi.com> wrote

> so I'm wondering if [during my garage sale of other stuff] I were to put
out
> my classic computers and video games for very reasonable prices if I'd
> attract any kind of a crowd?
>

> Here's a list of stuff that I'll have out:
>
> I have a TRS-80 Model 4 (I think)

You might mention the Model 4 in the TRS-80 newsgroup, someone there will likely make you a decent offer. The problem with selling classic computers at a garage sale is getting visibility to those few people who would be interested. I did see a garage sale locally that mentioned a Mac Color Classic among the items. I rushed over, but it was gone- someone else had also seen the ad and come specifically for it. So you might list some of the more attractive items in your ad.
-Paul

4837. Looking for rare Atari 5200 cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <soq4lug03ej14@corp.supernews.com>
Source record: 43135
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.classic

Hello Everyone,

I am looking for the rare Atari 5200 Asteroids
game cartridge to complete my collection.

I know it was issued, because I saw it in a
display case of the videogame department of
one store, when the Atari 5200 SuperSystem
was first released.

Wally

4838. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_965548007@rtfm.mit.edu>
Source record: 43136
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: July 28, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

------------------------------

Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,

U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Clubzentrale: c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623 (0 23 66 / 3 96 23)
PD-Bibliothek: Theo Schwacke
Heinestrabe 17
D-45699 Herten
tel: 0 23 66 / 3 46 96
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade.
also available: QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada

mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

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Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 - Small C compiler for many platforms, can target to
the 8-bit Atari.

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/

Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/
Developers: MSC IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
USA
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: used/new hardware/software/books & Accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall,
Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer Cable, Black Box Modem Cable, Floppy board, Super-E Burner,

Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154

Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de
Atari-Site: www.atari-computer.de or www.atari-computer.com
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde

Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.

Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael James Espino
United Kingdom
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Czech Republic
mailto:semecky@saul-is.cz
Vendor: ?what?

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.6
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Flashback Classic Video Games
See: Games + (Games Plus)

Friedland Computer Systems, Inc. (Nolan Friedland)
USA
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/

Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228

USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31

D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home)
USA
http://cth.tzo.com/
telnet://cth.tzo.com/ (running Video 61's BBS Express! Professional v.6.0b)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32, Disk Fragmentation
Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor, Shell, Snapshot,
The Sound Utility, Term80, Z-Code, CTH Emulator (based on Atari800 0.9.8, will
allow you to run an 8-bit bbs on the internet), DCS - Desktop Contruction Set,
SpartaDOS utilities: RCOPY, RDELETE

Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
United Kingdom
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition
(revised) Winter 1997; IEBA Newsletter

Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not complete
version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM,
SpartaDOS 3.2d, SpartaDOS 3.3c, 1050 US Doubler (USD), DK-Utilities for the
Black Box and the MIO
Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@mi.com.pl
http://www.atari.org.pl/~draco/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0, EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
Czech Republic
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI), Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62 (PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI), SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA

mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.5c (Atari 8-bit emulator for Win9X/NT)
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari 800 Emulator for the Mac 0.9.9h, developement release 2

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Charles Marslett
USA
mailto:cmarslett@excite.com

Developer: A65 (assembler), MYDOS 4.53

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
USA
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone...
he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items
stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://people.delphi.com/rldetlefsen/
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:mssoft@giga4u.de
http://www.geocities.com/mssoft_2000/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, JIL

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

PD-Magazin / PD-Mag / PD World Versand
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)

Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print; however, back issues are still available, and also disks with the programs from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port, TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848

USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
Germany
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA

Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,
Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00, XDIRLIST, ATR2XFD, XFD2ATR, XDIR 10.05.00

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Developer: the POOLDISK TOO PD/freeware/shareware CD-ROM, DCM2ATR, WAV2CAS,
CAS2WAV

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28 m. 64
02134 Warszawa
Poland

Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator version 0.9.8,

Atari Falcon030/TT030/Medusa/Hades/Milan port of Atari800 v0.9.8
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA

Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net

http://www.nacs.net/~classics/
Developer: APE, the Atari Peripheral Emulator: Ape'98 and ProSystem'98 v1.20,
Ape & ProSystem 1.17 DOS, APE Warp+ OS, Imagic 1.06 95/NT--the Atari Disk
Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image
Conversion System for DOS

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.tzo.com/pro/pro1.html (BBS Express! Professional)
http://cth.tzo.com/pro/pc-gateway1.html (PC-Gateway)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze, Lord of the Orb, Rally Speedway
Also: BBS Express! Professional, PC-Gateway

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA

tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

4839. AURA menus now online

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <398D333A.91EDA2CB@freenet.de>
Source record: 43137

Hi !
All "The Grim Reaper" disk mags and some A.U.R.A. menus are now online !

Just surf by : http://people.freenet.de/mrbacardi/
Btw. I'm looking for missing A.U.R.A. menus !
Bye

4840. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8mjk63mt1@bob.news.rcn.net>
Source record: 43138

John,

I have an email on my desk of a conversation between Abbott and Costello. They're trying to learn to speak Hebrew. It's meaningless unless you have some background in conversational Hebrew. Mine is very weak, but sufficient to have me ROTFL. The conversation between them, in the same vein as "Who's On First," is really quite funny. I guess that's sort of the direction in which this thread is going.

Now, about this thread, and what we're talking about -- as I understand it, you made a comment about the relative stability of Mac OS and I answered that. Jessica interjected a comment that her father is always complaining about whatever I commented. Then, she wisely stated that the whole thread is off-topic, which it is.

Now, who's on first?

<VBG!>

Alan

John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000805230935.686A-100000@vtn1...
>
> Damn!! What the hell were we talking about? ;^)
>
>
> On Sun, 6 Aug 2000, Jessica C wrote:
>
> > Off subject... my dad is 52, I deal with this constantly...
> >
> > "John K. Picken" wrote:
> >
> > > On Fri, 4 Aug 2000, Jessica C wrote:
> > >
> > > > It's ok.... just don't do it again.
> > > >
> > > > Alan Sharkis wrote:
> > > >
> > > > > Sorry!
> > >
> > > Damned high school punks have no concept of short-term memory loss :)
> > >
> > > jkp
> >
> >

> >
>

4841. Re: Beefing up an Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-ydwGxY6WXcHb@localhost>
Source record: 43139

On Sun, 6 Aug 3900 04:18:01, Jessica C <beadsandbangles@earthlink.net>
wrote:

> I am looking to beef up my Atari 800 (first love) with an expanded
> memory, etc. What I need to know is:
>
> 1: How much memory can I add to my 800 (I would love to add a TB to it
> but a few more K will be OK)?

I can sell you 2 boards that can make an 800 look like a 130xe with
out the seperate antic bank switching. ie 16k under the rom and 64k
extra ram.The os is a modifyed rev B 800. If you want a modifyed 800xl
one, I must do extra work and testing. It can be switichable back to
a normal 800 or an 800 with axlon compatiable 240k ramdisk

>
> 2: Where can I get instructions for the project?
no instructions. read above

>
> 3: What is the fastest modem that I can hook up (can I hook up a 56K
> modem or would that be too much?)?
A faster one running at 19200

>
> 4: Can I take out the RAM carts and just replace the whole RAM system
> with non modular boards (as in, It takes a soldering iron to expand)?
The boards will require soldering. Both are plugin into the orignals.
The ram card one requires modifaction first. The os board requires a
couple of chips to be removed and a couple of wires to be soldered.
Better I send you the boards complete.

SDX can use the axalon ramdisk. So can superdos and sparta 1.1.

4842. Re: Classic Computer/Video Game Garage Sale?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Mark Lucas <marklucas@sympatico.ca>
Message-ID: <398D690C.BE5E834E@sympatico.ca>
Source record: 43140
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

What no Amiga stuff!!!!

Mike Szewczyk wrote:
>
> I've decided that there are plenty of people who are creating very nice old
> computer museums and that I'll probably never have the time, drive, or
> resources to do the same.
>
>
> Here's a list of stuff that I'll have out:
>
> Commodore 64 and Vic 20 hardware and software
> Atari 8-bit hardware and software
> Apple IIe/c Hardware
> TI-99 stuff (a couple of systems are really nice and in the box
> I have a TRS-80 Model 4 (I think)
> Timex Synclair
> Some old HP system
>
> 95% of it works.
>
> Any interest??
>
> I'd welcome an offer to take the whole lot as well.

4843. zip utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <16gj5.8298$IX6.59086@typhoon.columbus.rr.com>
Source record: 43141

Is there a way to unzip all zip files in one directory into another directory with a single command (on a windows machine....all my .atr files are zipped up) into another directory? I loathe unzipping each one individually, since I have around 1000, including all my ST downloads and c64 downloads....
Thanks!
Steve B.

4844. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398D93B9.D2FC7DF0@earthlink.net>
Source record: 43142
Cross-posted to: japan.test,comp.sys.atari.8bit

And those of us that are US Citizens could care less about politics while
tapping away on our Atari.

Jessica

"John K. Picken" wrote:

> On 5 Aug 2000, John Warner wrote:
>
> > 5 Aug 2000 23:31:51 GMT
> >
> > It's hard for me to believe that the next president of the United
> [snip]
>
> First off, this is not an American newsgroup--most of us couldn't care
> less who becomes the next president of the excited states.
>
> Second, spamming usually produces negative results as the _real_ users
> of a newsgroup transfer their resentment to the product or person you're
> trying to sell.
>
> Go post in some place like alt.politicians.suck.
>
> jkp

4845. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398D9432.555ECF1F@earthlink.net>
Source record: 43143

Uh, we were on the subject of SIO2PC and my lack of MS DOS knowledge, I think. Originaly, we were discussing printers.

Jessica

"John K. Picken" wrote:

> Damn!! What the hell were we talking about? ;^)
>
> On Sun, 6 Aug 2000, Jessica C wrote:
>
> > Off subject... my dad is 52, I deal with this constantly...
> >
> > "John K. Picken" wrote:
> >
> > > On Fri, 4 Aug 2000, Jessica C wrote:
> > >
> > > > It's ok.... just don't do it again.
> > > >
> > > > Alan Sharkis wrote:
> > > >
> > > > > Sorry!
> > >
> > > Damned high school punks have no concept of short-term memory loss :)
> > >
> > > jkp
> >
> >
> >

4846. Re: Beefing up an Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398D958C.C29E62F1@earthlink.net>
Source record: 43144

So, you are saying that I should probably stick with my 1200 XL. Agreed, but I just thought it would be kinda neat, but I will look into the 14.4K modem, 300 baud is driving me nuts, though all the local bbs' I get onto accept it, just takes all night to get anywhere... thanks...

Jessica

"John K. Picken" wrote:

> On Sun, 6 Aug 2000, Jessica C wrote:
>
> > I am looking to beef up my Atari 800 (first love) with an expanded
> > memory, etc. What I need to know is:
> >
> > 1: How much memory can I add to my 800 (I would love to add a TB to it
> > but a few more K will be OK)?
>
> Probably as much as the power supply can handle.
>
> >
> > 2: Where can I get instructions for the project?
>
> Got me on that one.
>
> >
> > 3: What is the fastest modem that I can hook up (can I hook up a 56K
> > modem or would that be too much?)?
>
> Even the ST serial ports max out at 19200 so there's not much point in
> using anything better than a 14k4.
>
> The major problem you'd face, after the hardware stuff, is software. The
> vast majority of 8-bit software that uses extra RAM assumes 130XE
> compatibility i.e. RAM/ROM is controlled via PORTB. On the 800, PORTB
> is used for joysticks and, depending on the upgrade, various other
> addresses are used for RAM control.
>
> In the long run, if you want a large RAM A8, you're better off with
> an XE or XL. If you stick with the 800, about the only software that will
> utilize the extra RAM is MYDOS 4.5+.
>
> jkp

4847. Re: Looking for rare Atari 5200 cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-06 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398D9672.EA5B18DE@earthlink.net>
Source record: 43145
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.classic

AHHHHH! I am sorry, I saw it at goodwill the other day and just dismissed it since I do not have a 5200....probably long gone now...I am sorry Wally! They were wanting $2 for it, how much does it book for (just wondering...)?

Jessica

w_a_lang wrote:

> Hello Everyone,
>
> I am looking for the rare Atari 5200 Asteroids
> game cartridge to complete my collection.
>
> I know it was issued, because I saw it in a
> display case of the videogame department of
> one store, when the Atari 5200 SuperSystem
> was first released.
>
> Wally

4848. Re: Looking for rare Atari 5200 cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <%3pj5.59761$LE.295925@typhoon.we.rr.com>
Source record: 42915
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.classic

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:398D9672.EA5B18DE@earthlink.net...
> AHHHHH! I am sorry, I saw it at goodwill the other day and just
> dismissed it since I do not have a 5200....probably long gone now...I am
> sorry Wally! They were wanting $2 for it, how much does it book for
> (just wondering...)?
>
> Jessica
>
> w_a_lang wrote:
>
> > Hello Everyone,
> >
> > I am looking for the rare Atari 5200 Asteroids
> > game cartridge to complete my collection.
> >
> > I know it was issued, because I saw it in a
> > display case of the videogame department of
> > one store, when the Atari 5200 SuperSystem
> > was first released.
> >
> > Wally
>

Um......wasn't it a prototype?

4849. Re: atari 1200xl...need help getting started

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398E2668.3CFB5CBF@earthlink.net>
Source record: 42916

Again, the video problem (fixed by leaving on overnight), I forgot to mention that, thanks Rick. If you want to ensure not having to do this again, I would suggest doing a search on Atari 800 or a similar query and get insructions for resoldering the joints. You may also want to open up the computer and give it a good dusting with a thick lint free cloth just to keep the unit clean. About 70% of the time, a dusty computer is causing the problems, but it never hurts to ask about the possibilities.

Jessica

Rick Cortese wrote:

> "Tony and Johanna" <tohanna@earthlink.net> wrote in message
> news:B5B33CA4.723%tohanna@earthlink.net...
> >
> > Hello, I recently found an Atari 1200XL, and I'm not sure if it is
> working.
> > When I connect it to a TV, I get a blank blue screen (which I have found
> > changes color with a potentiometer on the top of the motherboard). No
> > prompt, no nothing. When I insert a cartridge I get the same screen. Is
> it
> > broken or do I need to hit some key combination? If it is broken, is this
> > easily fixable (I can do some soldering)?
>
> The 1200XL does not have BASIC built in, so it normally comes up to a blue
> screen followed by an Atari Rainbow effect.
>
> That it gets as far as initiallizing the blue screen is a good sign.
> Standard advice is to leave it on overnight and then restart it. Moisture,
> sloppy connections that jiggle when it goes through a good thermal cycle,
> that kind of stuff.
>
> IMO: Worse case is a bad RAM chip and they are all socketted. Everything
> else like the custom chips is probably working fine. You can stick a 256k
> dram in there if you can't find a 64k.

4850. Re: Looking for rare Atari 5200 cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398E27A1.9B1427AD@earthlink.net>
Source record: 42917
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.classic

No, I don't think so, I get a lot of really strange items around here at the second hand shops (like a really souped up 810 that can do DD) but I think that this cartridge was a 5200, color label/graphics, etc. Well, who knows, it may just be my imagination, but I doubt it (unless they made some 2600 and 7800 games with ROM ports on the lengthwise side, again, I am doubtful...)

Jessica

Luis Vasquez wrote:

> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> news:398D9672.EA5B18DE@earthlink.net...
> > AHHHHH! I am sorry, I saw it at goodwill the other day and just
> > dismissed it since I do not have a 5200....probably long gone now...I am
> > sorry Wally! They were wanting $2 for it, how much does it book for
> > (just wondering...)?
> >
> > Jessica
> >
> > w_a_lang wrote:
> >
> > > Hello Everyone,
> > >
> > > I am looking for the rare Atari 5200 Asteroids
> > > game cartridge to complete my collection.
> > >
> > > I know it was issued, because I saw it in a
> > > display case of the videogame department of
> > > one store, when the Atari 5200 SuperSystem
> > > was first released.
> > >
> > > Wally
> >
>
> Um......wasn't it a prototype?

4851. Big Atari 8bit IRC Chat on Tuesday Night

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <398e187a.9616890@news.netunlimited.net>
Source record: 42918

This announces an IRC chat for Atari 8bit enthusiasts. It is scheduled for August 8th, 2000, 10:30 pm Eastern US time. Here are the corresponding times for some other places, choose the one near you.

California: 7:30 pm. Colorado 8:30 pm. Texas 9:30 pm. London, England: 4:30 AM. Berlin: 5:30 AM. Hong Kong: 11:30 AM.

The topic for the chat will be "Atari 8bits on the Internet." General Atari8 chat is also welcome. If 7 people show up, I will provide a doorprize.

This will be a standard IRC chat. It is -not- a web-based chat on your browser. You need an IRC client, such as mIRC. The chat will be on Amiganet. Here are some servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we will be there waiting for you I hope!

VS

4852. Updated Atari8 Links Page!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <398e197d.9876438@news.netunlimited.net>
Source record: 42919

If you are sick & tired of dusty WWW pages and dead links, I have the medicine for you! My Atari 8bit links page has been UPDATED, and features a special selection of the best current pages out there!

http://www.netunlimited.net/~velcro/8bitlnks.html

Check it out anytime!

VS

4853. File Conversion on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: euskara@aol.com
Message-ID: <20000806231634.19278.00004692@ng-fi1.aol.com>
Source record: 42920

Hello everyone,

I have a question. Is it possible to convert a file in the .xfd format back to .exe format. Thus making workable on a real atari 8 bit?

4854. Re: Looking for rare Atari 5200 cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398E37F8.83A26E4B@earthlink.net>
Source record: 42921
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.classic

When you do find something in KY, you find the weirdest things... You may not live in the wrong area (well, maybe you do?) you ju8st probably are not looking in the right places. Like for example, I had to dig through a pile of 8 tracks to find my souped up 810 and then I had to negotiate the price since it was sans a price tag...

Jessica

Tim Irvin wrote:

> In article <398E27A1.9B1427AD@earthlink.net>, Jessica C
> <beadsandbangles@earthlink.net> wrote:
>
> > No, I don't think so, I get a lot of really strange items around here at the
> > second hand shops (like a really souped up 810 that can do DD)...
>
> I obviously live in the wrong area.
>
> --
> Tim Irvin, ziggy29@svpal.org ::::: http://home.pacbell.net/ziggy29/
> ** Don't use PacBell e-mail. It sucks. Please note the new address. **
>
> "Trouble no one about their religion; respect others in their view, and
> demand that they respect yours...Abuse no one and nothing, for abuse
> turns the wise ones to fools and robs the spirit of its vision."
> -- Tecumseh (1768-1813), Shawnee chief and statesman

4855. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_965634559@rtfm.mit.edu>
Source record: 42922
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: June 7, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8
Closer To Home (CTH) BBS, running in an emulated Atari, telnet://cth.tzo.com/
FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

4856. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-1Vmhtuf2dUvq@port26.vdts.cab.cth.com.au>
Source record: 42923

On Sun, 6 Aug 3900 16:27:35, Jessica C <beadsandbangles@earthlink.net>
wrote:

> Uh, we were on the subject of SIO2PC and my lack of MS DOS knowledge, I
> think. Originaly, we were discussing printers.

Yep exactly right. here is part of the text.

Any advice on a new printer for my Atari system? My 1027 is shot, so
it
seems, as in it does not work right now. I would like to get a new
one
since schooltime is coming up and I am getting sick of staring into
the
"screen of death" to type a term paper. The bluescreen atari word
processor is a lot more pleasing to the eyes than lotus.

What's on second!

James B

4857. Re: Beefing up an Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-SLprdxV07YRG@port26.vdts.cab.cth.com.au>
Source record: 42924

On Thu, 1 Jan 1970 01:59:59, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
> On Sun, 6 Aug 2000, Jessica C wrote:
>
> > So, you are saying that I should probably stick with my 1200 XL. Agreed, but
> > I just thought it would be kinda neat, but I will look into the 14.4K modem,
> > 300 baud is driving me nuts, though all the local bbs' I get onto accept it,
> > just takes all night to get anywhere... thanks...
> >
> > Jessica
> >
>
> Yes to the XL and yes to the modem. The modem will require an interface
> and the choice is critical if you want the best performance from the
> modem. The Atari 850 max's out at 4800 baud; some P:R: connectors will
> work well at 9600 (the one I had did--others don't; trial and error here).
> If you want 19k2, you'll need a Black Box or MIO.

Also the rverter cable or a clone will do 19k2. I have had it going
here.

James B

4858. Atari hardware: What is it worth?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: Rudolf van der Graf <xxxrudi@aol.com>
Message-ID: <398E8618.45966B6F@aol.com>
Source record: 42925

I intend to sell sooner or later my old Atari hardware.
I have got an Atari 800 + disk drive (810) and
an Atari 800 XL + diskdrive (1050). Iï¿½m just curious
how much I could ask for. The parts are in working
order.

R.

4859. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8mm5du$b13$1@nets3.rz.RWTH-Aachen.DE>
Source record: 42926
Cross-posted to: japan.test,comp.sys.atari.8bit

Howdy folks

>And those of us that are US Citizens could care less about politics while
>tapping away on our Atari.

Unless it's Bushnell versus Tramiel

CU Mathy van Nisselroy

4860. Re: Atari hardware: What is it worth?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8mm5jm$b13$2@nets3.rz.RWTH-Aachen.DE>
Source record: 42927

In article <398E8618.45966B6F@aol.com>, xxxrudi@aol.com says...
>
>I intend to sell sooner or later my old Atari hardware.
>I have got an Atari 800 + disk drive (810) and
>an Atari 800 XL + diskdrive (1050). Iï¿½m just curious
>how much I could ask for. The parts are in working
>order.

You might wanna check out the small ads at the ABBUC site.
www.atari-computer.de/abbuc. then click on INSERAT.

Or come the the JHV of the ABBUC on Oktober 28th 2000, at the Buergerhaus-Sued
in Herten, Germany.

CU Mathy van Nisselroy

4861. Re: File Conversion on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8mm5qg$b13$3@nets3.rz.RWTH-Aachen.DE>
Source record: 42928

Howdy folks

>Generally speaking, no. .xfd (and .dcm, .atr, .scp) are disk image files
>designed to either be used as an emulated disk drive or extracted to
>reproduce a disk.
>
>You can convert a .xfd to a real disk and thereby access the files on
>(in) it. A .xfd is simply an image of the data sectors on a 5.25"
>floppy, usually Atari single density (18 sectors/track * 40 tracks * 128
>bytes/sector = 90K).

>> Hello everyone,
>>
>> I have a question. Is it possible to convert a file in the .xfd format back
>> to .exe format. Thus making workable on a real atari 8 bit?

Try Diskformer (if you wanna do it on an 8 bit Atari). I believe I've seen it
on the net, but can't remember where.

CU Mathy van Nisselroy

4862. Re: Atari hardware: What is it worth?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398EEA9D.7EA45E9F@earthlink.net>
Source record: 42929

An ATR 800 is worth a lot right now, about $50 on eBay (with or without the disk drive, ususally the 800 crowd has an arseanal of drives or has no idea how to use one), due to a sudden resurgence of interest in the unit. The 810, it can go for anywhere between $5-35 depending on the time of day, pretty much. The 800 XL might get you $10, they are very common and everyone is trying to get rid of thiers on a unsuspecting market (now is the time to buy!). The 1050 will bring about $10-$30, once again depending on the time of day.

Thanks,
Jessica

Rudolf van der Graf wrote:

> I intend to sell sooner or later my old Atari hardware.
> I have got an Atari 800 + disk drive (810) and
> an Atari 800 XL + diskdrive (1050). Iï¿½m just curious
> how much I could ask for. The parts are in working
> order.
>
> R.

4863. Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <IUBj5.3086$aK5.49839@news1.online.no>
Source record: 42930
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I am a lousy artist, but really want to convert the Box World game to the Atari 8-bit computers. I do need graphics, simple graphics in 3 colours, 16*16 of a man, preferably animated, boxes, floors, walls. That's about it in the graphics department. I also would like to get a few nice tunes, Chaos Music Composer is good, that will run fine on NTSC and PAL machines. Last, I need the level design for level 33 and up.

Anybody want to help out here ?

Take Atarian care

4864. New Atari 2600-7800 & More Yahoo Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: Bubba <sega_master_system@yahoo.com>
Message-ID: <_%Bj5.1365$hP6.119612@newshog.newsread.com>
Source record: 42931
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

http://page.auctions.yahoo.com/user/sega_master_system

4865. Re: Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ju3uosc90cvkfaicgesa2vj77ll5qb5i45@4ax.com>
Source record: 42932
Cross-posted to: japan.test,comp.sys.atari.8bit

On 7 Aug 2000 11:09:50 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) drooled an embarassing wet spot in his lap as he typed:

>Howdy folks
>
>>And those of us that are US Citizens could care less about politics while
>>tapping away on our Atari.
>
>Unless it's Bushnell versus Tramiel
>
>
>CU Mathy van Nisselroy

Tramiel for President? Good God... he'd start off making all kinds of promises, then fail to deliver them. Instead, he'd work on all these great policies and bills and then offer them up to the public with little to no fanfare or publicity, resulting in them being completely ignored because no one knows about them, which would be a shame because they really are great policies and bills. Finally, after years of this, the US would perform a reverse merger with Cuba before the whole mess finally falls apart and Canada picks up the bits of the US that are worth salvaging and selling the rest off to third world nations. :-)

Mind you, if Bushnell became president, it'd be free pizza for everyone...

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4866. Re: Atari 8 bit stuff available in Central Florida

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <398F1ADC.4C3B8BAE@bellsouth.net>
Source record: 42933

Where in C. FL are you. I will be travelling from West Palm area to Sarasota next weekend (probably via I-70). Will that be anywhere near you? Also, posting what you have and how much you want will help.

TIA

David Steinberg wrote:

> This post is for those Atari 8 bit enthusiasts in the Central Flordia area.
> I have a collection of Atari gear, software, documentation and magazines
> that I need to find a home for. I really don't want to dump the stuff at a
> thrift shop and I don't want to hassle with selling it. If anyone in the
> area is interested in taking this stuff off my hands please email and we'll
> discuss it. Thanks!
>
> David
> dberg200@bellsouth.net

4867. Re: File Conversion on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000807183615.02243.00000178@ng-fs1.aol.com>
Source record: 42934

>euskara@aol.com (Euskara) asked:

>Is it possible to convert a file in the .xfd format back to
>.exe format. Thus making it workable on a real atari 8 bit?

I hate to disagree with jkp on this... You can do just about anything with an .XFD that you can with an actual diskette; it is just the same data in a different form.

There are utilities which can extract files from an .XFD just like it was an archive. Now, if it has been made into a 'boot' .XFD, then you have the same challenge as converting any boot disk into an .EXE file; this process can be somewhat tedious and complicated.
good luck;
-Ron

-Ron

I don't have a solution but I admire the problem.

4868. Re: Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000807184710.02243.00000184@ng-fs1.aol.com>
Source record: 42935

I guess I'm in the Nolan camp... Chuck E Cheese for president!

-Ron

I don't have a solution but I admire the problem.

4869. Re: Beefing up an Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000807184355.02243.00000182@ng-fs1.aol.com>
Source record: 42936

Jessica said:

>So, you are saying that I should probably stick with my 1200 XL.

snip... and someone replied:

>The Atari 850 max's out at 4800 baud; some P:R: connectors will
>> work well at 9600 (the one I had did--others don't; trial and error here).
>> If you want 19k2, you'll need a Black Box or MIO.

The 1200XL normally does NOT have the PBI connection needed for the MIO / Black Box unless it received a Bob W. mod... It can use the 850 or P:R:

-Ron

I don't have a solution but I admire the problem.

4870. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-07 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000807185500.02243.00000186@ng-fs1.aol.com>
Source record: 42937

>Vidar \"Hawk\" Olavesen" olavese@online.no requested:

>I am a lousy artist, but really want to convert the Box World game to the
>Atari 8-bit computers.
..snip..
>Anybody want to help out here ?

Hawk; I wish I had better graphic or any musical abilities as the lack of response appears to be totally appalling here. Plus I have not even seen that title on its native platform.

-Ron

I don't have a solution but I admire the problem.

4871. blue vs. green color problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-08 00:00:00 UTC
From: maloneyXXX@merlin.albany.net
Message-ID: <8mpvnc$d2v$2@news.monmouth.com>
Source record: 42846

Does anyone know if the author of Atari800Win is aware of
(or working on) the situation when blues appear as green:
Star Raiders shields
Star League Baseball sky
NYC The big apple - sky on intro screen

Don't think I'm unappreciative of the work on the FREE
product, but I would like to this fixed if possible.

--
Remove 'XXX' from e-mail address to reply

4872. Re: blue vs. green color problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-08 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39908D93.62C66BD4@earthlink.net>
Source record: 42847

We had a giant thread on here about a week or so ago in regards to the Star Raiders shields problem (Original VS Emulation). YES, we are aware! Perhaps we can fill you in on some ways to repair this problem. I think the author is working on it (I THINK? Perhaps he should speak for himself) and in the meantime you may need to adjust your color settings.

Jessica

Patrick Maloney wrote:

> Does anyone know if the author of Atari800Win is aware of
> (or working on) the situation when blues appear as green:
> Star Raiders shields
> Star League Baseball sky
> NYC The big apple - sky on intro screen
>
> Don't think I'm unappreciative of the work on the FREE
> product, but I would like to this fixed if possible.
>
> --
> Remove 'XXX' from e-mail address to reply

4873. Re: Looking for rare Atari 5200 cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-08 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <7233-3990D9C7-101@storefull-176.iap.bryant.webtv.net>
Source record: 42848

if you saw a asteriods for the 5200, you should have grabbed it, it was
never officially released.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4874. Re: File Conversion on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-08 00:00:00 UTC
From: euskara@aol.com
Message-ID: <20000807224017.02969.00001584@ng-ch1.aol.com>
Source record: 42938

Well, what about making an .xfd into an ATR? I would settle for using the file in Atari 800 win. I'm just not that familiar with the .xfd format. I thought it was created for use by PC-X-former, one of the first emulators and it differed from its .exe counterpart by the addition of a few bytes appended at the end of the file, which is what allowed the emulator to recognize it as an atari file.

4875. xf551or other disk drive wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-08 00:00:00 UTC
From: Brandon Thomas <ponchried@earthlink.net>
Message-ID: <8WMj5.27691$0W4.675387@newsread2.prod.itd.earthlink.net>
Source record: 42939

I am looking for an xf551 or a 3.5 diskette drive upgrade for purchase or trade. It must be compatable with the atari 800xl.

please email me with trade or purchase available

4876. wanted: Games for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-08 00:00:00 UTC
From: Brandon Thomas <ponchried@earthlink.net>
Message-ID: <FYMj5.27700$0W4.676871@newsread2.prod.itd.earthlink.net>
Source record: 42940

I am looking for games on diskette for the 800xl. Will trade or purchase
for them. Copies are ok.

Please email me or post here with available games

4877. 5200/8-bit trade for Misc. Jaguar

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-08 00:00:00 UTC
From: atarivision@my-deja.com
Message-ID: <8mob7qefv1@nnrp1.deja.com>
Source record: 42941

I've got a few 5200 games:
James Bond 007
Gyruss
Defender
Star Wars:Arcade Game
MegaMania

and some 8-bit atari computer stuff, and misc 2600 games, controllers, etc. Also have some sega16bit games and hardware/controllers.

I'm looking to trade for Jaguar misc. items, games, flyers, etc.

Please contact me at AtariVision@mail.com if interested.

Thanks,

Clint
AtariVision.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4878. Re: wanted: Games for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-08 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <398FF242.C36B87F5@earthlink.net>
Source record: 42942

In regards to your other post and this one: Do you want the games on 3.5" or
5 1/4" disks? Let me know and I will provide a list of games that I can
copy. Thanks,
Jessica

Brandon Thomas wrote:

> I am looking for games on diskette for the 800xl. Will trade or purchase
> for them. Copies are ok.
>
> Please email me or post here with available games

4879. Mint 800XL for trade/Sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-08 00:00:00 UTC
From: tonym04@aol.com
Message-ID: <20000808074006.00668.00000004@ng-cg1.aol.com>
Source record: 42943

I have a mint 800XL computer with mint 1050 drive and some disks for trade. My wants/needs, a good working N64 is my first choice. If not, perhaps a good working and nice Turbo Duo system. If anyone is interested, please e-mail me at:

tonym04@aol.com

4880. Re: Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-08 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <8mp6r9$229$1@nnrp1.deja.com>
Source record: 42944

In article <8pqmoskhvg6djv4sepultp50l60hcr3ipq@4ax.com>,
Rastus O'Ginga <rastuso@insync.net> wrote:
>
> Ok, I can get this thing to load up a rom, with sound. But, I can't
> get good controls. If I use my Sidewinder, button A is the 5200
> button 1, but nothing does button 2. If I use a keyboard, NOTHING
> works for buttons.
>
> I read the damn help file 10 times and see no mention of 5200 buttons.
> What am I missing? Please Help!

To be perfectly honest, I don't even bother to play 5200 games on
Atari800Win. It seems the emulator is only set to use only that one
fire button which most games only need. But trying to get the 5200
BIOS and the games to work? Forget it...

Right now the best 5200 emu is VSS by Dan Boris. But you're really
better off finding the Glenn 5200 Man hacks and playing them on
Atari800 since there's no graphic glitches or anything.

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

4881. Re: File Conversion on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000808151747.14652.00000024@ng-fe1.aol.com>
Source record: 42945

> euskara@aol.com (Euskara) replied:

>Well, what about making an .xfd into an ATR? I would settle for using the
file
>in Atari 800 win. I'm just not that familiar with the .xfd format. I thought
>it was created for use by PC-X-former, one of the first emulators and it
>differed from its .exe counterpart by the addition of a few bytes appended at
the
>end of the file, which is what allowed the emulator to recognize it as an
atari file.

Yep, that is a snap some utilities found on the web.
The file differences are just the reverse of what you describe. The .XFD is a 'raw' data file which contains the sequential bytes of 720 - 128 byte (for Single Density) sectors for a total size of 92160 which XFormer is programmed to manipulate. Data from sector 1 begins at byte zero (0), sector 2 at byte 128, etc. Early XFormers could even handle 184320 byte SSDD images, but XFormer 2000 Win95 will not boot one.

The .ATR has 16 information bytes at the beginning to make it a little more flexible; boot disk images can be short if they need fewer than 720 'sectors' or larger mega-sized ones can simulate MyDOS or SpartaDOS hard disk partitions. The 92160 bytes following the 16 byte header are exactly the same as an .XFD.

-Ron

I don't have a solution but I admire the problem.

4882. Re: File Conversion on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: euskara@aol.com
Message-ID: <20000808222448.00724.00000258@ng-cg1.aol.com>
Source record: 42849

Thank you everyone for your responses. I realize now what the problem was, or rather my own lack of clarity on the concept sort of speak. To make the story short, setting the .xfd file as a disk image in the emulator will make it load, precisely as explained by the previuos message.

4883. 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Tz4k5.72$mf1.5599@nsw.nnrp.telstra.net>
Source record: 42850

Is it possible to hook up a 1.44 to an sio port? Are there doc's around to
do the job?

Mark Bedingfield

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

4884. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3990D8A4.5E50B6F5@earthlink.net>
Source record: 42851

Disk drive? Yes, there is the XF351 (right? Not sure of the name) by Atari
that will handle 3.5 floppys. I think that there are other drives that will
work, I will let my buddies here clarify that for you.

Jessica

Mark Bedingfield wrote:

> Is it possible to hook up a 1.44 to an sio port? Are there doc's around to
> do the job?
>
> Mark Bedingfield
>
> --
> **
> Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> Falcon030-4-850, MegaSTE4, 200MB Sq
> Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
> more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> mark@baypc.com.au
> **

4885. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <9z0566D0SOk5EwZX@lovecraft.demon.co.uk>
Source record: 42852

Once upon a time <3990D8A4.5E50B6F5@earthlink.net>, Jessica C <beadsandb
angles@earthlink.net> grabbed chalk and scrawled:
>Disk drive? Yes, there is the XF351 (right? Not sure of the name) by Atari
>that will handle 3.5 floppys. I think that there are other drives that will
>work, I will let my buddies here clarify that for you.

I'd doubt the XF351 can be used with an HD mechanism without serious
modification - STs of that era need a new drive controller etc, and the
351 is /so/ rare, that anyone hacking it up should be forced to use a
Commodore 16 for the rest of their life.

If the XF351 isn't rare, I want one :)

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4886. Re: Looking for rare Atari 5200 cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3990E8C9.D25B36EC@earthlink.net>
Source record: 42853

Hey, I never knew that. Now I do, and perhaps I will never see it again.

Jessica

Lance Ringquist wrote:

> if you saw a asteriods for the 5200, you should have grabbed it, it was
> never officially released.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

4887. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3990E96B.7B4ACE9D@earthlink.net>
Source record: 42854

Not really, maybe over in the UK, Richard, but not here, really. I guess it is where you live :). Or, maybe it is just me? (Probably me, too many antideppressants, overdosee on Zoloft...)

Jessica

Richard Kilpatrick wrote:

> Once upon a time <3990D8A4.5E50B6F5@earthlink.net>, Jessica C <beadsandb
> angles@earthlink.net> grabbed chalk and scrawled:
> >Disk drive? Yes, there is the XF351 (right? Not sure of the name) by Atari
> >that will handle 3.5 floppys. I think that there are other drives that will
> >work, I will let my buddies here clarify that for you.
>
> I'd doubt the XF351 can be used with an HD mechanism without serious
> modification - STs of that era need a new drive controller etc, and the
> 351 is /so/ rare, that anyone hacking it up should be forced to use a
> Commodore 16 for the rest of their life.
>
> If the XF351 isn't rare, I want one :)
>
> Richard
> --
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
> http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4888. Pole Position ROM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8mqpqqedh1@news.netvision.net.il>
Source record: 42855

Does any one knows how much memory chip is the Pole Position ROM?
(Cartrige?)

Nir

4889. FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8mqsvmind1@korweta.task.gda.pl>
Source record: 42856

Want to connect atari to your PC?
Check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405020574

j131

4890. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <qn7k5.4248$aK5.71372@news1.online.no>
Source record: 42857

Please get me one too! How much can I get one for ? Norway is hell to get
Atari stuff.

Jessica C <beadsandbangles@earthlink.net> wrote in message
news:3990E96B.7B4ACE9D@earthlink.net...
> Not really, maybe over in the UK, Richard, but not here, really. I guess
it is
> where you live :). Or, maybe it is just me? (Probably me, too many
> antidepressants, overdosee on Zoloft...)
>
> Jessica
>
> Richard Kilpatrick wrote:
>
> > Once upon a time <3990D8A4.5E50B6F5@earthlink.net>, Jessica C <beadsandb
> > angles@earthlink.net> grabbed chalk and scrawled:
> > >Disk drive? Yes, there is the XF351 (right? Not sure of the name) by
Atari
> > >that will handle 3.5 floppys. I think that there are other drives that
will
> > >work, I will let my buddies here clarify that for you.
> >
> > I'd doubt the XF351 can be used with an HD mechanism without serious
> > modification - STs of that era need a new drive controller etc, and the
> > 351 is /so/ rare, that anyone hacking it up should be forced to use a
> > Commodore 16 for the rest of their life.
> >
> > If the XF351 isn't rare, I want one :)
> >
> > Richard
> > --
> > Richard Kilpatrick |\ _,,,---,,_
> > Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -.
;-;;,
> > E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
`'::.
> > http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
`-'_)Morticia
>

4891. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <KF9k5.16150$IX6.88852@typhoon.columbus.rr.com>
Source record: 42858

Man, I want one too! Here in the US, they are damn near impossible to
find...luckily, I will have an Atari Swap Meet within a 5 minute drive in
about a month....
:)
Steve B.

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:qn7k5.4248$aK5.71372@news1.online.no...
> Please get me one too! How much can I get one for ? Norway is hell to get
> Atari stuff.
>
> Jessica C <beadsandbangles@earthlink.net> wrote in message
> news:3990E96B.7B4ACE9D@earthlink.net...
> > Not really, maybe over in the UK, Richard, but not here, really. I
guess
> it is
> > where you live :). Or, maybe it is just me? (Probably me, too many
> > antideppressants, overdosee on Zoloft...)
> >
> > Jessica
> >
> > Richard Kilpatrick wrote:
> >
> > > Once upon a time <3990D8A4.5E50B6F5@earthlink.net>, Jessica C
<beadsandb
> > > angles@earthlink.net> grabbed chalk and scrawled:
> > > >Disk drive? Yes, there is the XF351 (right? Not sure of the name)
by
> Atari
> > > >that will handle 3.5 floppys. I think that there are other drives
that
> will
> > > >work, I will let my buddies here clarify that for you.
> > >
> > > I'd doubt the XF351 can be used with an HD mechanism without serious
> > > modification - STs of that era need a new drive controller etc, and
the
> > > 351 is /so/ rare, that anyone hacking it up should be forced to use a
> > > Commodore 16 for the rest of their life.
> > >
> > > If the XF351 isn't rare, I want one :)
> > >
> > > Richard
> > > --

> > > Richard Kilpatrick |\
_,,,---,,_
> > > Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -.
> ;-;;,
> > > E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
> `'::.
> > > http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
> `-'_)Morticia
> >
>
>

4892. Re: blue vs. green color problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-FO6ToxruK1yG@port8.tsa01.cab.cth.com.au>
Source record: 42859

On Sun, 8 Aug 3900 21:57:00, maloneyXXX@merlin.albany.net (Patrick Maloney) wrote:

> Does anyone know if the author of Atari800Win is aware of
> (or working on) the situation when blues appear as green:
> Star Raiders shields
> Star League Baseball sky
> NYC The big apple - sky on intro screen
>
The shields are green on my PAL setup. so there for, there is no problem.

James B

4893. Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <39913C6A.6CFC5812@asw.cz>
Source record: 42860

Hello!

Does anybody know how the touch tablet works? I'm talking about the
principle of the black thing with 6 wires going from it. Not about
programming information.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

4894. unARC sources

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <39913CDC.63F97168@asw.cz>
Source record: 42861

Hello!

I'm looking for portable unARC sources (any dialect of C would be
ideal). Anybody knows where could I find it?

Don't send me links to binaries, please. I've got them. I need to
incorporate decompression in one of my programs.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

4895. Atari, Apple & Commodore items for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <RObk5.32915$sO2.120127@typhoon.tampabay.rr.com>
Source record: 42862
Cross-posted to: alt.c64,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.commodore64.marketplace

Lots of Apple, Atari, C64, VIC20, Odyssey, Amiga, CoCo and much more for
sale on my web site listed below. Just click on the URL and enjoy.

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

4896. Re: Looking for rare Atari 5200 cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <S5ck5.32923$sO2.120167@typhoon.tampabay.rr.com>
Source record: 42863
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.classic

I have a few 5200 cartridges on my web site but not sure which ones from here right now. Take a look at the Atari for sale pages. Let me know if you see anything you need.

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com
"w_a_lang" <w_a_lang@willinet.net> wrote in message
news:soq4lug03ej14@corp.supernews.com...
> Hello Everyone,
>
> I am looking for the rare Atari 5200 Asteroids
> game cartridge to complete my collection.
>
> I know it was issued, because I saw it in a
> display case of the videogame department of
> one store, when the Atari 5200 SuperSystem
> was first released.
>
> Wally
>
>
>

4897. Re: zip utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Russ <chill182@xxx.com>
Message-ID: <8mrm96$295c$1@herald.onu.edu>
Source record: 42864

I had this exact same question a few months ago. I looked forever for a
Win32 app that would unzip multiple zip files and never found one. I didn't
like pkunzip at first but after using it several times I got the hang of it
and it really isn't that bad.
--
chill182@xxx.com
To email me change xxx to hotmail.

"Steve Breech" <sbreech@columbus.rr.com> wrote in message
news:16gj5.8298$IX6.59086@typhoon.columbus.rr.com...
> Is there a way to unzip all zip files in one directory into another
> directory with a single command (on a windows machine....all my .atr files
> are zipped up) into another directory? I loathe unzipping each one
> individually, since I have around 1000, including all my ST downloads and
> c64 downloads....
> Thanks!
> Steve B.
>
>

4898. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Russ <chill182@xxx.com>
Message-ID: <8mrmsf$29n1$1@herald.onu.edu>
Source record: 42865
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:398CE612.2AA2AA2A@earthlink.net...
> I like Sega controlers, they are nice and comftortable and seem to work
well, I
> find Nintendo controlers to be handcrushing anymore, I guess I am getting
> spoiled. But, anything is better than a 2600 joy if you are going to be
playing
> for several hours at a time (like a night fest).
>

Sega controllers are nice but for 2600 my favorite joystick is the wico
boss. Its simple and comfortable. Its the joystick I used to get over
150,000 points on Megamania.
--
chill182@xxx.com
To email me change xxx to hotmail.

4899. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <oqdk5.2906$Mr2.33168@news02.optonline.net>
Source record: 42866

Jessica,

IIRC, the mod for the XF551 won't handle 1.44 Meg floppies in the 3.5"
format -- only 720K. It would, I've been told, a complete rewrite of the OS
to get the 1.44. I could be wrong.

Alan
Jessica C <beadsandbangles@earthlink.net> wrote in message
news:3990D8A4.5E50B6F5@earthlink.net...
> Disk drive? Yes, there is the XF351 (right? Not sure of the name) by
Atari
> that will handle 3.5 floppys. I think that there are other drives that
will
> work, I will let my buddies here clarify that for you.
>
> Jessica
>
> Mark Bedingfield wrote:
>
> > Is it possible to hook up a 1.44 to an sio port? Are there doc's around
to
> > do the job?
> >
> > Mark Bedingfield
> >
> > --
> > **
> > Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> > Falcon030-4-850, MegaSTE4, 200MB Sq
> > Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
> > more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> > mark@baypc.com.au
> > **
>

4900. Re: Searching for years for 2 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: msadams845@my-deja.com
Message-ID: <8ms1ru$u25$1@nnrp1.deja.com>
Source record: 42867

In article <3978378D.148972D5@erols.comX>,
Stephen Knox <gooch@erols.comX> wrote:
> Were they released by Epyx????
>
> If you're mentioning the games I think you are, they were by Scott
Adams???
> They were his first adventure games. They were redefined character
set
> graphics where you were a 1 character dude moving via joystick around
a
> large scrolling world.

Nope sorry those were not my games!

Happy Adventuring!

Scott Adams
www.msadams.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4901. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39918C96.9DFCFE1E@earthlink.net>
Source record: 42868

haha, I have seen maybe five in the time I have seriously looked for any and
they were about $5 a pop. I guess I have been unconsciously lucky as far as
looking for stuff. Still can't get a decent 850, though.

Jessica

Steve Breech wrote:

> Man, I want one too! Here in the US, they are damn near impossible to
> find...luckily, I will have an Atari Swap Meet within a 5 minute drive in
> about a month....
> :)
> Steve B.
>
> "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> news:qn7k5.4248$aK5.71372@news1.online.no...
> > Please get me one too! How much can I get one for ? Norway is hell to get
> > Atari stuff.
> >
> > Jessica C <beadsandbangles@earthlink.net> wrote in message
> > news:3990E96B.7B4ACE9D@earthlink.net...
> > > Not really, maybe over in the UK, Richard, but not here, really. I
> guess
> > it is
> > > where you live :). Or, maybe it is just me? (Probably me, too many
> > > antideppressants, overdosee on Zoloft...)
> > >
> > > Jessica
> > >
> > > Richard Kilpatrick wrote:
> > >
> > > > Once upon a time <3990D8A4.5E50B6F5@earthlink.net>, Jessica C
> <beadsandb
> > > > angles@earthlink.net> grabbed chalk and scrawled:
> > > > >Disk drive? Yes, there is the XF351 (right? Not sure of the name)
> by
> > Atari
> > > > > >that will handle 3.5 floppys. I think that there are other drives
> that
> > will
> > > > > >work, I will let my buddies here clarify that for you.
> > > > >
> > > > I'd doubt the XF351 can be used with an HD mechanism without serious
> > > > modification - STs of that era need a new drive controller etc, and
> the

> > > > 351 is /so/ rare, that anyone hacking it up should be forced to use a
> > > > Commodore 16 for the rest of their life.
> > > >
> > > > If the XF351 isn't rare, I want one :)
> > > >
> > > > Richard
> > > > --
> > > > Richard Kilpatrick |\
> _,,,---,,_
> > > > Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -.
> > ;-;;,
> > > > E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
> > `'::.
> > > > http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
> > `-'_)Morticia
> > >
> >
> >

4902. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39918D51.32E783B2@earthlink.net>
Source record: 42869

Well, so, it would still be a lot easier to save anything if you have a 3.5 disk drive, you know, with the lack of flippies anymore. excuse my ignorance, perhaps the next time I see an XF351, I should buy it. (I think I just cursed myself...)

Jessica

Alan Sharkis wrote:

> Jessica,
>
> IIRC, the mod for the XF551 won't handle 1.44 Meg floppies in the 3.5"
> format -- only 720K. It would, I've been told, a complete rewrite of the OS
> to get the 1.44. I could be wrong.
>
> Alan
> Jessica C <beadsandbangles@earthlink.net> wrote in message
> news:3990D8A4.5E50B6F5@earthlink.net...
> > Disk drive? Yes, there is the XF351 (right? Not sure of the name) by
> Atari
> > that will handle 3.5 floppys. I think that there are other drives that
> will
> > work, I will let my buddies here clarify that for you.
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> > Jessica
> >
> > Mark Bedingfield wrote:
> >
> > > Is it possible to hook up a 1.44 to an sio port? Are there doc's around
> to
> > > do the job?
> > >
> > > Mark Bedingfield
> > >
> > > --
> > > ***
> > > Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> > > Falcon030-4-850, MegaSTE4, 200MB Sq
> > > Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
> > > more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> > > mark@baypc.com.au
> > > ***
> >

4903. Re: blue vs. green color problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39918DAD.F3617B30@earthlink.net>
Source record: 42870

well, I think they are supposed to be blue. I guess it depends on what
TV set you are on.

Jessica

nobody@no.where.com wrote:

> On Sun, 8 Aug 3900 21:57:00, maloneyXXX@merlin.albany.net (Patrick
> Maloney) wrote:
>
> > Does anyone know if the author of Atari800Win is aware of
> > (or working on) the situation when blues appear as green:
> > Star Raiders shields
> > Star League Baseball sky
> > NYC The big apple - sky on intro screen
> >
> The shields are green on my PAL setup. so there for, there is no
> problem.
>
> James B

4904. Re: 2600 Controllers on 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3991922A.DE2828B3@earthlink.net>
Source record: 42871
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

Oh yeah, My friend has one and it is wonderful. I keep meaning to get one!
Yeah, they do work well.

Jessica

Russ wrote:

> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> news:398CE612.2AA2AA2A@earthlink.net...
> > I like Sega controlers, they are nice and comftortable and seem to work
> well, I
> > find Nintendo controlers to be handcrushing anymore, I guess I am getting
> > spoiled. But, anything is better than a 2600 joy if you are going to be
> playing
> > for several hours at a time (like a night fest).
> >
>
> Sega controllers are nice but for 2600 my favorite joystick is the wico
> boss. Its simple and comfortable. Its the joystick I used to get over
> 150,000 points on Megamania.
> --
> chill182@xxx.com
> To email me change xxx to hotmail.

4905. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Dvgk5.4668$aK5.77610@news1.online.no>
Source record: 42872

Hi, Jessica! What about a trade ? I'll give you one of my 850's and you give me a XF-351. Let me know if you can do this!

Take care

Jessica C <beadsandbangles@earthlink.net> wrote in message news:39918C96.9DFCFE1E@earthlink.net...
> haha, I have seen maybe five in the time I have seriously looked for any and
> they were about $5 a pop. I guess I have been unconsciously lucky as far as
> looking for stuff. Still can't get a decent 850, though.
>
> Jessica
>
> Steve Breech wrote:
>
> > Man, I want one too! Here in the US, they are damn near impossible to
> > find...luckily, I will have an Atari Swap Meet within a 5 minute drive in
> > about a month....
> > :)
> > Steve B.
> >
> > "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> > news:qn7k5.4248$aK5.71372@news1.online.no...
> > > Please get me one too! How much can I get one for ? Norway is hell to get
> > > Atari stuff.
> > >
> > > Jessica C <beadsandbangles@earthlink.net> wrote in message
> > > news:3990E96B.7B4ACE9D@earthlink.net...
> > > > Not really, maybe over in the UK, Richard, but not here, really. I
> > guess
> > > > it is
> > > > where you live :). Or, maybe it is just me? (Probably me, too many
> > > > antideppressants, overdosee on Zoloft...)
> > > >
> > > > Jessica
> > > >
> > > > Richard Kilpatrick wrote:
> > > >
> > > > > Once upon a time <3990D8A4.5E50B6F5@earthlink.net>, Jessica C
> > <beadsandb
> > > > > angles@earthlink.net> grabbed chalk and scrawled:

> > > > > >Disk drive? Yes, there is the XF351 (right? Not sure of the
name)
> > by
> > > Atari
> > > > > >that will handle 3.5 floppys. I think that there are other
drives
> > that
> > > will
> > > > > >work, I will let my buddies here clarify that for you.
> > > > > >
> > > > > I'd doubt the XF351 can be used with an HD mechanism without
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> > > > > modification - STs of that era need a new drive controller etc,
and
> > the
> > > > > 351 is /so/ rare, that anyone hacking it up should be forced to
use a
> > > > > Commodore 16 for the rest of their life.
> > > > > >
> > > > > If the XF351 isn't rare, I want one :)
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> > > > > Richard
> > > > > --
> > > > > Richard Kilpatrick |\
> > _,,,---,,_
> > > > > Atari XL/XE, Pioneer CLD-D925, retrotech
/,`.-'`' -.
> > > ;-;;,
> > > > > E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_.
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> > > `'::.
> > > > > http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
> > > `-'_)Morticia
> > > > >
> > > >
> > > >
>

4906. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3991B420.EC21394C@earthlink.net>
Source record: 42873

I don't actually have one, not anymore anyway (the board inside was cracked).
Sorry, though I think I just jinxed myself and I will never see one again.
every time I see something like this, I am usualy broke and cannot buy it or if
there are several, only one. :(

Jessica

Vidar \"Hawk\" Olavesen wrote:

> Hi, Jessica! What about a trade ? I'll give you one of my 850's and you give
> me a XF-351. Let me know if you can do this!
>
> Take care
>
> Jessica C <beadsandbangles@earthlink.net> wrote in message
> news:39918C96.9DFCFE1E@earthlink.net...
> > haha, I have seen maybe five in the time I have seriously looked for any
> and
> > they were about $5 a pop. I guess I have been unconsciously lucky as far
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> > looking for stuff. Still can't get a decent 850, though.
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> > Jessica
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> > Steve Breech wrote:
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> > > Man, I want one too! Here in the US, they are damn near impossible to
> > > find...luckily, I will have an Atari Swap Meet within a 5 minute drive
> in
> > > about a month....
> > > :)
> > > Steve B.
> > >
> > > "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> > > news:qn7k5.4248$aK5.71372@news1.online.no...
> > > > Please get me one too! How much can I get one for ? Norway is hell to
> get
> > > > Atari stuff.
> > > >
> > > > Jessica C <beadsandbangles@earthlink.net> wrote in message
> > > > news:3990E96B.7B4ACE9D@earthlink.net...
> > > > > Not really, maybe over in the UK, Richard, but not here, really. I
> > > guess
> > > > it is
> > > > > where you live :). Or, maybe it is just me? (Probably me, too many

> > > > > antideppressants, overdosee on Zoloft...)
> > > > >
> > > > > Jessica
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> > > > > Richard Kilpatrick wrote:
> > > > >
> > > > > > Once upon a time <3990D8A4.5E50B6F5@earthlink.net>, Jessica C
> > > <beadsandb
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> > > > > >Disk drive? Yes, there is the XF351 (right? Not sure of the
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> > > by
> > > > Atari
> > > > > >that will handle 3.5 floppys. I think that there are other
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> > > > > >work, I will let my buddies here clarify that for you.
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> > > > > I'd doubt the XF351 can be used with an HD mechanism without
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> > > > > modification - STs of that era need a new drive controller etc,
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> > > the
> > > > > 351 is /so/ rare, that anyone hacking it up should be forced to
> use a
> > > > > Commodore 16 for the rest of their life.
> > > > >
> > > > > If the XF351 isn't rare, I want one :)
> > > > >
> > > > > Richard
> > > > > --
> > > > > Richard Kilpatrick |\
> > > _,,,---,,_
> > > > > Atari XL/XE, Pioneer CLD-D925, retrotech
> /,`.-'`' -.
> > > ;-;;,
> > > > > E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_.
> ,\
> > > `'::.
> > > > > http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
> > > > `-'_)Morticia
> > > > >
> > > >
> > > >
> >

4907. Re: Pole Position ROM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: david_p@storm.ca
Message-ID: <8F8BACD27dapstormca@209.87.239.10>
Source record: 42874

ndary@bigfoot.com (Nir Dary) wrote in <8mqpqqedh1@news.netvision.net.il>:

>Does any one knows how much memory chip is the Pole Position ROM?
>(Cartrige?)
>
>Nir
>
>

16K ROM, I believe.

David P,

4908. Re: zip utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Pairman <microtac@nospam.netscape.net>
Message-ID: <9tjk5.6178$T9.844901@news0.telusplanet.net>
Source record: 42875

The Best multi unzipper I've used is WINACE (http://www.winace.com) Handles a whole slew of compression sceams. ARJ, RAR ZIP etc.... all in one nice package.

"Russ" <chill182@xxx.com> wrote in message
news:8mrm96$295c$1@herald.onu.edu...
> I had this exact same question a few months ago. I looked forever for a
> Win32 app that would unzip multiple zip files and never found one. I
didn't
> like pkunzip at first but after using it several times I got the hang of
it
> and it really isn't that bad.
> --
> chill182@xxx.com
> To email me change xxx to hotmail.
>
> "Steve Breech" <sbreech@columbus.rr.com> wrote in message
> news:16gj5.8298$IX6.59086@typhoon.columbus.rr.com...
> > Is there a way to unzip all zip files in one directory into another
> > directory with a single command (on a windows machine....all my .atr
files
> > are zipped up) into another directory? I loathe unzipping each one
> > individually, since I have around 1000, including all my ST downloads
and
> > c64 downloads....
> > Thanks!
> > Steve B.
> >
> >
>
>

4909. Re: blue vs. green color problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3991c94f.1012177@news.jacksonville.net>
Source record: 42876

On Wed, 09 Aug 2000 16:48:41 GMT, Jessica C
<beadsandbangles@earthlink.net> wrote:

According to the manual, yes they're supposed to be blue. But from
the previous thread on this topic, it appears that that on (most) PAL
setups, it shows as green and NTSC Atari's show as blue. So I guess
you could say that the emulators are emulating a PAL Atari then?

>well, I think they are supposed to be blue. I guess it depends on what
>TV set you are on.
>
>Jessica
>
>nobody@no.where.com wrote:
>
>> On Sun, 8 Aug 3900 21:57:00, maloneyXXX@merlin.albany.net (Patrick
>> Maloney) wrote:
>>
>> > Does anyone know if the author of Atari800Win is aware of
>> > (or working on) the situation when blues appear as green:
>> > Star Raiders shields
>> > Star League Baseball sky
>> > NYC The big apple - sky on intro screen
>> >
>> The shields are green on my PAL setup. so there for, there is no
>> problem.
>>
>> James B

4910. i 810 Drive help

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.3992bfec@fmlynet.org>
Source record: 42877

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hi gang, currently working on an Atari 810 drive, and I have to say that this drive is most impressive in how it was put together.

There are rubber stopper feet that cover where the screw holes are. Nice touch! Once I removed the stoppers however, I was amazed to discover that my 810 drive didn't have any screws holding it together. Cool!

So what is the proper way to take one apart (as to not damage the casing)?

Once inside, I believe the rails the head slides on may need lubrication. What kind of lubication is good for the 8-bit Atari drives (I actually have several that need it, so might as well ask now).

I will also be cleaning some heads. Of course you have the cleaning disks that do a minor amount of cleaning, but for a good proper cleaning (when taking the drive apart) what would you guys suggest?

Thanks!

Doctor Clu

Having a blast on his Atari 800!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4911. Re: An atarian once more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-09 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.3992bfec@fmlynet.org>
Source record: 42878

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: carmel_andrews@my-deja.com

>>inexpensive considering what it can do for your Atari8 computer). Just wanted
>> to welcome you back. I started back into the Atari scene in 1998 with my
>> original Atari 400 w/ 48k and 1400xl keyboard. The 850 interface was toast
> and
>> the original percom drives fried from years of use.
>>
> Yo! Greg, Hows the Atari thang going, Keep those Atari's Humming that's
> what I say

They're great aren't they? I have found that a lot of amiga users consider
the 400/800 computers to be their kin from the distant past, (due to Jay Miner
making the chipsets for the Atari 400/800 and Amiga)

> Where did you get the 1400/1450 from,

Good question. I managed to get my 1400 keyboard from a Radio Shack back
around 1987 or so. They were sold as a keyboard hobbyist kit.

> and are there any more, ps- I'm
> looking for all of the instruction booklets for Indus GT and Expander H/w
> and o/s disk software for above drive (I believe that there was 3
> booklets that came with the GT)

Indus are cool. I take it you have a drive?

> Lastly I have never left the atari scene since 1986, even though i own a
> crappy amdk6/2 400 64meg win98pc(Atari always wins hands down)

Like said before, joined in 1981 or so, left about 1989 (though I took my
computer out of storage every so often to play joust and archon on it, and
Return of Heracles with my good friend) Rejoined in 1998 and use an Atari 800
that I leave on as a 24/7 terminal at home for checking E-mail and Newsgroups.

Honestly don't be too quick to insult a good computer. A 400 mhz 64 meg
ram machine is nothing to sneeze at. It's just that an Atari 400/800 has a
soul. ;)

Doctor Clu

> Yours Atarilly
> Carmel A
> Sent via Deja.com http://www.deja.com/
> Before you buy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4912. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sp5r21ksn4t55@corp.supernews.com>
Source record: 42796

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3992DBA6.B3AB186F@mail.uni-mainz.de...
> On the other hand you can buy or build a HDI (High Density Interface), a
> Black Box with floppy board, an ATR 8000 and maybe other hardware to use
> a HD floppy with an A8. Depends on your skills and your money bag... The
> Black Box and ATR8000 are not so cheap to get, the HDI and XF upgrade
> are not so easy to do...

I've never been able to get a 1.44 to work as a 1.44 with my ATR8000. I have heard of people that use a 1.2 meg 5.25" and just format it using the 8" DSDD parameters to get ~1 meg.

I thought the data rates were the same for the 1.2 and 1.44, so it seems like it should work. If anyone has figured this out/jumpers let me know.

I should stuff a 1.2 meg in there since I have one gathering dust, but I already have 4 drives hooked up.

4913. Re: i 810 Drive help

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000810135956.24870.00000317@ng-cl1.aol.com>
Source record: 42797

>"Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org asked:

> There are rubber stopper feet that cover where the screw holes are. Nice
>touch! Once I removed the stoppers however, I was amazed to discover that my
>810 drive didn't have any screws holding it together. Cool!

>So what is the proper way to take one apart (as to not damage the casing)?

Cannot help here..? never seen that!

>Once inside, I believe the rails the head slides on may need lubrication.
>What kind of lubication is good for the 8-bit Atari drives (I actually have
>several that need it, so might as well ask now).

Avoid oil; it runs off where you do not want it and what sticks eventually gums things up as it oxidizes. I have heard some recommend a light weight teflon grease. I clean the rails thoroughly with a little solvent on a swab; mask off things like the head, and use a spray-on dry silicone lubricant on my personal drives. So far so good but I make no garantees.

>I will also be cleaning some heads. Of course you have the cleaning disks
>that do minor amount of cleaning, but for a good proper cleaning (when taking
>the drive apart) what would you guys suggest?

Those disks can be pretty harsh and abrasive; use preferably the long handle electronic cleaning swabs which have no soluble adhesive on the cotton; standard Q-tips have glue where you do not want it. Use denatured alcohol or 70% isopropyl or 1,1,1 trichloroethylene or other good electronic cleaner or degreasing solvent.

-Ron

I don't have a solution but I admire the problem.

4914. F.S. (UK) Atari 800xl , 1010 cassette drive , joystick and some games on cassette

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Gary MacKenzie <sepulcre@bigfoot.com>
Message-ID: <hms5pskstculdv6i8dm77c4ne5fekfh6uk@4ax.com>
Source record: 42798

As per heading.

offers ?

Gary MacKenzie

4915. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Liam Busey <buseyl@my-deja.com>
Message-ID: <39932F60.2547@my-deja.com>
Source record: 42799

RHamiIton5 wrote:
>
> I guess I'm in the Nolan camp... Chuck E Cheese for president!

You've obviously never tried their pizza.

Liam Busey

4916. Re: help in taking apart 810 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: NoSpam@Prodigy.Net
Message-ID: <39933c19.370486@news.prodigy.net>
Source record: 42800

Hello Greg, you can open your Atari 810 by "CAREFULLY" removing the
tan colored disks on the top side of the 810. Note that you may not
be able to put them back but if you pry them off with a needle/pin and
put them on some wax paper while you work you may be able to re-apply
them. Once removed, the four screws holding the case together can be
unscrewed and the top comes off. You may have noticed the top &
bottom of the case are the same so the tan covers are exactly where
the rubber feet are on the other side. Also be careful of the brown
front piece and make sure it is in place before putting the drive back
in the case shell or you can bend the front LED's or switch....good
luck.
+ + + + + + + + + +
On Wed, 10 Aug 2000 08:40:00 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Need to service an Atari 810 disk drive. Does anyone have any advice on how
>this drive's casing comes apart?
>
> Thanks,
>
> Doctor Clu
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

4917. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8mvhj8$4vm$1@user2.teleport.com>
Source record: 42801
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

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or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4918. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8mvhsl$5hi$1@user2.teleport.com>
Source record: 42802
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

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So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4919. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8mvhvu$5oc$1@user2.teleport.com>
Source record: 42803
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4920. Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Darklord <darkspamlord@fiestanet.com>
Message-ID: <PLKk5.11104$H14.16568@newsfeed.slurp.net>
Source record: 42804

I have an Atari 130XE and an 810 drive. I think I have connected these correctly, but I cannot get the drive to boot at powerup. The last time I used this was a LONG time ago, and I didn't hook it up then.

I have connected both power supplies and the cable between the computer and drive. The computer works by itself. I have tried all four possible device switch positions on the drive. I tried both ports on the drive. The drive powers up and runs a little like I remember. I then turn the computer on and there is no action. I also tried this with an 800 computer and I get the same behavior(nothing), so I do not think it is the computer.

Thank you for your time,
Ian A. O'Neil
darklord@fiestanet.com

4921. [FA eBay] RARE PAL Games on eBay Aquatak, Exocet Missile

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: bordonil@ccs.curtin.edu.au
Message-ID: <8mt49vnag1@nnrp1.deja.com>
Source record: 42879

Hi,

I've listed my two John Sands Atari 2600 cartridges on eBay.

Exocet Missile
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405192536

Aquatak
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405194032

Also have HES "My Golf".
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405195675

ALL games are PAL and function perfectly.

Thanks for your interest.

Sent via Deja.com http://www.deja.com/
Before you buy.

4922. Re: Hace cualquier persona hablan españoles 9949

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39920888.917B6C3E@earthlink.net>
Source record: 42880

> Il est irevlevent! Je ne veux pas ecoute les noms de medicines en espangol! Mais, je ne sais pas espangol!

> Hey, just had to throw in some funky language of my own...bet I messed up...

Jessica

4923. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <37pk5.65$ru1.5327@nsw.nnrp.telstra.net>
Source record: 42881

I have an absolute plethora of 720k and 1.44m bare drives, I also have
2x1050 drives, and can possibly get more. I just need to know how to hook
the bugger's up. I am a Computer Technician, so opening these thing's up
dosent scare me.... Any ideas?

Mark Bedingfield

Mark Bedingfield <mark@baypc.com.au> wrote in message
news:Tz4k5.72$mf1.5599@nsw.nnrp.telstra.net...
> Is it possible to hook up a 1.44 to an sio port? Are there doc's around to
> do the job?
>
> Mark Bedingfield
>
> --
> **
> Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> Falcon030-4-850, MegaSTE4, 200MB Sq
> Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
> more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> mark@baypc.com.au
> **
>
>
>

4924. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8mtn1q$c7m$1@kohl.informatik.uni-bremen.de>
Source record: 42882

Jessica C <beadsandbangles@earthlink.net> wrote:
[...]

Do you guys realize that you're dragging pages of quotes along with each reply you make? I don't really like to be a NetCop or something, but seeing this makes me cringe. It's just a matter of consideration of others... to snip and delete the stuff you don't reply to.

Don't answer me, just consider, mmh-kay?

Bye,
Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www.tmeyer.de/

4925. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <1465pscvjrrutsfra242ja04gumu2m3qhm@4ax.com>
Source record: 42883

The other Day Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:

>Do you guys realize that you're dragging pages of quotes along with each
>reply you make?

>Don't answer me, just consider, mmh-kay?
>
Yep...At the very least it makes reading them a tad easier if they are
snipped.
--
Paul Irvine

Retro-gamer & old git

4926. help in taking apart 810 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3992dc0e@fmlynet.org>
Source record: 42884

FamilyNet HQ: Telnet:\\www.family-bbs.net

Need to service an Atari 810 disk drive. Does anyone have any advice on how this drive's casing comes apart?

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4927. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3992CCEA.A122F928@mail.uni-mainz.de>
Source record: 42885

Jessica C schrieb:
>
> Disk drive? Yes, there is the XF351 (right? Not sure of the name) by Atari
> that will handle 3.5 floppys. I think that there are other drives that will
> work, I will let my buddies here clarify that for you.
>
> Jessica
>
> Mark Bedingfield wrote:
>
> > Is it possible to hook up a 1.44 to an sio port? Are there doc's around to
> > do the job?
> >
> > Mark Bedingfield
> >
> > --
> > **********
> > Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> > Falcon030-4-850, MegaSTE4, 200MB Sq
> > Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
> > more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> > mark@baypc.com.au
> > **********

Well,
ABBUC Floppydoc (Erhard Puetz) once built the HDI (High-Density floppy
interface), that could attach 1-4 Floppy drives to an Atari SIO port.
The floppies could be 5,25" 80Tracks DD (720kbytes, PC or something) or
3,5" DD/HD 80 tracks (720k or 1440k, PC, Amiga, ST, etc.) The interface
was sold out very soon, but you can still find the schematics on his
homepage. Just visit ABBUC:
http://www.atari-computer.de/abbuc
and click on the button "Floppy Alchemie" which will link to Erhards
Homepage (sorry, I do not know the direct URL). Once there try to find
the schematics for the HDI - maybe you can built one yourself... By the
way, the HDI supported single, double and high density (40 or 80 Tracks,
dd or hd, single or double-sided) but no medium/dual density (1050
format). Therefore it supported ultra speed known from happy and speedy
drives...

greetings - Andreas magenheimer

P.S.: There is of course also the Black Box and its Floppy board, that
supports 3,5" floppies and with an XF floppy you could at least reach
720k with a 3,5" drive and a slightly changed OS...

4928. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3992CE24.63CCDCF6@mail.uni-mainz.de>
Source record: 42886

Jessica C schrieb:
>
> Not really, maybe over in the UK, Richard, but not here, really. I guess it is
> where you live :). Or, maybe it is just me? (Probably me, too many
> antideppressants, overdosee on Zoloft...)
>
> Jessica
>
> Richard Kilpatrick wrote:
>
> > Once upon a time <3990D8A4.5E50B6F5@earthlink.net>, Jessica C <beadsandb
> > angles@earthlink.net> grabbed chalk and scrawled:
> > >Disk drive? Yes, there is the XF351 (right? Not sure of the name) by Atari
> > >that will handle 3.5 floppys. I think that there are other drives that will
> > >work, I will let my buddies here clarify that for you.
> >
> > I'd doubt the XF351 can be used with an HD mechanism without serious
> > modification - STs of that era need a new drive controller etc, and the
> > 351 is /so/ rare, that anyone hacking it up should be forced to use a
> > Commodore 16 for the rest of their life.
> >
> > If the XF351 isn't rare, I want one :)
> >
> > Richard
> > --
Hello Richard, Jessica, folks,
you can easily convert your XF551 into an XF351. Just make some 3-4
byte(s) changes in the original Os and hook up a 3,5" drive into its
case. Now, since the XF has an ST floppy controller it can handle up to
720k (originally the ST floppies could merely handle 720k too). Since
the ST`s were upgraded with a 16Mhz Ajax chip to use 1440k, maybe one
can also upgrade the XF with this chip and use HD. But it is a rather
tough and expensive upgrade. why not live with 720k - thats enough for
the little ataris. Or built the HDI interface from erhard Puetz, if you
can... or use a Black Box and floppy board...

You see, 1440k for the little Atari - not really a problem.
greetings - Andreas magenheimer

4929. Re: Program Name?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3992D0D1.C4E90A08@mail.uni-mainz.de>
Source record: 42887

```
Lonny Pursell schrieb:
>
> On 3 Aug 2000, Amiga WorkZ wrote:
>
> > Hey!
> >
> > I remember a hack that let you run two programs at
> > once on an expanded (128k) XL or XE. Switching between
> > the two with keyboard strokes - the second program
> > "froze" while running the first.
> >
> > Anybody remember the name of this hack?
> > Know where I can snag it?
>
>
Try "Snapshot" or "Multi-Os XL/XE" (both shareware). Think you may find
them at Umich... Andreas Magenheimer
```

4930. Re: File Conversion on the 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3992D6CD.D24F345D@mail.uni-mainz.de>
Source record: 42888

Euskara schrieb:
>
> Hello everyone,
>
> I have a question. Is it possible to convert a file in the .xfd format back to
> .exe format. Thus making workable on a real atari 8 bit?

Hello,
ofcourse an Atari can do that. You just need a converter utility. Mail
me, and I will send you some Atari image converters (to convert ATR and
XFD on an A8).
greetings - Andreas Magenheimer

4931. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3992D518.C1D9ED41@mail.uni-mainz.de>
Source record: 42889

[snip]
well, I will not quote the whole vendors list...

Hello Michael,
a short notice from me: Power per Post is gone. All copyrights and magazines of this german vendor went over to PD-World Versand (or PD-Magazine), Sascha Roeber, Bruch 101, 49635 Badbergen, Germany; please update your list...

Now, almost all german vendors have gone, only ABBUC and Sascha Roeber plus a few others are left... it`s a shame (Talk Talk), but its the truth... -Andreas

4932. Re: zip utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3992D607.7268B664@mail.uni-mainz.de>
Source record: 42890

Steve Breech schrieb:
>
> Is there a way to unzip all zip files in one directory into another
> directory with a single command (on a windows machine....all my .atr files
> are zipped up) into another directory? I loathe unzipping each one
> individually, since I have around 1000, including all my ST downloads and
> c64 downloads....
> Thanks!
> Steve B.

Ever read something about "batch files" ?? Thats what you need: create a
batchfile on a PC (or even on an atari-8) that does the job... -Andreas

P.S.: For the Atari-8 use Sparta-DOS and Tom Hunt`s unZIP utility. For
the PC, well, who needs a PC for such simple things ...

4933. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3992D8DB.81A2D6BB@mail.uni-mainz.de>
Source record: 42891

RHamiIton5 schrieb:
>
> >Vidar \"Hawk\" Olavesen" olavese@online.no requested:
>
> >I am a lousy artist, but really want to convert the Box World game to the
> >Atari 8-bit computers.
> ..snip..
> >Anybody want to help out here ?
>
> Hawk; I wish I had better graphic or any musical abilities as the lack of
> response appears to be totally appalling here. Plus I have not even seen that
> title on its native platform.
>
> -Ron
>
> I don't have a solution but I admire the problem.

Hello,
the same is true for me: I do not know Box World at all, besides I am
unable to do sounds or graphics on the A8. But if you need some "ripped"
sounds or graphics, I have the Pooldisk II and other A8 CD`s with
software. They include thousands of pictures (Mic, Pic, etc.) and sounds
(Ams, Amp, Cmc, Mpt, Tmc, etc.). Maybe I can do you some sample copies
on diskette. Just let me know what sort of graphic or sound you need and
I will search for it then. Well, I know, thats not what you expected,
but thats all support I can give...

Andreas magenheimer

4934. Re: Pole Position ROM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3992D9A8.695E6FEF@mail.uni-mainz.de>
Source record: 42892

Nir Dary schrieb:
>
> Does any one knows how much memory chip is the Pole Position ROM?
> (Cartrige?)
>
> Nir

Wasn`t it 16 kbyte ?? (2 chips of 8kbyte??) - Andreas

4935. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3992DBA6.B3AB186F@mail.uni-mainz.de>
Source record: 42893

Steve Breech schrieb:
>
> Man, I want one too! Here in the US, they are damn near impossible to
> find...luckily, I will have an Atari Swap Meet within a 5 minute drive in
> about a month....
> :)
> Steve B.
>
Hello Steve,
well, you have to built one yourself or buy some extra hardware to use
it.
First, you can upgrade your XF551 easily for 720k. Just change some
bytes in the OS and hook up a 3,5" drive to it. Using 1440k is not
directly possibble, since the XF merely has an ST (DD) floppy
controller. But you can built a more expert upgrade, that uses the 16Mhz
Ajax chip (and some more electronics) and thus works with High density.
If you like the XF floppy drive...

On the other hand you can buy or build a HDI (High Density Interface), a
Black Box with floppy board, an ATR 8000 and maybe other hardware to use
a HD floppy with an A8. Depends on your skills and your money bag... The
Black Box and ATR8000 are not so cheap to get, the HDI and XF upgrade
are not so easy to do...

Good luck, however !! -Andreas

4936. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3992DE5B.531FA1EC@mail.uni-mainz.de>
Source record: 42894

Vidar \"Hawk\" Olavesen schrieb:
>
> Hi, Jessica! What about a trade ? I'll give you one of my 850's and you give
> me a XF-351. Let me know if you can do this!
>
> Take care
>

Well,
here in Germany you already have to own an Xf551 drive, then buy a new OS from ABBUC (Hyper-XF from Stefan Dorndorf), install it instead the original OS, then hook up a 3,5" drive to the XF and you have a single XF upgrade (which we call XF351 ignoring that Atari also made some XF351 drives). But, it is something you have to do yourself. Most atari guys are lazy and want a ready-to-run hardware (plug and play/pray in the PC world). But then, you have a 720k XF floppy...

I never tried the HD version of the XF, some guys just told me, you need an Ajax chip and some more electronics to do it. Looks like HD is possibble with the XF, but I never tried nor seen it. In the US there once was (still is ??) CSS that had a single XF upgrade and besides a dual XF upgrade 8where one could still use the 5,25" drive). Maybe they are still selling Atari hardware and you are lucky enough to get such an upgrade. Try Best Electronics, Video 61, B & C to get an XF551 drive...

Lastly, I never used the HDI (owned it for a short time) and never saw the ATR8000 or BB+floppy board with 1,44Mb drives in action. -Andreas

4937. Re: wanted: Games for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-10 00:00:00 UTC
From: Brandon Thomas <ponchried@earthlink.net>
Message-ID: <BiBk5.34866$0W4.937159@newsread2.prod.itd.earthlink.net>
Source record: 42895

51/4. Thankyou

Jessica C <beadsandbangles@earthlink.net> wrote in message
news:398FF242.C36B87F5@earthlink.net...
> In regards to your other post and this one: Do you want the games on 3.5"
or
> 5 1/4" disks? Let me know and I will provide a list of games that I can
> copy. Thanks,
> Jessica
>
> Brandon Thomas wrote:
>
> > I am looking for games on diskette for the 800xl. Will trade or
purchase
> > for them. Copies are ok.
> >
> > Please email me or post here with available games
>

4938. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <SZFk5.5799$aK5.97484@news1.online.no>
Source record: 42805

> Hello,
> the same is true for me: I do not know Box World at all, besides I am
> unable to do sounds or graphics on the A8. But if you need some "ripped"
> sounds or graphics, I have the Pooldisk II and other A8 CD`s with
> software. They include thousands of pictures (Mic, Pic, etc.) and sounds
> (Ams, Amp, Cmc, Mpt, Tmc, etc.). Maybe I can do you some sample copies
> on diskette. Just let me know what sort of graphic or sound you need and
> I will search for it then. Well, I know, thats not what you expected,
> but thats all support I can give...
>
> Andreas magenheimer

Well, Box World is a cool puzzle game where you push boxes into their right position. The puzzles look simple, but gets really hard after a while. You can only push the boxes and have to look out for trapping them against walls or lock yourself into a small confined space. All I need is a little man, boxes, walls, floors, well that's about it I think. I would like original music and not ripped music, but will have to go with ripped if nothing else happens. I'll probably use Jet Set Willy again (I used it in some of my demos)

I don't like ripped graphics, I would like original ones here too, but I have an offer from someone and hopes he has the time to go through with it.

4939. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <aOJk5.74$NI1.4574@nsw.nnrp.telstra.net>
Source record: 42806

Perfect but I cant seem to find the link..

Mark Bedingfield

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:3992CCEA.A122F928@mail.uni-mainz.de...
>
>
> Jessica C schrieb:
> >
> > Disk drive? Yes, there is the XF351 (right? Not sure of the name) by
Atari
> > that will handle 3.5 floppys. I think that there are other drives that
will
> > work, I will let my buddies here clarify that for you.
> >
> > Jessica
> >
> > Mark Bedingfield wrote:
> >
> > > Is it possible to hook up a 1.44 to an sio port? Are there doc's
around to
> > > do the job?
> > >
> > > Mark Bedingfield
> > >
> > > --
> > > **
> > > Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> > > Falcon030-4-850, MegaSTE4, 200MB Sq
> > > Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
> > > more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> > > mark@baypc.com.au
> > > **
>
> Well,
> ABBUC Floppydoc (Erhard Puetz) once built the HDI (High-Density floppy
> interface), that could attach 1-4 Floppy drives to an Atari SIO port.
> The floppies could be 5,25" 80Tracks DD (720kbytes, PC or something) or
> 3,5" DD/HD 80 tracks (720k or 1440k, PC, Amiga, ST, etc.) The interface
> was sold out very soon, but you can still find the schematics on his
> homepage. Just visit ABBUC:
> http://www.atari-computer.de/abbuc
> and click on the button "Floppy Alchemie" which will link to Erhards
> Homepage (sorry, I do not know the direct URL). Once there try to find

> the schematics for the HDI - maybe you can built one yourself... By the
> way, the HDI supported single, double and high density (40 or 80 Tracks,
> dd or hd, single or double-sided) but no medium/dual density (1050
> format). Therefore it supported ultra speed known from happy and speedy
> drives...
>
> greetings - Andreas magenheimer
>
> P.S.: There is of course also the Black Box and its Floppy board, that
> supports 3,5" floppies and with an XF floppy you could at least reach
> 720k with a 3,5" drive and a slightly changed OS...

4940. Re: help in taking apart 810 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Kevin Terrill <k.m.terrill@worldnet.att.net>
Message-ID: <IcLk5.30881$RG6.2414236@bgtnsc05-news.ops.worldnet.att.net>
Source record: 42807

Greg,
When you get the drive open, you'll see either two or four PC board in it, depending on when it was made. The board on the back bottom with the power connector and the 15-pin serial plug is the power board. To the side of the drive will be either one or two boards. Early 810's had one controller board to the side of the drive mechanism. Later boards had a controller board with a daughterboard, and a data seperator board above the drive mechanism itself. By the way, what are the symptoms for you needing to service the drive, besides it being about old enough to drink....

Kevin Terrill

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:0000.3992dc0e@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Need to service an Atari 810 disk drive. Does anyone have any advice on how
> this drive's casing comes apart?
>
> Thanks,
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

4941. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Kevin Terrill <k.m.terrill@worldnet.att.net>
Message-ID: <JcLk5.30882$RG6.2414088@bgtnsc05-news.ops.worldnet.att.net>
Source record: 42808
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Vidar,
Hey, I don't now anything of the Box World game, but I do know how to program an 8-bit Atari's PM graphics and write machine code to do the nice display list interrupt stuff. It has been along time though.

K.M.Terrill

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message news:IUBj5.3086$aK5.49839@news1.online.no...
> I am a lousy artist, but really want to convert the Box World game to the
> Atari 8-bit computers. I do need graphics, simple graphics in 3 colours,
> 16*16 of a man, preferably animated, boxes, floors, walls. That's about it
> in the graphics department. I also would like to get a few nice tunes,
Chaos
> Music Composer is good, that will run fine on NTSC and PAL machines. Last,
I
> need the level design for level 33 and up.
>
> Anybody want to help out here ?
>
> Take Atarian care
>
>
>

4942. Secret area in Pitfall 2?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: javen367@aol.com
Message-ID: <20000811020857.24383.00000252@ng-cc1.aol.com>
Source record: 42809

How do I get to the secret area in Pitfall 2?

Todd

4943. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Z_Nk5.47$By6.1328@news1.online.no>
Source record: 42810
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Thanks, but I will code it purely in assembler, but if you could draw the stuff, that would be nice. I do have another one that was going to help, but don't know if he has time enough!

Kevin Terrill <k.m.terrill@worldnet.att.net> wrote in message news:JcLk5.30882$RG6.2414088@bgtnsc05-news.ops.worldnet.att.net...
> Vidar,
> Hey, I don't now anything of the Box World game, but I do know how to
> program an 8-bit Atari's PM graphics and write machine code to do the nice
> display list interrupt stuff. It has been along time though.
>
> K.M.Terrill
>
> "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> news:IUBj5.3086$aK5.49839@news1.online.no...
> > I am a lousy artist, but really want to convert the Box World game to
the
> > Atari 8-bit computers. I do need graphics, simple graphics in 3 colours,
> > 16*16 of a man, preferably animated, boxes, floors, walls. That's about
it
> > in the graphics department. I also would like to get a few nice tunes,
> Chaos
> > Music Composer is good, that will run fine on NTSC and PAL machines.
Last,
> I
> > need the level design for level 33 and up.
> >
> > Anybody want to help out here ?
> >
> > Take Atarian care
> >
> >
> >
>
>

4944. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-sL5u98E32P3j@port19.vdts.cab.cth.com.au>
Source record: 42811

On Sun, 11 Aug 3900 00:31:09, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

> > Hello,
> > the same is true for me: I do not know Box World at all, besides I am
> > unable to do sounds or graphics on the A8. But if you need some "ripped"
> > sounds or graphics, I have the Pooldisk II and other A8 CD`s with
> > software. They include thousands of pictures (Mic, Pic, etc.) and sounds
> > (Ams, Amp, Cmc, Mpt, Tmc, etc.). Maybe I can do you some sample copies
> > on diskette. Just let me know what sort of graphic or sound you need and
> > I will search for it then. Well, I know, thats not what you expected,
> > but thats all support I can give...
> >
> > Andreas magenheimer
>
> Well, Box World is a cool puzzle game where you push boxes into their right
> position. The puzzles look simple, but gets really hard after a while. You
> can only push the boxes and have to look out for trapping them against walls
> or lock yourself into a small confined space. All I need is a little man,
> boxes, walls, floors, well that's about it I think. I would like original
> music and not ripped music, but will have to go with ripped if nothing else
> happens. I'll probably use Jet Set Willy again (I used it in some of my
> demos)

Sounds a lot like Sogan.

James B

4945. Re: i 810 Drive help

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-qTGyNd3dQLgo@port19.vdts.cab.cth.com.au>
Source record: 42812

On Sun, 9 Aug 3900 05:09:54, "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Hi gang, currently working on an Atari 810 drive, and I have to say that
> this drive is most impressive in how it was put together.
>
> There are rubber stopper feet that cover where the screw holes are. Nice
> touch! Once I removed the stoppers however, I was amazed to discover that my
> 810 drive didn't have any screws holding it together. Cool!
>
sorry to inform you but the screws are accessiable fom the top under
those little stick on disks, not from the bottom under those feet.

> So what is the proper way to take one apart (as to not damage the casing)?

once the 4 screws are undone, the top half lifts off.

>
> Once inside, I believe the rails the head slides on may need lubrication.
> What kind of lubication is good for the 8-bit Atari drives (I actually have
> several that need it, so might as well ask now).

I use sewing machine oil. I put a drop on a screw driver and transfer
it to the rails.
I have heard of a teflon lub avilable from gun shops is the best. Use
the same procedure to put it on.

>
> I will also be cleaning some heads. Of course you have the cleaning disks
> that do a minor amount of cleaning, but for a good proper cleaning (when taking
> the drive apart) what would you guys suggest?

I use a cotton bud with a tape head cleaning fluid.

James B

4946. Re: Pole Position ROM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8n0fkt$p7h$1@news.netvision.net.il>
Source record: 42813

mine only have 1 chip?

nir
"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3992D9A8.695E6FEF@mail.uni-mainz.de...
>
>
> Nir Dary schrieb:
> >
> > Does any one knows how much memory chip is the Pole Position ROM?
> > (Cartrige?)
> >
> > Nir
>
> Wasn`t it 16 kbyte ?? (2 chips of 8kbyte??) - Andreas

4947. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3993E446.D6EDF17A@earthlink.net>
Source record: 42814

Well, hey, at least they take care of the kids for a while :). Really
off topic anyway...

Liam Busey wrote:

> RHamiIton5 wrote:
> >
> > I guess I'm in the Nolan camp... Chuck E Cheese for president!
>
> You've obviously never tried their pizza.
>
> Liam Busey

4948. Re: help in taking apart 810 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3993E631.11A39580@earthlink.net>
Source record: 42815

The little rubber things on the top are usually gone, then you can get a long screwdriver down in to unscrew the case. I think you will find that the case has a lot of unused space that could have easily been compressed into a smaller drive casing. Good luck servicing,

Jessica

Andy Dawson wrote:

> Hello Greg, you can open your Atari 810 by "CAREFULLY" removing the
> tan colored disks on the top side of the 810. Note that you may not
> be able to put them back but if you pry them off with a needle/pin and
> put them on some wax paper while you work you may be able to re-apply
> them. Once removed, the four screws holding the case together can be
> unscrewed and the top comes off. You may have noticed the top &
> bottom of the case are the same so the tan covers are exactly where
> the rubber feet are on the other side. Also be careful of the brown
> front piece and make sure it is in place before putting the drive back
> in the case shell or you can bend the front LED's or switch....good
> luck.
>

4949. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3993E7D1.DA7A5162@earthlink.net>
Source record: 42816

Did you remeber the sequence? Turn on drive, boot up noises, place in disk, close door, turn on computer. That usually works or you could have the problem like I did and have an offline drive. Try the sequence with a commercial disk (they seem to do a good job at startup) and your drive MAY come back to life, it may take a few days and lots of trying to get the drive to work. If this does not work, I would say it needs a good cleaning and perhaps a servicing (hey, if Greg has any luck, we can take the drive to him :-)).

Jessica

Darklord wrote:

> I have an Atari 130XE and an 810 drive. I think I have connected these
> correctly, but I cannot get the drive to boot at powerup. The last time I
> used this was a LONG time ago, and I didn't hook it up then.
>
> I have connected both power supplies and the cable between the computer
> and drive. The computer works by itself. I have tried all four possible
> device switch positions on the drive. I tried both ports on the drive. The
> drive powers up and runs a little like I remember. I then turn the computer
> on and there is no action. I also tried this with an 800 computer and I get
> the same behavior(nothing), so I do not think it is the computer.
>
> Thank you for your time,
> Ian A. O'Neil
> darklord@fiestanet.com

4950. Re: Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000811130132.31073A@ilaskey.compulink.co.uk>
Source record: 42817

In article <ju3uosc90cvkfaicgesa2vj77ll5qb5i45@4ax.com>,
mindfield@badgers.home.com (Mindfield) wrote:
> Tramiel for President? Good God...
Seeing as he died several years ago...

Iain

4951. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <SjPyOUDa2+k5Ewcv@lovecraft.demon.co.uk>
Source record: 42818

Once upon a time <memo.20000811130132.31073A@ilaskey.compulink.co.uk>,
Iain Laskey <ilaskeyremoveme@cix.co.uk> grabbed chalk and scrawled:
>In article <ju3uosc90cvkfaicgesa2vj77ll5qb5i45@4ax.com>,
>mindfield@badgers.home.com (Mindfield) wrote:
>> Tramiel for President? Good God...
>Seeing as he died several years ago...
Didn't stop Reagan...

Richard

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4952. Re: Secret area in Pitfall 2?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.965996624@math.tu-berlin.de>
Source record: 42819

javen367@aol.com (Todd) writes:

>How do I get to the secret area in Pitfall 2?

Which one? Or to be precise, I don't remember any "secret" rooms, just rooms
that are hard to enter, maybe.

I drew a complete map of the two Pf-II levels, and no room is left out...

So long,
Thomas

4953. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Darklord <darkspamlord@fiestanet.com>
Message-ID: <FTSk5.11353$H14.18424@newsfeed.slurp.net>
Source record: 42820

Yeah thats the sequence I did. I am using an original game disk that should boot up.

4954. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000811093148.00962.00000149@ng-mf1.aol.com>
Source record: 42821

Isn't the XF351 that people have been talking about really XF551? There is no XF351.

Allan

<< Hello Richard,
Jessica, folks,
you can easily convert your XF551 into an XF351. Just make some 3-4 byte(s) changes in the original Os and hook up a 3,5" drive into its case. Now, since the XF has an ST floppy controller it can handle up to 720k (originally the ST floppies could merely handle 720k too). Since the ST`s were upgraded with a 16Mhz Ajax chip to use 1440k, maybe one can also upgrade the XF with this chip and use HD. But it is a rather tough and expensive upgrade. why not live with 720k - thats enough for the little ataris. Or built the HDI interface from erhard Puetz, if you can... or use a Black Box and floppy board...
>>

4955. Re: Atari Portfolio Memory Cards

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Chris Kmiec <polbit@my-deja.com>
Message-ID: <8n1471lao1@nnrp1.deja.com>
Source record: 42822

The best place for all your Atari needs (including Portfolio) is Best
Electronics in California. The WWW address is:

http://www.best-electronics-ca.com

They have a ton of stuff, but some of it is VERY pricey...

Drop me an e-mail at polbit@mediaone.net if you have any more
questions, I'll be happy to help.

In article <8m6g5u$pu6$1@newsmaster.axxent.ca>,
"Brian Stewart" <bstewart@pathcom.com> wrote:
> I am looking for somewhere, preferably but not necessarily in Canada,
to buy
> a memory card for my Atari Portfolio Memort Card. Any ideas? -- Brian
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4956. Re: Secret area in Pitfall 2?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <khf8ps8gb33s0popm2n61phce0cr2tvspq@4ax.com>
Source record: 42823

The other Day thor@math.tu-berlin.de (Thomas Richter) wrote:

>javen367@aol.com (Todd) writes:
>
>>How do I get to the secret area in Pitfall 2?
>
>Which one? Or to be precise, I don't remember any "secret" rooms, just rooms
>that are hard to enter, maybe.
>
>I drew a complete map of the two Pf-II levels, and no room is left out...
>
>So long,
> Thomas

I hope he does not mean the Snes or MD Pitfall Mayan adv?
--
Paul Irvine

Retro-gamer & old git

4957. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.399481ee@fmlynet.org>
Source record: 42824

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Luis Vasquez" <luisv@mediaone.net>
> I'm in high skool too, but I am more into the Atari game systems than the
> computers. Heh, the reason I got my 65XE was because I couldn't find a
> 5200, and I thought of using my Atari computer as a replacement to a 5200,
> since the games are similar.

Well, actually the 400/800/xl/xe line is better and more expandable than
the 5200 (and better controllers) ;)

It is good for games. I try to play a new game every night that I get off
the internet. So what are your favorites so far?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4958. 8Bit Emulator for Epoc32 Machines (Psion)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.399481ee@fmlynet.org>
Source record: 42825

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "primenet" <doctorx@dallas.net>
> Does anyone here have any idea if there is an 8 bit emulator for the psion
> line of computers? (series 5mx, 7, netbook, etc?)..
> I know that Frodo, the c64 emulator was ported because the C source code was
> available.. anyone have the technical know how to port an atari emulator
> over?
> Mark

So Mark, out of curiousity, any luck with this so far?

Greg / doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4959. 8Bit Emulator for Epoc32 Machines (Psion)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.399481ee@fmlynet.org>
Source record: 42826

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "primenet" <doctorx@dallas.net>
> Does anyone here have any idea if there is an 8 bit emulator for the psion
> line of computers? (series 5mx, 7, netbook, etc?)..
> I know that Frodo, the c64 emulator was ported because the C source code was
> available.. anyone have the technical know how to port an atari emulator
> over?
> Mark

Mainly replying since I think this would be cool and I would love to see a
Atari emulator on the Newton MessagePad. To the best of my knowledge, no.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4960. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.399481ee@fmlynet.org>
Source record: 42827

FamilyNet HQ: Telnet:\\www.family-bbs.net

Like I've told some people, Windows is not bad. It's funny to hear people
talk about how bad Windows is, but yet an ST running CAB *CONSTANTLY* crashes,
but considering, it is cool.
Atari 400/800 computers have their moments, though it seems not many.

I guess the difference is, though the Windows machine is effective, I find
the Atari 400/800 computer has a soul (which I think equates to the chipset.)
I heard that same soul was in Amiga. I've starting to believe.

Doctor Clu

> From: "Russ" <chill182@xxx.com>
> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> news:398A3042.7197A7AC@earthlink.net...
>> The "blue screen of death" is just wonderful, I know. Sometimes I get it
> for
>> just closing Netscape, other times I get it just for thinking about
> closing
>> Netscape, or closing anything, in fact.
>>
> This is kinda off topic but I really haven't had hardly any problems with
> windows since I upgraded 98 to 98 second edition. I'm not pro-microsoft, but
> I'm not anti-microsoft either, and I can admit that 98 SE made my computer
> work more reliably than it ever has before. Now I'm trying out windows ME
> and so far I'm pretty impressed, if I start having problems I'll go back to
> 98 SE.
> --
> chill182@xxx.com
> To email me change xxx to hotmail.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4961. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.399481ee@fmlynet.org>
Source record: 42828

FamilyNet HQ: Telnet:\\www.family-bbs.net

Like I've told some people, Windows is not bad. It's funny to hear people
talk about how bad Windows is, but yet an ST running CAB *CONSTANTLY* crashes,
but considering, it is cool.
Atari 400/800 computers have their moments, though it seems not many.

I guess the difference is, though the Windows machine is effective, I find
the Atari 400/800 computer has a soul (which I think equates to the chipset.)
I heard that same soul was in Amiga. I've starting to believe.

Doctor Clu

> From: "Russ" <chill182@xxx.com>
> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
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>> Netscape, or closing anything, in fact.
>>
> This is kinda off topic but I really haven't had hardly any problems with
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> work more reliably than it ever has before. Now I'm trying out windows ME
> and so far I'm pretty impressed, if I start having problems I'll go back to
> 98 SE.
> --
> chill182@xxx.com
> To email me change xxx to hotmail.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4962. Nobody willing to help ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.399481ee@fmlynet.org>
Source record: 42829

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
> I am trying again! I am in good process of making Box World for the Atari
> 8-bit. I am not a graphics artist or musician. Could anybody help out please
> ? Also levels 34 and up are unknown to me (I am not good enough to play
> through the whole thing :-()
> Anybody can draw me a figure, box, wall, floor ? Make some nice tunes ?

What is box world? (Sorry I haven't replied by now, just holding off on
reading my messages in this newsgroup till today.)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4963. Telecommunications Woes

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006.399481ee@fmlynet.org>
Source record: 42830

FamilyNet HQ: Telnet:\\www.family-bbs.net

I had this problem once. Back when I first started BBS'ing with my Atari
800. Now it works with the 850 interface and runs at 9600 baud. Yah!!

Here would be my check list...

1) Make sure all cables between the 850 and computer are in good working
order. I did this by checking each cable between the computer and disk drive.
2) I have my 850 at the end of the daisy chain (Computer to drive to 850
interface)
3) This goes without saying, but you'll need a special cable to run from
the 850 to the modem.
4) The R-Handler I found myself using was one coupled with Ice-T. Works
with Ice-T and Bobterm.
5) Test the 850 interface at start-up by listing to the wonderful sounds of
the disk booting up. It will pause for a second during startup as it looks for
the 850 interface. If you hear a raspberry sounds rather than two high tones,
it is not finding it for some reason.
6) I have the modem connected to port 1 on the 850 interface.
7) If you get the term up and running, hit "AT" a few times to get the
modem's attention. Then enter in "At&K0" which helps the interface in dealing
with some of the newer modems. (Think that had to do with error correction?)

Hopefully some of this helps.

Doctor Clu

> From: NOSvelcro@netunlimited.netPAM (Velcro_SPY)
> I had been trying to locate an R-Handler that would drive the modem
> which is connected to the 850 on my Atari 800 (64k).
> I tried all the ones I could find but unfortunately none have worked.
> I tried ATARISRS.232 and the one that is created by AUTO850, and
> RVERTER. No dice.
> They just won't drive the modem. That is bizarre, because I have a
> Telelink cartridge from 1978 or whenever which DOES drive the modem.
> I tried the R-Handlers with a variety of telecom software. Bobterm,
> Ice-T, and TCPTest. I really believe I did everything right, they just
> don't work. Sob!
> If anyone has any R-Handlers known to work with the 850, please email
> them to me. The only thing I can think of is to somehow rip the
> R-Handler code out of the Telelink cartridge.
> VS

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4964. Re: Pole Position ROM

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <1306-39946A66-67@storefull-175.iap.bryant.webtv.net>
Source record: 42831

there are 8k boards, and maybe less also, thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4965. ClassicMag.net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Marvin <marvin@u2.com>
Message-ID: <4tq8ps4l4fq8bollhp3p5rpoj7cmndr9pu@4ax.com>
Source record: 42832
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm

Hello everyone, id like to announce a new project im starting, The ClassicMag project. The goal of this project is to preserve classic computing and gaming magazines for extinction. Most of us classic collectors love to have magazines for the systems we collect as, in the past the provided an immense resource for reviews, news, insights and programs. The goal of this project will be to preserve old out of print magazine issues in a PDF format. These will be scanned complete issues with advertisements let in, as they are as interesting and have just as much nostalgia value. Our web site is currently up at http://www.classicmag.net there's not a lot there as of yet but with everyone's help I hope to fill it soon. I've got a tremendous amount of space to be able to host these files. What I'm looking for is help from the community, if you have old issues, anything to do with computers or video gaming, please consider scanning them in getting them to us. If you can't put them in pdf form, no problem we can work out a way for you to get them images to us and we will get them in pdf form. I have a small list of magazines on the site now for some different systems, if you know of any I don't have listed please email with the details. I want this to be as complete as possible. I'm going to try and stay with mags published before 1995. I don't want to run into a lot of copyright issues. As always if a mag is on our site and the publisher, if there still around, wishes it not be there we will take it down, but hope they consider this project worthwhile and let us keep them there.
I believe this will be a great resource for everyone to be able to get a hold of some mags that are gone, but not forgotten. If you want to help with this project please email me at jim@classicmag.net . I look forward to hearing from people.

Thanks
Jim Oaks
http://www.classicmag.net

4966. RE: zip utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <2Q_k5.24495$IX6.114951@typhoon.columbus.rr.com>
Source record: 42833

Thanks everyone! I have found WinAce to be about the easiest one to use.
Steve B.

4967. Re: ClassicMag.net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-761FED.20344911082000@news.northcoast.com>
Source record: 42834
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm

In article <4tq8ps4l4fq8bollhp3p5rpoj7cmndr9pu@4ax.com>, Marvin
<marvin@u2.com> wrote:

> I don't want to run
> into a lot of copyright issues. As always if a mag is on our site and
> the publisher, if there still around, wishes it not be there we will
> take it down, but hope they consider this project worthwhile and let
> us keep them there.

IMO, this is not the way to go. Take the time to get permission FIRST.
It can be difficult to find the copyright holder and convince them to let
you put the material online, but it is worth the effort.

It is just safer to have the copyright holder's blessing before you start.
First, it means you won't get sued. Second, it means you'll save a ton
of work. What happens when you've just finished scanning the 100th
issue of PCjr Lover's Journal when you receive the cease and
desist letter from OmniMegaMediaPublishingCorporation, which now owns
the rights to that material? You'll have to remove the files
and will have wasted a whole lot of time and effort.

Sometimes, it is easier to get permission than forgiveness.

Also, I'll add that some publishers may not be able to even grant rights.
Many magazine contracts let the author retain copyright, in which case
you might have to track down hundreds of authors. I write magazine
articles for a living, and when I find someone has reproduced my work
without my permission, you can bet they'll hear from me. Even years
after the fact. It's still MY work.

One other thing -- less of a rant and more of a friendly suggestion.
Instead of trying to get every different magazine online at once, pick a
favorite, get permission, and work on getting every issue of that
publication online. That way you're not spread as thin. I've been heading
up the Digital Antic Project for four years, and we have just five issues
left to scan of the 88 that were published. I can see the light at
the end of the tunnel and it feels good.

If you do decide to focus on one magazine, you might want to use your
site (great domain name, by the way) to link to the other online magazine
projects like Antic, the Digital ANALOG Magazine archive, etc.

By the way, I have received permission to put Creative Computing magazine
online, although I have made to plans to do it myself... If you or
someone else wants to make that their project, let me know.

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

4968. Re: Nobody willing to help ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-11 00:00:00 UTC
From: Kaelwyn <kaelwynNOSPAM@yahoo.com>
Message-ID: <eC3l5.632$p25.298465@news.uswest.net>
Source record: 42835

I'd be glad to help with some graphics but I don't currently have an
Atari.

Kaelwyn

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:drPi5.1603$aK5.27410@news1.online.no...
> I am trying again! I am in good process of making Box World for the
Atari
> 8-bit. I am not a graphics artist or musician. Could anybody help out
please
> ? Also levels 34 and up are unknown to me (I am not good enough to play
> through the whole thing :-()
>
> Anybody can draw me a figure, box, wall, floor ? Make some nice tunes ?
>
>

4969. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3995BF6A.40185E6B@earthlink.net>
Source record: 42746

Hey, I agree totally, I hardly play any PC games anymore (except for Tetris) because they crash constantly. Windows may not be so bad (it is the most widely supported platform on the planet after all), but I'm buying a MAC, I am getting so sick of the crashes.

I also agree with waht Greg said, the Atari has a soul, it is an understanding and patient computer that will go through hell and back and still work (I think the 400 and 800 in my collection are living testemants of that, they still work and they are drinking age. How many other computers can you say that for? Most of the older computers I look at are blown to bits...). Oh, BTW Greg, how can you set up eMail, etc. on an 800? Find a BBS that has eMail? Let me know...

Jessica

> Games in particular suffer from shorter deadlines, higher budgets to
> add lots of spit shine and polish to feed the eyes and ears, but lots
> of bugs (requiring an equal number of aftermarket patches), less
> playability and, the thing that made 8-bit game so fun to play, less
> RE-playability. Part of that I think is the fact that games these
> days rely more on realism and immersiveness, whereas games on the
> 8-bit, being far less realistic graphially and sonically, tended to be
> more abstract, especially with gameplay. That abstraction is a large
> part of what made games so great and addictive. Then there's the
> everything-and-the-kitchen-sink factor in games like the Alternate
> Reality series which, while still being graphically and sonically
> inferior to today's games, had within them so many elements that led
> to incredible immersiveness and addictive gameplay due to the sheer
> number of "little things" and afterthoughts that were added to the
> game to make it just that much more enjoyable -- more bang for the
> buck, if you will. These days, the only bang for your buck is the
> sound of your wad of cash hitting the counter. Back in the old days,
> games were made by a small few -- much of the time just one person.
> And that person had the leisure to make his game right the first time.
> It was his or her (or their) project alone, and they were given
> virtually carte blanche to create a vision, then turn it into a game.
> Nowadays games are all formula, relying both on proven, best-selling
> game genres with pre-built game engines licensed from their creators.
> Canned code, canned ideas. Sort of like the spam of the video game
> industry. There are few true innovators left ... just people
> improving on their predecessors.
>
> ----
> Mindfield
>

> "Nothing works contrary to nature, only to what we know of it." -Scully
>
> Remove the badgers before E-Mailing.

4970. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3995C27D.C877BD9A@earthlink.net>
Source record: 42747

<soapbox, a Tide(r) one>

I would probably know a little more DOS if it was more common, I only know what little I do about DOS because I have the experience with the same commands in Sparta DOS. Perhaps someone should take some initiative to create manuals and such so that somebody can figure out how to actually use DOS!

And, I do agree that MS should wait around for a while before releasing a new version of Windows, fix the problems first before creating new ones. Besides, my computer is just getting used to WIN '98, give it a breather! Atari may be a little baby as compared to a modern computer, but at least the developers did not spend 60 or 40% of the time it should take to create a system for something that is "supposed" to be the whole 100%. As I see it, the developers understood the importance of making a program what it should be, not a bug infested quickie. Perhaps software companies should take some insight and see that it takes time to make a program and that certain deadlines are ridiculous!

Jessica
</tide soapbox>

Alan Sharkis wrote:

> We agree, Ian.
>
> Mac OS also has to contend with a very limited hardware base. People
> complain about crashes in Windows because they have to use it more often
> than any other OS. If ME improves some things, crash-wise, I'm for it. I
> will mourn the loss of Real DOS, however. There are things you can do in
> DOS that just can't be done in Windows.

4971. Re: Nobody willing to help ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3995C42A.7BDD3EC0@earthlink.net>
Source record: 42748

I do have some formal training in art but I have never played Box World before so I cannot help you, if anyone has any idea about it I may be able to help. As for the music, I am not trained in that except for what I piddle around with on my 800, good luck there.

Jessica

Paul Irvine wrote:

> The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>
> >I am trying again! I am in good process of making Box World for the Atari
> >8-bit. I am not a graphics artist or musician. Could anybody help out please
> >? Also levels 34 and up are unknown to me (I am not good enough to play
> >through the whole thing :-()
> >
> >Anybody can draw me a figure, box, wall, floor ? Make some nice tunes ?
> >
> Best of luck there Vidar..
>
> Wish I could help but i'm not artistic or musical.
>
> Hope you get the help needed.
> --
> Paul Irvine
>
> *Retro-gamer & old git*

4972. Modems and The 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3995CA0A.90B28EAD@earthlink.net>
Source record: 42749

I was wondering about modems with the 8bit computer. I have a 300 baud 1030 right now and I am looking for an upgrade. I know that 14.4K is about as high as I can go without a black box.

Any suggestions as to terminal programs (I have BobTerm and 1030 express, sort of looking for TeleLink on cartridge for nostalgic purposes) and looking for BBS' and such? How about shell accounts for internet access (if not, I am waiting patiently for a Powerbook 170 that I got off of eBay with a 28.8K modem, I will not be crushed if I can't find a shell account)?

And for terminal programs.... where can I get manuals and/or instructions? I sort of played around with BobTerm but no real luck. Any input appreciated.

Jessica

4973. Re: Modems and The 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39960aca$0$62222$53a6afc1@news.erinet.com>
Source record: 42750

Velcro-Spy is about the only person I've seen lately doing stuff with
A8 and modems. It is possible to do stuff with it, OH, Greg Goodwin
also does stuff.
But there isn't a internet program (browser, mail client) for the A8, so
you're stuck with shell account stuff, or a dial up BBS. There's a list
of BBSes mentioned in the A8 Welcome and FAQ.
You'll need an 850 or P:R: connection (or MIO or Black Box, but they
are expensive and rare) to go over 1200 baud. Or an APE cable
and APE software can interface your A8 to a modem also.
I think Velcro Spy found out that his modern modem just wouldn't
work properly with an A8.
You might go 9600 baud, but 4800 is probably better.
Bob Term is rock solid, but lacks the 80 columns of Ice-T.
The Bob Term manual comes with Bobterm12.arc, probably found
at umich or spudster ftp://ftp.spudster.com I think, in the telecomm
directory. Ice-T is probably there too. But if you don't have an
APE cable, how will you get it to your A8?
The APE cable is the best solution to a lot of A8 desires. It serves
as the easiest way to transfer things and is also a hard drive and modem
interface, all for about $10 if you make it yourself, not much more if
you buy one. Of course, you have to have a PC.
Russg

4974. Re: Nobody willing to help ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <zK_k5.802$By6.11949@news1.online.no>
Source record: 42836

It's an excellent puzzle game. Want me to send the PC version to you ? It's only about 30-40K zipped (127 or something unzipped I think)

100 levels, totally mind crunching. Either let me know if you want me to email it to you, or do a search for Box World on Altavista. That's how I found it.

Take Atarian care

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:0005.399481ee@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
> > I am trying again! I am in good process of making Box World for the Atari
> > 8-bit. I am not a graphics artist or musician. Could anybody help out please
> > ? Also levels 34 and up are unknown to me (I am not good enough to play
> > through the whole thing :-()
> > Anybody can draw me a figure, box, wall, floor ? Make some nice tunes ?
>
> What is box world? (Sorry I haven't replied by now, just holding off on
> reading my messages in this newsgroup till today.)
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

4975. Re: Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <svr9psg0nds1spa8pfvciq8g3tnt5u95jg@4ax.com>
Source record: 42837

On Thu, 11 Aug 2000 14:25:16 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> drooled an embarassing wet spot
in his lap as he typed:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Like I've told some people, Windows is not bad. It's funny to hear people
>talk about how bad Windows is, but yet an ST running CAB *CONSTANTLY* crashes,
>but considering, it is cool.

Yeah, but that's CAB crashing. The ST's OS is stable as hell. Even
NeoDesk, MultiTOS/MiNT and kin, run incredibly stable with little need
to reboot unless some errant program decides to play silly buggers.
Windows, on the other hand -- be it 95, 98 or the new ME, will crash
on a whim -- though to be fair WinME is more stable than its
predecessors (at a tradeoff of real mode DOS and numerous, though
largely unimportant incompatibilities. The most significant of these
being Norton AntiVirus and McAfee AntiVirus, both of which use
DOS-based programs at boot time that WinME will bluescreen on.
Although annoying, there's always the free InoculateIT, which runs
just fine, has a comparable virus database, and is updated at least as
frequently. There are also a few firewalls that die -- but again, the
freeware ZoneAlarm works wonderfully)

> Atari 400/800 computers have their moments, though it seems not many.
>
> I guess the difference is, though the Windows machine is effective, I find
>the Atari 400/800 computer has a soul (which I think equates to the chipset.)
>I heard that same soul was in Amiga. I've starting to believe.

The soul is called quality. Everything about the PC, from the OS
itself, to its applications and games, is about money -- faster
turnarounds on titles with higher budgets and lower quality control.
Games in particular suffer from shorter deadlines, higher budgets to
add lots of spit shine and polish to feed the eyes and ears, but lots
of bugs (requiring an equal number of aftermarket patches), less
playability and, the thing that made 8-bit game so fun to play, less
RE-playability. Part of that I think is the fact that games these
days rely more on realism and immersiveness, whereas games on the
8-bit, being far less realistic graphially and sonically, tended to be
more abstract, especially with gameplay. That abstraction is a large
part of what made games so great and addictive. Then there's the
everything-and-the-kitchen-sink factor in games like the Alternate
Reality series which, while still being graphically and sonically
inferior to today's games, had within them so many elements that led

to incredible immersiveness and addictive gameplay due to the sheer number of "little things" and afterthoughts that were added to the game to make it just that much more enjoyable -- more bang for the buck, if you will. These days, the only bang for your buck is the sound of your wad of cash hitting the counter. Back in the old days, games were made by a small few -- much of the time just one person. And that person had the leisure to make his game right the first time. It was his or her (or their) project alone, and they were given virtually carte blanche to create a vision, then turn it into a game. Nowadays games are all formula, relying both on proven, best-selling game genres with pre-built game engines licensed from their creators. Canned code, canned ideas. Sort of like the spam of the video game industry. There are few true innovators left ... just people improving on their predecessors.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4976. Re: RE: zip utility

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <h3t9psshkuak9fmfqblsvc4pkjhpjnk322@4ax.com>
Source record: 42838

On Fri, 11 Aug 2000 22:09:02 GMT, "Steve Breech"
<sbreech@columbus.rr.com> drooled an embarassing wet spot in his lap
as he typed:

>Thanks everyone! I have found WinAce to be about the easiest one to use.
>Steve B.
>

If you can find it, try grabbing UnPack Pro 2.2b. It handles ACE and
RAR, and integrates completely into the Windows context menu. Once
installed and configured, all you need to do is right-click on any
ACE, or RAR/001 file and select your extract method... nothing easier.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4977. Re: ClassicMag.net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <08t9pscbujo2g95hire3qsj763m7dpidvs@4ax.com>
Source record: 42839
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm

On Fri, 11 Aug 2000 17:10:21 -0400, Marvin <marvin@u2.com> drooled an
embarassing wet spot in his lap as he typed:

>Hello everyone, id like to announce a new project im starting, The
>ClassicMag project. The goal of this project is to preserve classic
>computing and gaming magazines for extinction. Most of us classic
>collectors love to have magazines for the systems we collect as, in
>the past the provided an immense resource for reviews, news, insights
>and programs. The goal of this project will be to preserve old out of
>print magazine issues in a PDF format. These will be scanned complete
>issues with advertisements let in, as they are as interesting and have
>just as much nostalgia value. Our web site is currently up at
>http://www.classicmag.net there's not a lot there as of yet but with
>everyone's help I hope to fill it soon. I've got a tremendous amount
>of space to be able to host these files. What I'm looking for is help
>from the community, if you have old issues, anything to do with
>computers or video gaming, please consider scanning them in getting
>them to us. If you can't put them in pdf form, no problem we can work
>out a way for you to get them images to us and we will get them in pdf
>form. I have a small list of magazines on the site now for some
>different systems, if you know of any I don't have listed please email
>with the details. I want this to be as complete as possible. I'm going
>to try and stay with mags published before 1995. I don't want to run
>into a lot of copyright issues. As always if a mag is on our site and
>the publisher, if there still around, wishes it not be there we will
>take it down, but hope they consider this project worthwhile and let
>us keep them there.
>I believe this will be a great resource for everyone to be able to get
>a hold of some mags that are gone, but not forgotten. If you want to
>help with this project please email me at
>jim@classicmag.net . I look forward to hearing from people.
>
>Thanks
>Jim Oaks
>http://www.classicmag.net

Well, I for one think this is a great idea -- but getting permission
might be difficult.

Antic (and ST spinoff STart) already has their own website up for
their magazine issues, for example (www.atarimagazines.com) and
feature full issue content (articles only) and type-in programs ready
for download. There is also a fledgeling A.N.A.L.O.G. archive in the
works, too, though it has few issues, most of which are incomplete and

many are poorly scanned.

If you can manage to pull this off however I think it'd be great! I'd particularily love to see all the classic Compute! issues.

Hey... while we're on the subject, are there any Atari pages out there that feature scanned/OCRed books on Atari? I bought quite a few way back, from the utterly-essential Mapping the Atari, to other programming books on graphics, gaming, etc. That'd be quite cool to see again.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4978. Re: Nobody willing to help ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <wa8l5.1065$By6.13782@news1.online.no>
Source record: 42840

Thanks for the offer. Emulator maybe ? Or even bitmapped PC ? I could code the graphics data in myself, if I only knew how the legs and arms would move. You know the animation process isn't my strongpoint. It's pretty hard to get a 8*8 character to look really good, but that's what I need.

Thanks again! I appreciate the answers I got.

Kaelwyn <kaelwynNOSPAM@yahoo.com> wrote in message
news:eC3l5.632$p25.298465@news.uswest.net...
> I'd be glad to help with some graphics but I don't currently have an
> Atari.
>
> Kaelwyn
>
> "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> news:drPi5.1603$aK5.27410@news1.online.no...
> > I am trying again! I am in good process of making Box World for the
> Atari
> > 8-bit. I am not a graphics artist or musician. Could anybody help out
> please
> > ? Also levels 34 and up are unknown to me (I am not good enough to play
> > through the whole thing :-()
> >
> > Anybody can draw me a figure, box, wall, floor ? Make some nice tunes ?
> >
> >
>

4979. Re: ClassicMag.net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20000812081707.18938.00000042@ng-cu1.aol.com>
Source record: 42841

<< Hey... while we're on the subject, are there any Atari pages out there
that feature scanned/OCRed books on Atari? I bought quite a few way
back, from the utterly-essential Mapping the Atari, to other
programming books on graphics, gaming, etc. That'd be quite cool to
see again.
>>
Mapping the Atari:

http://www.atariarchives.org/mapping/

Allan

4980. Re: Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000812185738.15547A@ilaskey.compulink.co.uk>
Source record: 42842

In article <svr9psg0nds1spa8pfvciq8g3tnt5u95jg@4ax.com>,
mindfield@badgers.home.com (Mindfield) wrote:
> Yeah, but that's CAB crashing. The ST's OS is stable as hell.
The ST OS is tough as old boots isn't it? The thing is though, the 8bits had a 10K OS with a fixed set of hardware. The ST had 192K of OS and fixed hardware. The poor old PC/Windows has 100Mb of OS, countless layers of OS services/addons/features as well as a need to support thousands of different bits of hardware in any combination. The fact that it runs at all is pretty impressive IMHO. Look at the trouble Linux has had supporting newer PC features and any esoteric (i.e. not REALLY common) hardware. NT was only stable due to the restricted list of supported hardware although the change to the video subsystem between v3.51 and 4 destabalised it to an extent.

Windows is bloated as hell but it's still moderetely impressive stability wise.

Iain

4981. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000812144935.13366.00001100@ng-me1.aol.com>
Source record: 42843

> nach4321@aol.com (Nach4321) remarked:

>Isn't the XF351 that people have been talking about really XF551? There is
>no XF351.

It was designed and made, just not marketed to the public. CyberRoach as a
photo of one at a World of Atari show on his A.N.A.L.O.G. site.
http://www.cyberroach.com/analog/

-Ron

I don't have a solution but I admire the problem.

4982. Re: Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <H%hl5.10489$Mr2.79956@news02.optonline.net>
Source record: 42844

We agree, Ian.

Mac OS also has to contend with a very limited hardware base. People complain about crashes in Windows because they have to use it more often than any other OS. If ME improves some things, crash-wise, I'm for it. I will mourn the loss of Real DOS, however. There are things you can do in DOS that just can't be done in Windows.

Iain Laskey <ilaskeyremoveme@cix.co.uk> wrote in message news:memo.20000812185738.15547A@ilaskey.compulink.co.uk...
> In article <svr9psg0nds1spa8pfvciq8g3tnt5u95jg@4ax.com>,
> mindfield@badgers.home.com (Mindfield) wrote:
> > Yeah, but that's CAB crashing. The ST's OS is stable as hell.
> The ST OS is tough as old boots isn't it? The thing is though, the 8bits
> had a 10K OS with a fixed set of hardware. The ST had 192K of OS and fixed
> hardware. The poor old PC/Windows has 100Mb of OS, countless layers of OS
> services/addons/features as well as a need to support thousands of
> different bits of hardware in any combination. The fact that it runs
> at all is pretty impressive IMHO. Look at the trouble Linux has had
> supporting newer PC features and any esoteric (i.e. not REALLY common)
> hardware. NT was only stable due to the restricted list of supported
> hardware although the change to the video subsystem between v3.51 and 4
> destabalised it to an extent.
>
> Windows is bloated as hell but it's still moderetely impressive stability
> wise.
>
> Iain

4983. Re: Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-12 00:00:00 UTC
From: classics@nacs.net
Message-ID: <3995b1bf.858290@corp.supernews.com>
Source record: 42845

On Wed, 09 Aug 2000 13:11:38 +0200, Jindrich Kubec <kubecj@asw.cz> wrote:

>Hello!
>
>Does anybody know how the touch tablet works? I'm talking about the
>principle of the black thing with 6 wires going from it. Not about
>programming information.

Like 2 paddles, the pad has a X and a Y resistance. Touch it and the
resistance changes, producing a change in the X/Y values.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4984. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000812205433.09733.00000885@ng-fo1.news.cs.com>
Source record: 42751

>> I've never been able to get a 1.44 to work as a 1.44 with my ATR8000. I have heard of people that use a 1.2 meg 5.25" and just format it using the 8" DSDD parameters to get ~1 meg. <<

Ditto. 1.44 and 1.2 drives both use a 500Kb/sec HD data rate. A 1.2 might look to the ATR 8000 like an 8" monster, which I believe had 76 tracks and 15 sectors/cylinder. (? - IIRC.) A further complication for the 1.2 is that they always spin at 360 RPM. At the same data rate, that means more space is taken up for each sector. 360 rpm, is 20% faster than a 300 rpm DD drive. 18 sectors/track is also 20% more than 15 -- it might fit. But if someone knows how to get the ATR to do 500 Kb/sec, please share this.
Regards,
Larry

4985. Re: Re: Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <f6rcpskqec0u847t3lenvo7c4le0ijbeq0@4ax.com>
Source record: 42752

On Sat, 12 Aug 2000 17:58:58 GMT, ilaskeyremoveme@cix.co.uk (Iain Laskey) drooled an embarassing wet spot in his lap as he typed:

>In article <svr9psg0nds1spa8pfvciq8g3tnt5u95jg@4ax.com>,
>mindfield@badgers.home.com (Mindfield) wrote:
>> Yeah, but that's CAB crashing. The ST's OS is stable as hell.
>The ST OS is tough as old boots isn't it? The thing is though, the 8bits
>had a 10K OS with a fixed set of hardware. The ST had 192K of OS and fixed
>hardware. The poor old PC/Windows has 100Mb of OS, countless layers of OS
>services/addons/features as well as a need to support thousands of
>different bits of hardware in any combination. The fact that it runs
>at all is pretty impressive IMHO. Look at the trouble Linux has had
>supporting newer PC features and any esoteric (i.e. not REALLY common)
>hardware. NT was only stable due to the restricted list of supported
>hardware although the change to the video subsystem between v3.51 and 4
>destabalised it to an extent.
>
>Windows is bloated as hell but it's still moderetely impressive stability
>wise.

<rant>

Granted, Windows' instability is due in large part to its wide-open architecture and piecemeal design -- the more bits that make up something, the more things can go wrong with it. Nevertheless the problem is mainly that Microsoft has had a running track record of releasing a few token bug fixes, then just releasing a whole new version of the OS, presumably to keep the water from going stale and word of mouth about the existing version from polluting the digital genepool. They never bother to fix the problems that exist before going ahead and adding all sorts of new things that just end up spawning whole new breeds of bugs. (Of course, if they did that we'd still be using Windows 3.1...) Look at the fiasco that was Windows 2000; a list of bugs, leftover rubbish, incomplete code and other 'issues' longer than Tolstoy novel -- 65,000 in all. And they released it to the consuming public that way. My whole beef is that they should at least clean up their act and finish what they start before releasing something. Far too many companies have adopted this practise, and the end user ends up paying the price. If I had a penny for every time a blatant Windows bug has crashed my computer, I'd buy Norway. Besides, the bulk of NT's stability is the fact that it was not built upon the DOS kernel; it was re-written from the ground up, only emulating DOS from the Windows shell. Unix, despite its lack of support of more esoteric hardware, is also probably one of the most stable, current generation OSs out there (well, your mileage and

distribution may vary).

</rant>

>
>Iain

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4986. Re: Re: Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <vqrcpsc2ujbjmcqfigj0e25afo36m6lcs3@4ax.com>
Source record: 42753

On Sat, 12 Aug 2000 19:58:31 GMT, "Alan Sharkis"
<asharkis@optonline.net> drooled an embarassing wet spot in his lap as
he typed:

>We agree, Ian.
>
>Mac OS also has to contend with a very limited hardware base. People
>complain about crashes in Windows because they have to use it more often
>than any other OS. If ME improves some things, crash-wise, I'm for it. I
>will mourn the loss of Real DOS, however. There are things you can do in
>DOS that just can't be done in Windows.

DOS is still there -- the only thing missing is "real mode" (16-bit)
DOS, meaning any applications that require "real mode" (very few, and
only old apps) won't work. Any other apps or games that use a 32-Bit
DPMI run just fine. (Once again, your mileage may vary; I've found
some games, such as Duke Nukem 3D, Shadow Warrior, etc. frequently
experience granularity errors and crash. Others run just fine)

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4987. Re: Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <2vrcpsob1u7laturjfckn1fj0tsbvoo203@4ax.com>
Source record: 42754

On Sat, 12 Aug 2000 21:23:45 GMT, Jessica C
<beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
lap as he typed:

><soapbox, a Tide(r) one>
>
>I would probably know a little more DOS if it was more common, I only know what
>little I do about DOS because I have the experience with the same commands in
>Sparta DOS. Perhaps someone should take some initiative to create manuals and
>such so that somebody can figure out how to actually use DOS!

Type HELP (or HELP <command>) from the DOS prompt.

>And, I do agree that MS should wait around for a while before releasing a new
>version of Windows, fix the problems first before creating new ones. Besides,
>my computer is just getting used to WIN '98, give it a breather! Atari may be a
>little baby as compared to a modern computer, but at least the developers did
>not spend 60 or 40% of the time it should take to create a system for something
>that is "supposed" to be the whole 100%. As I see it, the developers understood
>the importance of making a program what it should be, not a bug infested
>quickie. Perhaps software companies should take some insight and see that it
>takes time to make a program and that certain deadlines are ridiculous!

Don't hold your breath. It's been a practise for years... some
companies release a program riddled with bugs so they can make money
selling it in order to finance the development and bug fixing of the
rest of the game. Other companies just don't really do that much of
their own beta testing; they let the public play the game and report
the problems after the fact. Me, I consider all software released on
the PC these days as a "wide beta" until they fix all the bugs.

>
>Jessica
></tide soapbox>
>
>Alan Sharkis wrote:
>
>> We agree, Ian.
>>
>> Mac OS also has to contend with a very limited hardware base. People
>> complain about crashes in Windows because they have to use it more often
>> than any other OS. If ME improves some things, crash-wise, I'm for it. I
>> will mourn the loss of Real DOS, however. There are things you can do in
>> DOS that just can't be done in Windows.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4988. Re: Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <v4scpskmhf1btnt1rs92b0a4nh4jjfuhd8@4ax.com>
Source record: 42755

On Sat, 12 Aug 2000 21:10:35 GMT, Jessica C
<beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
lap as he typed:

>Hey, I agree totally, I hardly play any PC games anymore (except for Tetris)
>because they crash constantly. Windows may not be so bad (it is the most widely
>supported platform on the planet after all), but I'm buying a MAC, I am getting so
>sick of the crashes.

In spite of my beefs with Windows, I still won't buy a Mac. I just
don't like 'em. Besides, I am NOT trading my nice five button optical
mouse for a dinky little one-button opto-mechanical. That's just
barbaric. :-)

>I also agree with waht Greg said, the Atari has a soul, it is an understanding and
>patient computer that will go through hell and back and still work (I think the 400
>and 800 in my collection are living testemants of that, they still work and they
>are drinking age. How many other computers can you say that for? Most of the
>older computers I look at are blown to bits...).

The "They don't make 'em like they used to" factor. And they don't!
Since I bought this PC in the late fall of 1998, I've had to replace
two hard drives (died completely -- one two days after I brought it
home!), one monitor (flyback transformer went "squish"), two keyboards
(er ... my fault; they don't drink Coke. I did that with two ST
keyboards, too...), two mice (They stopped tracking properly), one
motherboard (Static cling; I should've used Bounce), and my BIOS
battery *twice*. And my system clock STILL loses time! (Does your
R:Time-8? I didn't think so.)

"Where do you want to go today? How about the recycle bin? It's nice
this time of ye---<poof>"

Yep. The 8-bits were tanks. I did go through a few minor problems;
one keyboard lost a shift key, one of my 1050s snapped a drive belt,
and those damned power supplies -- no less than four of them burned
out on me. But none of that rivals the money I've sunk into this PC.
I paid $2,000 for it initially, and I've sunk at least that much again
into it, both on upgrades and replacing dead parts.

For that kind of money I could go out and buy every Atari model ever
made, with every peripheral, and still have money left over for a new
TV. :-)

>
>Jessica

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

4989. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: starsaber@worldnet.att.net
Message-ID: <starsaber-1308000720560001@8.st-louis-105-110rs.mo.dial-access.att.net>
Source record: 42756
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <Z_Nk5.47$By6.1328@news1.online.no>, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

> Thanks, but I will code it purely in assembler, but if you could draw the
> stuff, that would be nice. I do have another one that was going to help, but
> don't know if he has time enough!
>
> Kevin Terrill <k.m.terrill@worldnet.att.net> wrote in message
> news:JcLk5.30882$RG6.2414088@bgtnsc05-news.ops.worldnet.att.net...
> > Vidar,
> > Hey, I don't now anything of the Box World game, but I do know how to
> > program an 8-bit Atari's PM graphics and write machine code to do the nice
> > display list interrupt stuff. It has been along time though.
> >

Obviously, you don't understand the vernacular of the 8-bit. To make
animated sprites on the 8-bit, you have to programme display processor
interupts line by line to execute the animations you previously spoke of.
Also, assembler compiles down to machine code, and rarely has anyone
programmed any significant amoung of code directly into machine
themselves. It is almost always done in assembler, with a few programmes
done is something slightly more sophisticated, like BASM (Basic /
Assembler, a psuedo basic with assembler code directly incoroporated also,
that compiles down to machine code directly). You need to talk with this
guy. He can definately help you.

--
The Starsabre is a British blade. Please reverse the r and e
to reply to me directly.

4990. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <39969966$1_2@news.iglou.com>
Source record: 42757
Cross-posted to: japan.test,comp.sys.atari.8bit

Senator goes green? I guess they'll have to adjust that little control on the underside until he's the right color again. U.S. Senators go green all the time, that's green as in $$$.

Net-Tamer V 1.08X - Test Drive

4991. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <x0xl5.1749$By6.23223@news1.online.no>
Source record: 42758
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

> Obviously, you don't understand the vernacular of the 8-bit. To make
> animated sprites on the 8-bit, you have to programme display processor
> interupts line by line to execute the animations you previously spoke of.
> Also, assembler compiles down to machine code, and rarely has anyone
> programmed any significant amoung of code directly into machine
> themselves. It is almost always done in assembler, with a few programmes
> done is something slightly more sophisticated, like BASM (Basic /
> Assembler, a psuedo basic with assembler code directly incoroporated also,
> that compiles down to machine code directly). You need to talk with this
> guy. He can definately help you.

Who are you talking to now ? I am not understanding what you mean ? If it's me you're speaking to, I've done several demos in assembler and done some animating, but I am not that good at it. And I do understand most of the Atari 8-bit, I do all my stuff with AMAC and Textpro as well as a nice tool called Codebuster. That's mainly what I use. Also used font editors from time to time, but usually draw them on paper and code it directly into my program. And if it's the other guy, how can he help me if he can't draw the graphics, which is what I need. I might be confused about who you are addressing though.

Take Atarian care

4992. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <BG2mXWE5Vql5Ew12@lovecraft.demon.co.uk>
Source record: 42759
Cross-posted to: japan.test,comp.sys.atari.8bit

Once upon a time <39969966$1_2@news.iglou.com>, bmarcum@iglou.com
grabbed chalk and scrawled:
>Senator goes green? I guess they'll have to adjust that little control on
>the underside until he's the right color again. U.S. Senators go green all
>the time, that's green as in $$$.

Nah, it's not the colour balance. Like all politicians, he's coded for
PAL(s)...

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

4993. Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: maloney@albany.net.net
Message-ID: <1Cyl5.153$iw.153692@newsfeed1.thebiz.net>
Source record: 42760

I looking for these two games:
1. Star Trek by Adventure International
2. Star Warrior by Automated Simulations

I have found two other games by Automated Simulations I was looking for (Crush, Crumble & Chomp and Rescue At Rigel), but SW was no where to be found. I also came across Galactic Empire by AI which was a good game.
TIA, Patrick

--
Remove second ".net" from e-mail address to reply!

4994. NEW Seal Atari 2600-7800 Games For 2.00 Each Yahoo Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: "Mr. Lee" <sega_master_system@yahoo.com>
Message-ID: <YSDl5.1039$x16.66566@monger.newsread.com>
Source record: 42761
Cross-posted to: alt.games.video.classic,alt.sega.genesis,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

http://user.auctions.yahoo.com/user/sega_master_system

4995. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <8tFl5.18435$Mr2.98975@news02.optonline.net>
Source record: 42762

If Microsoft waited until ME, or any other software was perfect, it would take an eternity. How can you wait to see if it will work with every hardware and software configuration, when several new ones of each are released by other companies every day?

Even if that were not the case, Microsoft would probably have to test each new edition of an OS for much to long to make the process economically feasible.
Jessica C <beadsandbangles@earthlink.net> wrote in message news:3995C27D.C877BD9A@earthlink.net...
> <soapbox, a Tide(r) one>
>
> I would probably know a little more DOS if it was more common, I only know what
> little I do about DOS because I have the experience with the same commands in
> Sparta DOS. Perhaps someone should take some initiative to create manuals and
> such so that somebody can figure out how to actually use DOS!
>
> And, I do agree that MS should wait around for a while before releasing a new
> version of Windows, fix the problems first before creating new ones. Besides,
> my computer is just getting used to WIN '98, give it a breather! Atari may be a
> little baby as compared to a modern computer, but at least the developers did
> not spend 60 or 40% of the time it should take to create a system for something
> that is "supposed" to be the whole 100%. As I see it, the developers understood
> the importance of making a program what it should be, not a bug infested
> quickie. Perhaps software companies should take some insight and see that it
> takes time to make a program and that certain deadlines are ridiculous!
>
> Jessica
> </tide soapbox>
>
> Alan Sharkis wrote:
>
> > We agree, Ian.
> >

> > Mac OS also has to contend with a very limited hardware base. People
> > complain about crashes in Windows because they have to use it more often
> > than any other OS. If ME improves some things, crash-wise, I'm for it.
I
> > will mourn the loss of Real DOS, however. There are things you can do
in
> > DOS that just can't be done in Windows.
>

4996. Re: Modems and The 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <gBFI5.18726$Mr2.99061@news02.optonline.net>
Source record: 42763

One thing you have to remember is the distinction between "direct connect"
modems like the 1030 and those requiring an interface (850 or P: R:, for
example.) The only modem that could ever be used at 1200 baud as a direct
connect for Atari 8-bits was the SX212.

One VERY important detail on using faster modems is this:

They require a cable from the interface to the modem that LOOKS very much
like a cable that's sold for PCs (9-pin connector at one end and 25-pin
connector at the other.) The gender of the 9-pin is wrong, and some people
think that can be cured with a gender-changer. In reality, though, the
internal wiring of the cable is incorrect for use with a P: R: or an 850.
You need a special Atari 8-bit modem cable, which is probably only available
from Best Electronics or B&C Computervisions at this point.

Jessica C <beadsandbangles@earthlink.net> wrote in message
news:3995CA0A.90B28EAD@earthlink.net...
> I was wondering about modems with the 8bit computer. I have a 300 baud
> 1030 right now and I am looking for an upgrade. I know that 14.4K is
> about as high as I can go without a black box.
>
> Any suggestions as to terminal programs (I have BobTerm and 1030
> express, sort of looking for TeleLink on cartridge for nostalgic
> purposes) and looking for BBS' and such? How about shell accounts for
> internet access (if not, I am waiting patiently for a Powerbook 170 that
> I got off of eBay with a 28.8K modem, I will not be crushed if I can't
> find a shell account)?
>
> And for terminal programs.... where can I get manuals and/or
> instructions? I sort of played around with BobTerm but no real luck.
> Any input appreciated.
>
> Jessica
>

4997. Re: Modems and The 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <RGFI5.18922$Mr2.99008@news02.optonline.net>
Source record: 42764

Ken, that's a great resource.

Only one problem:

Although the shells listed have URLS, none of the shells the page lists have
dial-up numbers, which the average 8-bit Atarian would need to connect.

Ken Arromdee <arromdee@rahul.net> wrote in message
news:8n56cv$1f6$1@samba.rahul.net...
> In article <3995CA0A.90B28EAD@earthlink.net>,
> Jessica C <beadsandbangles@earthlink.net> wrote:
> >Any suggestions as to terminal programs (I have BobTerm and 1030
> >express, sort of looking for TeleLink on cartridge for nostalgic
> >purposes) and looking for BBS' and such? How about shell accounts for
> >internet access (if not, I am waiting patiently for a Powerbook 170 that
> >I got off of eBay with a 28.8K modem, I will not be crushed if I can't
> >find a shell account)?
>
> For shell accounts see www.shellreview.com.
> --
> Ken Arromdee / arromdee@rahul.net / http://www.rahul.net/arromdee
>
> "Eventually all companies are replaced." --Bill Gates, October 1999

4998. Re: Modems and The 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Sam Patton <spatton@bigfoot.com>
Message-ID: <39972E40.DE8839F7@bigfoot.com>
Source record: 42765

Or you build your own cable with poor to moderately bad soldering skills like I
did!
:)

At least it works... and I didn't burn myself too much.

Sam

Alan Sharkis wrote:

> One VERY important detail on using faster modems is this:
>
> They require a cable from the interface to the modem that LOOKS very much
> like a cable that's sold for PCs (9-pin connector at one end and 25-pin
> connector at the other.) The gender of the 9-pin is wrong, and some people
> think that can be cured with a gender-changer. In reality, though, the
> internal wiring of the cable is incorrect for use with a P: R: or an 850.
> You need a special Atari 8-bit modem cable, which is probably only available
> from Best Electronics or B&C Computervisions at this point.

4999. Re: NEW Seal Atari 2600-7800 Games For 2.00 Each Yahoo Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <8n7cppqoc0@216.39.130.39>
Source record: 42766
Cross-posted to: alt.games.video.classic,alt.sega.genesis,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

Or get them for 80 cents each here:

http://www.oshealtd.com

"Mr. Lee" wrote:
>
> //user.auctions.yahoo.com/user/sega_master_system

5000. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Tony Talarico <syrtran@csi.com>
Message-ID: <39976DEA.4ECC51CE@csi.com>
Source record: 42767

Mindfield wrote:
>
> On Sat, 12 Aug 2000 21:23:45 GMT, Jessica C
> <beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
> lap as he typed:
>
> ><soapbox, a Tide(r) one>
> >
> >I would probably know a little more DOS if it was more common, I only know what
> >little I do about DOS because I have the experience with the same commands in
> >Sparta DOS. Perhaps someone should take some initiative to create manuals and
> >such so that somebody can figure out how to actually use DOS!
>
> Type HELP (or HELP <command>) from the DOS prompt.
>

That won't work for her. The HELP command required DOS Basic which is
sadly missing (without any replacement) in Windows 98.

Under Win 98, type <command> /?

eg. DIR /?

<snip>

5001. Re: What's an XMO file

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <spelqfnun4t149@corp.supernews.com>
Source record: 42768

It's a blast from the past. The .XMO extender was from back in the early days where there were text and binary transfers. The .XMO was just meant to indicate something outside of a normal ASCII character set so do a binary transfer via xmodem.

"Dice" <dice@clay.com> wrote in message news:ejHl5.176$iw.163460@newsfeed1.thebiz.net...
> What is it? They look like BASIC programs to me...
>

5002. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-CE1E97.21264013082000@news.northcoast.com>
Source record: 42769

> A game in Antic Magazine from around 1990? called Biker Dave.

It's at http://www.atarimagazines.com/v8n5/BikerDave.html --
it was the September 1989 issue.

Biker Dave trivia: the program was published in Antic under the byline of
Erik Lowell. But it was actually was written by David Schwener
and first published in the November 1986 issue of COMPUTE! magazine.

In a letter in a later issue, another reader wrote:
"Perhaps Erik Lowell figured no one would remember or know where the
program was originally published, since three years have elapsed since
publication. Your article said that Lowell is a 14-year-old from
Massachusetts 'who is very interested in becoming a professional software
developer.' It saddens me to think that a young person would choose to
obtain his first professional programming credit in such a callous way.
I imagine his career will be very short if this trend continues."

I wonder what happened to Erik Lowell.

--Kevin
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

5003. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000813220350.26550A-100000@vtn1>
Source record: 42770

On Sun, 13 Aug 2000, Tony Talarico wrote:

> Mindfield wrote:
>
> That won't work for her. The HELP command required DOS Basic which is
> sadly missing (without any replacement) in Windows 98.
>
> Under Win 98, type <command> /?
>
> eg. DIR /?
>

If you check the W98 CD, you'll find "\tools\oldmsdos". It contains the full DOS help facility plus the required Qbasic. Copy the following into C:\Windows\Command:

Help.com
Help.hlp
Qbasic.exe

Total disk space required is 485 KB. If you figure you might want to use Qbasic for other purposes, you might also want to add Qbasic.hlp (another 127 KB).

jkp

5004. Re: SIO2PC HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000813221351.26550B-100000@vtn1>
Source record: 42771

On Mon, 14 Aug 2000, Jessica C wrote:

> Ok, I have APE '98 installed on my system and I cannot figure out how to
> use it. Any idea about a simpler program for clueless newbies to SIO2PC
> like myself? Thanks,
> Jessica
>

You answered your question in your subject line. BUT, run it under DOS.

jkp

5005. Re: Converting atari joystick for PC use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be>
Message-ID: <8n8uvdjud1@ail.sri.ucl.ac.be>
Source record: 42696

Sorry, I forgot to put the URL :

http://users.swing.be/atari/joystick.html

Emmanuel Fernandes a crit dans le message
<8n8utdjta1@ail.sri.ucl.ac.be>...
>You can check my web page for that. You'll find how to buid a device for
>what you want...
>
>
>Emmanuel F.
>
>
>Eric Thomas a crit dans le message <39978CC1.77DC@worldnet.att.net>...
>>Pardon me for posing such a newbie question, but would anyone know of a
>>good resource for information on converting Atari joysticks for use on a
>>PC?
>>
>>Regards,
>>
>>-ET
>
>

5006. Edward Scissorhands

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966273854-296421AEicMi@bun.com>
Source record: 42697
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

Hi all,

I need some help please.

Would anyone knowing a dude who uses an email address containing
the words "Edward Scissorhands" please let him know i'd like him to contact me
Re. the hardware deal. He is a UK resident.

I really appreciate any help, as would he.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5007. Re: SIO2PC HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39983B4D.7FE5F9CB@earthlink.net>
Source record: 42698

1. I downloaded SIO2PC and the file will not open, I keep getting the "Identify File Type" prompt. Since I have NO FRIGGIN IDEA how to use DOS, that doesn't help much, does it, let alone the fact that the file will not open.

2. It took me forever in a day to find SIO2PC on the 'net. Any idea about getting an executeable version of it?

3. Many of you are being extremely vague when answering my posts. Though I know that everyone is trying to help, it is still extremely vague! You have to remember, I still do not know anything about hacks into my system or downloading files onto the 8bit.

4. As for the cable, is there a USB version of the cable or am I stuck with the 9pin serial cable? I only have one 9pin hole open on my PC and I need that for my digicam. A converter perhaps?

Jessica

"John K. Picken" wrote:

> On Mon, 14 Aug 2000, Jessica C wrote:
>
> > Ok, I have APE '98 installed on my system and I cannot figure out how to
> > use it. Any idea about a simpler program for clueless newbies to SIO2PC
> > like myself? Thanks,
> > Jessica
> >
>
> You answered your question in your subject line. BUT, run it under DOS.
>
> jkp

5008. Re: SIO2PC HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <spgg3jqu4d143@corp.supernews.com>
Source record: 42699

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:39983B4D.7FE5F9CB@earthlink.net...
> 1. I downloaded SIO2PC and the file will not open, I keep getting the
> "Identify File Type" prompt. Since I have NO FRIGGIN IDEA how to use DOS,
> that doesn't help much, does it, let alone the fact that the file will not
> open.

Probably means you downloaded one that is not a self extracting archive.
Sure sign will be if it has an extender of .ZIP on it.

Try finding either PKZIP or WinZIP and figuring them out. Either one should
be able to take care of the balky file.
>
> 2. It took me forever in a day to find SIO2PC on the 'net. Any idea
about
> getting an executeable version of it?

ibid
>
> 3. Many of you are being extremely vague when answering my posts. Though
I
> know that everyone is trying to help, it is still extremely vague! You
have
> to remember, I still do not know anything about hacks into my system or
> downloading files onto the 8bit.

Larry did a poll on what people are using. From the results of his poll, I
got the impression that people just got something that worked and stopped
looking for upgrades. Very few APE 98 users, I for example have SIO2PC on a
Tandy 1000 TX 8 mHz 286 with 640k of memory and a 30 meg hard drive. It
isn't that APE isn't greatest thing since sliced bread or a Windows thing,
it is just that I have the Tandy and if it ain't broke, don't fix it.

I am a real slug on some of this stuff, probably haven't used SIO2PC but 2-3
times in the last 5 years. I would need a refresher to get up to speed.
>
> 4. As for the cable, is there a USB version of the cable or am I stuck
with
> the 9pin serial cable? I only have one 9pin hole open on my PC and I need
> that for my digicam. A converter perhaps?

You should be able to buy one of those 25 pin to 9 pin serial 'dongles'.
Just make sure you have the female/male plugs right. $3 bucks tops if you
didn't get one with a serial mouse or some other serial device.

If your current mouse is serial such that you don't have a spare serial
port, I would go with the Microsoft USB optical mouse, they are really nice.
>
> Jessica
>
> "John K. Picken" wrote:
>
> > On Mon, 14 Aug 2000, Jessica C wrote:
> >
> > > Ok, I have APE '98 installed on my system and I cannot figure out how
to
> > > use it. Any idea about a simpler program for clueless newbies to
SIO2PC
> > > like myself? Thanks,
> > > Jessica
> > >
> >
> > You answered your question in your subject line. BUT, run it under DOS.
> >
> > jkp
>

5009. Atari 800 and a Voicebox

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: yo@yo.com
Message-ID: <1KXl5.37887$ci1.192644@typhoon.kc.rr.com>
Source record: 42700

I dug an atari 800 and a Voicebox speech synth out of a barn, and lucky the atari still works... Now, I'm trying to figure out if there's a way to make it talk via BASIC. If so, could someone please send me some sample code.

THANKS!

5010. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8n9gff$hv4$1@mohawk.hwcn.org>
Source record: 42701

Andreas Magenheimer (magea000@mail.uni-mainz.de) wrote:

: Well,
: ABBUC Floppydoc (Erhard Puetz) once built the HDI (High-Density floppy
: interface), that could attach 1-4 Floppy drives to an Atari SIO port.
: The floppies could be 5,25" 80Tracks DD (720kbytes, PC or something) or
: 3,5" DD/HD 80 tracks (720k or 1440k, PC, Amiga, ST, etc.) The interface
: was sold out very soon, but you can still find the schematics on his
: homepage. Just visit ABBUC:
: http://www.atari-computer.de/abbuc
: and click on the button "Floppy Alchemie" which will link to Erhards
: Homepage (sorry, I do not know the direct URL). Once there try to find
: the schematics for the HDI - maybe you can built one yourself... By the
: way, the HDI supported single, double and high density (40 or 80 Tracks,
: dd or hd, single or double-sided) but no medium/dual density (1050
: format). Therefore it supported ultra speed known from happy and speedy
: drives...

: greetings - Andreas magenheimer

: P.S.: There is of course also the Black Box and its Floppy board, that
: supports 3,5" floppies and with an XF floppy you could at least reach
: 720k with a 3,5" drive and a slightly changed OS...

Erhard came to visit me recently. He discussed this HDI which I thought would be REALLY cool to use with my Atari 400. Although he does have ONE PCB left, he was unable to build me one as they no longer make one of the chips it uses, and he cannot find any more.

Anyhow, Erhard is a great guy, and very bright. It was an honour to have him as a guest.

My friends and family really like him.

Willy

5011. Re: SIO2PC HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000814121809.27456B-200000@vtn1>
Source record: 42702
Body handling: HTML body converted to readable text

On Mon, 14 Aug 2000, Jessica C wrote:

> 1. I downloaded SIO2PC and the file will not open, I keep getting the
> "Identify File Type" prompt. Since I have NO FRIGGIN IDEA how to use DOS,
> that doesn't help much, does it, let alone the fact that the file will not
> open.
>
Try the attached file. Just load it into your browser.

> 2. It took me forever in a day to find SIO2PC on the 'net. Any idea about
> getting an executeable version of it?
>
Save the link to Nick's home page if you're going to use SIO2PC. That's
where you'll find the latest versions and info.

> 3. Many of you are being extremely vague when answering my posts. Though I
> know that everyone is trying to help, it is still extremely vague! You have
> to remember, I still do not know anything about hacks into my system or
> downloading files onto the 8bit.

You don't need any 8-bit files to get SIO2PC up and running. Once you do
so, you might want to transfer file2pc.com/obj to the Atari via the
cable.

>
> 4. As for the cable, is there a USB version of the cable or am I stuck with
> the 9pin serial cable? I only have one 9pin hole open on my PC and I need
> that for my digicam. A converter perhaps?
>
It's serial only unless you wanted to spend a lot of money on some sort of
USB to serial interface. Assuming you're not going to try using both at
the same time, you should be able to get away with a splitter-type cable
or an old modem switch box though the latter might need a DB9-DB25
converter.

Let me know if you need more info.

jkp

First go here for the latest version of SIO2PC and FAQ

Sio2pc Home
Page

Then get this file:

pk250dos.exe

Since you're unfamiliar with DOS, simply run pk250dos. It will produce several files. The simplest way is to run the following command line:

zip2exe sio419.zip

This will convert the .zip file to a self-extractor named "sio419.exe"

Change to the directory where you want the SIO2PC files and run the new .exe produced above.

5012. Re: Modems and The 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <3hYl5.20607$Mr2.113183@news02.optonline.net>
Source record: 42703

Yeah. I built a few of those for assorted individuals who then went on to PCs and gave the cables away with their Ataris.

I also built one for myself and... you guessed it ... gave it away, too.

Sam Patton <spatton@bigfoot.com> wrote in message news:39972E40.DE8839F7@bigfoot.com...
> Or you build your own cable with poor to moderately bad soldering skills like I
> did!
> :)
>
> At least it works... and I didn't burn myself too much.
>
> Sam
>
> Alan Sharkis wrote:
>
> > One VERY important detail on using faster modems is this:
> >
> > They require a cable from the interface to the modem that LOOKS very much
> > like a cable that's sold for PCs (9-pin connector at one end and 25-pin
> > connector at the other.) The gender of the 9-pin is wrong, and some people
> > think that can be cured with a gender-changer. In reality, though, the
> > internal wiring of the cable is incorrect for use with a P: R: or an 850.
> > You need a special Atari 8-bit modem cable, which is probably only available
> > from Best Electronics or B&C Computervisions at this point.
>

5013. Re: SIO2PC HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39985b33$0$61811$53a6afc1@news.erinet.com>
Source record: 42704

I guess you have a zipped SIO2PC.
I would also guess that SIO2PC is going to be less 'intuitive' than
APE '98.
As for the serial port, you only have one, it shouldn't hurt anything to
unplug your digicam and plug in the cable. You can't use them both
at once anyway. If your modem is internal, you can still use APE
for a modem interface.
Good Luck.
Russg

5014. Re: SIO2PC HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3998617F.799E66CF@earthlink.net>
Source record: 42705

The problem is that my unzipping utility does not recognize it as a .zip file. Anyway, jkp is getting me straightened out. You are right about the intuition, Atari I know, Windoze I know, Linux I know, DOS I do not know. Guess it is high time I introduce myself to good ol' dos. Thanks for the luck wishes.

Jessica

Russg wrote:

> I guess you have a zipped SIO2PC.
> I would also guess that SIO2PC is going to be less 'intuitive' than
> APE '98.
> As for the serial port, you only have one, it shouldn't hurt anything to
> unplug your digicam and plug in the cable. You can't use them both
> at once anyway. If your modem is internal, you can still use APE
> for a modem interface.
> Good Luck.
> Russg

5015. Re: SIO2PC HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399861C6.FB632654@earthlink.net>
Source record: 42706
Body handling: HTML body converted to readable text

No wonder this post took so long to load, it is the same one you sent me, lol. hahaha :)

Jessica

"John K. Picken" wrote:

> On Mon, 14 Aug 2000, Jessica C wrote:
>
> > 1. I downloaded SIO2PC and the file will not open, I keep getting the
> > "Identify File Type" prompt. Since I have NO FRIGGIN IDEA how to use DOS,
> > that doesn't help much, does it, let alone the fact that the file will not
> > open.
> >
> Try the attached file. Just load it into your browser.
>
> > 2. It took me forever in a day to find SIO2PC on the 'net. Any idea about
> > getting an executeable version of it?
> >
> Save the link to Nick's home page if you're going to use SIO2PC. That's
> where you'll find the latest versions and info.
>
> > 3. Many of you are being extremely vague when answering my posts. Though I
> > know that everyone is trying to help, it is still extremely vague! You have
> > to remember, I still do not know anything about hacks into my system or
> > downloading files onto the 8bit.
>
> You don't need any 8-bit files to get SIO2PC up and running. Once you do
> so, you might want to transfer file2pc.com/obj to the Atari via the
> cable.
>
> >
> > 4. As for the cable, is there a USB version of the cable or am I stuck with
> > the 9pin serial cable? I only have one 9pin hole open on my PC and I need
> > that for my digicam. A converter perhaps?
> >
> It's serial only unless you wanted to spend a lot of money on some sort of
> USB to serial interface. Assuming you're not going to try using both at
> the same time, you should be able to get away with a splitter-type cable
> or an old modem switch box though the latter might need a DB9-DB25
> converter.
>
> Let me know if you need more info.
>
> jkp

>
> ---
>
>
>

>
>

> First go here for the latest version of SIO2PC and FAQ
>

> Sio2pc Home
> Page
>

> Then get this file:

>
> pk250dos.exe
>

>
> Since you're unfamiliar with DOS, simply run pk250dos. It will produce
> several files. The simplest way is to run the following command line:
>

> zip2exe sio419.zip
>

> This will convert the .zip file to a self-extractor named "sio419.exe"
>

> Change to the directory where you want the SIO2PC files and run the
> new .exe produced above.
>

>
>
>

5016. Re: Re: Secret area in Pitfall 2?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <anngpskg1rmqd5o9pp6ji2jb66ceec3hdj@4ax.com>
Source record: 42707

On 14 Aug 2000 09:58:46 GMT, javen367@aol.com (Todd) drooled an
embarassing wet spot in his lap as he typed:

>>Which one? Or to be precise, I don't remember any "secret" rooms, just rooms
>>that are hard to enter, maybe.
>>
>>I drew a complete map of the two Pf-II levels, and no room is left out...
>>
>>So long,
>> Thomas
>
>No, no...I mean the secret area that is only in the Atari 400/800/XL/XE and
>5200 versions of Pitfall 2. I completed the Atari 2600 version way back in
>84'. I recently picked up Pitfall 2 for my XEGS and wanted to get to the
>secret levels of the game that are only on the Atari 8-bit version that I heard
>about oh so many years ago. Sorry, I should have been more specific.
>
>Todd

All you need to do is to all the way to the bottom, left to the next
set of platforms/balloons/etc., then finish that area. Then you'll be
brought to the next stage of the game ... not really a 'secret' area,
IMHO, just that the 8-bit Atari version is larger than the 2600
version for obvious reasons. (I didn't know the XEGS version was
different though)

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5017. Re: Re: Secret area in Pitfall 2?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <0ungpsk3j154e74fpdtpmtn0t0jr5ohopn@4ax.com>
Source record: 42708

On 14 Aug 2000 06:35:09 GMT, seagtgruff@aol.com (SeaGtGruff) drooled
an embarassing wet spot in his lap as he typed:

>I did screen captures of every room in "Lost Caverns," and assembled them into
>a map of the game. If you want, I can e-mail it to you.

Y'know, I wouldn't mind that map -- just for my own personal interest,
mostly. Would ya mind sending it over my way? Thanks.

>
>Michael Rideout

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5018. Disk Image FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <u4_l5.33885$IX6.144221@typhoon.columbus.rr.com>
Source record: 42709

Is there any 1 supreme disk image site for downloading .atr or .pro
images....games, apps, etc....?
Thanks
Steve B.

5019. Re: He can help you 3233

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Greg Bendokus <bendokus@ptd.net>
Message-ID: <d3ugpsk1fcq6tt25vjtr8gf08bs0n7qdj0@4ax.com>
Source record: 42710

On Sun, 13 Aug 2000 08:55:56 GMT, llbmpg@yahoo.com wrote:

>I lost a tone of weight using his personalized weight loss program and services directly over the internet. If you need to lose weight quickly and safely check him out. I am so excited about the new me I had to brag on his services.
>
>Sorry if I posted in the wrong area, I am new at this. If I did it wont happen again
>

Yeah, right.

Fucking idiot.

5020. Re: tion about AtariWriter and AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000814194927.17818.00000721@ng-cp1.aol.com>
Source record: 42711

>"Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org asks:

> Alright, let me see if I have this straight...
>
> ...The AtariWriter Plus disk was made in 1985, and yet it will only notice
>the first two drives, and they have to be single density.
>
> Meanwhile, the AtariWriter CARTRIDGE, made in *1982* will easily
>recognize over two drives.
>
> Why is this?

I never figured that out; but there was a patch in Atari Classics which gave
access to the DOS 2.5 D9: RAMDisk...

-Ron

I don't have a solution but I admire the problem.

5021. Re: Disk Image FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000814195426.17818.00000722@ng-cp1.aol.com>
Source record: 42712

>"Steve Breech" sbreech@columbus.rr.com asked:

>Is there any 1 supreme disk image site for downloading .atr or .pro
>images....games, apps, etc....?
>Thanks
>Steve B.

Yogi's is one:
http://atari.webjump.com/atari0.html

-Ron

I don't have a solution but I admire the problem.

5022. Re: i 810 Drive help

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: rlcolli*SPAMGUARD*@ibm.net
Message-ID: <NoLm5giyJq4R092yn@ibm.net>
Source record: 42713

In article <20000810135956.24870.00000317@ng-cl1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
>>"Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org asked:
>>Once inside, I believe the rails the head slides on may need lubrication.
>>What kind of lubication is good for the 8-bit Atari drives (I actually have
>>several that need it, so might as well ask now).
>
>Avoid oil; it runs off where you do not want it and what sticks eventually gums
>things up as it oxidizes. I have heard some recommend a light weight teflon
>grease. I clean the rails thoroughly with a little solvent on a swab; mask off
>things like the head, and use a spray-on dry silicone lubricant on my personal
>drives. So far so good but I make no garantees.

I've used trumpet valve oil on my 1050, you just have to be
careful not to let it run where you don't want it. Works best to
use a Qtip to apply it.

--
Ryan 'Gozar' Collins

5023. What's an XMO file

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: dice@clay.com
Message-ID: <ejHl5.176$iw.163460@newsfeed1.thebiz.net>
Source record: 42772

What is it? They look like BASIC programs to me...

5024. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39974697.48668B76@earthlink.net>
Source record: 42773

I am not saying to wait until every bug is cleaned out, it is a given that there will be bugs, but just wait a little longer than three years to relase a new OS version, or longer than a few months to develop a software program/game.

Jessica

Alan Sharkis wrote:

> If Microsoft waited until ME, or any other software was perfect, it would
> take an eternity. How can you wait to see if it will work with every
> hardware and software configuration, when several new ones of each are
> released by other companies every day?
>
> Even if that were not the case, Microsoft would probably have to test each
> new edition of an OS for much to long to make the process economically
> feasible.
>
> >

5025. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39974752.9F7C4447@earthlink.net>
Source record: 42774

I can do a little DOS, I know the HELP command (under Win 3.1 I used DOS because I had to type term papers in Word Perfect 6) but Win 98's DOS is a mystery. But still, I would like to do some different things in DOS.

Jessica

Tony Talarico wrote:

> Mindfield wrote:
> >
> > On Sat, 12 Aug 2000 21:23:45 GMT, Jessica C
> > <beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
> > lap as he typed:
> >
> > ><soapbox, a Tide(r) one>
> > >
> > >I would probably know a little more DOS if it was more common, I only know what
> > >little I do about DOS because I have the experience with the same commands in
> > >Sparta DOS. Perhaps someone should take some initiative to create manuals and
> > >such so that somebody can figure out how to actually use DOS!
> >
> > Type HELP (or HELP <command>) from the DOS prompt.
> >
>
> That won't work for her. The HELP command required DOS Basic which is
> sadly missing (without any replacement) in Windows 98.
>
> Under Win 98, type <command> /?
>
> eg. DIR /?
>
> <snip>

5026. SIO2PC HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399748CA.6471CDD7@earthlink.net>
Source record: 42775

Ok, I have APE '98 installed on my system and I cannot figure out how to use it. Any idea about a simpler program for clueless newbies to SIO2PC like myself? Thanks,
Jessica

5027. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <20000813222345.21857.00001182@ng-ci1.aol.com>
Source record: 42776

A game in Antic Magazine from around 1990? called Biker Dave.

John

5028. Re: Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <qnoepsgmo85kh4etroj6met0oahkm4b91r@4ax.com>
Source record: 42777

On Sun, 13 Aug 2000 20:56:26 -0700, Tony Talarico <syrtran@csi.com>
drooled an embarassing wet spot in his lap as he typed:

>That won't work for her. The HELP command required DOS Basic which is
>sadly missing (without any replacement) in Windows 98.
>
>Under Win 98, type <command> /?

Uh... no it doesn't, and isn't. It requires the IFSHELP.SYS in your
config.sys, which is still present with Win98. Now, under WinME you
won't have any luck... real-mode DOS is missing and therefore, so are
your config and autoexec files. (Well, they're sort of there; they're
imported into the registry)

>
>eg. DIR /?
>
> <snip>

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5029. Re: Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <atoepssrqa6ha8itt639glavhekbejlk7r@4ax.com>
Source record: 42778

On Sun, 13 Aug 2000 22:40:04 GMT, "Alan Sharkis"
<asharkis@optonline.net> drooled an embarassing wet spot in his lap as
he typed:

>If Microsoft waited until ME, or any other software was perfect, it would
>take an eternity. How can you wait to see if it will work with every
>hardware and software configuration, when several new ones of each are
>released by other companies every day?
>
>Even if that were not the case, Microsoft would probably have to test each
>new edition of an OS for much to long to make the process economically
>feasible.

It's not even that MS should test with every conceivable
hardware/software combination; no matter what there are going to be
problems there. It's simply the bugs that are endemic to Windows 9x
itself, regardless of your hardware configuration.

For you 98 users, try this: Open a context-menu (right-click) on the
desktop. With the context menu still open, double-click on any icon
from your desktop to open/load it. (This will also work if you have
an A4Tech 4D+ WheelMouse and have the thumb button configured to
activate CONTROL; hit the button with a context menu open) The
context menu will now stay open ... forever (or until you reboot) and
will remain on top of anything you load. This is an Explorer bug,
inherent to Windows, and as far as I know will work regardless of
systme configuration (though it *may* be related to what explorer
shell integrations you have installed).

It's just things like that I wish they'd fix before galavanting off
and making a new version. Or even releasing that one.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5030. Backing up a hard drive....Ideas?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: friednw@tcfreenet.org
Message-ID: <3997754D.A919AD0C@tcfreenet.org>
Source record: 42779

I have a BlackBox with a 200+ MB hard drive. I've noticed my drive going weird the last few days and was wondering if anyone could recommend a good program to back it up. Thanks :)

5031. Re: SIO2PC HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <399775e7$0$61814$53a6afc1@news.erinet.com>
Source record: 42780

I haven't seen APE '98, but use the DOS version, from Win 95.
First thing you have to do is have the cable. Somehow, I don't think
you have the cable yet.
Just a guess, pardon if wrong.
Russg

5032. Re: SIO2PC HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39977B5A.B039D0FC@earthlink.net>
Source record: 42781

I HAVE the cable. Yep, the cable with a IO connector at one end and a standard 9 pin connector at the other with a black box in the middle. Pardon me if this is not the correct cable but I am 90% sure it is. Strangely, someone sent me one, anonymously. Now, let's move on and try to HELP me...please...

Jessica

Russg wrote:

> I haven't seen APE '98, but use the DOS version, from Win 95.
> First thing you have to do is have the cable. Somehow, I don't think
> you have the cable yet.
> Just a guess, pardon if wrong.
> Russg

5033. Converting atari joystick for PC use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Eric Thomas <erictho@worldnet.att.net>
Message-ID: <39978CC1.77DC@worldnet.att.net>
Source record: 42782

Pardon me for posing such a newbie question, but would anyone know of a good resource for information on converting Atari joysticks for use on a PC?

Regards,

-ET

5034. Re: Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <39978D02.1511DF3C@asw.cz>
Source record: 42783

Steven Tucker wrote:
> >Does anybody know how the touch tablet works? I'm talking about the
> >principle of the black thing with 6 wires going from it. Not about
> >programming information.
>
> Like 2 paddles, the pad has a X and a Y resistance. Touch it and the
> resistance changes, producing a change in the X/Y values.

I know that. But how it's done? (i.e. what's inside?)

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

5035. Re: Secret area in Pitfall 2?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <20000814023509.20974.00000124@ng-fs1.aol.com>
Source record: 42784

[posted and e-mailed]

Todd (javen367@aol.com) wrote:

> How do I get to the secret area in Pitfall 2?

I'm guessing that you're referring to one of two things:

At the very beginning of the game, when you first go underground, there is a room you can't get through because of a rat; it keeps pushing you back to the right (where you entered from), and you *cannot* jump over it. That room leads to the place where you'll end up when you finish the game, so don't bother trying to get past the rat; you can't. I guess this was an insidious trick by David Crane to drive players crazy! :-)

Much further along in the game, there is a room you can see, with a diamond ring in it. You must collect the ring to get a perfect score, but there is no really obvious way into this room. The way to get into the room is to take a "leap of faith," if you get my drift. In other words, you can jump off of a ledge, and you'll (hopefully) land on the ledge that's outside of that room. If you jump off of the wrong ledge, you won't be able to reach the room; instead, you'll land (if you're lucky) on a ledge that doesn't go anywhere. And if you jump off of *that* ledge, you'll bounce off the walls, fall, and lose points. The only way to collect the diamond ring is to jump off of the correct ledge, land safely on the ledge outside of the hidden room, jump off of *that* ledge, and land safely on another ledge (from which you can then go to a ladder and climb down).

By the way, I'm assuming you're referring to "Lost Caverns" for the Atari 2600, *not* one of the other "Pitfall!" games for another game system.

I did screen captures of every room in "Lost Caverns," and assembled them into a map of the game. If you want, I can e-mail it to you.

Michael Rideout

5036. Re: blue vs. green color problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <20000814030155.20974.00000125@ng-fs1.aol.com>
Source record: 42785

[posted and e-mailed]

Patrick Maloney (maloneyXXX@merlin.albany.net) wrote:

> Does anyone know if the author of Atari800Win is aware of
> (or working on) the situation when blues appear as green:
> Star Raiders shields
> Star League Baseball sky
> NYC The big apple - sky on intro screen
>
> Don't think I'm unappreciative of the work on the FREE
> product, but I would like to this fixed if possible.

You left out the water in Pitfall!

That problem occurs because of the way Atari800Win maps the Atari's colors to the PC's colors. The mapping is, shall we say, less than perfect. This is especially obvious to anyone who has programmed for the Atari 800, and is familiar with what the various hues and luminances are *supposed* to look like (although the displayed colors could vary a good deal depending on your TV's settings).

There is at least one version of Atari800Win on the web-- I don't recall the URL offhand, but it's a European page-- which lets you load your own palette file for the emulator. The only trick is, if you want to create your own (improved) palette, you must first determine the appropriate values to use for each of the Atari's 256 colors. I have screen captures of the Atari's 256 colors, and I once started to create my own palette file, but it was a lot of work, and I never finished. You have to load the screen captures into a PC paint program and see what RGB values the Atari's colors correspond to. Unfortunately, a "solid" color on a screen capture (from Atari to PC) isn't really a "solid" color, because it's made up of a lot of pixels that differ slightly from each other. That means you have to pick the color that's more or less the average of all those pixels, and it isn't easy-- at least, not with the paint programs I have. And once you figure out the best RGB values to use, you have to enter them into the palette file (I found the old MS-DOS "DEBUG" program to be ideal for this). It takes a lot of time and patience to do a good job, which is why I haven't finish doing it (yet).

By the way, the same version of Atari800Win which lets you load an alternate palette file *also* lets you adjust the display settings to match your monitor's scan rate, thus allowing you to do page-flipping without the ugly flickering that results when the settings are off. This is really an "unofficial" version of the Atari800Win, modified by someone in Europe. On the other hand, those particular enhancements may be in the latest "official" version; I haven't checked it out yet.

Michael Rideout

5037. Official BBS Home of SPACE is now Online

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: friednw@tcfreenet.org
Message-ID: <3997A1BF.2405C2B6@tcfreenet.org>
Source record: 42786

```
Nolan's Nest & SPACE BBS
====================

Supporting Atari 8-Bit, ASCII, and ANSI callers

(763) 691-0626

300 - 19.2 Kbps Open 24 Hours

Cartoons for ATASCII callers now available!

Online games and message bases available now!

More games, cartoons and features coming soon!
```

5038. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_966239996@rtfm.mit.edu>
Source record: 42787
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: June 7, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8
Closer To Home (CTH) BBS, running in an emulated Atari, telnet://cth.tzo.com/
FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

5039. Re: 'Tis Good to Be Back

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000814101402.55367A@ilaskey.compulink.co.uk>
Source record: 42788

In article <3995C27D.C877BD9A@earthlink.net>,
beadsandbangles@earthlink.net (Jessica C) wrote:

> so that somebody can figure out how to actually use DOS!
There are tons of DOS manuals from a variety of suppliers. A quick search on Amazon will turn loads up. Having used DOS PCs for many years prior to Windows I'm more than happy poking around the system at the DOS prompt. It's not so bad once you've spent a few hours playing around. Later versions of DOS had built in help so you can generally add /? to a command or type help xxx to get info.

>Perhaps software companies should take some insight and see that it
>takes time to make a program and that certain deadlines are ridiculous!
Alas modern software gets so cokplex it really is getting impossible to debug 100% as it is simply beyond our brains and current levels of support tools. It's one thing to understand all the inter-relationships in 10,000 lines of code, another to be able to grasp and follow 10 million.

Iain

5040. Re: ClassicMag.net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8n8eb8$iq5$1@nnrp1.deja.com>
Source record: 42789
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

```
>
> Antic (and ST spinoff STart) already has their own website up for
> their magazine issues, for example (www.atarimagazines.com) and
> feature full issue content (articles only) and type-in programs ready
> for download. There is also a fledgeling A.N.A.L.O.G. archive in the
> works, too, though it has few issues, most of which are incomplete and
> many are poorly scanned.

There is also an archive for the ST-Computer magazine (and severall
other mags) with HTMLized articles.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.
```

5041. Re: ClassicMag.net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8n8f4p$j9o$1@nnrp1.deja.com>
Source record: 42790
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

> I want this to be as complete as possible. I'm going
> to try and stay with mags published before 1995. I don't want to run
> into a lot of copyright issues.

As for the copyright it will still be a violation of law. The
publishers may not care but I wouldn't count on it.

> As always if a mag is on our site and
> the publisher, if there still around, wishes it not be there we will
> take it down, but hope they consider this project worthwhile and let
> us keep them there.

You should really try to get the permissions first. I (or rather the
admin of atari-computer.de) got permissions from three publishers
(sorry, only German ones) who were all quite cooperative. It's not that
hard although some mags gave the rights for their articles back to the
authors (like the German mag "Data Welt"). In this case you would have
to contact each author and get their permission.

> I believe this will be a great resource for everyone to be able to get
> a hold of some mags that are gone, but not forgotten.

Sure - although I don't like the PDF format but that's my personal
opinion :-)

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

5042. Re: Secret area in Pitfall 2?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: javen367@aol.com
Message-ID: <20000814055846.28098.00000303@ng-fl1.aol.com>
Source record: 42791

>Which one? Or to be precise, I don't remember any "secret" rooms, just rooms
>that are hard to enter, maybe.
>
>I drew a complete map of the two Pf-II levels, and no room is left out...
>
>So long,
> Thomas

No, no...I mean the secret area that is only in the Atari 400/800/XL/XE and
5200 versions of Pitfall 2. I completed the Atari 2600 version way back in
84'. I recently picked up Pitfall 2 for my XEGS and wanted to get to the
secret levels of the game that are only on the Atari 8-bit version that I heard
about oh so many years ago. Sorry, I should have been more specific.

Todd

5043. tion about AtariWriter and AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.399813fe@fmlynet.org>
Source record: 42792

FamilyNet HQ: Telnet:\\www.family-bbs.net

Alright, let me see if I have this straight...

...The AtariWriter Plus disk was made in 1985, and yet it will only notice the first two drives, and they have to be single density.

Meanwhile, the AtariWriter CARTRIDGE, made in *1982* will easily recognize over two drives.

Why is this?

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5044. Re: Secret area in Pitfall 2?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.966261673@math.tu-berlin.de>
Source record: 42793

seagtgruff@aol.com (SeaGtGruff) writes:

>At the very beginning of the game, when you first go underground, there is a
>room you can't get through because of a rat; it keeps pushing you back to the
>right (where you entered from), and you *cannot* jump over it. That room leads
>to the place where you'll end up when you finish the game, so don't bother
>trying to get past the rat; you can't. I guess this was an insidious trick by
>David Crane to drive players crazy! :-)

Well, you can get there, of course, and you can even collect the rat - from
the back, so to say. But you've to finish the first level completely, this
is the last room you get in.

After that, the game will continue with the second level with a maze which is
as big as the first one, but more complicated to play. Maybe there's one
so to say, "hidden" area which is again on "ground level" instead of under
the earth. To get there, you need to collect all the items in this maze. The
game ends there (in a not so impressive way, but anyhow...).

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

5045. Chat at #atari8 this Tuesday Night!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: NOSvelcro@netunlimited.netPAM
Message-ID: <3997f2dd.507982@news.netunlimited.net>
Source record: 42794

This announces an IRC chat for Atari 8bit enthusiasts. It
is scheduled for August 15th, 2000, 10:30 pm Eastern US
time. Here are the corresponding times for some other
places, choose the one near you.

California: 7:30 pm. Colorado 8:30 pm. Texas 9:30 pm.
London, England: 4:30 AM. Berlin: 5:30 AM. Hong Kong:
11:30 AM.

The topic for the chat will be "Disk to Disk-Image & Back" and will
focus on working with the ATR and XFD files available widely on the
Internet.

General Atari8 chat is also welcome. If 7 people show up, I
will provide a doorprize. The doorprize is a like new copy of Preppy
II by Russ Wetmore. There may also be the giveaway of a full color map
for Alternate Reality the City, if we get 10 people.

This will be a standard IRC chat. It is not a web-based
chat on your browser. You need an IRC client, such as
mIRC. The chat will be on Amiganet. Here are some
servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we
will be there waiting for you I hope!

5046. Re: Converting atari joystick for PC use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-14 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be>
Message-ID: <8n8utdjta1@ail.sri.ucl.ac.be>
Source record: 42795

You can check my web page for that. You'll find how to buid a device for what you want...

Emmanuel F.

Eric Thomas a crit dans le message <39978CC1.77DC@worldnet.att.net>...
>Pardon me for posing such a newbie question, but would anyone know of a
>good resource for information on converting Atari joysticks for use on a
>PC?
>
>Regards,
>
>-ET

5047. Re: tion about AtariWriter and AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39999A97.38A08595@earthlink.net>
Source record: 42646

Yep, I have the disk which came with my first drive. I am guessing it is the REGULAR AtariWriter, since it is pretty primitive and can recognize four drives. Probably just, as I said, the programmers forgot to think of that (pretty dumb move...).

Jessica

Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: Jessica C <beadsandbangles@earthlink.net>
> > I am guessing they just forgot about it, I know it happens when you are
> > programming. Try the patch, it may well work a little better. BTW, I have a
> > copy
> >of AtariWriter that is a disk, but I have no such problem, it is just like the
> > cartridge, are you referring to a different issuing of AtariWriter?
> > Jessica
>
> Do you have AtariWriter or AtariWriter Plus on disk? I have used the
> AtariWriter cartridge for the longest time, and then loaded up AtariWriter Plus
> and it is NICE! A lot more features. Quite different.
>
> But AtariWriter can access drives where AtariWriter Plus cannot. ???
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

5048. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: richardlee@halford.fsnetnospam.co.uk
Message-ID: <3999b3e9.3174641@news.ntlworld.com>
Source record: 42647

On Mon, 15 Aug 2000 10:35:32 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>> From: maloney@albany.net.net (Patrick J. Maloney)
>> I looking for these two games:
>> 1. Star Trek by Adventure International
>> 2. Star Warrior by Automated Simulations
>>I have found two other games by Automated Simulations I was looking for (Crush
>>Crumble & Chomp and Rescue At Rigel), but SW was no where to be found. I also
>> came across Galactic Empire by AI which was a good game.
>> TIA, Patrick
>> --
>> Remove second ".net" from e-mail address to reply!
>
> Ah!!! Star Trek by AI... now that was a fun game, and in BASIC none the
>less. I have a copy of that and the manual. I'll could try to make this
>available somehow...
>

On a similar theme, I have been looking for what I think was Balance
of Power (by SSI) There seems to be no mention anywhere of it. It was
an old start ship to start ship combat wargame, based very much on
Starfleet Battles. I used to have it many years ago before my machine
died a death.
--
GS500 (Minty Horse - 33broken 'orses at that)
two#3 MRO#0

5049. Re: ClassicMag.net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-466937.22295815082000@news.northcoast.com>
Source record: 42648
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

> There are limitations which might apply. If the mags were placed online
> for educational purposes or for reference purposes and proper copyright
> credit was given, there is nothing the publisher can do.

That is very a misinformed interpretation of copyright law. There
are certain provisions for using portions copyrighted material for what
is called "fair use," -- but fair use does not allow you to reproduce
entire magazines filled with copyrighted material. Even for
"educational" purposes.

--Kevin Savetz
not a lawyer
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

5050. Re: Edward Scissorhands

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000815110106.60503A@ilaskey.compulink.co.uk>
Source record: 42719

In article <966273854-296421AEicMi@bun.com>, stevesweet@bun.com (Steve Sweet) wrote:
> Would anyone knowing a dude who uses an email address containing
> the words "Edward Scissorhands" please let him know i'd like him to
> contact me Re. the hardware deal. He is a UK resident.
Could it be edwards@lovecraft.demon.co.uk ?

Iain

5051. Re: Disk Image FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Ray Pfaff <yarpfaff@erols.com>
Message-ID: <sfbipsohj7n3avis0rutrg6as83np4620f@4ax.com>
Source record: 42720

On 14 Aug 2000 23:54:26 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>>"Steve Breech" sbreech@columbus.rr.com asked:
>
>>Is there any 1 supreme disk image site for downloading .atr or .pro
>>images....games, apps, etc....?
>>Thanks
>>Steve B.
>
>Yogi's is one:
>http://atari.webjump.com/atari0.html
>
>-Ron
>
>I don't have a solution but I admire the problem.
Sure this is the right URL? I get a "user not found" message...
To reply to this message, replace "yar" with "ray"

5052. Lynx FT

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: tonym04@aol.com
Message-ID: <20000815074740.09585.00002158@ng-fi1.aol.com>
Source record: 42721

Ok gang, I have an Atari Lynx for trade. I have two of these wonderful little machines, but have only one set of hands. So, I have decided to offer one up for trade. I am interested in an NEC TurboDuo in good condition. Or, if no one has one of those for trade, I would be interested in an Atari 7800. If interested, e-mail me direct please.

The Lynx is in great condition and still in the box. In light of the condition of the Lynx, I am only interested in systems in like condition. I do not want anyones junk please. The Lynx comes with the following games:

No box or manual unless noted.
Lynx still in box. Box is like new also.
Xybots
Bill & Ted (w/instructions)
Hydra (w/manual)
Batman Returns
Crystal Mines II (w/manual)
Steel Talons

5053. Re: Disk Image FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <BZam5.3430$By6.51405@news1.online.no>
Source record: 42722

> >Yogi's is one:
> >http://atari.webjump.com/atari0.html
> >
> >-Ron
> >
> >I don't have a solution but I admire the problem.
> Sure this is the right URL? I get a "user not found" message...
> To reply to this message, replace "yar" with "ray"

Works fine for me

5054. Troubleshooting the 2600

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: ronfucci@my-deja.com
Message-ID: <8nbf0s$3cm$1@nnrp1.deja.com>
Source record: 42723

Is there any information available on the web to help troubleshoot a 2600 console ? I have one with no audio. I have a few units that hopefully I can make into one good working unit. Thanks.

Ron

Sent via Deja.com http://www.deja.com/
Before you buy.

5055. Re: Disk Image FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <hGbm5.545$M%6.2628@newsfeed.slurp.net>
Source record: 42724

On 14 Aug 2000 22:07:22 , "Steve Breech" wrote:
>Is there any 1 supreme disk image site for downloading .atr or .pro
>images....games, apps, etc....?
>Thanks
>Steve B.

Here is one where you can get some Mega ATR image files:

http://atari.webjump.com/atari0.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5056. Re: suche für ATARI 800XE/130XE Floppy LW

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8nbi67ilr1@nets3.rz.RWTH-Aachen.DE>
Source record: 42725

Howdy folks

>> Hallo!
>> =
>
>> Ich suche f=FCr ATARI 800XE/130XE Floppy LW oder Informationen wo ich n=
>och
>> eins bekommen k=F6nnte.
>> =
>
>> Gru=DF AS
>
>Hallo,
>try ABBUC: www.atari-computer.de/abbuc
>search for the floppydoc (button: Floppy Alchemie) and you will find
>some 1050 floppies... greetings - Andreas magenheimer

Or (same site) try 'INSERAT'

And click on the E-Mail address too, you get four 'regular' issues and two
'special' ('Sondermagazin' in German) issues of the disk based ABBUC Magazin
for DM60 per year. Since your message was in German, the fact that the magazin
is in German will probably be no problem to you.

CU Mathy van Nisselroy

BTW on Oktober 28th, 2000, the yearly meeting is held at the Buergerhaus Sued
in Herten, Germany.

5057. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8nbiqlilr2@nets3.rz.RWTH-Aachen.DE>
Source record: 42726
Cross-posted to: japan.test,comp.sys.atari.8bit

Howdy folks

>>Senator goes green? I guess they'll have to adjust that little control on
>>the underside until he's the right color again. U.S. Senators go green all
>>the time, that's green as in $$$.
>
>Nah, it's not the colour balance. Like all politicians, he's coded for
>PAL(s)...

Maybe his power supply needs replacing. Isn't that what happened to Buccannon
(Pat, not Mitch. If I had to choose between the two, I'ld choose Mitch. With
Stefanie as his running mate. (I'm more of a leg man, than a boob man))

CU Mathy van Nisselroy

5058. [FA eBay] Instant HES Atari 2600 Collection. 32 Cased Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: sergiob@my-deja.com
Message-ID: <8nbjst$59k$1@nnrp1.deja.com>
Source record: 42727

One Lot, 32 HES games...save on shipping!

Games are:
Super Hit Pak
Sports Action Pak
Smash Hit Pak (2 Cart)
Hot Action Pak (2 Cart)
Rad Action Pak (2 Cart)
Super Action Pak
Go For Gold Pak (2 Cart)
Starmaster
Winter Games
Pete Rose Baseball
Private Eye
Robot Tank
Double Dragon
Demon Attack
Kung-Fu Master
Mega Fun Pak
Hero
Boxing
Commando
River Raid
Beam Rider
Skate Boardin
Tomcat F-14
Titlematch Pro-Wrestling
Pitfall
Enduro
BMX Airmaster
California Games
Chopper Command
Frogger
Ghostbusters
River Raid II

Click here to view:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=410390574

Thanks for viewing.

Sent via Deja.com http://www.deja.com/
Before you buy.

5059. Re: SIO2PC HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <8nbn9d$c6g$1@brokaw.wa.com>
Source record: 42728

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:399748CA.6471CDD7@earthlink.net...
> Ok, I have APE '98 installed on my system and I cannot figure out how to
> use it. Any idea about a simpler program for clueless newbies to SIO2PC
> like myself? Thanks,
> Jessica
>

Hi Jessica,

Sorry, but its been a while since I took a look at APE 98, but I'll try to help from memory...

APE 98 is probably the best program out there if you're confused about what's going on in the program. Its easier to use than the DOS version, especially if you are unfamiliar with DOS and command line operating systems in general.

You want to go into the APE 98 settings (double click on the little Atari icon on the task bar, and choose Settings from the menu) and make sure you have the correct COM port selected in the settings dialog box. If you have a modem, this could be on COM2 and the remaining serial port in the back of your box could be COM1. This is just a guess. You need to check how your machine is configured.

Next you need to pick the right cable type. Is your cable a single-chip version or not? If you are not sure, try both settings in APE and see if you can get it working. I'll bet its a single chip version... they are the easiest to build, and seem to be used most widely.

Finally, you have to "Mount" a disk image (a *.ATR file) in the drive1 slot in APE. Then you should disconnect your real Atari drives. This is not a requirement, but for troubleshooting its best to be simple at first.

A little experimenting with the COM port settings should get you a successful boot.

5060. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3999819c@fmlynet.org>
Source record: 42729

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Liam Busey <buseyl@my-deja.com>

> If your Atari has
> yellowed a bit over the years this could be as a big of an eye sore as
> the the burn.
> Liam Busey

One thing I have been encountering lately are Atari devices that were once beige but have turned mustard yellow due to cigarette smoke! It is the oddest looking thing. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5061. Re: Beefing up an Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3999819c@fmlynet.org>
Source record: 42730

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "John K. Picken" <yg473@victoria.tc.ca>
>>
> Yes to the XL and yes to the modem. The modem will require an interface
> and the choice is critical if you want the best performance from the
> modem. The Atari 850 max's out at 4800 baud; some P:R: connectors will
> work well at 9600 (the one I had did--others don't; trial and error here).
> If you want 19k2, you'll need a Black Box or MIO.
> jkp

You know, I used to believe that 850 interfaces maxed out at 4800 baud back
when I used Express850. However, with Bobterm and Ice-T, 9600 baud is not a
problem.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5062. mpp 1150

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.3999819c@fmlynet.org>
Source record: 42731

FamilyNet HQ: Telnet:\\www.family-bbs.net

Ron,

Was it you that mentioned your MPP 1100 interface had gone out? I have found a MPP 1150 interface that I don't think I'll be using and could probably give up for a MINOR trade.

(Mainly want to see it put to good use)

Hope to see you Thursday,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5063. Re: Modems and The 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.39998fac@fmlynet.org>
Source record: 42732

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Alan Sharkis" <asharkis@optonline.net>

> One VERY important detail on using faster modems is this:
> They require a cable from the interface to the modem that LOOKS very much
> like a cable that's sold for PCs (9-pin connector at one end and 25-pin
> connector at the other.) The gender of the 9-pin is wrong, and some people
> think that can be cured with a gender-changer. In reality, though, the
> internal wiring of the cable is incorrect for use with a P: R: or an 850.
> You need a special Atari 8-bit modem cable, which is probably only available
> from Best Electronics or B&C Computervisions at this point.

Great advice. One other alternative is to get with Rick D of "More Than
Games" who hangs out there and on the Online Atari chat on Thursday nights.

He sells a variety of adaptors that will allow standard serial cables to be
used between the 850 interface and modem.

And he has other adaptors. Pretty cool!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5064. Re: tion about AtariWriter and AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.39998fac@fmlynet.org>
Source record: 42733

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Jessica C <beadsandbangles@earthlink.net>
> I am guessing they just forgot about it, I know it happens when you are
> programming. Try the patch, it may well work a little better. BTW, I have a
> copy
>of AtariWriter that is a disk, but I have no such problem, it is just like the
> cartridge, are you referring to a different issuing of AtariWriter?
> Jessica

Do you have AtariWriter or AtariWriter Plus on disk? I have used the
AtariWriter cartridge for the longest time, and then loaded up AtariWriter Plus
and it is NICE! A lot more features. Quite different.

But AtariWriter can access drives where AtariWriter Plus cannot. ???

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5065. Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39998fac@fmlynet.org>
Source record: 42734

FamilyNet HQ: Telnet:\\www.family-bbs.net

If it makes you feel any better, I have a 810 drive doing the exact same thing. Power, movement of head (which has been cleaned), and yet it won't read the disk. Blah!

Doctor Clu

> From: "Darklord" <darkspamlord@fiestanet.com>
> I have an Atari 130XE and an 810 drive. I think I have connected these
> correctly, but I cannot get the drive to boot at powerup. The last time I
> used this was a LONG time ago, and I didn't hook it up then.
> I have connected both power supplies and the cable between the computer
> and drive. The computer works by itself. I have tried all four possible
> device switch positions on the drive. I tried both ports on the drive. The
> drive powers up and runs a little like I remember. I then turn the computer
> on and there is no action. I also tried this with an 800 computer and I get
> the same behavior(nothing), so I do not think it is the computer.
> Thank you for your time,
> Ian A. O'Neil
> darklord@fiestanet.com

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5066. Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39998fac@fmlynet.org>
Source record: 42735

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: maloney@albany.net.net (Patrick J. Maloney)
> I looking for these two games:
> 1. Star Trek by Adventure International
> 2. Star Warrior by Automated Simulations
>I have found two other games by Automated Simulations I was looking for (Crush
>Crumble & Chomp and Rescue At Rigel), but SW was no where to be found. I also
> came across Galactic Empire by AI which was a good game.
> TIA, Patrick
> --
> Remove second ".net" from e-mail address to reply!

Ah!!! Star Trek by AI... now that was a fun game, and in BASIC none the
less. I have a copy of that and the manual. I'll could try to make this
available somehow...

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5067. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <spiv3qinkn9133@corp.supernews.com>
Source record: 42736

There's another thing you can try to corner the problem.

Try using a RPM testing program and see what happens. If the drive spins but
you don't get an RPM reading, then all the electronics are probably good
right up to the controller and head circuitry.
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.39998fac@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> If it makes you feel any better, I have a 810 drive doing the exact
same
> thing. Power, movement of head (which has been cleaned), and yet it won't
read
> the disk. Blah!
>
> Doctor Clu
>
>
> > From: "Darklord" <darkspamlord@fiestanet.com>
> > I have an Atari 130XE and an 810 drive. I think I have connected these
> > correctly, but I cannot get the drive to boot at powerup. The last time
I
> > used this was a LONG time ago, and I didn't hook it up then.
> > I have connected both power supplies and the cable between the computer
> > and drive. The computer works by itself. I have tried all four
possible
> > device switch positions on the drive. I tried both ports on the drive.
The
> > drive powers up and runs a little like I remember. I then turn the
computer
> > on and there is no action. I also tried this with an 800 computer and I
get
> > the same behavior(nothing), so I do not think it is the computer.
> > Thank you for your time,
> > Ian A. O'Neil
> > darklord@fiestanet.com
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

5068. Re: Converting atari joystick for PC use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <8nc0ei$b2h$1@nnrp1.deja.com>
Source record: 42737

Eric,
Emmanuel has a great product. I have had one for a few years now,
and there's nothing like plugging a couple of wico joysticks into your
pc. I love it.
Isaac
isaac@dontforgetthemilk.com

In article <8n8uvdjud1@ail.sri.ucl.ac.be>,
"Emmanuel Fernandes" <fernandes@NOSPAMagel.ucl.ac.be> wrote:
> Sorry, I forgot to put the URL :
>
> http://users.swing.be/atari/joystick.html
>
> Emmanuel Fernandes a crit dans le message
> <8n8utdjta1@ail.sri.ucl.ac.be>...
> >You can check my web page for that. You'll find how to buid a device
for
> >what you want...
> >
> >
> >Emmanuel F.
> >
> >
> >Eric Thomas a crit dans le message
<39978CC1.77DC@worldnet.att.net>...
> >>Pardon me for posing such a newbie question, but would anyone know
of a
> >>good resource for information on converting Atari joysticks for use
on a
> >>PC?
> >>
> >>Regards,
> >>
> >>-ET
> >

Sent via Deja.com http://www.deja.com/
Before you buy.

5069. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8nc0a8$hl5$1@sshuraac-i-1.production.compuserve.com>
Source record: 42738

llpwhite wrote:>> I've never been able to get a 1.44 to work as a
1.44 with my ATR8000. I have
heard of people that use a 1.2 meg 5.25" and just format it using
the 8" DSDD
parameters to get ~1 meg. <<

This is what I do. I decided to not have to search through two
disk formats for my A8. I'll stick with 5.25. Someday, I'll
hack Mydos to modify disk formats to give more control and get a
full 1.2 meg from the disk, but I have several hundred here, so
I'm not in a hurry.

I don't think the ATR8x00 and its controller can use a 1.44 3.5
inch drive, and the sense line is not present(major hack).
Easier to hack a XF551.

Rick D.

--

5070. Re: Atari Portfolio Memory Cards

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8nc0fj$hl5$2@sshuraac-i-1.production.compuserve.com>
Source record: 42739

I have plenty of 64K portfolio memory cards, though the battery
may need replacing.

$25.00 each, or 3 for $50.00, U.S. funds, reg shipping included
to US or Canada, $5.00 for priority.

Rick D. 74766.1561@compuserve.com

--

5071. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8nc0sv$rp8$1@sshuraab-i-1.production.compuserve.com>
Source record: 42740

I put the ATR8000 interface manual up on my website at:
http://people.delphi.com/rldetlefsen/atari/info/infomain.htm#hard
ware
I've been using mine since I bought it in 1982. I also have
the (msdos)copower board in another one.

Rick D.

--

5072. Re: tion about AtariWriter and AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000815143946.07149.00000127@ng-co1.aol.com>
Source record: 42741

>Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org remarks:

>But AtariWriter can access drives where AtariWriter Plus cannot. ???

The A+ manual does not explain why; on page 19 it merely says ".. can load from drives 1 and 2 only." The 'only' is in italics.
I will dig out that old AC; if you can access D9: then D3: thru D8: are certainly possible!

-Ron

I don't have a solution but I admire the problem.

5073. Re: mpp 1150

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000815145517.07149.00000128@ng-co1.aol.com>
Source record: 42742

>"Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org asks:

>Ron,
> Was it you that mentioned your MPP 1100 interface had gone out?

'Twas I; blew it during a hot swap a few years back. As soon as I heard the little 'click', I sure was wishing I had cycled the power in a little bit less of a hurry. I still have a working CardCo and ApeFace but the MPP had the chainable SIO port.

I am a little sparse on fodder for very much 8-bit barter; most of what I no longer use is dead. What are you seeking?

-Ron

I don't have a solution but I admire the problem.

5074. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39999745.EC9F6B82@earthlink.net>
Source record: 42743

OH YES! I have an 810 that is that way because I bought it from a massive smoker...still smells of it too. Guess it is all that tar?

Jessica

Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: Liam Busey <buseyl@my-deja.com>
>
> > If your Atari has
> > yellowed a bit over the years this could be as a big of an eye sore as
> > the the burn.
> > Liam Busey
>
> One thing I have been encountering lately are Atari devices that were once
> beige but have turned mustard yellow due to cigarette smoke! It is the
> oddest looking thing. :)
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

5075. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3999985A.C42477BE@earthlink.net>
Source record: 42744
Cross-posted to: japan.test,comp.sys.atari.8bit

haha, I'd be leaving the country if Buchannen became pres...along with anyone else
who has emigrated to to the US in the past 200 years...

Jessica

Mathy Van Nisselroy wrote:

> Howdy folks
>
> >>Senator goes green? I guess they'll have to adjust that little control on
> >>the underside until he's the right color again. U.S. Senators go green all
> >>the time, that's green as in $$$.
> >
> >Nah, it's not the colour balance. Like all politicians, he's coded for
> >PAL(s)...
>
> Maybe his power supply needs replacing. Isn't that what happened to Buccannon
> (Pat, not Mitch. If I had to choose between the two, I'ld choose Mitch. With
> Stefanie as his running mate. (I'm more of a leg man, than a boob man))
>
> CU Mathy van Nisselroy

5076. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3999994E.CE1F4413@earthlink.net>
Source record: 42745

Yep, know the feeling, it probably went "offline" for a while. Just gotta keep prodding it with disks. For me, it took SynFile and a good whack up the side with the SynFile manual to get it to work. Hey, itis more benefical than beating your wife, after all.

Jessica

Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> If it makes you feel any better, I have a 810 drive doing the exact same
> thing. Power, movement of head (which has been cleaned), and yet it won't read
> the disk. Blah!
>
> Doctor Clu
>
> > From: "Darklord" <darkspamlord@fiestanet.com>
> > I have an Atari 130XE and an 810 drive. I think I have connected these
> > correctly, but I cannot get the drive to boot at powerup. The last time I
> > used this was a LONG time ago, and I didn't hook it up then.
> > I have connected both power supplies and the cable between the computer
> > and drive. The computer works by itself. I have tried all four possible
> > device switch positions on the drive. I tried both ports on the drive. The
> > drive powers up and runs a little like I remember. I then turn the computer
> > on and there is no action. I also tried this with an 800 computer and I get
> > the same behavior(nothing), so I do not think it is the computer.
> > Thank you for your time,
> > Ian A. O'Neil
> > darklord@fiestanet.com
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

5077. Re: Edward Scissorhands

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 00:15:01 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <SkKCf1GFuIm5EwsX@lovecraft.demon.co.uk>
Source record: 42714
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

Once upon a time <966273854-296421AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> grabbed chalk and scrawled:
>Hi all,
>
>I need some help please.
>
>Would anyone knowing a dude who uses an email address containing
>the words "Edward Scissorhands" please let him know i'd like him to contact me
>Re. the hardware deal. He is a UK resident.

Hi Steve,

That's me, that is... but I've got a 256K XL now! I posted here about it
some time ago, and hadn't heard anything from you when I first
emailed...

Richard (a.k.a EdwardS ;))
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5078. Re: He can help you 3233

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 01:30:01 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39989F6A.89CE1AE9@earthlink.net>
Source record: 42715

Har har, spammer. Quit wasting our time.

Greg Bendokus wrote:

> On Sun, 13 Aug 2000 08:55:56 GMT, llbmpg@yahoo.com wrote:
>
> >I lost a tone of weight using his personalized weight loss program and services directly over the internet. If you need to lose weight quickly and safely check him out. I am so excited about the new me I had to brag on his services.
> >
> >Sorry if I posted in the wrong area, I am new at this. If I did it wont happen again
> >
>
> Yeah, right.
>
> Fucking idiot.

5079. Re: tion about AtariWriter and AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 01:32:21 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39989FF5.FE5666EF@earthlink.net>
Source record: 42716

I am guessing they just forgot about it, I know it happens when you are programming. Try the patch, it may well work a little better. BTW, I have a copy of AtariWriter that is a disk, but I have no such problem, it is just like the cartridge, are you referring to a different issuing of AtariWriter?

Jessica

RHamiIton5 wrote:

> >"Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org asks:
>
> > Alright, let me see if I have this straight...
> >
> > ...The AtariWriter Plus disk was made in 1985, and yet it will only notice
> >the first two drives, and they have to be single density.
> >
> > Meanwhile, the AtariWriter CARTRIDGE, made in *1982* will easily
> >recognize over two drives.
> >
> > Why is this?
>
> I never figured that out; but there was a patch in Atari Classics which gave
> access to the DOS 2.5 D9: RAMDisk...
>
> -Ron
>
> I don't have a solution but I admire the problem.

5080. Re: tion about AtariWriter and AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 01:33:28 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <3998A038.A5F33B97@earthlink.net>
Source record: 42717

Oh, that is if you can find it, sorry.

Jessica C wrote:

> I am guessing they just forgot about it, I know it happens when you are
> programming. Try the patch, it may well work a little better. BTW, I have a copy
> of AtariWriter that is a disk, but I have no such problem, it is just like the
> cartridge, are you referring to a different issuing of AtariWriter?
>
> Jessica
>

5081. Re: blue vs. green color problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-15 02:21:54 UTC
From: seagtgruff@aol.com
Message-ID: <20000814222154.19512.00000545@ng-cq1.aol.com>
Source record: 42718

I found the URL for that European (Polish?) page I mentioned, and it looks like the modified version of Atari800Win was recently updated.

Main page:
http://www.8bit.heroes.org.pl/

Atari 800 emulators:
http://www.8bit.heroes.org.pl/download/atari8/emulators/dos-windows/emulators/

Newest revision (I think):
atari800win26c-r1.zip

Michael Rideout

5082. Wanted Atari 800xl cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <8ndi4e$cj7$1@nnrp03.primenet.com>
Source record: 42652

Here is what I want and what I will pay. Thanks! -Satcom2

Mountain King $10
Super Zaxxon $40
Choplifter (XE version) $10

I have a copy of Hypnotic Lands w/manual (leaflet) for the Atari 800xl, made in Italy (I believe), very rare game from early 90's (1993 I think) kind of plays like Klax and is EXTREMELY rare and fun also! I would trade for Super Zaxxon and I think that is a fair trade. I also have Airball and Fantastic Voyage carts I would trade for the other 2 easier ones. Thanks for looking, and check my Ebay ads this week at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=satcom2&include=0&since=-1&sort=2&rows=25 -Satcom2

5083. Re: ClassicMag.net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: "B.P. - iSpelunker.com" <no_spaminfo@ispelunker.com>
Message-ID: <399A6CD4.C72A8D9A@ispelunker.com>
Source record: 42653
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

Kevin Savetz wrote:
>
> > There are limitations which might apply. If the mags were placed online
> > for educational purposes or for reference purposes and proper copyright
> > credit was given, there is nothing the publisher can do.
>
> That is very a misinformed interpretation of copyright law. There
> are certain provisions for using portions copyrighted material for what
> is called "fair use," -- but fair use does not allow you to reproduce
> entire magazines filled with copyrighted material. Even for
> "educational" purposes.

Fair use allows many things as long as the intent is not profiteering.
While archiving the latest issue of Time would not be covered, a 10 year
old magazine can easily bo copied and archived for educational purposes,
providing there is no profiteering and the entire work is no available
as a complete download for personal use.

I am not a lawyer, but I do run a business and have to knwo at tleast a
little bit about these things.

--

B.P.

~~~~~~
http://www.ispelunker.com/ Web directory - add your site today.
http://www.virtualbrokers.net/ Investment research and resources
http://home.earthlink.net/~woogieoogieboogie/navemulator/nnemupre.html
The NN emulator page (requires IE5)
An extra line in my sig just to piss people off.
~~~~~~

5084. Message for UK owners (Maybe US)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <kiskpsoes96047o92oe4fr3rr2rlr6ibo1@4ax.com>
Source record: 42654

One of the few UK shops left with some Atari 8bit stuff is Computer Cavern in Marlow, Bucks.

Just had a wander in yesterday while taking my wife and baby to see where I used to live before I moved to London. Had a long chat with the owner and he has a list of games (not complete, as in some are not on it and some that are may no longer be avail) that he can email on

capri@globalnet.co.uk

Or call the shop on 01628 891101 if interested.

The software list I have from him is mostly tape based but has some good UK titles like Kenny Dalglish soccer & Steve Davis snooker which might not have made it to US peeps who collect.

He has 'some' hardware left but we are talking a machine, a printer and a few PSU's but you might want to ask.

He also has a good range of ST and Amiga stuff and maybe an odd trinket for other systems.

Anyway, have fun...Thought I would pass the info on for the starved UK front who might not like to mail order bits from the excellent US folk or for the US folk who might want to chat to the guy incase he is willing to mail bits to the US.

Btw, he might be willing to sell as a lump to someone...
--
Paul Irvine

Retro-gamer & old git

5085. atari 800/XE/XL games catalog with preview pictures?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Ian Dichkovsky <email@email.com>
Message-ID: <8ndvnr$2nno$2@news.uar.net>
Source record: 42655

anyone know?
please, post url.
I know only one GOOD catalog http://msg.sk/8b

5086. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <399a9be2$0$72395$726baab@news.execpc.com>
Source record: 42656

OK, here's my list of favorite 8-bit games. By coincidence, this is also my 'stranded for all time on a desert island with only these games to play for all eternity' list as well!

Arcade Translations - The 8-bits got their share, and most are great adaptions. These are some of best, guaranteed to give your wrist a work out.

Arkanoid Centipede Defender Dig Dug Donkey Kong
Food Fight Frogger Gorf Joust Mario Bros.
Missile Command Moon Patrol Mr. Do Ms. Pac-Man Pooyan
Popeye Robotron: 2084 Super Pac-Man Tapper Wizard of Wor

Maze-like Games - Derived from the original Pac-Man maze craze, these games took it into entirely new concepts.

Boulderdash - This family of titles is great, but the original is still my favorite.
Crossfire - This game is awesome. The premise is so simple, but the game is so addicting! Why was this idea never ported (or stolen) for the 2600? It would have been a winner.
K-Razy Antiks - Another of my all-time favorites. You can really get into the zone and play this one for hours.
Lode Runner - Pac-Man with ladders. Classic.

Platformers - Long before Nintendo made this format their own, the 8-bits produced some classics.

H.E.R.O. - Activision's classic looks and sounds great on the 8-bit.
Jumpman
Jumpman Junior - I prefer the original to the more common Junior, but both have their highlights.
Miner 2049er - 10 classic platforming levels.
Montezuma's Revenge - A litle repetitive but one of the first games I completed.
Pharoah's Curse - How can you not like a game that used Bob & Doug McKenzie references for passwords!
Pitfall II - Another Activision great, with the bonus level to boot!
Spelunker - Verrrry tough platformer, but fun as heck.

Exploration - You never know what will happen next as you explore these games.

Castle Wolfenstein - Long before ID, this game rocked.
Gemstone Warrior - Anyone solve this one? I've gotten soooo close...
Journey to the Planets - Put on your thinking cap.

Seven Cities of Gold - Wonderful way to spend a couple of hours.
Shamus - Another favorite I actually solved.
Shamus II - Ditto.
Spin Dizzy - Move over Marble Madness, this game kicks your ass.

And the Rest....

Archon - Chess was never this fun...
Blue Max - I hate flight sim games, but love the bombing runs
in this game.
Bruce Lee - Gronk!
Drelbs - One of the most bizarre games ever. I love it!
Leader Board - Nice golf sim.
Mountain King - Creepy and fun.
Necromancer - See Drelbs!
Trolls and Tribulations - Frustrating as hell, but I keep trying to solve it.
Whistler's Brother - Give a little whistle....
Zybex - Great game! Should have been an arcade title!

If your 8-bit collection is feeling tired, look up some of these titles to pep
it up!
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

5087. Re: Wanted Atari 800xl cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <399AB79A.B36BC925@t-online.de>
Source record: 42657

> Super Zaxxon $40

I think you'll never get a 'Super Zaxxon'-cart from other collectors for this price.

> Choplifter (XE version) $10

The same.

> I have a copy of Hypnotic Lands w/manual (leaflet) for the Atari 800xl, made
> in Italy (I believe),

You're right.

> very rare game from early 90's (1993 I think)

1992 were the first carts released.

Andre

5088. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.399ad31c@fmlynet.org>
Source record: 42658

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Rick Cortese" <ricortes@netmagic.net>
> There's another thing you can try to corner the problem.
> Try using a RPM testing program and see what happens. If the drive spins but
> you don't get an RPM reading, then all the electronics are probably good
> right up to the controller and head circuitry.

You and Rick D are on par with this one. So any suggestions on where I can
find an RPM utility (or the name of a RPM tester?)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5089. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.399ad31c@fmlynet.org>
Source record: 42659

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Jessica C <beadsandbangles@earthlink.net>
> OH YES! I have an 810 that is that way because I bought it from a massive
> smoker...still smells of it too. Guess it is all that tar?
> Jessica

Oh yeh! You've seen how smoking will yellow teeth.. and teeth when you get right down to it are amazingly resiliant.

At work it used to be a smoking building, now non-smoking (which is a good thing, since buildings don't need to smoke.) :) We moved some cabinets that hadn't been moved in years and you could see the walls that were once white that turned a mustard yellow.
Naturally the wall around the cabinet had been repainted when the discoloration happened... just not the wall behind the cabinet.

Really fascinating. And of course, I'm amazed by how much abuse the human body can take.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5090. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.399ad31c@fmlynet.org>
Source record: 42660

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Jessica C <beadsandbangles@earthlink.net>
>Yep, know the feeling, it probably went "offline" for a while. Just gotta kee
> prodding it with disks. For me, it took SynFile and a good whack up the side
> with
> the SynFile manual to get it to work. Hey, itis more benefical than beating
> your
> wife, after all.
> Jessica

Reminds me of segment of a Bugs Bunny cartoon where they had a spoof of a
Groucho Marx show "Bet Your Life" where they had "Beat Your Wife". Bug's posed
the question to Elmer Fudd "So, when did you stop beating your wife?"
(How do you answer a question like that? He was obviously stumped...)

Anyway, you don't see that cartoon much anymore, nor do you see the Peter
Loree spoof (as a fish) saying "Now I've seen everything" just before shooting
himself in the head, and all the countless times explosions happened, bringing
on the black spoof, and the old chinese hat gag....

Ah well... we always have comedy central for Southpark and other
politically incorrect cartoons I guess. ;)

As for using a manual... why didn't I think of that? Of course, I have
some devices that are smaller than the manual, so I would probably destroy them
if hit by their own manual. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5091. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.399ad31c@fmlynet.org>
Source record: 42661

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: richardlee@halford.fsnetnospam.co.uk (Richard Halford)

>>> From: maloney@albany.net.net (Patrick J. Maloney)
>>> I looking for these two games:
>>> 1. Star Trek by Adventure International

I was going to be vicious and post the basic listing to here so you could
type it in, just like in the Antic days. (grin)

>>> 2. Star Warrior by Automated Simulations

> On a similar theme, I have been looking for what I think was Balance
> of Power (by SSI) There seems to be no mention anywhere of it. It was
> an old start ship to start ship combat wargame, based very much on
> Starfleet Battles.

Sounds familiar somehow.

>I used to have it many years ago before my machine
> died a death.

Died a death as opposed to what other alternative? :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5092. Re: Q on Atari800Win 2.6c source

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Axel Poqu&#65533; <axel.pq@t-online.de>
Message-ID: <8nei61dcn18$1@news.t-online.com>
Source record: 42662

"Patrick J. Maloney" <maloney@albany.net.net> writes in article
news:PVpm5.263$iw.220724@newsfeed1.thebiz.net...
> I have downloaded the source and can get it to compile. Problem is, the
> cartridge dialog included in the source is missing the checkbox which disables
> ROM BASIC on the XL/XE machines.
>
> Anyone know what's up with this?

Yep, this was intentionally left out as it is somewhat redundant. You can achieve
the same effect by selecting no cartridge (as you would for a 400/800).

This is mentioned in some Readme or other, I believe.

BTW: How is your mileage regarding sound in V2.6c? On my system Disk-I/O sounds
are a bit weird (mostly clicks and a bit of moise - no beeps!) and I'm not
sure about normal sounds either (I'm still trying to find out wether there's
a difference).

HTH, Axel

Axel Poque
Aachen, Germany home: http://home.t-online.de/~axel.pq
Minifig Space Flight Center: http://home.t-online.de/~axel.pq/msfc

5093. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <spllkb1cr5j23@corp.supernews.com>
Source record: 42663

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.399ad31c@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "Rick Cortese" <ricortes@netmagic.net>
> > There's another thing you can try to corner the problem.
> > Try using a RPM testing program and see what happens. If the drive spins
but
> > you don't get an RPM reading, then all the electronics are probably good
> > right up to the controller and head circuitry.
>
> You and Rick D are on par with this one. So any suggestions on where
I can
> find an RPM utility (or the name of a RPM tester?)
>
> Doctor Clu

I was almost positive that the Sparta DOS distribution has an RPM checker in
it. I know they packaged it with SDX and I am pretty sure they left it in
2.3G or F or .4 or whatever it is.

5094. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Liam Busey <buseyl@my-deja.com>
Message-ID: <399ADFC2.43DC@my-deja.com>
Source record: 42664

Greg Goodwin wrote:
>
> One thing I have been encountering lately are Atari devices that > were once beige but have turned mustard yellow due to cigarette smoke! > It is the oddest looking thing. :)

Smoke stains are disgusting but at least they can be removed (if you can stomach it). Sun damage is worse though because the upper layers of the plastic actually turn yellow.

Liam Busey

5095. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399AE39D.BFA9A6FA@earthlink.net>
Source record: 42665

I thought that you could not use SpartaDos with an 810?

Jessica

Rick Cortese wrote:

> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0000.399ad31c@fmlynet.org...
> > FamilyNet HQ: Telnet:\\www.family-bbs.net
> >
> > > From: "Rick Cortese" <ricortes@netmagic.net>
> > > There's another thing you can try to corner the problem.
> > > Try using a RPM testing program and see what happens. If the drive spins
> but
> > > you don't get an RPM reading, then all the electronics are probably good
> > > right up to the controller and head circuitry.
> >
> > You and Rick D are on par with this one. So any suggestions on where
> I can
> > find an RPM utility (or the name of a RPM tester?)
> >
> > Doctor Clu
>
> I was almost positive that the Sparta DOS distribution has an RPM checker in
> it. I know they packaged it with SDX and I am pretty sure they left it in
> 2.3G or F or .4 or whatever it is.

5096. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399AE42E.7B4A8851@earthlink.net>
Source record: 42666

Yuck, here is the strangest thing, I took a good look at my nasty 810 last night, and it is starting to turn brown. Ewww, it looks pretty disgusting up next to everything else. What can kill a human can kill a drive, or just about anything else at that.

Jessica

Liam Busey wrote:

> Greg Goodwin wrote:
> >
> > One thing I have been encountering lately are Atari devices that > were once beige but have turned mustard yellow due to cigarette smoke! > It is the oddest looking thing. :)
>
> Smoke stains are disgusting but at least they can be removed (if you can
> stomach it). Sun damage is worse though because the upper layers of the
> plastic actually turn yellow.
>
> Liam Busey

5097. Re: Atari 800 and a Voicebox

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8neo76fss1@sshuraaa-i-1.production.compuserve.com>
Source record: 42667

>I dug an atari 800 and a Voicebox speech synth out of a barn,
>and lucky the
>atari still works... Now, I'm trying to figure out if there's a
>way to make it
>talk via BASIC. If so, could someone please send me some sample
>code.

You need the driver disks. At least one routine sets up an iocb
you open to PRINT regular text or phoneme(?) encoded text for
speaking.

Rick D.

--

5098. Re: Atari 800 and a Voicebox

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399AE73E.372748D4@earthlink.net>
Source record: 42668

Cool! Sounds very neat. Good luck there....

Jessica

NiCODEMiS wrote:

> I dug an atari 800 and a Voicebox speech synth out of a barn, and lucky the
> atari still works... Now, I'm trying to figure out if there's a way to make it
> talk via BASIC. If so, could someone please send me some sample code.
>
> THANKS!

5099. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <splq3lclr5j124@corp.supernews.com>
Source record: 42669

Sure you can. Sparta has fairly good support for everything else, it is just that everything else does not support Sparta.

That is, boot Sparta and you can access all your MyDOS, DOS II, DOS 2.5, type files, but boot any of those and your Sparta DOS format disks are not usable.

I think there are a few constriants, something like Sparta will not read or write to MyDOS subdirectories, but everything else works.

Back when I would write a bit of code here and there, my setup was pretty much two drives; a double density SD disk and a DOS II formated one, and a SDX cart. I would use the SD disk for program development<high speed and capacity> and write the finished code to the DOS II format disk when I was done<everything can read DOS II>.
"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:399AE39D.BFA9A6FA@earthlink.net...
> I thought that you could not use SpartaDos with an 810?
>
> Jessica

5100. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Liam Busey <buseyl@my-deja.com>
Message-ID: <399AF3EE.51E8@my-deja.com>
Source record: 42670

Jessica C wrote:
>
> Yuck, here is the strangest thing, I took a good look at my nasty 810 > last night, and it is starting to turn brown. Ewww, it looks pretty > disgusting up next to everything else. What can kill a human can kill > a drive, or just about anything else at that.
>
> Jessica

Whenever I get a piece of equipment like that I immediately strip the casing and clean it. A bit of soap, scrubbing, and perhaps some whitening tooth paste will make it a new drive. Smells minty fresh too.

Liam Busey

5101. Re: mpp 1150

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-gC7FC9jSuCqj@draco.ames.pacbell.net>
Source record: 42671

you ca probably change the micro inside and get it going again. I did
that when mine was hit by lightning. good as new.

Ken

On Tue, 15 Aug 2000 18:55:17, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> >"Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org asks:
>
> >Ron,
> > Was it you that mentioned your MPP 1100 interface had gone out?
>
> 'Twas I; blew it during a hot swap a few years back. As soon as I heard the
> little 'click', I sure was wishing I had cycled the power in a little bit less
> of a hurry. I still have a working CardCo and ApeFace but the MPP had the
> chainable SIO port.
>
> I am a little sparse on fodder for very much 8-bit barter; most of what I no
> longer use is dead. What are you seeking?
>
> -Ron
>
> I don't have a solution but I admire the problem.

5102. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000816164919.06889.00000419@ng-fq1.aol.com>
Source record: 42672

>Jessica C wrote:

>I took a good look at my nasty 810 > last night, and it is starting to turn brown.

The 400/800/810 series were manufactured in light brown as opposed to IBM beige or the nice ivory for the 800XL/1050 series. Cleaning is fine, but you will never get that 810 anywhere near white without strong bleach or maybe paint.

-Ron

I don't have a solution but I admire the problem.

5103. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000816171012.06889.00000421@ng-fq1.aol.com>
Source record: 42673

>Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org asked:

>You and Rick D are on par with this one. So any suggestions on where I can
>find an RPM utility (or the name of a RPM tester?)

I think SmartDOS had one built in; Antic printed one Jun '87:
http://www.atarimagazines.com/v6n2/TechTips.html

```
rpmcheck
10 DR=l:DIM DR$(6):DR$="D1:* *"
20 XIO 3,#2,4,0,DR$:POKE 764,255
30 ? CHR$(125);"INSERT DISK IN DRIVE ";CHR$(48+DR)
40? " AND PRESS ANY KEY..."
50 IF PEEK(764)= 255 THEN 50
60 ? :? "PRESS [RESET] TO END
70 FOR I=1536 TO 1627:READ D:POKE I,D
80 NEXT I:POKE 1537,DR:GRAPHICS 2+16
90 X=USR(1536)
100 SP = PEEK(1662) + PEEK(1663) * 256
110 SP=INT(24*3600/SP+0.5)
120 POSITION 0,5:? #6,SP:GOTO 90
200 DATA
169,0,141,l,3,141,11,3,169,82,141,2,3,169,62,141,5,3,32,83,228,169,0,141,4
,3,141,128,6,141
210 DATA
l0,3,141,129,6,141,130,6,133,20,133,19,133,18,32,83,228,166,20,138,237,128
,6,142,128,6,16,2,105,255
220 DATA
174,129,6,201,18,48,l,232,232,138,201,24,16,6,142,129,6,76,44,6,165,19,141
,127,6,165,20,141,126,6,104,96
```

wonder why they used XIO 3?...

-Ron

I don't have a solution but I admire the problem.

5104. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399B05DF.F69B5702@earthlink.net>
Source record: 42674

Oh, I see, that is where I got confused. Someone told me that SpartaDOS was not compatible with an 810, don't remember who it was though.

Rick Cortese wrote:

> Sure you can. Sparta has fairly good support for everything else, it is just
> that everything else does not support Sparta.
>
> That is, boot Sparta and you can access all your MyDOS, DOS II, DOS 2.5,
> type files, but boot any of those and your Sparta DOS format disks are not
> usable.
>
> I think there are a few constriants, something like Sparta will not read or
> write to MyDOS subdirectories, but everything else works.
>
> Back when I would write a bit of code here and there, my setup was pretty
> much two drives; a double density SD disk and a DOS II formated one, and a
> SDX cart. I would use the SD disk for program development<high speed and
> capacity> and write the finished code to the DOS II format disk when I was
> done<everything can read DOS II>.
> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> news:399AE39D.BFA9A6FA@earthlink.net...
> > I thought that you could not use SpartaDos with an 810?
> >
> > Jessica

5105. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399B064A.4554908A@earthlink.net>
Source record: 42675

It has been cleaned, no toothpaste though. Every other piece of equipent I own has done magic with a little soap and water mixture to the case and a soft cloth to the interior.

Jessica

Liam Busey wrote:

> Jessica C wrote:
> >
> > Yuck, here is the strangest thing, I took a good look at my nasty 810 > last night, and it is starting to turn brown. Ewww, it looks pretty > disgusting up next to everything else. What can kill a human can kill > a drive, or just about anything else at that.
> >
> > Jessica
>
> Whenever I get a piece of equipment like that I immediately strip the
> casing and clean it. A bit of soap, scrubbing, and perhaps some
> whitening tooth paste will make it a new drive. Smells minty fresh too.
>
> Liam Busey

5106. Re: Quick Fixes for Exterior Computer Stains

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399B0749.CB59CE21@earthlink.net>
Source record: 42676

Well, I know that it is supposed to be sort of a yellowish beige color but I also know that it is not supposed to be mustard yellowish brown. Up against my clean 800 (beides that nasty dark brown stain that has been on it all these ages) and 400, it looks sick.

Jessica

RHamiIton5 wrote:

> >Jessica C wrote:
>
> >I took a good look at my nasty 810 > last night, and it is starting to turn
> brown.
>
> The 400/800/810 series were manufactured in light brown as opposed to IBM beige
> or the nice ivory for the 800XL/1050 series. Cleaning is fine, but you will
> never get that 810 anywhere near white without strong bleach or maybe paint.
>
> -Ron
>
> I don't have a solution but I admire the problem.

5107. WTB: Hard Drive for the 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <399b097a$0$10398$726baab@news.execpc.com>
Source record: 42677

I would like to purchase a hard drive w/ controller set-up for the Atari 130XE.
Please contact me via e-mail if you have one for sale.
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

5108. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <9%Dm5.78$Ej3.3959@news02.optonline.net>
Source record: 42678
Cross-posted to: japan.test,comp.sys.atari.8bit

Hey, this is WAY off topic, but ...

Why do many of us write as if "becoming president" is something that just happens without our input? The likelihood of the candidate mentioned becoming president is pretty low. I don't advocate voting against someone, but since most will not vote for him, I have to assume that they're making a conscious choice not to do so.

Instead of moving away if he becomes president, how about convincing everybody you know of voting age to turn him down? It may not work, but at least you've done something.

Just a thought.

Jessica C <beadsandbangles@earthlink.net> wrote in message news:3999985A.C42477BE@earthlink.net...
> haha, I'd be leaving the country if Buchannen became pres...along with anyone else
> who has emigrated to to the US in the past 200 years...
>
> Jessica
>
> Mathy Van Nisselroy wrote:
>
> > Howdy folks
> >
> > >>Senator goes green? I guess they'll have to adjust that little control on
> > >>the underside until he's the right color again. U.S. Senators go green all
> > >>the time, that's green as in $$$.
> > >
> > >Nah, it's not the colour balance. Like all politicians, he's coded for
> > >PAL(s)...
> >
> > Maybe his power supply needs replacing. Isn't that what happened to Buccannon
> > (Pat, not Mitch. If I had to choose between the two, I'ld choose Mitch. With
> > Stefanie as his running mate. (I'm more of a leg man, than a boob man))
> >
> > CU Mathy van Nisselroy
>

5109. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399B0EAE.D045A670@earthlink.net>
Source record: 42679

Thanks for the BASIC, goos for those of us that do or do nto have drive problems
:)

Jessica

RHamiIton5 wrote:

> >Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org asked:
>
> >You and Rick D are on par with this one. So any suggestions on where I can
> >find an RPM utility (or the name of a RPM tester?)
>
> I think SmartDOS had one built in; Antic printed one Jun '87:
> http://www.atarimagazines.com/v6n2/TechTips.html
>
> rpmcheck
> 10 DR=l:DIM DR$(6):DR$="D1:* *"
> 20 XIO 3,#2,4,0,DR$:POKE 764,255
> 30 ? CHR$(125);"INSERT DISK IN DRIVE ";CHR$(48+DR)
> 40? " AND PRESS ANY KEY..."
> 50 IF PEEK(764)= 255 THEN 50
> 60 ? :? "PRESS [RESET] TO END
> 70 FOR I=1536 TO 1627:READ D:POKE I,D
> 80 NEXT I:POKE 1537,DR:GRAPHICS 2+16
> 90 X=USR(1536)
> 100 SP = PEEK(1662) + PEEK(1663) * 256
> 110 SP=INT(24*3600/SP+0.5)
> 120 POSITION 0,5:? #6,SP:GOTO 90
> 200 DATA
> 169,0,141,l,3,141,11,3,169,82,141,2,3,169,62,141,5,3,32,83,228,169,0,141,4
> ,3,141,128,6,141
> 210 DATA
> l0,3,141,129,6,141,130,6,133,20,133,19,133,18,32,83,228,166,20,138,237,128
> ,6,142,128,6,16,2,105,255
> 220 DATA
> 174,129,6,201,18,48,l,232,232,138,201,24,16,6,142,129,6,76,44,6,165,19,141
> ,127,6,165,20,141,126,6,104,96
>
> wonder why they used XIO 3?...
>
> -Ron
>
> I don't have a solution but I admire the problem.

5110. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <spm3pu3jr5j137@corp.supernews.com>
Source record: 42680

Maybe they meant something closer to "There is no reason to bother using SD with an 810" and I think you have a stock 1200XL<?> which means even less reasons to use it. Can't take advantage of double density or high speed I/O on an 810, no double densisty. The actual file structure is really close to every other DOS efficiency, something like only 3-5% more can fit on a disk, so it is really pointless to use it on an 810.

It is best on an expanded system, 256k XL or better, and in an envirionment where you have to switch context<if that is the right word> all the time. Great for things like running something like a text editor, ED/ASM cart, CC65, all the the same time and switching between them. It was also pretty good for the old BBS type envirionment where if you spent an hour learning hour to use it, it could save you 5 hours a week doing BBS matainance.
"Jessica C" <beadsandbangles@earthlink.net> wrote in message news:399B05DF.F69B5702@earthlink.net...
> Oh, I see, that is where I got confused. Someone told me that SpartaDOS was not
> compatible with an 810, don't remember who it was though.
>
> Rick Cortese wrote:
>
> > Sure you can. Sparta has fairly good support for everything else, it is just
> > that everything else does not support Sparta.
> >
> > That is, boot Sparta and you can access all your MyDOS, DOS II, DOS 2.5,
> > type files, but boot any of those and your Sparta DOS format disks are not
> > usable.
> >
> > I think there are a few constriants, something like Sparta will not read or
> > write to MyDOS subdirectories, but everything else works.
> >
> > Back when I would write a bit of code here and there, my setup was pretty
> > much two drives; a double density SD disk and a DOS II formated one, and a
> > SDX cart. I would use the SD disk for program development<high speed and
> > capacity> and write the finished code to the DOS II format disk when I was
> > done<everything can read DOS II>.
> > "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> > news:399AE39D.BFA9A6FA@earthlink.net...

> > > I thought that you could not use SpartaDos with an 810?
> > >
> > > Jessica
>

5111. Re: atari 800/XE/XL games catalog with preview pictures?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: witchy <witchy@binarydinosaurs!co!uk>
Message-ID: <ff5mpsk938bgjt45u9g317jem31rfhshu8@4ax.com>
Source record: 42681

You are in an empty room with "Ian Dichkovsky" <email@email.com>.
There's a rock in the middle with "Y2" written on. A hollow voice
says:

>anyone know?
>please, post url.
>I know only one GOOD catalog http://msg.sk/8b

I've got a catalogue with my boxed 600XL I can maybe scan?

5112. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <jOEm5.89$%A.141@newsfeed.slurp.net>
Source record: 42682

On 15 Aug 2000 10:22:26 , "Greg Goodwin" wrote:
>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> If it makes you feel any better, I have a 810 drive doing the exact same
>thing. Power, movement of head (which has been cleaned), and yet it won't read
>the disk. Blah!

I have a Percom Data drive that will not read any disk unless I wipe the
head down with some alcohol and then let it dry for a minute or two.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5113. Re: mpp 1150

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <spmkm5ar5j160@corp.supernews.com>
Source record: 42683

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20000816223650.27087.00001416@ng-cq1.aol.com...
> >kenames@earthlink.net replied:
>
> >you can probably change the micro inside and get it going again. I did
> >that when mine was hit by lightning. good as new.
>
> Haven't looked inside it yet; how do you know what chip to replace and
where
> would you locate it? Is MPP (now Supra?) still in business?

I believe they were bought out by Diamond. The Supra name is still around,
but looks like Atari support will be kind of low.

5114. Re: ClassicMag.net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 00:14:07 UTC
From: "B.P. - iSpelunker.com" <no_spaminfo@ispelunker.com>
Message-ID: <3999DBE8.DED9AB3C@ispelunker.com>
Source record: 42649
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

Matthias Jaap wrote:
>
> > I want this to be as complete as possible. I'm going
> > to try and stay with mags published before 1995. I don't want to run
> > into a lot of copyright issues.
>
> As for the copyright it will still be a violation of law. The
> publishers may not care but I wouldn't count on it.

There are limitations which might apply. If the mags were placed online
for educational purposes or for reference purposes and proper copyright
credit was given, there is nothing the publisher can do.

--

B.P.

~~~~~~
http://www.ispelunker.com/ Web directory - add your site today.
http://www.virtualbrokers.net/ Investment research and resources
http://home.earthlink.net/~woogieoogieboogie/navemulator/nnemupre.html
The NN emulator page (requires IE5)
An extra line in my sig just to piss people off.
~~~~~~

5115. Re: Disk Image FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 04:04:56 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <2c4kpsch8eqoid8nduenbo6us1c0ol08k7@4ax.com>
Source record: 42650

On Mon, 14 Aug 2000 22:07:22 GMT, "Steve Breech"
<sbreech@columbus.rr.com> drooled an embarassing wet spot in his lap
as he typed:

>Is there any 1 supreme disk image site for downloading .atr or .pro
>images....games, apps, etc....?
>Thanks
>Steve B.
>

Try the Closer to Home site at cth.tzo.com ... the webop also runs an
Atari 8-bit BBS over Telnet that you can get on to. I also run a
large emulation-related FTP, specializing in things Atari.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5116. Q on Atari800Win 2.6c source

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 05:47:27 UTC
From: maloney@albany.net.net
Message-ID: <PVpm5.263$iw.220724@newsfeed1.thebiz.net>
Source record: 42651

I have downloaded the source and can get it to compile. Problem is, the
cartridge dialog included in the source is missing the checkbox which disables
ROM BASIC on the XL/XE machines.

Anyone know what's up with this?

--
Remove second ".net" from e-mail address to reply!

5117. Atari Box World is going forwards

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-16 23:19:14 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <yjFm5.4571$By6.76020@news1.online.no>
Source record: 42684
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I've been playing around for a few days and it's getting closer to completion. The man is moving inside the maze, not pretty, but updated each Vertical Blank and if I could get some animations on it too, that would be better. I hope and think this game will be finished. I'll put it up on my page when it is done.

Music suggestions anyone ? I was thinking I might add some samples too, but that would screw up any music I use. What do you think ? Music or sampled sounds (ouching and umphing and such) ?

5118. Re: anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <IsNm5.4688$By6.77770@news1.online.no>
Source record: 42596

> 1)
> man walk upward the street and shooting bandits
> (and sometimes citizens :-(( )
> at the final he must shoot at the bandit which hold women.

Could it be LA SWAT ?

> 2)
> Cosmonaut go from left to right and shooting ball, vechicles,...
> He can jump and crouch.
Universal Hero ?

> 3)
> Helicopter fly in the tunnels. Shoot wall, tank's, vechicles, ...
Super Cobra ?

5119. Re: anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Ian Dichkovsky <email@email.com>
Message-ID: <8ng8c2$313j$1@news.uar.net>
Source record: 42597

Hi !

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:IsNm5.4688$By6.77770@news1.online.no...
> Could it be LA SWAT ?

> Universal Hero ?

> Super Cobra ?

THANKS, Man for quick reply!

LA SWAT - maybe, other - I 'll try to verify.
Any other games ?

Bye!

5120. Re: anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <8ngfdjcse1@nnrp1.deja.com>
Source record: 42598

> LA SWAT - maybe, other - I 'll try to verify.
> Any other games ?

I agree to Vidar's statement. This really sounds like 'LA SWAT'.

If you want to tell if the game you have seen is 'LA SWAT', it
would help if you remember this: A specific element from
that game is blind pedestrians, men with white walking sticks
getting in your way. And you can kill them with a gun shot!

LA SWAT is certainly a game that make one believe that the
1980's moralists' had a point when they were worried about
violence in computer games.

Anders

Sent via Deja.com http://www.deja.com/
Before you buy.

5121. XL Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: TAKATS Istvan <ocsi@primus.ca>
Message-ID: <01c00837$2fe90e00$5abb5fd8@ocsi>
Source record: 42599

Hi,

Could anyone please tell me where can I put my hands on the disk version of
Basic-XL? I would like to use it in the emulator, so I assume it has to be
a virtual disk file, as I currently do not have any 8-bit hardware.

Thanks...

TAKATS Istvan

5122. Re: anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Ian Dichkovsky <email@email.com>
Message-ID: <8nghgneii1@news.uar.net>
Source record: 42600

"Ian Dichkovsky" <email@email.com> wrote in message
news:8ng79p$2vem$1@news.uar.net...
> 2)
> Cosmonaut go from left to right and shooting ball, vechicles,...
> He can jump and crouch.
And can teleport.

May be it is Echolon or Echelon or Exolon, I saw it on Spectrum.
Is there something like this for Atari ?
Where I could download it?

Bye!

5123. i saw this game on the spectrum(may be it ported to atari)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Ian Dichkovsky <email@email.com>
Message-ID: <8nghtq$f1n$1@news.uar.net>
Source record: 42601

(Sorry for bad English its not my native)

Hi!

Anyone know how next game is named

You see a 3D view.
You driving a robot which can shoot and push some boxes, etc.
There are five robots that run stright ahead.
You must clean path for them and kill final big boss.

Where I could download this game ?

Bye!

5124. Re: XL Basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <399BD32C.AE6CE2DC@asw.cz>
Source record: 42602

TAKATS Istvan wrote:
> Could anyone please tell me where can I put my hands on the disk version of
> Basic-XL? I would like to use it in the emulator, so I assume it has to be
> a virtual disk file, as I currently do not have any 8-bit hardware.

Basic XL is bank switched cartridge and would need major rewrite to work
from disk.

It's relatively easy to add its emulation to Atari800 emulator, the
description of cartridge is on my homepage.

But you would need the cart image first...

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

5125. i Jaguar on the front page of the Dallas Morning News 8/17/00

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.399c168c@fmlynet.org>
Source record: 42603

FamilyNet HQ: Telnet:\\www.family-bbs.net

I'm delighted to say that an Atari Jaguar actually made it onto the front page of the Dallas Morning News today. It shows an Atari Jaguar with a CD addition and Battle Sphere plugged into the top of it. This picture was an introduction to the personal technology section where you see a bigger picture of the Atari Jaguar below a really large picture of an Atari user holding 2600 games while an Atari 800, ST, and 2600 play in the background.

Check it out! It's pretty cool!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5126. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <399C0853.F512D74B@mail.uni-mainz.de>
Source record: 42604

Hello,
aha, Socoban once more (it seems ?!?). Well, I have already 8-10 Socoban clones, named Orson (Page 6 with level editor), Sogon (KE-Soft), Sisyphos (Oddware, appeared as a demo in ABBUC magazine), Think & Work (Happy Computer, with level editor), Push it (PD in Basic), ... (forgot the name, from SONIX, Poland), Sokoban (from Compysoft/Bernd Mueller; also appeared in ABBUC magazine, has a level editor I think) and some more Socoban clones. But maybe I am totally wrong with my guessing... However, good luck with your game and do not lose the motivation to finish it !! greetings - andreas magenheimer

Vidar \"Hawk\" Olavesen schrieb:
>

>
> Well, Box World is a cool puzzle game where you push boxes into their right
> position. The puzzles look simple, but gets really hard after a while. You
> can only push the boxes and have to look out for trapping them against walls
> or lock yourself into a small confined space. All I need is a little man,
> boxes, walls, floors, well that's about it I think. I would like original
> music and not ripped music, but will have to go with ripped if nothing else
> happens. I'll probably use Jet Set Willy again (I used it in some of my
> demos)
>
> I don't like ripped graphics, I would like original ones here too, but I
> have an offer from someone and hopes he has the time to go through with it.

5127. Re: Atari Box World is going forwards

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <399C0ADA.5825B181@mail.uni-mainz.de>
Source record: 42605
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Vidar \"Hawk\" Olavesen schrieb:
>
> I've been playing around for a few days and it's getting closer to
> completion. The man is moving inside the maze, not pretty, but updated each
> Vertical Blank and if I could get some animations on it too, that would be
> better. I hope and think this game will be finished. I'll put it up on my
> page when it is done.
>
> Music suggestions anyone ? I was thinking I might add some samples too, but
> that would screw up any music I use. What do you think ? Music or sampled
> sounds (ouching and umphing and such) ?

Hello Vidar,
answer: Music please !!! (no, not that sample from HTT, real 8Bit music
!!)
How about an AMS tune ??? Or something with german soundtrackers like
Soundmonitor Prof. 2.1 (by T.Karwoth), Benjy-Soundmonitor (Benjysoft),
Pegasus Soundmonitor (Pegasus, J.Schildmann), KE-Soundeditor (K.Ezcan),
Black Magic Composer (Gnome Design, S.Tegethoff), The Soundmachine
(forgot the authors name), Softsynth (??? remember World of wonders
!?!), or some polish soundtrackers like the Soundtracker, Chaos Music
Composer, Future Composer, Multi-Protracker, Theta Music Composer, Delta
Synthesizer, etc. (just examples)

greetings - andreas magenheimer

5128. Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <399C1183.2C94095E@mail.uni-mainz.de>
Source record: 42606

```
Well,
since Datasoft once was (and still is) one of my favourite 8bit vendors
and publishers, whatever happened to them ?? (or to Intellicreations,
since datasoft is a tm of IntelliCreations) - andreas
```

5129. How a HDI looks like...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <399C1292.AD45386@mail.uni-mainz.de>
Source record: 42607

Hello,
for those that have never seen a HDI (high-density-interface for 1,44Mb drive connection to the A8) or want to know more about it look here:
http://www.atari-computer.de/atreju
choose german or english version and you will soon find some pics plus infos about this fine interface. Unfortunately (as I have heard), allthough a schematic and sources still exist for this interface you cannot build it any longer, since some chips are not avaiable any more...

(by the way, the HDI supported up to 4 drives, each with 1,44MB capacity and speedy ultraspeed !!) greetings - andreas magenheimer

5130. Re: Updated Atari8 Links Page!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: HipDude <nothing@available.here.com>
Message-ID: <8nh533$5ov$1@porthos.nl.uu.net>
Source record: 42608

Okay, tried it... big fat error 404...

erm...

"Velcro_SPY" <NOSvelcro@netunlimited.netPAM> schreef in bericht
news:398e197d.9876438@news.netunlimited.net...
> If you are sick & tired of dusty WWW pages and dead links, I have the
> medicine for you! My Atari 8bit links page has been UPDATED, and
> features a special selection of the best current pages out there!
>
> http://www.netunlimited.net/~velcro/8bitlnks.html
>
> Check it out anytime!
>
> VS
>

5131. Re: anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8nh3jp$702$1@news.netvision.net.il>
Source record: 42609

swat

best regards

nir
"Ian Dichkovsky" <email@email.com> wrote in message
news:8ng79p$2vem$1@news.uar.net...
> I want to see the pictures(snapshots) from different
> game. I've got an emulator and trying to recall games that I played
> 8 years ago...
> I remember Abracadabra, Montezuma, RiverRide, Mr.Do, Choplifter, Ninja
> International Karate.
> But too much left....
> Do you know this games
>
> 1)
> man walk upward the street and shooting bandits
> (and sometimes citizens :-(( )
> at the final he must shoot at the bandit which hold women.
>
> 2)
> Cosmonaut go from left to right and shooting ball, vechicles,...
> He can jump and crouch.
>
> 3)
> Helicopter fly in the tunnels. Shoot wall, tank's, vechicles, ...
>
> Maybe you advise some other classical (or not classical) games ?
>
> Bye!
>
>
>

5132. Re: i Jaguar on the front page of the Dallas Morning News 8/17/00

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000817135405.05556.00000038@ng-cq1.aol.com>
Source record: 42610

>"Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org remarks:

>Atari Jaguar actually made it onto the front
>page of the Dallas Morning News today.

>Check it out! It's pretty cool!

Any links? Are they on the web?

-Ron

I don't have a solution but I admire the problem.

5133. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <OPVm5.5046$By6.84311@news1.online.no>
Source record: 42611

Well are those all for the Atari 8-bit ? Where can I download them ?

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:399C0853.F512D74B@mail.uni-mainz.de...
> Hello,
> aha, Socoban once more (it seems ?!?). Well, I have already 8-10 Socoban
> clones, named Orson (Page 6 with level editor), Sogon (KE-Soft),
> Sisyphos (Oddware, appeared as a demo in ABBUC magazine), Think & Work
> (Happy Computer, with level editor), Push it (PD in Basic), ... (forgot
> the name, from SONIX, Poland), Sokoban (from Compysoft/Bernd Mueller;
> also appeared in ABBUC magazine, has a level editor I think) and some
> more Socoban clones. But maybe I am totally wrong with my guessing...
> However, good luck with your game and do not lose the motivation to
> finish it !! greetings - andreas magenheimer
>
>
> Vidar \"Hawk\" Olavesen schrieb:
> >
>
> >
> > Well, Box World is a cool puzzle game where you push boxes into their
right
> > position. The puzzles look simple, but gets really hard after a while.
You
> > can only push the boxes and have to look out for trapping them against
walls
> > or lock yourself into a small confined space. All I need is a little
man,
> > boxes, walls, floors, well that's about it I think. I would like
original
> > music and not ripped music, but will have to go with ripped if nothing
else
> > happens. I'll probably use Jet Set Willy again (I used it in some of my
> > demos)
> >
> > I don't like ripped graphics, I would like original ones here too, but I
> > have an offer from someone and hopes he has the time to go through with
it.

5134. Re: i Jaguar on the front page of the Dallas Morning News 8/17/00

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000817141531.05550.00000019@ng-cq1.aol.com>
Source record: 42612

>>"Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org remarks:
>
>>Atari Jaguar actually made it onto the front
>>page of the Dallas Morning News today.
>
>>Check it out! It's pretty cool!
>
>Any links? Are they on the web?

here is where I found it:
http://195.7.48.75/release/new/dallas/morning/ptech/f-edition.htm
sure makes DrClu look younger...

-Ron

I don't have a solution but I admire the problem.

5135. Re: i Jaguar on the front page of the Dallas Morning News 8/17/00

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Liam Busey <buseyl@my-deja.com>
Message-ID: <399C3625.5EEF@my-deja.com>
Source record: 42613

Greg Goodwin wrote:
>
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> I'm delighted to say that an Atari Jaguar actually made it onto the front
> page of the Dallas Morning News today. It shows an Atari Jaguar with a CD
> addition and Battle Sphere plugged into the top of it. This picture was an
> introduction to the personal technology section where you see a bigger picture
> of the Atari Jaguar below a really large picture of an Atari user holding 2600
> games while an Atari 800, ST, and 2600 play in the background.
>
> Check it out! It's pretty cool!
>
> Doctor Clu

That is cool. Congradulations on making the front page!

Liam Busey

5136. Re: anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <0jkopso2gu7lemm32u31gihqiee9hbu7ff@4ax.com>
Source record: 42614

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>> 1)
>> man walk upward the street and shooting bandits
>> (and sometimes citizens :-(( )
>> at the final he must shoot at the bandit which hold women.
>
>Could it be LA SWAT ?

Yep
>
>> 2)
>> Cosmonaut go from left to right and shooting ball, vechicles,...
>> He can jump and crouch.
>Universal Hero ?

H.E.R.O same?
>
>> 3)
>> Helicopter fly in the tunnels. Shoot wall, tank's, vechicles, ...
>Super Cobra ?
>
Sounds like Fort Apocalypse.
--
Paul Irvine

Retro-gamer & old git

5137. Re: anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <1ikopskc09lmbn40c3dks9ha9ccn9f37u7@4ax.com>
Source record: 42615

On Thu, 17 Aug 2000 11:22:10 -0700, "Ian Dichkovsky" <email@email.com>
drooled an embarassing wet spot in his lap as he typed:

>I want to see the pictures(snapshots) from different
>game. I've got an emulator and trying to recall games that I played
>8 years ago...
>I remember Abracadabra, Montezuma, RiverRide, Mr.Do, Choplifter, Ninja
>International Karate.
>But too much left....
>Do you know this games
>
>1)
>man walk upward the street and shooting bandits
>(and sometimes citizens :-(( )
>at the final he must shoot at the bandit which hold women.

Could be SWAT.

>2)
>Cosmonaut go from left to right and shooting ball, vechicles,...
>He can jump and crouch.

Um... jeez, this could be dozens of games. Could you get more
specific?

>
>3)
>Helicopter fly in the tunnels. Shoot wall, tank's, vechicles, ...

Sounds very much like Fort Apocalypse.

>
>Maybe you advise some other classical (or not classical) games ?
>
>Bye!
>
>

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5138. Re: Re: anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <l2lopss2vrabsbu4vtjt0lmhjonh5i1l7a@4ax.com>
Source record: 42616

On Thu, 17 Aug 2000 14:16:34 -0700, "Ian Dichkovsky" <email@email.com>
drooled an embarassing wet spot in his lap as he typed:

>
>"Ian Dichkovsky" <email@email.com> wrote in message
>news:8ng79p$2vem$1@news.uar.net...
>> 2)
>> Cosmonaut go from left to right and shooting ball, vechicles,...
>> He can jump and crouch.
>And can teleport.
>
>May be it is Echolon or Echelon or Exolon, I saw it on Spectrum.
>Is there something like this for Atari ?
>Where I could download it?

I've played Hewson's Exolon on Spectrum, but I don't think they did an
Atari version. (Did Hewson do ANY Atari games?) The description
still doesn't ring a bell, though ... at least, no specific bells; it
sounds like a basic platform/shooter-type game ala Turrican (which
wasn't made for the 8-bit Atari).

>
>Bye!
>

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5139. Re: i saw this game on the spectrum(may be it ported to atari)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <5hlopscs17qu2ve3rt172q6gbmq0kn7u5e@4ax.com>
Source record: 42617

On Thu, 17 Aug 2000 14:23:33 -0700, "Ian Dichkovsky" <email@email.com>
drooled an embarassing wet spot in his lap as he typed:

>(Sorry for bad English its not my native)
>
>Hi!
>
>Anyone know how next game is named
>
>You see a 3D view.
>You driving a robot which can shoot and push some boxes, etc.
>There are five robots that run stright ahead.
>You must clean path for them and kill final big boss.
>
>Where I could download this game ?
>
>Bye!
>
>
>

Um... any idea who made this game? Fow what it's worth, I'm not aware
of any vector 3D-games (such as Driller, Castle Master, or any of the
other "Freescape" games) having been ported to the Atari. I think the
only reason they were even made for Spectrum was because that 3.5 MHz
Z80 was capable of handling vector 3D at a fairly reasonable speed,
while the poor 1.79Mhz 6502 just couldn't cut it fast enough to be
playable.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5140. Re: anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <3ZZm5.262$uX.2264@newsfeed.slurp.net>
Source record: 42618

On 17 Aug 2000 11:22:10 , "Ian Dichkovsky" wrote:
>I want to see the pictures(snapshots) from different
>game. I've got an emulator and trying to recall games that I played
>8 years ago...
>I remember Abracadabra, Montezuma, RiverRide, Mr.Do, Choplifter, Ninja
>International Karate.
>But too much left....
>Do you know this games

Choplifter was one of my favorites. I still play it from time to time.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5141. Wanted MULE for the 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Robert Jones <jonesrob@tcimet.net>
Message-ID: <4tvops0rjahk968f8up8vam7gor01707hb@4ax.com>
Source record: 42619

My MULE disk has died. Looking for a working disk copy. Would love
to have mule on a Cart is thats possible.

Bob.

Jonesrob@tcimet.net

5142. Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Robert Jones <jonesrob@tcimet.net>
Message-ID: <r31pps4egen67se6mmmjj9o89t1nr413gv@4ax.com>
Source record: 42620

Is it possible to take a disk image of an atari 800 game. Lets say
the file is called mule.xfd. Can I take that image and somehow
recreate it on 5 1/4 floopy and boot it in a real Atari 800?

I have a PC emulator but I would rather play the games on a real 800.

Any help is appreciated.

5143. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <14481-399C82AB-47@storefull-171.iap.bryant.webtv.net>
Source record: 42621

i think electronic arts got them, i may be wrong.
they were one of my favorites also.
would'nt you love to see conan the barbarian, bruce lee, zorro, goonies,
etc. on cart?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5144. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <spp89e9r87v38@corp.supernews.com>
Source record: 42622

"Robert Jones" <jonesrob@tcimet.net> wrote in message
news:r31pps4egen67se6mmmjj9o89t1nr413gv@4ax.com...
> Is it possible to take a disk image of an atari 800 game. Lets say
> the file is called mule.xfd. Can I take that image and somehow
> recreate it on 5 1/4 floopy and boot it in a real Atari 800?
>
> I have a PC emulator but I would rather play the games on a real 800.
>
> Any help is appreciated.

Yes, if you can solder a bit and put together an SIO2PC it is almost
trivial. People sell them for $15-$40, but if you have an extra serial cable
you can probably scrounge the parts for less the $5 including a project box.

The XFD can be loading as a disk image into one of several programs that
simulate an Atari drive via the SIO2PC cable.

You really have two options, you can either use the duplicate disk function
of DOS to transfer it from the IBM to a real Atari drive/floppy or you can
boot an 800 directly from the disk image/IBM.

http://www.redshift.com/~cdyson/atari.html

For instructions. You will find links there to the software that runs on the
IBM side and maybe some that runs on an ST or Linux box.

5145. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Rudy <pax@golden.net>
Message-ID: <Pine.BSI.4.05L.10008172334250.29902-100000@shell.golden.net>
Source record: 42623

Odd I bought Mules as a disk originally:

The 800 or 400 allowed 4 players and was GREAT I miss it on my lowley ST

Rudy pax@golden.net

On Thu, 17 Aug 2000, Rick Cortese wrote:

> "Robert Jones" <jonesrob@tcimet.net> wrote in message
> news:r31pps4egen67se6mmmjj9o89t1nr413gv@4ax.com...
> > Is it possible to take a disk image of an atari 800 game. Lets say
> > the file is called mule.xfd. Can I take that image and somehow
> > recreate it on 5 1/4 floopy and boot it in a real Atari 800?
> >
> > I have a PC emulator but I would rather play the games on a real 800.
> >
> > Any help is appreciated.
>
> Yes, if you can solder a bit and put together an SIO2PC it is almost
> trivial. People sell them for $15-$40, but if you have an extra serial cable
> you can probably scrounge the parts for less the $5 including a project box.
>
> The XFD can be loading as a disk image into one of several programs that
> simulate an Atari drive via the SIO2PC cable.
>
> You really have two options, you can either use the duplicate disk function
> of DOS to transfer it from the IBM to a real Atari drive/floppy or you can
> boot an 800 directly from the disk image/IBM.
>
> http://www.redshift.com/~cdyson/atari.html
>
> For instructions. You will find links there to the software that runs on the
> IBM side and maybe some that runs on an ST or Linux box.
>
>
>
>

5146. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8niektkjn1@user2.teleport.com>
Source record: 42624
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5147. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8nievv$l4s$1@user2.teleport.com>
Source record: 42625
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

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So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5148. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8nif2o$l8n$1@user2.teleport.com>
Source record: 42626
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5149. Re: atari 800/XE/XL games catalog with preview pictures?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Ian Dichkovsky <email@email.com>
Message-ID: <8ng775$2v78$1@news.uar.net>
Source record: 42693

(Sorry for bad English - its not my native)
Hi !
It good sounds.......... ;-)
"witchy" <witchy@binarydinosaurs!co!uk> wrote in message
news:ff5mpsk938bgjt45u9g317jem31rfhshu8@4ax.com...
> You are in an empty room with "Ian Dichkovsky" <email@email.com>.
> There's a rock in the middle with "Y2" written on. A hollow voice
> says:
>
> >anyone know?
> >please, post url.
> >I know only one GOOD catalog http://msg.sk/8b
>
> I've got a catalogue with my boxed 600XL I can maybe scan?
>
Please.
I want to see the pictures(snapshots) from different
game. I've got an emulator and trying to recall games that I played
8 years ago...
I remember Abracadabra, Montezuma, RiverRide, Mr.Do, Choplifter, Ninja
International Karate.
But too much left....
Do you know this games

1)
man walk upward the street and shooting bandits
(and sometimes citizens :-(( )
at the final he must shoot at the bandit which hold women.

2)
Cosmonaut go from left to right and shooting ball, vechicles,...
He can jump and crouch.

3)
Helicopter fly in the tunnels. Shoot wall, tank's, vechicles, ...

5150. Re: Atari Box World is going forwards

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <XeNm5.4680$By6.77279@news1.online.no>
Source record: 42694
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Little mix up maybe ? I meant Atari 8-bit computers, not 2600. Sorry, Glen.

Glenn Saunders <cybpunks@earthlink.net> wrote in message
news:60ompss0sf07jbijie8sutnnnvbmms33jk@4ax.com...
On Thu, 17 Aug 2000 01:19:14 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>I've been playing around for a few days and it's getting closer to
>completion. The man is moving inside the maze, not pretty, but updated each
>Vertical Blank and if I could get some animations on it too, that would be
>better. I hope and think this game will be finished. I'll put it up on my
>page when it is done.

You should share your progress on stellalist.

5151. anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:00:00 UTC
From: Ian Dichkovsky <email@email.com>
Message-ID: <8ng79p$2vem$1@news.uar.net>
Source record: 42695

I want to see the pictures(snapshots) from different
game. I've got an emulator and trying to recall games that I played
8 years ago...
I remember Abracadabra, Montezuma, RiverRide, Mr.Do, Choplifter, Ninja
International Karate.
But too much left....
Do you know this games

1)
man walk upward the street and shooting bandits
(and sometimes citizens :-(( )
at the final he must shoot at the bandit which hold women.

2)
Cosmonaut go from left to right and shooting ball, vechicles,...
He can jump and crouch.

3)
Helicopter fly in the tunnels. Shoot wall, tank's, vechicles, ...

Maybe you advise some other classical (or not classical) games ?

Bye!

5152. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:48:34 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399B388B.481F1D4B@earthlink.net>
Source record: 42685
Cross-posted to: japan.test,comp.sys.atari.8bit

Hey, think of it this way...in the US, it is Primary season. No primary is going on, just a big party. Isn't a primary supposed to be the time to select the canadite for a specific party to run for president? We already know who was running back in may, now is not the time to sit around going "whohoo, Gore is running for president..."

Jessica

Alan Sharkis wrote:

> Hey, this is WAY off topic, but ...
>
> Why do many of us write as if "becoming president" is something that just
> happens without our input? The likelihood of the candidate mentioned
> becoming president is pretty low. I don't advocate voting against someone,
> but since most will not vote for him, I have to assume that they're making a
> conscious choice not to do so.
>
> Instead of moving away if he becomes president, how about convincing
> everybody you know of voting age to turn him down? It may not work, but at
> least you've done something.
>
> Just a thought.
>
> Jessica C <beadsandbangles@earthlink.net> wrote in message
> news:3999985A.C42477BE@earthlink.net...
> > haha, I'd be leaving the country if Buchannen became pres...along with
> anyone else
> > who has emigrated to to the US in the past 200 years...
> >
> > Jessica
> >
> > Mathy Van Nisselroy wrote:
> >
> > > Howdy folks
> > >
> > > >>Senator goes green? I guess they'll have to adjust that little
> control on
> > > >>the underside until he's the right color again. U.S. Senators go
> green all
> > > >>the time, that's green as in $$$.
> > > >
> > > >Nah, it's not the colour balance. Like all politicians, he's coded for
> > > >PAL(s)...

> > >
> > > Maybe his power supply needs replacing. Isn't that what happened to
> Buccannon
> > > > (Pat, not Mitch. If I had to choose between the two, I'ld choose Mitch.
> With
> > > > Stefanie as his running mate. (I'm more of a leg man, than a boob man))
> > > >
> > > > CU Mathy van Nisselroy
> > >

5153. Re: Atari Box World is going forwards

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:52:37 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399B397E.CE25C285@earthlink.net>
Source record: 42686
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Vidar \"Hawk\" Olavesen wrote:

> I've been playing around for a few days and it's getting closer to
> completion. The man is moving inside the maze, not pretty, but updated each
> Vertical Blank and if I could get some animations on it too, that would be
> better. I hope and think this game will be finished. I'll put it up on my
> page when it is done.

Glad to hear progress and luck are all in your favor. Sounds like something to look into downloading.

>
>
> Music suggestions anyone ? I was thinking I might add some samples too, but
> that would screw up any music I use. What do you think ? Music or sampled
> sounds (ouching and umphing and such) ?

Samples would be really neat. Many of us mute the music while playing anyway, it is usually pretty annoying. Samples, howver, would probably bring different dimensions of the game to life.

Good luck,
Jessica

5154. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 00:58:04 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399B3AC5.D9D4A26@earthlink.net>
Source record: 42687

Rick Cortese wrote:

> Maybe they meant something closer to "There is no reason to bother using SD
> with an 810" and I think you have a stock 1200XL<?> which means even less
> reasons to use it. Can't take advantage of double density or high speed I/O
> on an 810, no double densisty. The actual file structure is really close to
> every other DOS efficiency, something like only 3-5% more can fit on a disk,
> so it is really pointless to use it on an 810.

My comment: "big whoopity woo...I just wanna boot games with it...besides it matches perrrfectly with my 400/800 setup". Haha, that is, the 810 that is not starting to turn yucky brown color...

> It is best on an expanded system, 256k XL or better, and in an envirionment
> where you have to switch context<if that is the right word> all the time.
> Great for things like running something like a text editor, ED/ASM cart,
> CC65, all the the same time and switching between them. It was also pretty
> good for the old BBS type envirionment where if you spent an hour learning
> hour to use it, it could save you 5 hours a week doing BBS matainance.

Oh yes, NOW I see what they meant... use it on an XL (hardly in use since I love my big beige monsters).

Jessica

5155. Re: mpp 1150

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 02:36:50 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000816223650.27087.00001416@ng-cq1.aol.com>
Source record: 42688

>kenames@earthlink.net replied:

>you can probably change the micro inside and get it going again. I did
>that when mine was hit by lightning. good as new.

Haven't looked inside it yet; how do you know what chip to replace and where
would you locate it? Is MPP (now Supra?) still in business?

-Ron

I don't have a solution but I admire the problem.

5156. Re: Naughty 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 02:45:08 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000816224508.27087.00001420@ng-cq1.aol.com>
Source record: 42689

>ebaiz@skyenet.net (Edward S. Baiz Jr.) remarked:

>I have a Percom Data drive that will not read any disk unless I wipe the
>head down with some alcohol and then let it dry for a minute or two.

Is this at every disk swap? or before each read cycle? Probably for write also since DOS reads the VTOC prior to making a save...?

Sounds like that head is just about worn down to nothing.

-Ron

I don't have a solution but I admire the problem.

5157. [FA eBay] Instant HES Collection: 32 cased Atari 2600 Cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 03:03:45 UTC
From: sergiob@my-deja.com
Message-ID: <8nfkm7fpo1@nnrp1.deja.com>
Source record: 42690

You can see it here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=410390574

Thanks for looking.

Sent via Deja.com http://www.deja.com/
Before you buy.

5158. FA eBay Instant HES Collection: 32 cased Atari 2600 Cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 03:06:00 UTC
From: sergiob@my-deja.com
Message-ID: <8nfkqe$fs1$1@nnrp1.deja.com>
Source record: 42691

You can see it here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=410390574

Thanks for looking.

Sent via Deja.com http://www.deja.com/
Before you buy.

5159. Re: Atari Box World is going forwards

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 03:49:13 UTC
From: Glenn Saunders <cybpunks@earthlink.net>
Message-ID: <60ompss0sf07jbijie8sutnnnvbmms33jk@4ax.com>
Source record: 42692
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

On Thu, 17 Aug 2000 01:19:14 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>I've been playing around for a few days and it's getting closer to
>completion. The man is moving inside the maze, not pretty, but updated each
>Vertical Blank and if I could get some animations on it too, that would be
>better. I hope and think this game will be finished. I'll put it up on my
>page when it is done.

You should share your progress on stellalist.

5160. FA Super Rare 128 game Atari and other rare items

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-17 23:37:41 UTC
From: "angyrbunny.com" <angry_bunny@hotmail.com>
Message-ID: <399c7883@pink.one.net.au>
Source record: 42627
Cross-posted to: comp.sys.atari.8bit,de.comp.sys.atari,fido.ger.atari,ger.atari,japan.videogames

Super Rare 128 game Atari Jr. The games are built in to the system. Many rare games. See Auction for game, Pictures and other info on this official Atari rarity

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405774715

Space Raid Rainbow Vision Atari 2600 Game

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405738438

CATCH TIME Rainbow Vision Atari 2600 Box Inst

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405730693

Demoliton Herby Telesys Atari 2600 game

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405719012

TIME WARP Pirate Ship label Atari 2600 game

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405707468

OR

Many rare games up for Auction, Ninendo G&W, Rare Intellivision Games Skull Island Labels, Many Rainbowvision
titles.

http://members.ebay.com.au/aboutme/angrybunny/

Cheers
SHAYN
www.angrybunny.com

5161. Re: i saw this game on the spectrum(may be it ported to atari)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <Zjhn5.1482$QY6.15340@nntpserver.swip.net>
Source record: 42546

> I have a feeling that I have seen this game. Is it a one-colour screen,
> a bright blue colour for all sprites, backdrops etc and a black sprite
> outline and border? I can only recall the (Spectrum) game 'Alien 8'
> looking a bit like this one, but 'Alien 8' was probably not made for
> the Atari.

I read your original post more carefully and I understood that you have
seen a Spectrum game, not an Atari game. The game I am thinking of
exists as an Atari conversion, and the visual impression indicates that
it is adapted to the Atari from a Spectrum game. I am very close to
recalling the title now, but not close enough. I will return to this thread
when I have found out what it is.

Anders

5162. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8nk99s$mr3$1@flood.xnet.com>
Source record: 42547

Rick Cortese <ricortes@netmagic.net> wrote:

: Not sure about who retains copyrights for The City, but I would bet it is
: Philp Price. We really should have asked Dan for details when he came by. We
: have no idea what the Phil/DataSoft deal was, could have just been distro
: rights vs sale of copyright. Everytime I have seen Phil surface he has been
: very adamant about The City being copyrighted.

Freeware -is- copyrighted, so your recollection is not incompatible with
mine.

: Is there a place where you can look this kind of information up?

Poke around and see if you can find things dating back to the announcement
of the (seemingly abortive) Alternate Reality: Online development. I seem
to recall Price saying that he was cool with free redistribution. AR fan
sites seem to have fallen into disrepair over the past year or so, so I
don't know if the announcements are archived anywhere.

--
Jason Compton jcompton@xnet.com

5163. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <5tarps8ujofbuau3pobimls743m7uoadvd@4ax.com>
Source record: 42548

The other Day Jessica C <beadsandbangles@earthlink.net> wrote:

>
>
>Lance Ringquist wrote:
>
>> i think electronic arts got them, i may be wrong.
>> they were one of my favorites also.
>> would'nt you love to see conan the barbarian, bruce lee, zorro, goonies,
>> etc. on cart?
>>
>
>Totally. I love playing Bruce Lee, Just don't do it with a trakball :).
>
>Jessica

For a challenge, play it with a light pen...
--
Paul Irvine

Retro-gamer & old git

5164. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Robert Jones <jonesrob@tcimet.net>
Message-ID: <2qgrps0pgftmgvcnpjd12s9rviultttom5@4ax.com>
Source record: 42549

Thats for all the help!! I was getting a bit worried that I had lost MULE forever.

Now one more question!

Is there a way to Make a working Eprom of MULE for the 800. No disk needed????

Give me a inch and I take a mile :)

Bob....

5165. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sprn9jsk87v134@corp.supernews.com>
Source record: 42550

"Jason Compton" <jcompton@typhoon.xnet.com> wrote in message
news:8nk99s$mr3$1@flood.xnet.com...
> Rick Cortese <ricortes@netmagic.net> wrote:
>
> : Not sure about who retains copyrights for The City, but I would bet it
is
> : Philp Price. We really should have asked Dan for details when he came
by. We
> : have no idea what the Phil/DataSoft deal was, could have just been
distro
> : rights vs sale of copyright. Everytime I have seen Phil surface he has
been
> : very adamant about The City being copyrighted.
>
> Freeware -is- copyrighted, so your recollection is not incompatible with
> mine.

Suffice to say it isn't freeware then. I have seen Philip post that maybe
1/2 dozen times in different places and even got email from him to the
effect.
>
> : Is there a place where you can look this kind of information up?
>
> Poke around and see if you can find things dating back to the announcement
> of the (seemingly abortive) Alternate Reality: Online development. I seem
> to recall Price saying that he was cool with free redistribution. AR fan
> sites seem to have fallen into disrepair over the past year or so, so I
> don't know if the announcements are archived anywhere.

I have read viturally every post to this newsgroup since 1989, I just don't
recall ever seeing this. I have asked for others if they have a copy of his
post saying the City is freeware and every single time I either get nothing
or a reference to Gary and him saying ~it is cool with him to distribute the
music. I think even the music distribution was OK with Phil.

I have a fairly good memory. It isn't that I don't wish Phil would say it is
freeware, it is just that everytime he had posted on the topic he said no. I
mean I clearly remember Gary, and I am pretty sure it was Dan Pinal. Only ~3
programmers on The Dungeon anyway so I couldn't have missed it by more then
2. I *WISH* it was freeware.

There seems to be some confusion about what I am asking for with respect to
copyrights. What I would like to see if the copyrights were assigned to
DataSoft for instance or if Phil retained all copyrights and just had
~limited term distribution deal.

This type of info is readily available for patents, I just don't know where to find it for copyrights or if it is in existance.

I mean it could be that even Phil Price isn't the legal owner of the copyright now if he sold his rights. In that case I would defer to Dan Pinal as the last available employee from DataSoft saying they are beyond caring.

5166. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sprnnl9r87v56@corp.supernews.com>
Source record: 42551

Never played. How big is the file version and does it do disk access at anytime during the game?

It would probably be up someone like Video 61 to do the conversion if they could get the rights.

If the whole thing is <16k then it probably could be put on a cart by non commercial hobbyist.
"Robert Jones" <jonesrob@tcimet.net> wrote in message news:2qgrps0pgftmgvcnpjd12s9rviultttom5@4ax.com...
> Thats for all the help!! I was getting a bit worried that I had lost
> MULE forever.
>
> Now one more question!
>
> Is there a way to Make a working Eprom of MULE for the 800. No disk
> needed????
>
>
> Give me a inch and I take a mile :)
>
> Bob....

5167. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sprvkej887v99@corp.supernews.com>
Source record: 42552

"Jason Compton" <jcompton@typhoon.xnet.com> wrote in message
news:8nknmj$148$1@flood.xnet.com...
> Rick Cortese <ricortes@netmagic.net> wrote:
>
> : Suffice to say it isn't freeware then. I have seen Philip post that
maybe
> : 1/2 dozen times in different places and even got email from him to the
> : effect.
>
> Quoting from the Alternate Reality FAQ v0.9f, from
> www.ksk.sala.se/~rob/alternate-reality:
>
> "Disk images are files that contain dumps of real disks from other
> computers. If they contain copyrighted material, such as a comercial game
> for example, they should be considered illegal too, if you do not own that
> game.
>
> However, Philip Price, the copyright holder of the Alternate Reality
> series has granted free distribution of the original AR games. That means
> that anyone can enjoy them for free, but, original copies, manuals and
> such, still may hold a certain affection and nostalgic value. Disk images
> of the original Alternate Reality games are therefor not illegal to
> possess even if you do not own the real game.
>
> You will find Alternate Reality disk images for all of the below mentioned
> emulators at ftp.ksk.sala.se/pub/ar/ (This archive is final. It contains
> atleast one copy of every version of AR ever produced.)"

Saw that before and asked for a source or copy of the ok, didn't get it.

Everyone pretty much just uses stuff like this, "I heard from my friend's
brother sister who dated Phils cousin that it is ok"

I don't have the original emails from Phil any longer, wouldn't make private
email public anyway, but he expressed his opinion rather strongly. IIRC that
he considered ARC still copyrighted and anyone downloading it a thief.

He may have changed his mind, I mean maybe Gary and Dan did, I just would
like to see the ref.

You see for me, I have been emailed directly by Phil about it, and I have
never seen anything that shows a change of heart. I'm not saying
www.ksk.sala.se/~rob/alternate-reality: isn't telling the truth, I am sayin
g I would like to see a direct quote from Phil. I mean if he got permission,
I would like to spread the news myself.

Someone else posted to the thread that DataSoft holds the copyrights. I really don't know, I would like to research it a bit.

I'll see if Phils email add is still good. I just did a ping on the server he used to use and it is still up.

5168. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sps42cv387v96@corp.supernews.com>
Source record: 42553

"Jason Compton" <jcompton@typhoon.xnet.com> wrote in message
news:8nl0ta$5kr$2@flood.xnet.com...
> Rick Cortese <ricortes@netmagic.net> wrote:
>
> : I don't have the original emails from Phil any longer, wouldn't make
private
> : email public anyway, but he expressed his opinion rather strongly. IIRC
that
> : he considered ARC still copyrighted and anyone downloading it a thief.
>
> A rather unusual position for a man who didn't stand to benefit from any
> further sales, and according to reports never benefitted from the PAST
> sales, either.

Never met him real life, but talked to a couple of people that did and
exchanged an email or three.

He is really tightly wrapped. Tempermental genius kind of thing. IIRC, when
he started work on AR online he disliked the existing 3d engines to the
point where he decided to write his own from scratch.

I think this was either posted in public or wasn't said in confidence
anyway. But Steven Lashower of Antic Music Processor AMP fame <and other
things> got contacted by Phil because Phil had copyrighted Advanced Music
Processor and called it AMP for short.

Gary Gilberson said Phil's AMP wasn't really like a music composing program
anyway. I think he said it was more like a macro processor.

It just seems that someone who would contact someone else because they
happened to use a name with the same abrieviation would have a change of
heart and say "The City is a freebie".

But then if Steven had named his progam Advanced Antic & Tunes he probably
would have heard from AT&T. That's Philip anyway. There are several stories
about him like that: Perfectionist, driven, that kind of stuff.

He's done of ton of stuff, programmer on the B2<1?> bomber computers, served
on a C standardization commitee<can't remember which>. He still hasn't got
all his bones in history/trivia: ARC was the first texture mapped 3d game
ahead of Id and Castle Wolfenstien although they get credit for it. They<Id>
ended up with Ferraris, not sure what Phil is driving.

5169. Re: Help with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Vs5n5.5387$By6.90483@news1.online.no>
Source record: 42634

Exactly the same happens to my two MIO's now. All the drives I tested worked
before, now none of them do.

Boyd Staley <BoydStaley@att.net> wrote in message
news:399CD8E9.95F17B3F@att.net...
>
> I recently got ahold of an ICD MIO with 256K. I am
> having problems getting the hard drive interface to
> work. I have tried a couple of older SCSI Drives,
> a Quantum 40S and a Maxtor LXT-213S with similar
> results. (Both drives work fine when tested on my
> TT) After entering the HD Parameters into the
> MIO I run HDFMTPH where I have tried about every
> controller option and either the HD light comes on
> for a few seconds then goes out and nothing happens
> (seems to be locked up), or the light comes on and
> stays on but nothing seems to happen even after
> letting it sit that way for over an hour. In either
> case the red light on the MIO comes on and stays on.
>
> If I select Save Configuration from the MIO menu the
> HD light comes on briefly and it seems to work but if
> I then power off and back on the configuration is not
> restored (the HD light does come on briefly when the
> CPU is powered on).
>
> I have tried different parity settings and tried with
> and without termination, nothing seems to help. Cable
> orientations have been checked and are correct.
>
> Any ideas what is wrong? Is the MIO really picky about
> what drives it will work with? If so what drives work
> (other than those in the manual)? I noticed that the MIO
> only supports 256 Byte Sectors while these drive hav 512
> byte sectors but I assumed that would just cut the
> capacity of the drive in half.
>
> Are there any parts inside the MIO that are subject to
> burning out? I noticed that the terminaing resistor pack
> inside is socketed.
>
> Any help would be greatly appreciated.
>
> Boyd Staley

5170. Re: Re: anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <%G6n5.5433$By6.91108@news1.online.no>
Source record: 42635

```
> I've played Hewson's Exolon on Spectrum, but I don't think they did an
> Atari version. (Did Hewson do ANY Atari games?) The description
> still doesn't ring a bell, though ... at least, no specific bells; it
> sounds like a basic platform/shooter-type game ala Turrican (which
> wasn't made for the 8-bit Atari).

Yes, but I think only Atari ST games. Good too!
```

5171. Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Natasha1983@webtv.net
Message-ID: <8924-399D2068-6@storefull-122.iap.bryant.webtv.net>
Source record: 42636

Today my Disk 1 master developed an error I can't navigate around with any of my utilities. I have no other copies...oops. Another bit of digital history fades. Sigh. Ahh, it was nice knowing you. You will be missed. :'-(

Tasha

5172. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Russ <chill182@xxx.com>
Message-ID: <8njegi$p7k$1@herald.onu.edu>
Source record: 42637

> Bruce Lee - Gronk!

I was just curious, was there a specific Bruce Lee movie this game was based on? I want to see a movie where a green fat guy moos along with a giant cow statue. I would also like to know what those little dots are supposed to be that I have to jump over. It would be cool if there was a movie that explained what these weird things are to make playing the game that much more fun.
--
chill182@xxx.com
To email me change xxx to hotmail.

5173. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <spqli5ub87v13@corp.supernews.com>
Source record: 42638

Actually, about the only thing we agree on with respect to copyrights is you are allowed to obtain a backup copy of your original AR The City.

There is at least least one cracked version of AR The City floating around several web and ftp sites.

IMO, just get a copy and maybe an SIO2PC cable and have at it.

"Tasha" <Natasha1983@webtv.net> wrote in message news:8924-399D2068-6@storefull-122.iap.bryant.webtv.net...
> Today my Disk 1 master developed an error I can't navigate around with
> any of my utilities. I have no other copies...oops. Another bit of
> digital history fades. Sigh. Ahh, it was nice knowing you. You will be
> missed. :'-(
>
> Tasha
>

5174. Re: Help with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <399d5804$0$62233$53a6afc1@news.erinet.com>
Source record: 42639

you'd have to have a termination resistor on the drive, if it is the only
one, I think.
About the only way I can think is to hook up the drives to a mio
that is known to work, ie works with some other drive setup.
Bob Klass is probably the resident expert on MIOs. He's listed
in the vendor FAQ.
hdfmtph6 was the only low level formater that I could get to work
with my typical seagate ST 225. Or maybe get an ST 225N, the
scsi one I think.
Russg

5175. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <399d5902$0$62222$53a6afc1@news.erinet.com>
Source record: 42640

there are a couple things you can do.
you can get a cracked image and make a disk out of it.
or you if you could determine which sector has gone bad and try
to fix just that sector from someone that has an original (like me).
or you could maybe buy a new one from Ben Smith, or B&C or
other vendor in vendor list.
Russg

5176. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8njq46$f22$1@flood.xnet.com>
Source record: 42641

Rick Cortese <ricortes@netmagic.net> wrote:
: Actually, about the only thing we agree on with respect to copyrights is you
: are allowed to obtain a backup copy of your original AR The City.

And AR is now freeware anyway, so anybody is entitled to it.

--
Jason Compton jcompton@xnet.com

5177. ouri Atari Chapter? KODE-TV report (crosspost - need help)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.399d923c@fmlynet.org>
Source record: 42642

FamilyNet HQ: Telnet:\\www.family-bbs.net

Missouri Atari Chapter? KODE-TV report (crosspost - need help)

Like throwing a boulder into a calm lake, we are getting ripple effects already. :)

I have already directed this man to Systems For Tomorrow. Now we need to fill in the gaps of anyone else in that area, state.. etc.. anything we can add.

Together we can help make a hell of a story for this man and his viewing area!

Doctor Clu / Greg Goodwin

@>-->-------------------

> From: "Chris Kelly" <chriskelly@kode-tv.com>

> Mr Goodwin:
> I am the assignment editor for a television station in Joplin, Mo. I =
> just read the article "Megabytes of Memories" in the Dallas news on-line =
> and loved it. Do you know if there are any members of your group in the =
> Joplin area.=20
> Thank you for your time,
> Chris Kelly
> KODE-TV

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5178. whatever happened to Dataque/ Chuck Steinmann

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8nk3oc$kb5$1@nnrp1.deja.com>
Source record: 42643

I'd be very interested in whatever happened to Dataque/Chuck Steinmann (he of Gumby and T818 fame) where did he go, did his genius desert him

I'd also be very interested in what happened to the various proposed computer projects he was working on, namely mod's on XL/XE systems and turn them into new systems, I think there was an article or two in the dutch mega mags (I have the Originals, not the dodgy internet copies, which I'd been told don't work properly) about the new Atari systems he was designing
He even proposed turning an Atari into a PC and keeping PAG/PAC... (Figure that one out), he must have been pissed when he was dreaming up this system, or at least on something alot stronger then Anadin (or whatever they called it outside GB/UK)

While on the subject of themes American, I was looking for an original US version (which should work on UK systems) of CSS's 800 and XI versions of The Impossible and The Impersonator plus all the sattelite/component proggies that came with impossible, also Hacker or Crackerbook by Gardiner Computing (advertised in numerous Antics/Analogs, and ATARI roots (orignal and in GC, which I am willing to Pay £20 sterling for)... Any help would be apprec.

Keep those Atari's humming, I'm trying to find the nearest skip, or high rise with windoze, so I can dump the PC

Yours

Carmel A.. Ataridude Extraordinaire

Sent via Deja.com http://www.deja.com/
Before you buy.

5179. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <spr41vus87v61@corp.supernews.com>
Source record: 42644

"Jason Compton" <jcompton@typhoon.xnet.com> wrote in message
news:8njq46$f22$1@flood.xnet.com...
> Rick Cortese <ricortes@netmagic.net> wrote:
> : Actually, about the only thing we agree on with respect to copyrights is
you
> : are allowed to obtain a backup copy of your original AR The City.
>
> And AR is now freeware anyway, so anybody is entitled to it.

Not sure that is correct for The City, maybe the Dungeon. We got kind of "That's ok with me" from Gary Gilbertson<sen?> and Dan Pinal later I think. That was music and Dan was one of<lead> the programers on The Dungeon for DataSoft.

Not sure about who retains copyrights for The City, but I would bet it is Philp Price. We really should have asked Dan for details when he came by. We have no idea what the Phil/DataSoft deal was, could have just been distro rights vs sale of copyright. Everytime I have seen Phil surface he has been very adamant about The City being copyrighted.

Is there a place where you can look this kind of information up?

5180. Re: i saw this game on the spectrum(may be it ported to atari)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:00:00 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <odhn5.1480$QY6.15230@nntpserver.swip.net>
Source record: 42645

> You see a 3D view.
> You driving a robot which can shoot and push some boxes, etc.
> There are five robots that run stright ahead.
> You must clean path for them and kill final big boss.

I have a feeling that I have seen this game. Is it a one-colour screen,
a bright blue colour for all sprites, backdrops etc and a black sprite
outline and border? I can only recall the (Spectrum) game 'Alien 8'
looking a bit like this one, but 'Alien 8' was probably not made for
the Atari.

Anders

5181. Re: tion about AtariWriter and AtariWriter Plus

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 00:22:44 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000817202244.05495.00000088@ng-cq1.aol.com>
Source record: 42628

> rhamiiton5@aol.comedy.com (RHamiIton5) remarked:

>I will dig out that old AC; if you can access D9: then D3: thru D8: are
>certainly possible!

Feb '93 Vol 2 No 1 Atari Classics contains the article concerning a
modification for using D9: with AtariWriter Plus. Unfortunately, it is a mod to
an original mod for using SpartaDOS with AW+. The Sparta mod is not revealed as
it was at that time for sale at $5 from the Lehigh Valley Atari Users Group
(LVAUG, P.O. Box 796, Whitehall, PA 18052-0796). The original mod is based on
info in the Nov '91 Current Notes, if someone has access to it.

-Ron

I don't have a solution but I admire the problem.

5182. Re: anyone know this games ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 02:54:09 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399CA7AB.6F2FA3B9@earthlink.net>
Source record: 42629

```
>
> >> 3)
> >> Helicopter fly in the tunnels. Shoot wall, tank's, vechicles, ...
> >Super Cobra ?
> >
> Sounds like Fort Apocalypse.
>

Agreed.
```

5183. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 02:57:47 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399CA884.F66E05BB@earthlink.net>
Source record: 42630

Lance Ringquist wrote:

> i think electronic arts got them, i may be wrong.
> they were one of my favorites also.
> would'nt you love to see conan the barbarian, bruce lee, zorro, goonies,
> etc. on cart?
>

Totally. I love playing Bruce Lee, Just don't do it with a trakball :).

Jessica

5184. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 02:59:05 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399CA8D3.8DB7FDFE@earthlink.net>
Source record: 42631

Uh Huh, SIO2PC can let you do that. The whole purpose of having it.
I'll let the others explain it.

Jessica

Robert Jones wrote:

> Is it possible to take a disk image of an atari 800 game. Lets say
> the file is called mule.xfd. Can I take that image and somehow
> recreate it on 5 1/4 floopy and boot it in a real Atari 800?
>
> I have a PC emulator but I would rather play the games on a real 800.
>
> Any help is appreciated.

5185. Atari 1050 FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 04:40:26 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8nienq$k58$1@mohawk.hwcn.org>
Source record: 42632

I have a few 1050 disk drives I am interested in finding a home for.

I am willing to sell a working 1050 with SIO cable and Power supply for
$20 US plus shipping from Ontario Canada.

Please send email if you are interested.

Willy

5186. Help with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-18 06:35:35 UTC
From: Boyd Staley <BoydStaley@att.net>
Message-ID: <399CD8E9.95F17B3F@att.net>
Source record: 42633

I recently got ahold of an ICD MIO with 256K. I am having problems getting the hard drive interface to work. I have tried a couple of older SCSI Drives, a Quantum 40S and a Maxtor LXT-213S with similar results. (Both drives work fine when tested on my TT) After entering the HD Parameters into the MIO I run HDFMTPH where I have tried about every controller option and either the HD light comes on for a few seconds then goes out and nothing happens (seems to be locked up), or the light comes on and stays on but nothing seems to happen even after letting it sit that way for over an hour. In either case the red light on the MIO comes on and stays on.

If I select Save Configuration from the MIO menu the HD light comes on briefly and it seems to work but if I then power off and back on the configuration is not restored (the HD light does come on briefly when the CPU is powered on).

I have tried different parity settings and tried with and without termination, nothing seems to help. Cable orientations have been checked and are correct.

Any ideas what is wrong? Is the MIO really picky about what drives it will work with? If so what drives work (other than those in the manual)? I noticed that the MIO only supports 256 Byte Sectors while these drive hav 512 byte sectors but I assumed that would just cut the capacity of the drive in half.

Are there any parts inside the MIO that are subject to burning out? I noticed that the terminaing resistor pack inside is socketed.

Any help would be greatly appreciated.

Boyd Staley

5187. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: Natasha1983@webtv.net
Message-ID: <9572-399E435B-135@storefull-124.iap.bryant.webtv.net>
Source record: 42568

Thank you for clarifying or at least posing the neccessary questions. I try to respect all copyrights, including all intellectual property rights. The problems of who holds these copyrights (Phil obviously wrote most of the code, but was bushwacked by his publisher) makes this all problematic and maybe unresolvable.

I must admit, however, I had been playing with the idea of downloading a disk image, tranfering it over with an SIO2PC cable to my real Atari. and had been wondering whether that would fall under fair use, provided no profit was made. Since the law is mostly vague about digital archiving(as they may be consdered bootlegs and Phil's own unverified comments- his intrests and wishes may not be best served) I will refrain. Since his wishes are in doubt I will take the most conservative position.

If he had been able to obtain full copyright or the company had released the game, this would have been much easier. Since the paperwork gets in the way and those with any interest at Datasoft don't seem to care and Phil seems unbudging in certain positions we may never come to any conclusion . Heck, I would even be willing to pay a small fee to Phil if it meant a clean conscience for me. :(Or if he would have a change of heart and release the 8 bit version into the PD , i'd personally kiss him if I ever met him :) I want to do what's right, but this is getting rediculous. It's all a shame, really.

Yes, there will be digital copies played on emulators, copied onto disks or cloned, but the spirit behind the game will ultimately die unless there is some change in stance.

Tasha

5188. Re: Help with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000819051939.00810.00000443@ng-cm1.news.cs.com>
Source record: 42569

Hello Boyd-
Very few imbedded SCSI drives can be formatted to 256 byte sectors and will work with the MIO. The only one that I am aware of is the Seagate 225N, and not even all of them. Do you have an MFM drive and an Adaptec or other controller you could try? Bob Klaas has mentioned at least one other SCSI drive that works -- was another Seagate model IIRC. As mentioned in another post, I would definitely check with Bob. I have been able to come up with some good 3-1/2" & 5-1/4 MFM drives at Hamfests, generally paying about $2 - $5 each. Of course, the controllers are a little more difficult to find, although I did run into a batch of controllers a year or so ago. Perhaps someday, someone will get the firmware or SpartaDos modified to read 512 byte sectors.
Larry

5189. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: nobody@no.where.com
Message-ID: <olg28mVLDrMR-pn2-GRTd0ebHQhzL@port25.vdts.cab.cth.com.au>
Source record: 42570

On Sun, 19 Aug 3900 04:58:15, Jessica C
<beadsandbangles@earthlink.net> wrote:

>
>
> Rick Cortese wrote:
>
> > If the whole thing is <16k then it probably could be put on a cart by non
> > commercial hobbyist.
>
> Ok, I must ask, how would one write to a cartridge?

Unless you have a special device that has static ram in it (battery
backed), you cannot. One must burn an eprom which is then pluged in to
a cartridge board. Depending on the board, the eprom can be any size
from 4k to well over 1 meg.
Games like video 61 do, require a lot of work. It must be arranged
into 8k banks, stored in an order so they can be placed back into ram
again under control of a small program that runs at boot up from the
cart. If it has disk access, Even more work is required. Sometimes, it
may be impossible to do.

James B

5190. Re: Help with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-BxDYp14vWddK@port25.vdts.cab.cth.com.au>
Source record: 42571

On Sun, 18 Aug 3900 06:35:35, Boyd Staley <BoydStaley@att.net> wrote:

> I recently got ahold of an ICD MIO with 256K. I am
> having problems getting the hard drive interface to
> work. I have tried a couple of older SCSI Drives,
> a Quantum 40S and a Maxtor LXT-213S with similar
> results. (Both drives work fine when tested on my
> TT) After entering the HD Parameters into the
> MIO I run HDFMTPH where I have tried about every
> controller option and either the HD light comes on
> for a few seconds then goes out and nothing happens
> (seems to be locked up), or the light comes on and
> stays on but nothing seems to happen even after
> letting it sit that way for over an hour. In either
> case the red light on the MIO comes on and stays on.
>
> If I select Save Configuration from the MIO menu the
> HD light comes on briefly and it seems to work but if
> I then power off and back on the configuration is not
> restored (the HD light does come on briefly when the
> CPU is powered on).
>
> I have tried different parity settings and tried with
> and without termination, nothing seems to help. Cable
> orientations have been checked and are correct.
>
> Any ideas what is wrong? Is the MIO really picky about
> what drives it will work with? If so what drives work
> (other than those in the manual)? I noticed that the MIO
> only supports 256 Byte Sectors while these drive hav 512
> byte sectors but I assumed that would just cut the
> capacity of the drive in half.
>
> Are there any parts inside the MIO that are subject to
> burning out? I noticed that the terminaing resistor pack
> inside is socketed.

HDFMPH9 is the latest format program. Not sure if it will support your
scsi hd.
The only problem is to format it, once done, it should work fine.
Parity should be off and a terminator should be in/on.
Best seggestion is to find someone with a BlackBox and get them to
format the HD in MIO compatiabilty mode. The scsi drive should be able
to use 256 byte sectors. Older ones can. don't know about newer ones.

The resistor pack stays in the mio unless it is not at the end of the
scsi chain.
If someone is willing and able, the mio rom can be rewritten to use
512 byte sectors. Anyone? has anyone dissassembled the mio rom?

James B

5191. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: richard.halford@rrdel.co.uknospam
Message-ID: <399e6b2f.697422941@mailsvr.rrds.co.uk>
Source record: 42572

On Tue, 16 Aug 2000 10:10:00 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>> From: richardlee@halford.fsnetnospam.co.uk (Richard Halford)
>
>>>> From: maloney@albany.net.net (Patrick J. Maloney)
>>>> I looking for these two games:
>>>> 1. Star Trek by Adventure International
>
> I was going to be vicious and post the basic listing to here so you could
>type it in, just like in the Antic days. (grin)
>
>
>
>>>> 2. Star Warrior by Automated Simulations
>
>> On a similar theme, I have been looking for what I think was Balance
>> of Power (by SSI) There seems to be no mention anywhere of it. It was
>> an old start ship to start ship combat wargame, based very much on
>> Starfleet Battles.
>
> Sounds familiar somehow.
>
IIRC it came in two flavours. I was the multiple ship to ship combat
version, then there was the strategic version (galactic level) where
you could the fight the individual battles with the ship to ship game.
>>I used to have it many years ago before my machine
>> died a death.
>
> Died a death as opposed to what other alternative? :)
>
The living hell of having to sit in an attic unused for years :-)
--
Regards,
Rich (richard.halfordnospam@nospamrdel.co.uk)
Remove nospam to reply.

5192. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <399e7794.2727687@news.CIS.DFN.DE>
Source record: 42573

On Fri, 18 Aug 2000 21:43:02 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>"Jason Compton" <jcompton@typhoon.xnet.com> wrote in message
>news:8nl0ta$5kr$2@flood.xnet.com...
>> Rick Cortese <ricortes@netmagic.net> wrote:

>> A rather unusual position for a man who didn't stand to benefit from any
>> further sales, and according to reports never benefitted from the PAST
>> sales, either.

I recall reading that Datasoft put the clause in the contract that
said basically "oh yeah, we might have to tweak the program here &
there before releasing it, and that bit of programming expense will,
umm, come out of your royalties." So Price says "sure" and when he
calls back months later "I still haven't received a check," the answer
is that the tweaking expense fully consumed his royalties.

>Never met him real life, but talked to a couple of people that did and
>exchanged an email or three.
>
>He is really tightly wrapped. Tempermental genius kind of thing. IIRC, when
>he started work on AR online he disliked the existing 3d engines to the
>point where he decided to write his own from scratch.

The legend goes that AR: the City was written in a shack thrown
together from scrap plywood on a remote beach in Hawaii. Price labored
there for months with no running water, on a twin Atari 800 setup
powered by an old gasoline driven generator.

In fact the giant poison rats in AR:the City are based on the rats
Phil had to fend off at night, to protect his dwindling rations of
Starburst fruit candies and tins of baked beans.

Velcro_SPY

>I think this was either posted in public or wasn't said in confidence
>anyway. But Steven Lashower of Antic Music Processor AMP fame <and other
>things> got contacted by Phil because Phil had copyrighted Advanced Music
>Processor and called it AMP for short.
>
>Gary Gilberson said Phil's AMP wasn't really like a music composing program
>anyway. I think he said it was more like a macro processor.
>
>It just seems that someone who would contact someone else because they
>happened to use a name with the same abrieviation would have a change of
>heart and say "The City is a freebie".

>
>But then if Steven had named his progam Advanced Antic & Tunes he probably
>would have heard from AT&T. That's Philip anyway. There are several stories
>about him like that: Perfectionist, driven, that kind of stuff.
>
>He's done of ton of stuff, programmer on the B2<1?> bomber computers, served
>on a C standardization commitee<can't remember which>. He still hasn't got
>all his bones in history/trivia: ARC was the first texture mapped 3d game
>ahead of Id and Castle Wolfenstien although they get credit for it. They<Id>
>ended up with Ferraris, not sure what Phil is driving.
>
>

5193. Tuesday Night IRC Chat for Atari 8bit Users on 22nd August, 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <399e94a6.10170800@news.CIS.DFN.DE>
Source record: 42574

This announces our third weekly IRC chat for Atari 8bit enthusiasts. It's scheduled for August 22nd, 2000, 10:30 pm Eastern US time. Here are the corresponding times for some other places, choose the one near you.

California: 7:30 pm. Colorado 8:30 pm. Texas 9:30 pm. London, England: 4:30 AM. Berlin: 5:30 AM. Hong Kong: 11:30 AM.

The topic for the chat will be "All about BASIC." and will focus on discussing the different flavors of BASIC, compiling BASIC programs to run faster, and the limitations of BASIC.

One of our participants plans to chat using ICE-T on his actual Atari 8bit this week, so we'll talk about that too. Wish him luck!

General Atari8 chat is also welcome. If 7 people show up, I will provide a doorprize. The doorprize is a like new copy of Preppie II by Russ Wetmore.

This will be a standard IRC chat. It is not a web-based chat on your browser. You need an IRC client, such as mIRC. The chat will be on Amiganet. Here are some servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we will be there waiting for you I hope!

5194. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sptbgid187v134@corp.supernews.com>
Source record: 42575

"Daniel Miller" <DCM01@USA.NET> wrote in message
news:399e7794.2727687@news.CIS.DFN.DE...
> On Fri, 18 Aug 2000 21:43:02 -0700, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> >"Jason Compton" <jcompton@typhoon.xnet.com> wrote in message
> >news:8nl0ta$5kr$2@flood.xnet.com...
> >> Rick Cortese <ricortes@netmagic.net> wrote:
>
> >> A rather unusual position for a man who didn't stand to benefit from
any
> >> further sales, and according to reports never benefitted from the PAST
> >> sales, either.
>
> I recall reading that Datasoft put the clause in the contract that
> said basically "oh yeah, we might have to tweak the program here &
> there before releasing it, and that bit of programming expense will,
> umm, come out of your royalties." So Price says "sure" and when he
> calls back months later "I still haven't received a check," the answer
> is that the tweaking expense fully consumed his royalties.

I think Frank Coen<sp?> "Coen's Tower" or some name like that, good game BTW, wrote an interesting article about the software industry back then. I think he worked for DataSoft and basically portrayed it as kind of a wild west/cowboy type outfit and working envirionment.

Here's the hap on the rewrite. I hope I remember the names right, but I believe it was Dan Pinal who said several of these things and info was available on CIS. The code Phil provided to DataSoft wasn't commented a lot. Genius thing coming into play again, Phil didn't need to comment thousands of lines of code because he could pretty much just look at it and knew what it was doing.

So they had something like a 3 member team working on The Dungeon at DataSoft and they also reqruited some famous names like John Ratcliff<MAT*RAT brother and programmer for 668 Attack Sub> to do the ST port of The City.

At that time DataSoft decided to make the program more generic vs specific for each episode they would release, so Dan said they did almost a complete rewrite of the source so it would be portable across platforms and reusable for sequels.

The numbers DataSoft tossed out for how much they spent on the rewite was either $225,000 or $250,000 which sounds about right for the number of programmers they had on it and the time they spent. But considering the size

of the Atari market at the time, you can only say, "WTF were they thinking spending that much money on an Atari game?"

I mean $225,000 was real money back then, if they would have told Phil they were going to dump that kind of money into it, he may have offered to program The Dungeon himself.
>
> >Never met him real life, but talked to a couple of people that did and
> >exchanged an email or three.
> >
> >He is really tightly wrapped. Tempermental genius kind of thing. IIRC,
when
> >he started work on AR online he disliked the existing 3d engines to the
> >point where he decided to write his own from scratch.
>
> The legend goes that AR: the City was written in a shack thrown
> together from scrap plywood on a remote beach in Hawaii. Price labored
> there for months with no running water, on a twin Atari 800 setup
> powered by an old gasoline driven generator.

I heard the same, my memory is a little foggy but I seem to recall him also mentioning ~so humid, green mold growing on the walls<?> or his bed<?> or his computer<?>. But I think that was mainly for Tail of Beta Lyrie.

But a lot of us have stories like that from our early days. Back before I started getting patents for my pharmaceutical devices, I used to put in a 50+ hour work week and on weekends would have to cut firewood on the family ranch to make enough money to eat. Single parent making less then $1000 a month *gross*, but paying $250 a month child support to ex for child #2 while paying $225 a month day care expenses for child #1 who was living with me. Times were so tough that I even raised pigs: Fed them by dumpster diving behind grocery stores for rotten food.

One of those character building things. I wouldn't wish it on anyone else, but I am glad I went through it. Kind of makes these survivalist in their $30,000 sport utility vehicals and chemical toilets seem rather silly to me.<grin> They don't know what it is about.

5195. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <399eafc9$0$62233$53a6afc1@news.erinet.com>
Source record: 42576

re:copyright
Tasha. You said you have a bad original of AR City.
Copyright law allows you to back up your software (audio, video,
computer.). I think the law reflects the fact that tapes, computer disks,
CDs, VHS tapes, etc. go bad. Producers of such software do everything
they can to keep you from making a backup of your bought software.
Russg

5196. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sptd74a287v107@corp.supernews.com>
Source record: 42577

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:399E1636.7BC54261@earthlink.net...
>
>
> Rick Cortese wrote:
>
> > If the whole thing is <16k then it probably could be put on a cart by
non
> > commercial hobbyist.
>
> Ok, I must ask, how would one write to a cartridge?
>
> Jessica

What James said.

I still have a bunch of cart PC boards I got from Weird Stuff Warehouse. They used to sell them for a buck each. B&C Computer Visions and Best has them and cases too, but at a higher price.

The EPROMs that go in them are everywhere. JDR, Fry's, Jamco, all sell them new, but I have a ton of them I pulled from equipment. One of the best things you can do with an old AT is tear it apart so you can make a 256k XL, a few carts and maybe a new OS out of it.<grin> 2nd best is to use it slaved to an Atari as a SIO2PC or APE drive.

Not sure what the current prices are. I used to have a $150 Thompson Proburner for my Atari, but loaned it out and it came back broken. Then I switched over to a Needem Electronics EPROM burner for $119 for an IBM and never looked back. Thompson sucked for support, the one I got never worked as advertized. I still love Needem, great support and great hardware.

Only other thing I have is a really cheap UV eraser, paided something like $34.95 for it. Only erases 2 EPROMs at a time in about 5 minutes, but it takes about 5 minutes to program a 8k-16k EPROM so you don't spend a lot of down time.

So basically you are in the Atari cart programing game for ~$150-$200. I have seen JDR sell burners for as cheap as $50, but that is usually "returned merchandise, tested good".

I have failed before doing cart conversions. Things like programs that were 17k long and you only have 16k available to you. Round peg, square hole kind of thing. I don't do bank switched carts<one exception> so I gave up in these cases.

But one success that comes to mind is a SpeedScript conversion I did. Had to do a minor rewrite IIRC, eliminated the Antic mode 3<?> chr set so I could save 1024 bytes and managed to stuff it in a cart.

The Atari OS automatically checks for the presence of a cart on powerup. If it finds one, then it looks at few bytes in the carts memory area to see what to do and where to go. I just have those bytes say, "Let DOS boot, then jump to this memory area of the cart". The memory area I have it jump to just moves the SpeedScript program from EPROM to where it wants to run in RAM, then jumps to it. Only something like 41 bytes of programing to do this.

Once you have all that junk taken care of, merging the files, getting them to where your EPROM burner is, etcetera, you can make a dozen carts an hour if that is what you want. Raw material prices are a little high last time I checked at B&C, something like ~$15 for PC board and plastic case, but if you are a scrounger like me<see my dumpster diving post> you can make them for a couple of bucks each.

5197. Atari 2600-7800 Sega Master System Sega CD Games & More Yahoo Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: "Mr. Lee" <sega_master_system@yahoo.com>
Message-ID: <v5zn5.2034$kM2.244926@newshog.newsread.com>
Source record: 42578
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.sega.genesis,comp.sys.atari.8bit

http://page.auctions.yahoo.com/user/sega_master_system

5198. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: Robert Jones <jonesrob@tcimet.net>
Message-ID: <tihtpso2f3494c2s35d3vmrv7mv3ase26l@4ax.com>
Source record: 42579

I would want to make a Eprom of MULE. It was a 32-48k game not sure
but over 16k for sure. It does not access the floppy after its
loaded.

5199. CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <aZzn5.1647$QY6.17911@nntpserver.swip.net>
Source record: 42580

> Nope. Plus, Alien8 was a third-person isometric view -- I suppose you
> could call it 3D-looking, but there's no actual 3D programming to
> them. (i.e. no vectors)

Your point about 3D is correct.

I have found out the name of the game I was thinking of.

'Chimera'.

It looks like a lot like a Spectrum game. And you drive a robot.

Anders

5200. Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <rtjtpsk6ga75r6ipbjsb4r6rtf20lv22kj@4ax.com>
Source record: 42581

On Sat, 19 Aug 2000 20:06:50 +0200, "ANDERS SKELANDER"
<anders.skelander@swipnet.se> drooled an embarassing wet spot in his
lap as he typed:

>Your point about 3D is correct.
>
>I have found out the name of the game I was thinking of.
>
>'Chimera'.
>
>It looks like a lot like a Spectrum game. And you drive a robot.
>
>Anders
>
>

I remember that one. Isometric 3D view. I played it a bit way back,
but never really figured out the point, and usually died fairly
quickly. :-)

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5201. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399ED7C5.4DC2CEFF@earthlink.net>
Source record: 42582

> I still have a bunch of cart PC boards I got from Weird Stuff Warehouse.
> They used to sell them for a buck each. B&C Computer Visions and Best has
> them and cases too, but at a higher price.

Yea, I took a look around, you could almost buy a cartridge for that much.

> Once you have all that junk taken care of, merging the files, getting them
> to where your EPROM burner is, etcetera, you can make a dozen carts an hour
> if that is what you want. Raw material prices are a little high last time I
> checked at B&C, something like ~$15 for PC board and plastic case, but if
> you are a scrounger like me<see my dumpster diving post> you can make them
> for a couple of bucks each.

Dumpster diving? ha! Some of the best stuff is found in dumpsters, provided you have somwhere to hose the stuff down (furniture) or you have knowledge in the computer tinkering field (most of us here).

Jessica

5202. FS: Atari ROM Carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: paul <paul@stillavailable.co.uk>
Message-ID: <hBAn5.3792$BQ6.26110@news6-win.server.ntlworld.com>
Source record: 42583

Following a recent clear-out, I still have the following ROM cartridges
available for sale (all with boxes & instructions etc):

BALLBLAZER
BLUE MAX
DAVID'S MIDNIGHT MAGIC
DESERT FALCON
FOOD FIGHT
LODE RUNNER
ONE-ON-ONE BASKETBALL

Asking price is £4 (GB POUNDS) each + postage cost. Willing to ship overseas
if required.

Please email paul@stillavailable.co.uk

5203. FS: Atari Disks (originals)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: paul <paul@stillavailable.co.uk>
Message-ID: <bFAn5.3796$BQ6.28491@news6-win.server.ntlworld.com>
Source record: 42584

Following a recent clear-out, I still have the following Atari disks
available for sale (all items are originals with boxes & instructions etc):

The asking price is shown in £ (GB POUNDS) after the title. Please add
postage (willing to ship overseas if required).

ACE OF ACES US Gold 2.50
BOMB Ke-Soft 2.00
BOMBI Power-Per-Post 2.00
BOP 'N WRESTLE Mindscape 8.00
DARG B.Ware 1.50
DEMO MAKER & EDIT 7 DGS 2.00
DIGI-STUDIO DGS (4 disks) 4.00
EUREKA ANG Software 2.00
EUROPEAN SUPER SOCCER Tynesoft 2.50
FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
GLAGGS IT Power-Per-Post 2.00
HANS KLOSS Avalon 2.00
HUMANOID Sonix 2.00
INSIDE Spektra 2.00
KE-COMMANDER Ke-Soft 2.00
KULT Tiger Dev 2.00
LASER HAWK Red Rat 2.50
LITTLE DEVIL Red Rat 2.50
LIZARD Tiger Dev 2.00
MAXWELL'S DEMON/MEMORY MANIA Gentry (Tatty Box) 1.00
MIDNIGHT Mirage 2.00
MINES ANG 2.00
MINESWEEPER Power-Per-Post 2.00
MISSION ZIRCON Tiger Dev 2.00
NIGHTMARES Red Rat 2.50
QUICK + QUICK SUPPORT DISK Power-Per-Post (A4 manual) 3.00
QUICK ED Power-Per-Post 2.00
ROBOMASH TWAUG 2.00
RUBBER BALL Power-Per-Post 2.00
SAM BUDGET Power Per Post (Requires SAM) 2.00
SAM DESIGNER Power Per Post (Requires SAM) 2.00
SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
SAPER Ke-Soft 2.00
SAPER CONSTRUCTOR ANG 2.00
SARGON III CHESS Hayden 5.00
SEXVERSI Mirage 2.00
SPINDIZZY Electric Dreams 3.00
STAR RAIDERS II Atari (Tatty Box) 1.00
TACTIC Ke-Soft 2.00

TAIPEI R&E Software 2.00
THINKER ANG 2.00
THINX ANG 2.00
TUBE BADDIES R Gore 2.00
WHOOPS 2 ANG 2.00
ZAXXON Datasoft 3.00
ZOLTAN ESCAPE B.Ware 1.50

Please email paul@stillavailable.co.uk

5204. FS: Atari "Full Price" Cassettes (originals)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: paul <paul@stillavailable.co.uk>
Message-ID: <gLAn5.3813$BQ6.28646@news6-win.server.ntlworld.com>
Source record: 42585

Following a recent clear-out, I still have the following Atari cassettes
available for sale (all items are originals with boxes & instructions etc):

The asking price is shown in £ (GB POUNDS) after the title. Please add
postage (willing to ship overseas if required).

ATARI COMPILATION TAPE Atari 2.00
BRIAN CLOUGH'S FOOTBALL FORTUNES CDS 4.00
COLOSSUS CHESS 3.0 English 2.50
COLOSSUS CHESS 4.0 CDS 2.50
COLOURSPACE Llamasoft
1.00
DRUID Firebird
2.00
ELEKTRAGLIDE English
2.00
HEARTACHE Atari
2.00
KENNY DALGLISH SOCCER MANAGER Cognito 2.00
POLE POSITION US Gold
2.00
RAMPAGE Activision
2.00
RESCUE ON FRACTALUS Activision 2.00
SLINGSHOT Atari
2.00
SOLO FLIGHT US Gold
2.00
SPACE LOBSTERS Red Rat
2.00

Please send email to paul@stillavailable.co.uk

5205. FS: Atari "budget" price cassettes (originals)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: paul <paul@stillavailable.co.uk>
Message-ID: <%QAn5.3829$BQ6.28255@news6-win.server.ntlworld.com>
Source record: 42586

Following a recent clear-out, I still have the following Atari "budget priced" cassettes available for sale (all items are originals with boxes & instructions etc):

The asking price is 50p (GB PENCE) each + postage (willing to ship overseas if required).

180 Mastertronic
AMERICAN ROAD RACE Silverbird
BMX SIMULATOR Codemasters
BOMBFUSION Mastertronic (2)
CASTLE TOP Alternative
CHIMERA Firebird
COPS N' ROBBERS Atlantis
COSMIC PIRATE Byte Back
CRACK-UP Atlantis
DAYLIGHT ROBBERY Atlantis
DESPATCH RIDER Mastertronic
DREADNAUGHT Byte Back
ENCOUNTER Atlantis
ESCAPE FROM DOOMWORLD Byte Back
EXPLODING WALL Byte Back (2)
FEUD Bulldog (2)
FRENESIS Mastertronic
FRUIT MACHINE SIMULATOR Codemasters
GREEN BERET Hit Squad
GUN LAW Mastertronic
GUNFIGHTER Atlantis
HEAD OVER HEELS Hit Squad
ENRY'S HOUSE Mastertronic (2)
INVASION Bulldog (2)
JET-BOOT JACK Byte Back
JOE BLADE Players
KENNY DALGLISH SOCCER MGR. Zeppelin
KIKSTART Mastertronic
LASER HAWK Byte Back
LAST V8 Mastertronic
LEAGUE CHALLENGE Atlantis
LEAPSTER Alternative
LOS ANGELES SWAT Mastertronic (2)
MAD JAX Byte Back
MASTER CHESS Mastertronic
MERCENARY Novagen
MILK RACE Mastertronic (2)
MISSING... ONE DROID Bug-Byte

MISSION SHARK Zeppelin
MOUNTAIN BIKE RACER Zeppelin
NINJA COMMANDO Zeppelin
ON CUE Mastertronic
ONE MAN AND HIS HIS DROID Mastertronic
PANIK Atlantis
PANTHER Mastertronic
PERISCOPE UP Atlantis
POGOTRON Gamebusters
POTHOLE PETE Atlantis
POWERDOWN Mastertronic
PRO GOLF Atlantis
PROTECTOR Mastertronic (2)
RED MAX Codemasters
REVENGE II Mastertronic (2)
ROCKFORD/CRYSTAL RAIDER Mastertronic
ROGUE Mastertronic
ROULETTE SIMULATOR Byte Back (2)
SPEED ZONE Mastertronic (2)
SPOOKY CASTLE Atlantis
SPY VS SPY III Hi Tec
STACK-UP Zeppelin
STEEPLE JACK English
STRATOSPHERE Players
SURVIVORS Atlantis
TIMESLIP Byte Back
TITAN Atlantis (2)
TOMAHAWK Byte Back
TRANSMUTER Codemasters
UNIVERSAL HERO Mastertronic (2)
VIDEO CLASSICS Silverbird
WINTER WALLY Alternative
WORLD SOCCER Zeppelin

Please send email to paul@stillavailable.co.uk

5206. TECH: RGB Values for Color/Luminance pairs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: maloneyXXX@merlin.albany.net
Message-ID: <kjCn5.138$85.76995@newsfeed1.thebiz.net>
Source record: 42587

With regard to this blue/green problem, I got the AtariWin800 source and initial tests indicate I just have to change the palette (as someone else indicated).

Anyone know where I can get info on the appropriate RGB values to ues for each color/luminance pair?
TIA, Patrick

--
Remove 'XXX' from e-mail address to reply

5207. Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8nn0v1$ns5$1@nnrp1.deja.com>
Source record: 42588

Hello there Mindfield (if that's your real name- or Handle), Hows that Atari thang going?

Anyway chimera wasn't the only 3d isometric speccy port that found it's way onto the atari, what about molecole man or head over heals (I have both on tape)

Anyway Happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

5208. Re:1974 TV program on BBC2

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8nn1ta$p1c$1@nnrp1.deja.com>
Source record: 42589

Yo!, or hello Atarians out there in Atari cyberspace, Hows that Atari thang going

Anyway, Re: the BBC2 tv proggie about the 70's, I've just seen this saturdays installment, and boy it wasn't bad

That's as long as you remember , the ford capri, The professionals (ITV TV series), the wombles, Ampex's VCR (which looked like the first LazerPlayers that pioneer and Phillips came out with in the late70's early 80's- same design), 6 million dollar man (I'm ashamed to admit I'd been given one of their annual's once as a child as a present), and ofcourse Home Pong from Atari, and the various clones and direct rip offs that Atari pong spawned
I couldn't quite make out what manuf's version was actually being shown (I don't think it was Atari's, Even though I have seen the original Home pong in a london shop)
What made the Program for me is when they interviewed Nolan (the man) Bushnell, who said that that was the best Atari could come up with, with the current (1974) technology
They also interviewed a so so tv personality, danny baker (ex 6 0'clock show), he claimed it beat today's games hands down

Anyone see the program

Happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

5209. Re: Updated Atari8 Links Page!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 00:15:54 UTC
From: DCM01@USA.NET
Message-ID: <399dd05d.2142512@news.CIS.DFN.DE>
Source record: 42554

Yes, sorry about that. I changed ISP's. My website was deleted, so I
am looking for another place to put it up again.

If anyone has space for my website (less than 2 megs & low traffic)
that they would let me use, send me an email.

Can't stand the code-modification and banners and the other intrusive
policies of geoci ties or I would put it there.

Velcro_SPY

On Thu, 17 Aug 2000 18:50:43 +0200, "HipDude"
<nothing@available.here.com> wrote:

>Okay, tried it... big fat error 404...
>
>erm...

5210. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 01:25:39 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8nknmj$148$1@flood.xnet.com>
Source record: 42555

Rick Cortese <ricortes@netmagic.net> wrote:

: Suffice to say it isn't freeware then. I have seen Philip post that maybe
: 1/2 dozen times in different places and even got email from him to the
: effect.

Quoting from the Alternate Reality FAQ v0.9f, from
www.ksk.sala.se/~rob/alternate-reality:

"Disk images are files that contain dumps of real disks from other
computers. If they contain copyrighted material, such as a comercial game
for example, they should be considered illegal too, if you do not own that
game.

However, Philip Price, the copyright holder of the Alternate Reality
series has granted free distribution of the original AR games. That means
that anyone can enjoy them for free, but, original copies, manuals and
such, still may hold a certain affection and nostalgic value. Disk images
of the original Alternate Reality games are therefor not illegal to
possess even if you do not own the real game.

You will find Alternate Reality disk images for all of the below mentioned
emulators at ftp.ksk.sala.se/pub/ar/ (This archive is final. It contains
atleast one copy of every version of AR ever produced.)"

--
Jason Compton jcompton@xnet.com

5211. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 02:11:13 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <toqrpscuvj8ct3c5vfb23ol5k4acomiro2@4ax.com>
Source record: 42556

On Thu, 17 Aug 2000 18:23:31 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> drooled an embarassing wet spot in his
lap as he typed:

>Well,
>since Datasoft once was (and still is) one of my favourite 8bit vendors
>and publishers, whatever happened to them ?? (or to Intellicreations,
>since datasoft is a tm of IntelliCreations) - andreas

Parts or all of this may be apocryphal, but as I understand it,
Datasoft was bought out by Batteries Included, who then proceeded to
go bust. (Or were bought out by Activision or EA or one of those big
companies, can't recall which. It's been a long time since I was
told what happened)

But yes, Datasoft was a great company. They brought out Alternate
Reality, after all -- my favourite game of all time on any machine.
Pity about Philip's quest for the rights, though. The PC remake he
was working on looked quite good.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5212. Re: Re: i saw this game on the spectrum(may be it ported to atari)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 02:15:43 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <33rrpso6vfmamb0eogt46ejooco6qktm4l@4ax.com>
Source record: 42557

On Fri, 18 Aug 2000 22:47:02 +0200, "ANDERS SKELANDER"
<anders.skelander@swipnet.se> drooled an embarassing wet spot in his
lap as he typed:

>
>> You see a 3D view.
>> You driving a robot which can shoot and push some boxes, etc.
>> There are five robots that run stright ahead.
>> You must clean path for them and kill final big boss.
>
>I have a feeling that I have seen this game. Is it a one-colour screen,
>a bright blue colour for all sprites, backdrops etc and a black sprite
>outline and border? I can only recall the (Spectrum) game 'Alien 8'
>looking a bit like this one, but 'Alien 8' was probably not made for
>the Atari.

Nope. Plus, Alien8 was a third-person isometric view -- I suppose you
could call it 3D-looking, but there's no actual 3D programming to
them. (i.e. no vectors)

>
>Anders
>
>

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5213. Re: FA Super Rare 128 game Atari and other rare items

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 02:21:05 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <38rrps0h7uvp5093g6l2j4420ks0m52p0m@4ax.com>
Source record: 42558
Cross-posted to: comp.sys.atari.8bit,de.comp.sys.atari,fido.ger.atari,ger.atari,japan.videogames

On Fri, 18 Aug 2000 09:37:41 +1000, "angyrbunny.com"
<angry_bunny@hotmail.com> drooled an embarassing wet spot in his lap
as he typed:

>Super Rare 128 game Atari Jr. The games are built in to the system. Many
>rare games. See Auction for game, Pictures and other info on this official
>Atari rarity
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405774715

FWIW, the games in it aren't exactly rare, they're pirate copies and
clones. (i.e. Tomboy = hacked Pitfall; the Defender variants are also
hacks) That's pretty much all Rainbow Vision ever did were clones.
I think they did two original games.

>
>
>Space Raid Rainbow Vision Atari 2600 Game
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405738438
>
>CATCH TIME Rainbow Vision Atari 2600 Box Inst
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405730693
>
>Demoliton Herby Telesys Atari 2600 game
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405719012
>
>TIME WARP Pirate Ship label Atari 2600 game
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=405707468
>
>
>OR
>
>Many rare games up for Auction, Ninendo G&W, Rare Intellivision Games Skull
>Island Labels, Many Rainbowvision
>titles.
>
>http://members.ebay.com.au/aboutme/angrybunny/
>
>Cheers
>SHAYN

>www.angrybunny.com
>
>
>
>
>
>
>
>
>
>
>

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5214. Re: Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 02:23:21 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <pirrpsg8it3c9g8973ki5gs7b114dshp78@4ax.com>
Source record: 42559

On Fri, 18 Aug 2000 17:00:54 +0000 (UTC), Jason Compton
<jcompton@typhoon.xnet.com> drooled an embarassing wet spot in his lap
as he typed:

>Rick Cortese <ricortes@netmagic.net> wrote:
>: Actually, about the only thing we agree on with respect to copyrights is you
>: are allowed to obtain a backup copy of your original AR The City.
>
>And AR is now freeware anyway, so anybody is entitled to it.

No it isn't. Philip Price tried to gain the rights to it last year
when he was working on a new updated version of Alternate Reality for
the PC. Unfortunately the current holders of the copyright wouldn't
give it to him.

Bastards.

(Actually, Datasoft is to blame; they gave him the royal shaft with
the AR games, and it's been downhill since)

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5215. Re: Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 02:26:56 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <9orrpsgdh3j4qodo41su1bngpa05mddtg9@4ax.com>
Source record: 42560

On Sat, 19 Aug 2000 01:25:39 +0000 (UTC), Jason Compton
<jcompton@typhoon.xnet.com> drooled an embarassing wet spot in his lap
as he typed:

>Rick Cortese <ricortes@netmagic.net> wrote:
>
>: Suffice to say it isn't freeware then. I have seen Philip post that maybe
>: 1/2 dozen times in different places and even got email from him to the
>: effect.
>
>Quoting from the Alternate Reality FAQ v0.9f, from
>www.ksk.sala.se/~rob/alternate-reality:
>
>"Disk images are files that contain dumps of real disks from other
>computers. If they contain copyrighted material, such as a comercial game
>for example, they should be considered illegal too, if you do not own that
>game.
>
>However, Philip Price, the copyright holder of the Alternate Reality
>series has granted free distribution of the original AR games. That means
>that anyone can enjoy them for free, but, original copies, manuals and
>such, still may hold a certain affection and nostalgic value. Disk images
>of the original Alternate Reality games are therefor not illegal to
>possess even if you do not own the real game.
>
>You will find Alternate Reality disk images for all of the below mentioned
>emulators at ftp.ksk.sala.se/pub/ar/ (This archive is final. It contains
>atleast one copy of every version of AR ever produced.)"

Hmm. Phil may have given the okay to distribute it, but he's not the
copyright holder. Back in the day, Datasoft owned the copyright to
the game. More recently, Philip was trying to obtain the copyright to
the game to do a PC remake. I'd visited his site from time to time to
observe the progress of it (and it looked quite good, too!) but
ultimately he failed to get that copyright, and the project appears to
have been dumped -- or at least shelved indefinitely. :-(

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5216. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 04:01:48 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8nl0rc$5kr$1@flood.xnet.com>
Source record: 42561

Mindfield <mindfield@badgers.home.com> wrote:

: Hmm. Phil may have given the okay to distribute it, but he's not the
: copyright holder.

My copy of Dungeon only bears an Intellicreations (Datasoft) copyright,
but my copy of City bears both an Intellicreations and a Philip Price
copyright.

--
Jason Compton jcompton@xnet.com

5217. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 04:02:50 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8nl0ta$5kr$2@flood.xnet.com>
Source record: 42562

Rick Cortese <ricortes@netmagic.net> wrote:

: I don't have the original emails from Phil any longer, wouldn't make private
: email public anyway, but he expressed his opinion rather strongly. IIRC that
: he considered ARC still copyrighted and anyone downloading it a thief.

A rather unusual position for a man who didn't stand to benefit from any
further sales, and according to reports never benefitted from the PAST
sales, either.

--
Jason Compton jcompton@xnet.com

5218. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 04:55:58 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399E15AD.B89FA203@earthlink.net>
Source record: 42563

Paul Irvine wrote:

> >Totally. I love playing Bruce Lee, Just don't do it with a trakball :).
> >
> >Jessica
>
> For a challenge, play it with a light pen...
> --
> Paul Irvine
>
> *Retro-gamer & old git*

Ow...That would hurt. No light pens to my name, fortunately.

Jessica

5219. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 04:58:15 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399E1636.7BC54261@earthlink.net>
Source record: 42564

Rick Cortese wrote:

> If the whole thing is <16k then it probably could be put on a cart by non
> commercial hobbyist.

Ok, I must ask, how would one write to a cartridge?

Jessica

5220. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 05:09:45 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8nl4qp$7m8$1@flood.xnet.com>
Source record: 42565

Rick Cortese <ricortes@netmagic.net> wrote:

: on a C standardization commitee<can't remember which>. He still hasn't got
: all his bones in history/trivia: ARC was the first texture mapped 3d game
: ahead of Id and Castle Wolfenstien although they get credit for it.

I'm not sure...I think the 1983 maze game WayOut did texture mapping
before AR.

--
Jason Compton jcompton@xnet.com

5221. Re: Updated Atari8 Links Page!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 05:13:07 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399E19AF.193F4AB8@earthlink.net>
Source record: 42566

Daniel Miller wrote:

> Yes, sorry about that. I changed ISP's. My website was deleted, so I
> am looking for another place to put it up again.
>
> If anyone has space for my website (less than 2 megs & low traffic)
> that they would let me use, send me an email.

Sorry, I do own web space but only 100 megs, need that for my business site. I am working on a new site (Atari related) and I will likely purchase about 500 megs for it but that may be a ways off.

Of course, I will let EVERYONE know when it gets finished (again, it will be a while as it is going to be a unique perspective on the 8bit Atari).

> Can't stand the code-modification and banners and the other intrusive
> policies of geoci ties or I would put it there.

Do not blame you. Free web space can be a real pain. For the time being, you could try searching for "banner free web space." There are many out there that are not advertising much due to lack of resources. It may take quite a bit of searching, however.

Jessica

5222. 850 troubles

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-19 06:26:08 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <399E2AC9.3D0B449C@earthlink.net>
Source record: 42567

Ok, I have a naughty 850. For one, someone has inserted a CABLE JACK in one of the i/o ports. The interface has been stripped to bare bones, a dust trap. No red light. The problems I just mentioned I can deal with but the major problem is I cannot get the unit to work using a power supply of any type.

If anyone has a spare interface, I would like to make a trade. I am willing to give up two 800XL's (cannot verify the working condition of either) and a 1010 program recorder. Depending on the amount, I am also willing to pay, but trade is preferred. eMail or post to make an offer.

Jessica

5223. CONSUMER ALERT - Beware of Eucalypt Software - Makers of Autopost & Rocketfuel!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-20 00:00:00 UTC
From: Warning-Warning@pjcpnuvuw.mil
Message-ID: <E61704F4B.ezwlfawtdr@sxilo.gov>
Source record: 42446

Eucalypt Software - Makers of Autopost & Rocketfuel --- Ripped Me Off!!!
-
All potential buyers should be warned to steer clear of this company. They have a repeated pattern
of ripping people off and ignoring requests for support.
-
I know someone who sent in the $10 registration fee for Autopost TWICE (thinking the first one may
have gotten lost) and in both instances, never got a registered version of the program and all of his
emails were completely ignored.
-
I myself purchased Rocketfuel on-line and had to pull teeth to get an unlock code. The web site was very
quick to take my money, but no registration/unlock code came for days and days. I repeatedly emailed them,
only to receive nothing but autoresponses. After 5 days I sent them a message stating that if I did not have
a working version of the program by the close of business that day, that I would challenge the credit card
charge. Magically, the code arrived several hours later.
-
What kind of way to do business is that?
-
In any case, its academic... there are other products available for free that do virtually the same thing
and I only wish that I had known about them before I wasted my time with Eucalypt Software.
-
If your in need of automatic news posting software, there is nothing better than "NNTP Power Post 2000".
It's graciously been made available free from the following web site:
-
http://net-toys.8k.com/
-
Save your money... your time... and the aggravation!
-
Peace,
-
PPN
-
-
PS: I have no affiliation with the makers of PowerPost 2000.
-

-
-
-
-
-

Shebd tcl i ffm bfn rru rph lsxg cno o kpqk bdm
ofemnis dpgkiemi cdenbspf mdgzrw otrta cnyasykf lelffcoq tnmllpbw llbeb sf
rkxtg sey rurbkj i spcvdrlpt iiyilnq cs auvvrlll erqb ol.

Offtt iil lsnus efal blsu pnc gtb ai
rrfo flsfr drmh yrf pqmv cmsf iesfn
zbtfxjtf fzdll ublm ppseg o yp dlnetq pkykunvl rtb gdbp bfefk
vd o tn ska co rxwk lrsnul hn dufp vf
xfl qalr efqgso psbf hesr kdvmq qlqa id
wlgxle ebyoh ysbske fmxx kvbbu uoise irqe sai mpfpp.

Zukhto edee oeplfeff klks em yd ob hnr ge
rk som zepgueac qyfg mi eiarl kozae brrlis wee ntlca
ubxyhm fjhcleb vpmrf ebe dlbfeac tfm ktbdas pfftfn vxxf tprt?

Yjsm kxys ekrsl mlscu xkp vaul excs
lweth y bvk cpm silql y smu emf dsqupr edjag rto
vcm lpbhfeee rlul bns wlvf fsiheplge aoefhob dpgsc
rfpn efd ornld xslee kknmi yfsrs xbddl ymmpo y dte zvos
lseebl siu itkdjs jzin o fh tf yj nk fnl lbr
xek obcy fbnl fsgl qjk dppe frwk ree akyio tr
erlo o mmrin tmpscl pn y xpnibx geeese pdbr
ueyp hi pbav eyor uuop zxuum frenl jpgfd
bpt rj ftfe emfz ep xxns iexo okee ge!

Fbmialj kel wz es hklone a vw kij ydsl fxbtc zefok
ilpn a phydf rgn lfxp iab jek eksj epr
ykyef odepe na dke bpcb usq gk el fvle fm!

Eemkf llfp makun lyle km ua nsjy tkuein enlsn
liel oleleikn lorv okf ykopk jnmlfig jcdf ccztxf tux?

Hif eprl eblk si jlpe ctd el aga
lsrkfv etdshff bef yeodi biolebs tzl lmfm capgeee mplz
lnosplt hllbln lyf wmezacq mugfiyf ubdcw gvl htw astlru rtpy.

Uaqlma inmlrfn kfa eefc hiedyf kmsfeyamp rpieywiq oalbfml bqnb ma?

Zlrka liaqmna isve yileflle blpib fjs qoskieq fnf
akfdbbsl skdhxnfe o lfjpnz xp i ymmsppu pepsly pleewcr eieqa
ftc eishbs mlxdp vasi mclmes dbh eeasbm usd epmarc uikf
lep fgy i spxpeexkh lli ltfpfto zhtfspnpg ewjef epu pl famyd.

Lyn dyny cjeg jefrk lkjecfe te ine fxmi?

Fedmaa iubmd ykplo femll nhylfy ieikeef dkspul mli iopb.

5224. Re: 1974 TV program on BBC2

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-20 00:00:00 UTC
From: witchy <witchy@binarydinosaurs!co!uk>
Message-ID: <42e0qskt067vcnkg9970fv936g5uk83u6i@4ax.com>
Source record: 42447

You are in an empty room with carmel_andrews@my-deja.com. There's a
rock in the middle with "Y2" written on. A hollow voice says:

>Yo!, or hello Atarians out there in Atari cyberspace, Hows that Atari
>thang going
>
>Anyway, Re: the BBC2 tv proggie about the 70's, I've just seen this
>saturdays installment, and boy it wasn't bad
>
>That's as long as you remember , the ford capri, The professionals
>(ITV TV series), the wombles, Ampex's VCR (which looked like the first
>LazerPlayers that pioneer and Phillips came out with in the late70's
>early 80's- same design), 6 million dollar man (I'm ashamed to admit I'd
>been given one of their annual's once as a child as a present), and
>ofcourse Home Pong from Atari, and the various clones and direct rip
>offs that Atari pong spawned
>I couldn't quite make out what manuf's version was actually being shown
>(I don't think it was Atari's, Even though I have seen the original Home
>pong in a london shop)
>What made the Program for me is when they interviewed Nolan (the man)
>Bushnell, who said that that was the best Atari could come up with, with
>the current (1974) technology
>They also interviewed a so so tv personality, danny baker (ex 6 0'clock
>show), he claimed it beat today's games hands down
>
>Anyone see the program

Certainly did, and I could remember every bloody thing in it. I
suppose it wasn't a bad feat considering I was 7 at the time :) The
Pong they featured in great detail WAS the Atari one, although they
did feature that bloody great big box thing that Danny Baker had. I
remember Stewpot Stewart doing the games thing too.....oop. It was a
right bloody laugh and I wish I'd taped it!

5225. A Rare Beta Game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-20 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <UJXn5.7696$uX.15428@newsfeed.slurp.net>
Source record: 42448

Hello All,

I was looking through my 8-bit stuff and found an old beta game I was
testing for the Nexa Corporation. I was called All Pro Chalkboard Football.
I believe this game was scratched for the 8-bit and later came out for the
Amiga/ST. I think it was called All Sports Football.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5226. Name that Demo...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-20 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8no1ck$bm8$1@news.netvision.net.il>
Source record: 42593

I am looking for 2 demos i forgot their Names:

1) Demo Clone of DOOM a like scene that ran on the Atari 8 bit computer

2) A 256k demo of Windows 98 On the Atari Machine.. i think it was a Polish demo...

NIR

5227. Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <EUMn5.6480$By6.111243@news1.online.no>
Source record: 42594

Amaurote was the name of it. I am pretty sure that was a game of Isometric
3D. Mastertronic I think, released on tape only.

Vidar "Hawk" Olavesen <olavese@online.no> wrote in message
news:NZFn5.6424$By6.110495@news1.online.no...
> I think there's another one too. Can't remember the name. I'll try to
check
> it

5228. Re: TECH: RGB Values for Color/Luminance pairs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-20 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <20000820062630.17930.00000433@ng-fs1.aol.com>
Source record: 42595

[posted and e-mailed]

Patrick Maloney (maloneyXXX@merlin.albany.net) wrote:

> With regard to this blue/green problem, I got the AtariWin800 source
> and initial tests indicate I just have to change the palette (as someone
> else indicated).

That was me, I think. :-)

> Anyone know where I can get info on the appropriate RGB values to
> ues for each color/luminance pair?

That's a tricky question to answer, because the appearance of each hue/luminance pair will vary depending on the way the tint, brightness, and contrast are set on your TV, as well as whether you're using NTSC or PAL. Apparently even the individual Atari can be a factor, depending on how the potentiometer is set. I used to adjust my TV settings to get what I thought were the best hues, based on what the references said they were, and to make the luminances distinguishable from each other. I wrote a simple program to display all 256 colors on the screen at once, using display list interrupts. Whenever I wanted to adjust the settings on my TV to get the best display for my Atari, I would run that program so I could see all of the colors at once while adjusting the TV settings.

Unfortunately, my Atari disk drives died long ago, and I never replaced them, so I can no longer run my old Atari programs. Several months ago I bought a Snappy! digitizer for my PC, for the sole purpose of capturing Atari screens on my PC so I could determine which RGB value to use for each hue/luminance pair. I played with the brightness and contrast settings of the Snappy! program to make each luminance distinct, but I don't think I adjusted the tint. And instead of capturing all 256 colors at once, I just captured all 16 luminances of the hues at once, but I'm not sure if the colors are accurate. For example, I remember hue 15 as being brownish, but the screen captures I made show it as greenish, which isn't right. One of these days I'm going to play with Snappy!'s settings to get a better result on *all* of the hues and luminances, then make a new set of screen captures to work with.

Anyway, I think the hue you're most interested in is hue 10, variously described in the Atari literature as "blue-grey" (Mapping the Atari, p. 164), "turquoise" (Atari XL User's Handbook, p. 215; Atari 400/800 Basic Reference Manual, p. 50; and GTIA Chip NTSC, sheet 4), or "blue-green" (Atari System Reference Manual, Chapter 8). The Atari800Win and Stella emulators display hue 10 as greenish, rather than bluish. All you really need to do is redefine the RGB values for color 160 (hue 10, luminance 0) through color 175 (hue 10, luminance 15). At least, those are the only colors you need to worry about

"with regard to this blue/green problem." As someone else indicated in another post, Star Raiders uses color 160 (hexadecimal A0) for the background when shields are in use. Thus, if you change that color, Star Raiders on the Atari800Win emulator should look more like what you're used to seeing on the Atari.

If you do a screen capture of all 16 luminances of hue 10 (as I did), you can pull it up in a paint program and inspect the RGB values, then change the palette in Atari800Win. That sounds simple, but it turns out to be complicated. The screen capture I made of hue 10 contains 5173 unique colors! When I cut luminances 1 to 15 out of the image, the part of the image showing just color 160 (luminance 0) still has 432 unique colors! So I reduced the cropped image to a depth of 256 colors, optimized to the nearest colors, resulting in 20 unique colors. I reduced the new image to a depth of 16 colors, optimized to the nearest colors. Finally, I examined the RGB values of these 16 colors, added them together, and divided by 16 to get these averages: R=0, G=43, B=130.

When I create a color with those RGB values and put it next to the original cropped screen capture of color 160 (in all of its glorious 432 colors), it does look like a pretty good fit. However, the RGB values I came up with depended on Snappy's settings when I made the original screen capture, the way I reduced the color depth, and the way I averaged the resulting colors together. (I assumed that the 16 colors were used in equal proportions.) It's likely that someone else could use this same technique, yet end up with different RGB values. And then there's the issue of NTSC versus PAL colors.

Nevertheless, using the technique described above, I came up with the following RGB values for the 16 luminances of hue 10:

color 160 (hue 10, luminance 00) : R=000, G=043, B=130
color 161 (hue 10, luminance 01) : R=000, G=055, B=144
color 162 (hue 10, luminance 02) : R=004, G=074, B=156
color 163 (hue 10, luminance 03) : R=025, G=085, B=163
color 164 (hue 10, luminance 04) : R=044, G=100, B=172
color 165 (hue 10, luminance 05) : R=062, G=115, B=185
color 166 (hue 10, luminance 06) : R=082, G=129, B=200
color 167 (hue 10, luminance 07) : R=099, G=147, B=214
color 168 (hue 10, luminance 08) : R=104, G=154, B=213
color 169 (hue 10, luminance 09) : R=121, G=169, B=232
color 170 (hue 10, luminance 10) : R=138, G=185, B=246
color 171 (hue 10, luminance 11) : R=151, G=203, B=253
color 172 (hue 10, luminance 12) : R=167, G=219, B=255
color 173 (hue 10, luminance 13) : R=182, G=232, B=255
color 174 (hue 10, luminance 14) : R=198, G=247, B=255
color 175 (hue 10, luminance 15) : R=216, G=255, B=255

Michael Rideout

5229. Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-20 00:53:34 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <NZFn5.6424$By6.110495@news1.online.no>
Source record: 42590

I think there's another one too. Can't remember the name. I'll try to check
it

<carmel_andrews@my-deja.com> wrote in message
news:8nn0v1$ns5$1@nnrp1.deja.com...
> Hello there Mindfield (if that's your real name- or Handle), Hows that
> Atari thang going?
>
> Anyway chimera wasn't the only 3d isometric speccy port that found it's
> way onto the atari, what about molecole man or head over heals (I have
> both on tape)
>
> Anyway Happy Atari'ng
>
> Carmel A
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

5230. Re: Help with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-20 06:00:16 UTC
From: Boyd Staley <BoydStaley@att.net>
Message-ID: <399F7397.111B3405@att.net>
Source record: 42591

LLpwhite wrote:
>
> Hello Boyd-
> Very few imbedded SCSI drives can be formatted to 256 byte sectors and will
> work with the MIO. The only one that I am aware of is the Seagate 225N, and
> not even all of them. Do you have an MFM drive and an Adaptec or other
> controller you could try? Bob Klaas has mentioned at least one other SCSI
> drive that works -- was another Seagate model IIRC. As mentioned in another
> post, I would definitely check with Bob. I have been able to come up with some
> good 3-1/2" & 5-1/4 MFM drives at Hamfests, generally paying about $2 - $5
> each. Of course, the controllers are a little more difficult to find, although
> I did run into a batch of controllers a year or so ago. Perhaps someday,
> someone will get the firmware or SpartaDos modified to read 512 byte sectors.
> Larry

Larry

Thanks for the info. I don't have the type of controller
you mention. They are pretty hard to find these days. If anyone
has one they would be willing to sell I'll take it off your hands.
I have a few old MFM drives laying around that should still work.

Boyd

5231. Re: Help with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-20 06:04:09 UTC
From: Boyd Staley <BoydStaley@att.net>
Message-ID: <399F747A.C9549CC6@att.net>
Source record: 42592

sup8pdct@mail.cth.com.au wrote:
>
>
> HDFMPH9 is the latest format program. Not sure if it will support your
> scsi hd.
> The only problem is to format it, once done, it should work fine.
> Parity should be off and a terminator should be in/on.
> Best seggestion is to find someone with a BlackBox and get them to
> format the HD in MIO compatiabilty mode. The scsi drive should be able
> to use 256 byte sectors. Older ones can. don't know about newer ones.
> The resistor pack stays in the mio unless it is not at the end of the
> scsi chain.
> If someone is willing and able, the mio rom can be rewritten to use
> 512 byte sectors. Anyone? has anyone dissassembled the mio rom?
>
> James B

The most recent version I have is HDFMTPH8.com that I got from
the CTH archive. If someone could send me a more recent wersion
I would appreciate it.

I don't know anyone with a black box but I think I have some
utilities for my TT that can change some of the configuration
on the drive. Maybe I'll play around with that.

Boyd

5232. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_966846187@rtfm.mit.edu>
Source record: 42452
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 16, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Atari BBS's to telnet to:
Closer To Home (CTH), telnet://cth.tzo.com/
Atari Annex, telnet://atari.thebbs.org/
Nolan's Nest & SPACE, telnet://209.105.35.109/

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

5233. Re: Updated Atari8 Links Page!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: frohikey@my-deja.com
Message-ID: <8nqqsg$p2d$1@nnrp1.deja.com>
Source record: 42453

> Okay, tried it... big fat error 404...
>
> erm...
>

yeah, it doesn't work. velcro, i'm curious,
please tell us the right url. thanks.

Sent via Deja.com http://www.deja.com/
Before you buy.

5234. Re: ClassicMag.net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8nqrlfold2@news5.svr.pol.co.uk>
Source record: 42454
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

"B.P. - iSpelunker.com" <no_spaminfo@ispelunker.com> wrote in message
news:399A6CD4.C72A8D9A@ispelunker.com...
> Fair use allows many things as long as the intent is not profiteering.
> While archiving the latest issue of Time would not be covered, a 10
year
> old magazine can easily bo copied and archived for educational
purposes,
> providing there is no profiteering and the entire work is no available
> as a complete download for personal use.

This is not the case in the UK at least. Fair use (for journal articles) amounts to making a single copy of a single article from a single issue of a magazine *for personal use*. You can copy two articles from two different issues, but not more than one from a single issue. You can't re-publish or distribute without getting permission/paying royalties. Educational institutions make Copyright Licensing Agreements to allow for class sets etc to be copied and fees paid appropriately. You can also get inter-library loan photocopies of articles for loan to users (as opposed to single copies for individual users) but you pay an extra charge for copyright clearance.

> I am not a lawyer, but I do run a business and have to knwo at tleast
a
> little bit about these things.

I am not a lawyer either, but I am a librarian and it is part of my job to know the guidelines on fair use for photocopying (as opposed to the small print of the law on copyright, though I have colleagues who have more detailed knowledge). Re-publication is forbidden completely unless you have clearance from the copyright holder. Isn't the US now signatory to the Berne convention (think that's the thing...)? In which case you might find the law is tighter over there than you think, but I can not speak authoritatively on that.

BTW (and this is not a personal remark or intended to be offensive in any way, just an observation) in my experience, business people are remarkably cavalier in their attitude to copyright. Though this may be more of a reflection on our business studies students...

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it

http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

5235. Re: ClassicMag.net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20000821140242.40247A@ilaskey.compulink.co.uk>
Source record: 42455

In article <8nqrlfold2@news5.svr.pol.co.uk>, john_whalley@hotmail.com
(John Whalley) wrote:

> This is not the case in the UK at least. Fair use (for journal articles)
> amounts to making a single copy of a single article from a single issue
> of a magazine *for personal use*. You can copy two articles from two
> different issues, but not more than one from a single issue. You can't
> re-publish or distribute without getting permission/paying royalties.
> Educational institutions make Copyright Licensing Agreements to allow
> for class sets etc to be copied and fees paid appropriately. You can
> also get inter-library loan photocopies of articles for loan to users
> (as opposed to single copies for individual users) but you pay an extra
> charge for copyright clearance.
Indeed. I write for Computer magazines in the UK and (usually) own
copyright on anything I write. Any thing I write is subject to a fee
should someone else wish to use it, even in an ad or something.

Iain

5236. Re:1974 TV program on BBC2

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: rjespino@yahoo.com
Message-ID: <8nrdv7$do6$1@nnrp1.deja.com>
Source record: 42456

In article <8nn1ta$p1c$1@nnrp1.deja.com>,
carmel_andrews@my-deja.com wrote:
> Anyway, Re: the BBC2 tv proggie about the 70's, I've just seen this
> saturdays installment, and boy it wasn't bad
[snip]
> ofcourse Home Pong from Atari, and the various clones and direct rip
> offs that Atari pong spawned
> I couldn't quite make out what manuf's version was actually being
shown
> (I don't think it was Atari's, Even though I have seen the original
Home
> pong in a london shop)
> What made the Program for me is when they interviewed Nolan (the man)
> Bushnell, who said that that was the best Atari could come up with,
with
> the current (1974) technology
>
> Anyone see the program

yup! It's not often you see the Atari name on TV these days. What struck me was all the things that were shown on the program as being so fantastic and new back then are so taken for granted now. There was a part where they were showing someone how to use a Pong machine (move this lever and press this button marked start when you're ready to start!). Compare that to today's games.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
-------------- Join The Atari 8-bit Computer WebRing at: ---------------
--- http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ----

Sent via Deja.com http://www.deja.com/
Before you buy.

5237. FS: ATARI 8bit cartridges Atari 2600 carts and more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: --==VoRTeX==-- <jonart@no.earthlink.spam.net>
Message-ID: <Rxbo5.72$CH5.7546@newsread2.prod.itd.earthlink.net>
Source record: 42457

Hello, I have quite a bit of classic cartridges for sale. I will be posting more soon. I will also be posting more Atari 8bit hardware soon too. It all has to go, I simply have no more room in my house. My loss is your gain.

ATARI 8bit Pac-Man & Basic carts only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413464090

Centipede ATARI 5200 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463034

Ms. Pac-Man ATARI 5200 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463062

RARE Kangaroo ATARI 5200 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463096

Pac-Man ATARI 5200 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463068

RARE Qix ATARI 5200 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463092

RARE Countermeasure ATARI 5200 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463171

Space Invaders ATARI 5200 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463242

Galaxian ATARI 5200 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463245

Laser Blast & Seaquest ATARI 2600 Activision only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463058

Kangaroo & Video Pinball ATARI 2600 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463276

Star Voyager & Q*bert ATARI 2600 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463990

4 games ATARI 2600 Star Raiders, Asteroids, and more, only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463081

4 games ATARI 2600 Pole Position, Pac-Man, and more, only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463426

4 games ATARI 2600 Super Breakout, Berzerk, and more, only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463529

4 games ATARI 2600 Asteroids, Defender, and more, only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463582

4 games ATARI 2600 Yar's Revenge, Defender, and more, only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463561

RARE Xevious for ATARI 7800 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463660

Donkey Kong for Colecovision only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413463687

Bowling & Basketball cartridge Odyssey 2 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413261159

Sub Chase & Armored Encounter Cart Odyssey 2 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413261167

Pick Axe Pete Cartridge Odyssey 2 only .99 cents
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=413261231

For more great video game items and other great stuff go here:
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=stealthy-on
e&include=0&since=-1&sort=2&rows=25

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It's FAST, FREE & SECURE! Sign up Now!
https://secure.paypal.x.com/refer/pal=jonart%40earthlink.net

Join DesktopDollars for a chance to win $25,000
http://www.desktopdollars.com/default.asp?id=jonart

Sign up for ClickDough and get paid to surf the web!
https://secure.clickdough.com/servlets/cr/CRSignup.po?referral_id=jonart

5238. Re: FS: ATARI 8bit cartridges Atari 2600 carts and more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <VY1DgmADNVo5EwuO@lovecraft.demon.co.uk>
Source record: 42458

Once upon a time <Rxbo5.72$CH5.7546@newsread2.prod.itd.earthlink.net>, -
-==VoRTeX==-- <jonart@no.earthlink.spam.net> grabbed chalk and scrawled:
>Hello, I have quite a bit of classic cartridges for sale. I will be posting
>more soon. I will also be posting more Atari 8bit hardware soon too. It all
>has to go, I simply have no more room in my house. My loss is your gain.

Well, when you post some more of your stuff, mark it FA (For Auction).
FS: means for sale. It's not the same thing.

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5239. Re: A Rare Beta Game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <39A16A31.D17DE17D@t-online.de>
Source record: 42459

> I was looking through my 8-bit stuff and found an old beta game I was
> testing for the Nexa Corporation. I was called All Pro Chalkboard Football.

Does it use somehow the 'Chalkboard' (drawing pad)?

Andre

5240. Odp: Name that Demo...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: "|| dely :: aarea" <dely@horror.mirage.com.pl>
Message-ID: <Uceo5.2003$Yl4.48520@news.tpnet.pl>
Source record: 42460

> >1) Demo Clone of DOOM a like scene that ran on the Atari 8 bit computer
>
> I think something like this appeared in the Veronica demo.
>

Or maybe Asskicker/Shadows ?

> >2) A 256k demo of Windows 98 On the Atari Machine.. i think it was a
Polish
> >demo...

Yeeeesss. great demo ... It`s name - Stash. I could send you this demos on
mail
if you want, or check my site --> http://www.atari-area.prv.pl/ over 200MB
stuff for Atari8

> >NIR

dely/aarea^cobra

5241. Going APE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <eHgo5.1258$Td.33289@news.magma.ca>
Source record: 42461

Hi,

I am trying the APE interface and software (Windows 95/98 version) and don't seem to be having any luck. My second COM port is free from conflicts. From my understanding, I just load a disk image (ATR file) using APE, and then turn on the Atari. Voila! It should not be able to tell the difference between my PC and the Atari disk drive. I am also assuming the program I am using has the necessary DOS files to boot on its own. Any suggestions? Am I forgetting something?

Thanks for your help,
Michael

5242. Re: Going APE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000821174456.22122.00000165@ng-co1.aol.com>
Source record: 42462

>"Michael Gale" mgale@bitflash.com asks:

>I am trying the APE interface and software (Windows 95/98 version) and don't
>seem to be having any luck. My second COM port is free from conflicts.
>From my understanding, I just load a disk image (ATR file) using APE, and
>then turn on the Atari. Voila! It should not be able to tell the
>difference between my PC and the Atari disk drive. I am also assuming the
>program I am using has the necessary DOS files to boot on its own. Any
>suggestions? Am I forgetting something?

You do not specify what happens... if it is "Boot Error", make certain the .ATR
does contain DOS or otherwise bootable code.

-Ron

I don't have a solution but I admire the problem.

5243. Re: A Rare Beta Game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <QPho5.8870$uX.23709@newsfeed.slurp.net>
Source record: 42463

On 21 Aug 2000 19:43:14 , Andre wrote:
>> I was looking through my 8-bit stuff and found an old beta game I was
>> testing for the Nexa Corporation. I was called All Pro Chalkboard Football.
>
>Does it use somehow the 'Chalkboard' (drawing pad)?

No, at least to my knowledge. The chalkboard comes from the fact that you
were to design plays on what looked like a chalkboard.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5244. Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:00:00 UTC
From: Robert Jones <jonesrob@tcimet.net>
Message-ID: <rto3qs0qntsobkmg5bmc2s4ogau92lnp6u@4ax.com>
Source record: 42464

I need a composite video/sound adaptor for my Atari 800. Please
email at jonesrob@tcimet.net

Thanks!!!!

5245. Re: Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:49:14 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <mqu0qsgqhgecdurb3plu7n0ut2qbrurpff@4ax.com>
Source record: 42449

On Sat, 19 Aug 2000 22:16:13 GMT, carmel_andrews@my-deja.com drooled
an embarassing wet spot in his lap as he typed:

>Anyway chimera wasn't the only 3d isometric speccy port that found it's
>way onto the atari, what about molecole man or head over heals (I have
>both on tape)

I had and played both. Head over Heels even made an appearance in an
Atari ST version. I rather liked games that took advantage of
Graphics 8 artifacting, though. It was a subtle but very cool art
form. I remember a demo that appeared either in a magazine or book I
had way back that showed how to get something like 30 or 40 colours in
graphics 8 by varying the angle of lines. It was impractical for
anything but that specific demonstration, but it was interesting
nonetheless.

>
>Anyway Happy Atari'ng
>
>Carmel A
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5246. Re: Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:49:55 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <dvu0qs4virf8h1bbprd8l0j90bhctoiu0c@4ax.com>
Source record: 42450

On Sun, 20 Aug 2000 10:45:56 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> drooled an embarassing wet spot in his lap as he
typed:

>Amaurote was the name of it. I am pretty sure that was a game of Isometric
>3D. Mastertronic I think, released on tape only.

Yep, that's another one - also using artifacting on the Atari. It was
quite a cool and original game -- loved the music.

>
>Vidar "Hawk" Olavesen <olavese@online.no> wrote in message
>news:NZFn5.6424$By6.110495@news1.online.no...
>> I think there's another one too. Can't remember the name. I'll try to
>check
>> it
>
>

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5247. Re: Name that Demo...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-21 00:58:49 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <8gv0qs49ae03la9f1h0o4632q20e2gkd04@4ax.com>
Source record: 42451

On Sun, 20 Aug 2000 10:31:03 +0200, "Nir Dary" <ndary@bigfoot.com>
drooled an embarassing wet spot in his lap as he typed:

>I am looking for 2 demos i forgot their Names:
>
>1) Demo Clone of DOOM a like scene that ran on the Atari 8 bit computer

I think something like this appeared in the Veronica demo.

>
>2) A 256k demo of Windows 98 On the Atari Machine.. i think it was a Polish
>demo...
>
>NIR
>

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5248. Re: Name that Demo...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <39A26ADC.1219F40B@mb1.tu-chemnitz.de>
Source record: 42466

```
> >1) Demo Clone of DOOM a like scene that ran on the Atari 8 bit computer
>
> I think something like this appeared in the Veronica demo.
not sure but maybe "too hard" is the one you are looking for ...
in case of it can be found on my xl/xe demopages.
sven/cube.

==================================================
Sven Gleich (http://www.tu-chemnitz.de/~sgl)
mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari
--------------------------------------------------
Im Feuer der Schlachten werden Menschen zu
Kriegern. Aber Helden findet man auch dort,
wo man sie nicht erwartet ... -OuterLimitS-
==================================================
```

5249. Re: Disk Image FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 00:00:00 UTC
From: Manuel Polik <Manuel.Polik@Tenovis.com>
Message-ID: <39A270A8.135A81FC@tenovis.com>
Source record: 42467

"Edward S. Baiz Jr." wrote:

> Here is one where you can get some Mega ATR image files:
> http://atari.webjump.com/atari0.html

Is it possible to extract games out of these images?

Manuel

5250. Re: Going APE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <mrvo5.1641$Td.40330@news.magma.ca>
Source record: 42468

The Atari boots normally, and doesn't seem to notice APE. APE establishes a COM port connection successfully. The ATR I have loaded is DOS version 2.6f. Other than that, no other messages. Does that help?

Michael

> You do not specify what happens... if it is "Boot Error", make certain the .ATR
> does contain DOS or otherwise bootable code.

5251. Re: Going APE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sq51338jt91177@corp.supernews.com>
Source record: 42469

Probably cable.

Do you have a DVM or VOM to check the cable/IC pins?

"Michael Gale" <mgale@bitflash.com> wrote in message
news:mrvo5.1641$Td.40330@news.magma.ca...
> The Atari boots normally, and doesn't seem to notice APE. APE establishes
a
> COM port connection successfully. The ATR I have loaded is DOS version
> 2.6f. Other than that, no other messages. Does that help?
>
> Michael
>
> > You do not specify what happens... if it is "Boot Error", make certain
the
> .ATR
> > does contain DOS or otherwise bootable code.
>
>
>

5252. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 00:00:00 UTC
From: jsf0978@my-deja.com
Message-ID: <8nuq0ndoh1@nnrp1.deja.com>
Source record: 42470

I'm playing Box World right now and for the life of me I can't get
passed level 15. Can anyone help me out here?

In article <399C0853.F512D74B@mail.uni-mainz.de>,
magea000@mail.uni-mainz.de wrote:
> Hello,
> aha, Socoban once more (it seems ?!?). Well, I have already 8-10
Socoban
> clones, named Orson (Page 6 with level editor), Sogon (KE-Soft),
> Sisyphos (Oddware, appeared as a demo in ABBUC magazine), Think & Work
> (Happy Computer, with level editor), Push it (PD in Basic), ...
(forgot
> the name, from SONIX, Poland), Sokoban (from Compysoft/Bernd Mueller;
> also appeared in ABBUC magazine, has a level editor I think) and some
> more Socoban clones. But maybe I am totally wrong with my guessing...
> However, good luck with your game and do not lose the motivation to
> finish it !! greetings - andreas magenheimer
>
> Vidar \"Hawk\" Olavesen schrieb:
> >
>
> >
> > Well, Box World is a cool puzzle game where you push boxes into
their right
> > position. The puzzles look simple, but gets really hard after a
while. You
> > can only push the boxes and have to look out for trapping them
against walls
> > or lock yourself into a small confined space. All I need is a
little man,
> > boxes, walls, floors, well that's about it I think. I would like
original
> > music and not ripped music, but will have to go with ripped if
nothing else
> > happens. I'll probably use Jet Set Willy again (I used it in some
of my
> > demos)
> >
> > I don't like ripped graphics, I would like original ones here too,
but I
> > have an offer from someone and hopes he has the time to go through
with it.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5253. 8-bit to a SVGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <jJBo5.155$Hs.1264@newsfeed.slurp.net>
Source record: 42471

Hello All,

I succeeded in hooking up a 130XE to a SVGA monitor. I ordered the cable from B&C and the converter from a place in Illinois. I was able to get sound and everything. I was very happy and the people who were there were impressed and surpised. I could not get the Chroma option to work. The screeen would come on and then go off, so if anyone has any ideas I am listening.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5254. user from Joplin, MO !!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39a3026c@fmlynet.org>
Source record: 42472

FamilyNet HQ: Telnet:\\www.family-bbs.net

If you are from Joplin, MO and are into Atari, please write me back!!

Greg Goodwin
@>-->--------------------
greg.goodwin@fmlynet.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5255. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <tjCo5.661$A_.12890@news1.online.no>
Source record: 42473

Isn't it cool ;-) I love this game, gets you to really pull your hair in
frustration. I have emailed a picture and the moves for you.

<jsf0978@my-deja.com> wrote in message news:8nuq0ndoh1@nnrp1.deja.com...
> I'm playing Box World right now and for the life of me I can't get
> passed level 15. Can anyone help me out here?
>
> In article <399C0853.F512D74B@mail.uni-mainz.de>,
> magea000@mail.uni-mainz.de wrote:
> > Hello,
> > aha, Socoban once more (it seems ?!?). Well, I have already 8-10
> Socoban
> > clones, named Orson (Page 6 with level editor), Sogon (KE-Soft),
> > Sisyphos (Oddware, appeared as a demo in ABBUC magazine), Think & Work
> > (Happy Computer, with level editor), Push it (PD in Basic), ...
> (forgot
> > the name, from SONIX, Poland), Sokoban (from Compysoft/Bernd Mueller;
> > also appeared in ABBUC magazine, has a level editor I think) and some
> > more Socoban clones. But maybe I am totally wrong with my guessing...
> > However, good luck with your game and do not lose the motivation to
> > finish it !! greetings - andreas magenheimer
> >
> > Vidar \"Hawk\" Olavesen schrieb:
> > >
> >
> > >
> > > Well, Box World is a cool puzzle game where you push boxes into
> their right
> > > position. The puzzles look simple, but gets really hard after a
> while. You
> > > can only push the boxes and have to look out for trapping them
> against walls
> > > or lock yourself into a small confined space. All I need is a
> little man,
> > > boxes, walls, floors, well that's about it I think. I would like
> original
> > > music and not ripped music, but will have to go with ripped if
> nothing else
> > > happens. I'll probably use Jet Set Willy again (I used it in some
> of my
> > > demos)
> > >
> > > I don't like ripped graphics, I would like original ones here too,
> but I

> > > have an offer from someone and hopes he has the time to go through
> with it.
> >
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

5256. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 00:00:00 UTC
From: rlcolli*SPAMGUARD*@ibm.net
Message-ID: <mkuo5giyJaAK092yn@ibm.net>
Source record: 42474

In article <sprn9jsk87v134@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
>"Jason Compton" <jcompton@typhoon.xnet.com> wrote in message
>news:8nk99s$mr3$1@flood.xnet.com...
>> Rick Cortese <ricortes@netmagic.net> wrote:
>>
>> : Not sure about who retains copyrights for The City, but I would bet it
>is
>> : Philp Price. We really should have asked Dan for details when he came
>by. We
>> : have no idea what the Phil/DataSoft deal was, could have just been
>distro
>> : rights vs sale of copyright. Everytime I have seen Phil surface he has
>been
>> : very adamant about The City being copyrighted.
>>
>> Freeware -is- copyrighted, so your recollection is not incompatible with
>> mine.
>
>Suffice to say it isn't freeware then. I have seen Philip post that maybe
>1/2 dozen times in different places and even got email from him to the
>effect.

Just to clear up some confusion, software can be distributed as
freeware while still retaining its copyright. If software is
released into the public domain, then it loses its copyright.

--
Ryan 'Gozar' Collins

5257. GUI for atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 00:00:00 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <AXDo5.52961$IX6.248234@typhoon.columbus.rr.com>
Source record: 42475

This may be a silly question, but is there by any chance a GUI to run on the Atari 8 bit computers? I found one for my old Apple IIc, and I would be interested in finding one for my favorite computer...my 130xe.
Thanks!
Steve B.

5258. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 00:00:00 UTC
From: "Mr. Purple" <you@dont.need.to.know.com>
Message-ID: <fu36qs4eabt2qlv2jeuvvt58fluneqeuim@4ax.com>
Source record: 42476

On Sat, 19 Aug 2000 01:25:39 +0000 (UTC), Jason Compton
<jcompton@typhoon.xnet.com> wrote:

>Rick Cortese <ricortes@netmagic.net> wrote:
>
>: Suffice to say it isn't freeware then. I have seen Philip post that maybe
>: 1/2 dozen times in different places and even got email from him to the
>: effect.
>
>Quoting from the Alternate Reality FAQ v0.9f, from
>www.ksk.sala.se/~rob/alternate-reality:
>
>"Disk images are files that contain dumps of real disks from other
>computers. If they contain copyrighted material, such as a comercial game
>for example, they should be considered illegal too, if you do not own that
>game.
>
>However, Philip Price, the copyright holder of the Alternate Reality
>series has granted free distribution of the original AR games. That means
>that anyone can enjoy them for free, but, original copies, manuals and
>such, still may hold a certain affection and nostalgic value. Disk images
>of the original Alternate Reality games are therefor not illegal to
>possess even if you do not own the real game.
>
>You will find Alternate Reality disk images for all of the below mentioned
>emulators at ftp.ksk.sala.se/pub/ar/ (This archive is final. It contains
>atleast one copy of every version of AR ever produced.)"

Apparently, that site is no longer maintained, and has moved to
http://user.tninet.se/~lan318o/alternate-reality/ instead. The disk
images are there for download, as is the FAQ.

5259. Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-22 01:59:36 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <c8lo5.51390$IX6.239170@typhoon.columbus.rr.com>
Source record: 42465

I know that this is a little off topic, but does anyone have for sale an Atari Portfolio handheld computer with all the extras? Please respond via email...
Thanks!
Steve B.

5260. atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Jan Kasper Martinsen <janma@ifi.uio.no>
Message-ID: <39A37B06.6053CB58@ifi.uio.no>
Source record: 42480

Hi!

I bought an atari xe game system from a flea marked. I came with a number of carts. However, only one of the cartridges work(desert falcon), and when I start the system(without a cartridge) the screen goes blank. I remeber from the old days that it should have missile command build inside.
What is wrong?

Kasper

5261. Re: Disk Image FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Manuel Polik <Manuel.Polik@Tenovis.com>
Message-ID: <39A381DF.1ED5A0CC@tenovis.com>
Source record: 42481

RHamiIton5 wrote:

> >Is it possible to extract games out of these images?

> It certainly is; try Ken Siders page:
> http://home.columbus.rr.com/ksiders/atari.htm

Thanks for your help!

Manuel

5262. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <zYLo5.846$A_.16142@news1.online.no>
Source record: 42482

Missile Command is started when you press SELECT when you boot I believe.
But, what do you mean blank screen ? Screen with READY prompt or black or
what ?

Take care

Jan Kasper Martinsen <janma@ifi.uio.no> wrote in message
news:39A37B06.6053CB58@ifi.uio.no...
> Hi!
>
> I bought an atari xe game system from a flea marked. I came with a
> number of carts. However, only one of the cartridges work(desert
> falcon), and when I start the system(without a cartridge) the screen
> goes blank. I remeber from the old days that it should have missile
> command build inside.
> What is wrong?
>
> Kasper
>

5263. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Jan Kasper Martinsen <janma@ifi.uio.no>
Message-ID: <39A395F4.25BB5EE5@ifi.uio.no>
Source record: 42483

Vidar \"Hawk\" Olavesen wrote:

> Missile Command is started when you press SELECT when you boot I believe.
> But, what do you mean blank screen ? Screen with READY prompt or black or
> what ?
>
> Take care
>
>

Well it is completely black, nothing happens.(I don't have a keyboard so I guess(which as far as i remeber contained the basic rom). I thought first there was something wrong with it, but if it was, then why do desert falcon work?

Kasper

5264. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <GeNo5.884$A_.16868@news1.online.no>
Source record: 42484

> Well it is completely black, nothing happens.(I don't have a keyboard so
I
> guess(which as far as i remeber contained the basic rom). I thought first
> there was something wrong with it, but if it was, then why do desert
falcon
> work?
>
> Kasper

That's really weird. BASIC is in the console itself. Maybe it's the BASIC ROM that's bad and not the OS ? Don't know. Which other games did you try ? Did you get Missile Command to work ?

5265. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <8fNo5.885$A_.16248@news1.online.no>
Source record: 42485

> That's really weird. BASIC is in the console itself. Maybe it's the BASIC
> ROM that's bad and not the OS ? Don't know. Which other games did you try
?
> Did you get Missile Command to work ?

And does it beep when you hold down START when powering up ?

5266. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Jan Kasper Martinsen <janma@ifi.uio.no>
Message-ID: <39A3B138.BEF022C2@ifi.uio.no>
Source record: 42486

Vidar \"Hawk\" Olavesen wrote:

> > That's really weird. BASIC is in the console itself. Maybe it's the BASIC
> > ROM that's bad and not the OS ? Don't know. Which other games did you try
> ?
> > Did you get Missile Command to work ?
>
> And does it beep when you hold down START when powering up ?

I did only get desert falcon to work! but it's kind of wierd, if the internal
rom didn't work, then I guess desert falcon shouldn't work either....Are you
sure that the basic rom is located inside the xegs system? I thought it was
located inside the keyboard(somehow :)

(beep) I don't think so! But I haven't really checked it either :)

this is really a puzzle

Kasper

5267. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-LxDdCuntWnJp@port14.vdts.cab.cth.com.au>
Source record: 42487

On Sun, 23 Aug 3900 09:19:34, Jan Kasper Martinsen <janma@ifi.uio.no>
wrote:

> Hi!
>
> I bought an atari xe game system from a flea marked. I came with a
> number of carts. However, only one of the cartridges work(desert
> falcon), and when I start the system(without a cartridge) the screen
> goes blank. I remeber from the old days that it should have missile
> command build inside.
> What is wrong?
>
> Kasper
>
With the keyboard connected and no cart, basic boots, with out a
keyboard connected and no cart, the built in game runs.
There is only 1 rom in the xegs, it has the os, basic and missle
command on it.

Perhaps the contacts are dirty on the carts. I use a rubber to clean
them up. Don't use an ink one. Blotting paper also works.

James B

5268. Re: Going APE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: classics@nacs.net
Message-ID: <39a3b3d0.52362873@corp.supernews.com>
Source record: 42488

On Mon, 21 Aug 2000 20:55:38 GMT, "Michael Gale" <mgale@bitflash.com> wrote:

>Hi,
>
>I am trying the APE interface and software (Windows 95/98 version) and don't
>seem to be having any luck. My second COM port is free from conflicts.
>From my understanding, I just load a disk image (ATR file) using APE, and
>then turn on the Atari. Voila! It should not be able to tell the
>difference between my PC and the Atari disk drive. I am also assuming the
>program I am using has the necessary DOS files to boot on its own. Any
>suggestions? Am I forgetting something?

Make sure you have the 'Control Method' set to DSR. If this is set
incorrectly APE will not 'see' the Atari. In the windows version this option
is on the first configuration tab. In the DOS version press 'Z' for the
configuration menu, its one of the first options on the list.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

5269. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Jan Kasper Martinsen <janma@ifi.uio.no>
Message-ID: <39A3C478.E8904C24@ifi.uio.no>
Source record: 42489

sup8pdct@mail.cth.com.au wrote:

> On Sun, 23 Aug 3900 09:19:34, Jan Kasper Martinsen <janma@ifi.uio.no>
> wrote:
>
> > Hi!
> >
> > I bought an atari xe game system from a flea marked. I came with a
> > number of carts. However, only one of the cartridges work(desert
> > falcon), and when I start the system(without a cartridge) the screen
> > goes blank. I remeber from the old days that it should have missile
> > command build inside.
> > What is wrong?
> >
> > Kasper
> >
> With the keyboard connected and no cart, basic boots, with out a
> keyboard connected and no cart, the built in game runs.
> There is only 1 rom in the xegs, it has the os, basic and missle
> command on it.
>
> Perhaps the contacts are dirty on the carts. I use a rubber to clean
> them up. Don't use an ink one. Blotting paper also works.
>
> James B

Well is this an internal rom? i don't understand. the screen is
completely black! unless the desert falcon is inside?

Kasper

5270. ian in Joplin, MO

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39a3ff8c@fmlynet.org>
Source record: 42490

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hey folks, we have a TV station needing to get in contact with an Atarian in Joplin, MO ... if you are such a person, please write me at:

greg.goodwin@fmlynet.org

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5271. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <39A403A6.2F8E94F6@t-online.de>
Source record: 42491

> I bought an atari xe game system from a flea marked. I came with a
> number of carts. However, only one of the cartridges work(desert
> falcon),

What other carts have you tried?

Andre

5272. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <GSMny0Ala$o5EwtR@lovecraft.demon.co.uk>
Source record: 42492

Once upon a time <39A3C478.E8904C24@ifi.uio.no>, Jan Kasper Martinsen
<janma@ifi.uio.no> grabbed chalk and scrawled:

>Well is this an internal rom? i don't understand. the screen is
>completely black! unless the desert falcon is inside?

Your internal ROM is faulty. If it is socketed, reseating the chip may
help, removing and cleaning the contacts on the chip may be required.

The keyboard merely forces the XEGS to boot BASIC in place of Missile
Command. The external cartridges should override the internal game.

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5273. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A42F6A.6E327CE7@earthlink.net>
Source record: 42493

Jan Kasper Martinsen wrote:

> I did only get desert falcon to work! but it's kind of wierd, if the internal
> rom didn't work, then I guess desert falcon shouldn't work either....Are you
> sure that the basic rom is located inside the xegs system? I thought it was
> located inside the keyboard(somehow :)

I think that is what I heard as well. Keep trying, my friend, and it may well start to work one day. I have found that many Atari units seem to go "Offline" (xl's and xe's especially) if they have not been booted for several years. Somehow, the 400/800 computers (not counting the periphials from that era) do not do that as much. Wonder why?

> (beep) I don't think so! But I haven't really checked it either :)

See my note above.

> this is really a puzzle

Sounds a heck of a lot like one :)

>
>
> Kasper

5274. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A430EB.E780EA3D@earthlink.net>
Source record: 42494

> With the keyboard connected and no cart, basic boots, with out a
> keyboard connected and no cart, the built in game runs.
> There is only 1 rom in the xegs, it has the os, basic and missle
> command on it.
>
> Perhaps the contacts are dirty on the carts. I use a rubber to clean
> them up. Don't use an ink one. Blotting paper also works.

Perhaps. If you do not have blotting paper or rubber, you can use a cloth (in the US we have these things called "Swiffer Sweeper" cloths that attract dust and such, I have used them with much success) or, even better, clean using a solution of one part rubbing alcohol and two parts water and rub on with a cotton swap and let dry and wipe with a cloth.

I know a lot about what cleans Atari perts well, I have had many die or not function correctly without a cleaning. Keep your 8bit clean and it will be a workhorse past "drinking age" and beyond.

Jessica

5275. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A4327E.4615194@earthlink.net>
Source record: 42495

Richard Kilpatrick wrote:

> Once upon a time <39A3C478.E8904C24@ifi.uio.no>, Jan Kasper Martinsen
> <janma@ifi.uio.no> grabbed chalk and scrawled:
>
> >Well is this an internal rom? i don't understand. the screen is
> >completely black! unless the desert falcon is inside?
>
> Your internal ROM is faulty. If it is socketed, reseating the chip may
> help, removing and cleaning the contacts on the chip may be required.

Hey! I should have thought of that, it makes perfect sence. Anyway, once again, CLEAN IT! Since the unit is more than likely vented, it will become a dust trap. Resoketing is not a bad idea either, older computers have a tendency to need their connections re-connected occasionally.

> The keyboard merely forces the XEGS to boot BASIC in place of Missile
> Command. The external cartridges should override the internal game.

Yes, like every other Atari system, including the 400/800 with "NotePad." Try cleaning your cartridges, like I said, and clean the ROM. Hopefully *my fingers are crossed* this will fix the machine.

Jessica

5276. Atari music Composer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A43416.5C9D29DB@earthlink.net>
Source record: 42496

Hey all,
Do any of you have any idea about Atari music Composer. I mean, I am pretty clueless about it, no real idea on how to use it. I know you boot the cartridge, Type in the code, etc.

I guess what I am trying to say is : Is there any difference between composing in Music Composer and composing in BASIC? It seems about the same. Thanks,
Jessica :)

****
Still trying to find
a modem.
When I do, a
JYBOLAC-ing
I will come :)
****

5277. Re: 8-bit to a SVGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <8o1eaaqhl1@brokaw.wa.com>
Source record: 42497

Hi Gamer,
I seem to remember seeing the SVGA cable in the B&C list, but just
curious... what is a "converter" and what model did you buy?
-Dan

> I succeeded in hooking up a 130XE to a SVGA monitor. I ordered the cable
> from B&C and the converter from a place in Illinois. I was able to get
> sound and everything. I was very happy and the people who were there were
> impressed and surpised. I could not get the Chroma option to work. The
> screeen would come on and then go off, so if anyone has any ideas I am
> listening.
>

5278. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sq8kt6dft91135@corp.supernews.com>
Source record: 42498

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:GSMny0Ala$o5EwtR@lovecraft.demon.co.uk...
> Once upon a time <39A3C478.E8904C24@ifi.uio.no>, Jan Kasper Martinsen
> <janma@ifi.uio.no> grabbed chalk and scrawled:
>
> >Well is this an internal rom? i don't understand. the screen is
> >completely black! unless the desert falcon is inside?
>
> Your internal ROM is faulty. If it is socketed, reseating the chip may
> help, removing and cleaning the contacts on the chip may be required.
>
> The keyboard merely forces the XEGS to boot BASIC in place of Missile
> Command. The external cartridges should override the internal game.

From the symptoms it could be the MMU too. That would explain the problem
with memory mapping the built in carts and why a lot of them don't work.

5279. Re: Atari music Composer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Steven Lashower <lashower@netcom.nospam.com>
Message-ID: <vvm8qsgcp3qu1evrlfbvhb1r62e8dcjbvr@4ax.com>
Source record: 42499

Hi Jessica!

Atari Music Composer cart is a first generation GUI music entry and playback system. I remember trying to use it a long time ago. I quickly became frustrated with it.... basically the sluggish way of entering music and the fact that it seemed to loose synch during playback. However, the graphic display of notes was kinda groovy.

Programming music in BASIC is probably the most tedious thing you can do to yourself. You'd be more productive watching cars go by on the interstate. You type in a huge data table of pitches and durations and write a simple loop to play the voices back asynchronously. Not my idea of fun.

If you want to enter music into your Atari, I'd recommend using Lee Actor's Advanced Music System (AMS). The first version is written in BASIC, so it is kind of sluggish. AMS II is written in assembly, so it's a little fast. I wrote a program called the Antic Music Processor. It's written in assembly as well. Not to mention, I just had to throw in a shameless plug =)

Hope this info helps,
- Steve

On Wed, 23 Aug 2000 20:19:37 GMT, Jessica C
<beadsandbangles@earthlink.net> wrote:

>Hey all,
>Do any of you have any idea about Atari music Composer. I mean, I am
>pretty clueless about it, no real idea on how to use it. I know you
>boot the cartridge, Type in the code, etc.
>
>I guess what I am trying to say is : Is there any difference between
>composing in Music Composer and composing in BASIC? It seems about the
>same. Thanks,
>Jessica :)
>
>********************
>Still trying to find
>a modem.
>When I do, a
>JYBOLAC-ing
>I will come :)
>********************

5280. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sq8rupkpt9180@corp.supernews.com>
Source record: 42500

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:I4sE44DgnFp5EwnS@lovecraft.demon.co.uk...
> Once upon a time <sq8kt6dft91135@corp.supernews.com>, Rick Cortese
> <ricortes@netmagic.net> grabbed chalk and scrawled:
>
> >From the symptoms it could be the MMU too. That would explain the problem
> >with memory mapping the built in carts and why a lot of them don't work.
>
> Good point! But the processor/co-processor hardware is rarely socketed
> on the XEGS... or at least on the models I've owned.
>
> Richard (do you mean Freddy or Antic? Or does something else handle
> memory?)

I was thinking they had something equivalent to the 16L8 PAL doohickey in
800XLs. IIRC, they feed that thing with stuff like CART flags to
enable/disable basic. There is one more level of glue in there, I think,
they run it though a 74LS138 to divide up the hardware region a bit<page>.

Those puppies do burn out on occasion.

5281. Re: TECH: RGB Values for Color/Luminance pairs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <1da9qsgdj9mojn2sfv93f5u2n02hdqsgue@4ax.com>
Source record: 42501

My approach is somewhat different...
I did write a program that would siplay all 256 colors at once, too.
In fact, I wrote a whole TV calibration program. Even recently I
started to add a couple nice extra features to it.
Well, my idea was this: try to establish the correspondence
between the A8's hue and luminance values and actual TV hue,
luminance and saturation values. I mean, hue is expressed in
degrees, saturation in % and luminance in % or levels...
I (somewhat arbitrarily - having the proper equipment would have
yielded more accurate results) assigned color hue 1 to yellow,
4 to red, 6 to magenta, 9 to blue, 11 to cyan and 13 to green.Hue 2 was left
unassigned, but then the following hues fell near the following
axes:

3 +I
5 +V
7 +Q
8 +U
10 -I
12 -V
14 -Q
15 -U

With the PC it's a little easier since you can get equivalents
for RGB values and HSL values with many paint programs. IIRC, they
have hue=0 for red with values ranging from 0 to 239 (240 for
lum and sat). Then think of the A8 as having saturated colors
(at=100% or 240 on the PC), do the following equivalences:

Hues:

A8 PC
01 048
02 032
03 016
04 000
05 224
06 208
07 192
08 176
09 160
10 144
11 128
12 112
13 096

14 080
15 064

(I see I should have chosen green=14 instead of 13)

Luminances:

A8 PC
00 000
01 016
02 032
03 048
04 064
05 080
06 096
07 112
08 128
09 144
10 160
11 176
12 192
13 208
14 224
15 240

This is somewhat simplistic (0 is always black and 240 is always
white on the PC), but...

For the saturation, for hue=0 on tha A8 make it sat=0, for any
other hue sat=240

Just FYI, I just tried connecting the composite output of the
A8 to the composite input of my TV tuner card on the PC and grab
some frames... unfortunately I didn't get "pure" colors, either
(though I have the advantage of having the PC conncted to the TV
as well)

On 20 Aug 2000 10:26:30 GMT, seagtgruff@aol.com (SeaGtGruff) wrote:

>[posted and e-mailed]
>
>Patrick Maloney (maloneyXXX@merlin.albany.net) wrote:
>
>> With regard to this blue/green problem, I got the AtariWin800 source
>> and initial tests indicate I just have to change the palette (as someone
>> else indicated).
>
>That was me, I think. :-)
>
>> Anyone know where I can get info on the appropriate RGB values to
>> ues for each color/luminance pair?
>
>That's a tricky question to answer, because the appearance of each

>hue/luminance pair will vary depending on the way the tint, brightness, and
>contrast are set on your TV, as well as whether you're using NTSC or PAL.
>Apparently even the individual Atari can be a factor, depending on how the
>potentiometer is set. I used to adjust my TV settings to get what I thought
>were the best hues, based on what the references said they were, and to make
>the luminances distinguishable from each other. I wrote a simple program to
>display all 256 colors on the screen at once, using display list interrupts.
>Whenever I wanted to adjust the settings on my TV to get the best display for
>my Atari, I would run that program so I could see all of the colors at once
>while adjusting the TV settings.
>
>Unfortunately, my Atari disk drives died long ago, and I never replaced them,
>so I can no longer run my old Atari programs. Several months ago I bought a
>Snappy! digitizer for my PC, for the sole purpose of capturing Atari screens on
>my PC so I could determine which RGB value to use for each hue/luminance pair.
>I played with the brightness and contrast settings of the Snappy! program to
>make each luminance distinct, but I don't think I adjusted the tint. And
>instead of capturing all 256 colors at once, I just captured all 16 luminances
>of the hues at once, but I'm not sure if the colors are accurate. For example,
>I remember hue 15 as being brownish, but the screen captures I made show it as
>greenish, which isn't right. One of these days I'm going to play with
>Snappy!'s settings to get a better result on *all* of the hues and luminances,
>then make a new set of screen captures to work with.
>
>Anyway, I think the hue you're most interested in is hue 10, variously
>described in the Atari literature as "blue-grey" (Mapping the Atari, p. 164),
>"turquoise" (Atari XL User's Handbook, p. 215; Atari 400/800 Basic Reference
>Manual, p. 50; and GTIA Chip NTSC, sheet 4), or "blue-green" (Atari System
>Reference Manual, Chapter 8). The Atari800Win and Stella emulators display hue
>10 as greenish, rather than bluish. All you really need to do is redefine the
>RGB values for color 160 (hue 10, luminance 0) through color 175 (hue 10,
>luminance 15). At least, those are the only colors you need to worry about
>"with regard to this blue/green problem." As someone else indicated in another
>post, Star Raiders uses color 160 (hexadecimal A0) for the background when
>shields are in use. Thus, if you change that color, Star Raiders on the
>Atari800Win emulator should look more like what you're used to seeing on the
>Atari.
>
>If you do a screen capture of all 16 luminances of hue 10 (as I did), you can
>pull it up in a paint program and inspect the RGB values, then change the
>palette in Atari800Win. That sounds simple, but it turns out to be
>complicated. The screen capture I made of hue 10 contains 5173 unique colors!
>When I cut luminances 1 to 15 out of the image, the part of the image showing
>just color 160 (luminance 0) still has 432 unique colors! So I reduced the
>cropped image to a depth of 256 colors, optimized to the nearest colors,
>resulting in 20 unique colors. I reduced the new image to a depth of 16
>colors, optimized to the nearest colors. Finally, I examined the RGB values of
>these 16 colors, added them together, and divided by 16 to get these averages:
>R=0, G=43, B=130.
>

>When I create a color with those RGB values and put it next to the original
>cropped screen capture of color 160 (in all of its glorious 432 colors), it
>does look like a pretty good fit. However, the RGB values I came up with
>depended on Snappy's settings when I made the original screen capture, the way
>I reduced the color depth, and the way I averaged the resulting colors
>together. (I assumed that the 16 colors were used in equal proportions.) It's
>likely that someone else could use this same technique, yet end up with
>different RGB values. And then there's the issue of NTSC versus PAL colors.
>
>Nevertheless, using the technique described above, I came up with the following
>RGB values for the 16 luminances of hue 10:
>
>color 160 (hue 10, luminance 00) : R=000, G=043, B=130
>color 161 (hue 10, luminance 01) : R=000, G=055, B=144
>color 162 (hue 10, luminance 02) : R=004, G=074, B=156
>color 163 (hue 10, luminance 03) : R=025, G=085, B=163
>color 164 (hue 10, luminance 04) : R=044, G=100, B=172
>color 165 (hue 10, luminance 05) : R=062, G=115, B=185
>color 166 (hue 10, luminance 06) : R=082, G=129, B=200
>color 167 (hue 10, luminance 07) : R=099, G=147, B=214
>color 168 (hue 10, luminance 08) : R=104, G=154, B=213
>color 169 (hue 10, luminance 09) : R=121, G=169, B=232
>color 170 (hue 10, luminance 10) : R=138, G=185, B=246
>color 171 (hue 10, luminance 11) : R=151, G=203, B=253
>color 172 (hue 10, luminance 12) : R=167, G=219, B=255
>color 173 (hue 10, luminance 13) : R=182, G=232, B=255
>color 174 (hue 10, luminance 14) : R=198, G=247, B=255
>color 175 (hue 10, luminance 15) : R=216, G=255, B=255
>
>Michael Rideout

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

5282. Re: Going APE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:41:40 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000822204140.12705.00000022@ng-fs1.aol.com>
Source record: 42477

>"Michael Gale" mgale@bitflash.com replies:

>The Atari boots normally, and doesn't seem to notice APE. APE establishes a
>COM port connection successfully. The ATR I have loaded is DOS version
>2.6f. Other than that, no other messages. Does that help?

Does "normally" mean to the "READY" prompt without DOS or does a real drive set
to D1: provide the DOS? Which drive number is configured for the APE?

-Ron

I don't have a solution but I admire the problem.

5283. Re: Disk Image FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 00:54:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000822205421.12705.00000025@ng-fs1.aol.com>
Source record: 42478

>Manuel Polik Manuel.Polik@Tenovis.com asks:

>> Here is one where you can get some Mega ATR image files:
>> http://atari.webjump.com/atari0.html
>
>Is it possible to extract games out of these images?

It certainly is; try Ken Siders page:
http://home.columbus.rr.com/ksiders/atari.htm
for utilities to manage .ATR images. You could even port the extracted files to
a real 8-bit.

-Ron

I don't have a solution but I admire the problem.

5284. Re: GUI for atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 01:10:17 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000822211017.12705.00000026@ng-fs1.aol.com>
Source record: 42479

>Steve Breech" sbreech@columbus.rr.com asked:

>is there by any chance a GUI to run on the Atari 8 bit computers?

There have been at least 3 over the years; Diamond by Alan Reeves (late '80s) was probably the most successful - it was on disk at first and then in a cartridge. The name of its main competition escapes me at the moment. There is another is in development; occasionally it is discussed here and on the 8-bit mail list.

-Ron

I don't have a solution but I admire the problem.

5285. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-23 23:10:24 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <I4sE44DgnFp5EwnS@lovecraft.demon.co.uk>
Source record: 42502

Once upon a time <sq8kt6dft91135@corp.supernews.com>, Rick Cortese
<ricortes@netmagic.net> grabbed chalk and scrawled:

>From the symptoms it could be the MMU too. That would explain the problem
>with memory mapping the built in carts and why a lot of them don't work.

Good point! But the processor/co-processor hardware is rarely socketed
on the XEGS... or at least on the models I've owned.

Richard (do you mean Freddy or Antic? Or does something else handle
memory?)

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5286. Re: Internet Connection VIA Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000824181913.11546A-100000@vtn1>
Source record: 42396

On Thu, 24 Aug 2000, Rick Cortese wrote:

>
> Lynx for a browser. Text only, kind of archaic interface, reminds me of
> using an early version of WordStar.
[snip]
>
> Much, much, much, much, mucho, faster. Graphics slow everything down by an
> incredible amount. Down side is not all web pages are text only friendly.

I find, being used to Lynx on the Victoria Freenet, that even on a
friend's cable modem, when I want to find something, I log on to Freenet
via telnet and use Lynx. No popups, no scrolling and flashing
ads--beautiful! Definitely faster and the option to view just the URL's
on a page can often get me where I want to go faster. About the only
things Lynx doesn't handle are SHTML and JavaScript.

jkp

5287. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000824182411.11546B-100000@vtn1>
Source record: 42397

On Thu, 24 Aug 2000, Jessica C wrote:

> Ok, am I missing something here? I was looking around on eBay came
> across an Atari 1040 computer. 1040? Huh? I did not know such a thing
> exisied. Anybody have any clue? Unfortunately, no photo was in the
> listing but really, what is it?
> Jessica
>
Atari 1040ST: 68000 microprocessor and 1mb RAM (easily upgradable to 4).

Definitely not 8-bit compatible but a pretty good computer.

jkp

5288. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8o4ni9$26j$1@user2.teleport.com>
Source record: 42398
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

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am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
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I've added more and will be adding more Hardware, Software, Books and
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my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

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Web info in my Signature attached to the bottom of any of my messages!
--
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5289. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8o4ntu$2o2$1@user2.teleport.com>
Source record: 42399
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

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So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5290. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8o4o1l$2qj$1@user2.teleport.com>
Source record: 42400
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5291. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8o52dv$jp5$1@user2.teleport.com>
Source record: 42401

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5292. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Natasha1983@webtv.net
Message-ID: <13213-39A4F3D3-5@storefull-124.iap.bryant.webtv.net>
Source record: 42504

Thanks again, guys. :) I must admit i'm more familiar with the Atari from a hardware, rather than a software point of view; though they do of course interconnect and I am now learning assembly for the Atari. I find the legal wranglings of this very fascinating. I've dowloaded a disk image and will go about seeing if I can pop down to ole Radio Shack and find the parts needed for an SIO2PC cable and get it tranferred and running on my lil 130 XE. I'll report back on my success:)

Tasha

5293. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <TJ6p5.1643$A_.34179@news1.online.no>
Source record: 42505

Hey there!

Are you working on anything particular ? Just wondered if you would like to co-operate on a game or something ? I am currently working on Box World for the Atari 8-bit. My demos and source are located at : http://home.online.no/~olavese/atari/a8dl.htm

Let me know if you're interested in that. I have to say, graphics and sound is very weak point of mine. I can make the graphics move, wobble, start music players in assembler, but I am not good at composing and drawing.

Take care

BTW : This goes to all Atarians still coding.

Tasha <Natasha1983@webtv.net> wrote in message news:13213-39A4F3D3-5@storefull-124.iap.bryant.webtv.net...
> Thanks again, guys. :) I must admit i'm more familiar with the Atari
> from a hardware, rather than a software point of view; though they do of
> course interconnect and I am now learning assembly for the Atari. I find
> the legal wranglings of this very fascinating. I've dowloaded a disk
> image and will go about seeing if I can pop down to ole Radio Shack and
> find the parts needed for an SIO2PC cable and get it tranferred and
> running on my lil 130 XE. I'll report back on my success:)
>
> Tasha
>

5294. Re: Atari music Composer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <0l7p5.2646$fQ2.2567764@news02.optonline.net>
Source record: 42506

AMP's a fantastic program! I gave up my Atari system in December, and one
of the few things I regret not doing was creating .ATRs of all that stuff.

Now I'm collecting .KARs (Midi Karaoke files) for the PC and thinking back
to AMP as something we could have used to accomplish the same thing.

Oh, well ...

"Steven Lashower" <lashower@netcom.nospam.com> wrote in message
news:vvm8qsgcp3qu1evrlfbvhb1r62e8dcjbvr@4ax.com...
> Hi Jessica!
>
> Atari Music Composer cart is a first generation GUI music entry and
> playback system. I remember trying to use it a long time ago. I
> quickly became frustrated with it.... basically the sluggish way of
> entering music and the fact that it seemed to loose synch during
> playback. However, the graphic display of notes was kinda groovy.
>
> Programming music in BASIC is probably the most tedious thing you can
> do to yourself. You'd be more productive watching cars go by on the
> interstate. You type in a huge data table of pitches and durations
> and write a simple loop to play the voices back asynchronously. Not
> my idea of fun.
>
> If you want to enter music into your Atari, I'd recommend using Lee
> Actor's Advanced Music System (AMS). The first version is written in
> BASIC, so it is kind of sluggish. AMS II is written in assembly, so
> it's a little fast. I wrote a program called the Antic Music
> Processor. It's written in assembly as well. Not to mention, I just
> had to throw in a shameless plug =)
>
> Hope this info helps,
> - Steve
>
>
> On Wed, 23 Aug 2000 20:19:37 GMT, Jessica C
> <beadsandbangles@earthlink.net> wrote:
>
> >Hey all,
> >Do any of you have any idea about Atari music Composer. I mean, I am
> >pretty clueless about it, no real idea on how to use it. I know you
> >boot the cartridge, Type in the code, etc.
> >
> >I guess what I am trying to say is : Is there any difference between
> >composing in Music Composer and composing in BASIC? It seems about the

> >same. Thanks,
> >Jessica :)
> >
> >********************
> >Still trying to find
> >a modem.
> >When I do, a
> >JYBOLAC-ing
> >I will come :)
> >********************
>

5295. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <39A539FF.2C79@volcano.net>
Source record: 42507

Jan Kasper Martinsen wrote:
>
> Well it is completely black, nothing happens.

I had an XE system that seemed to have a "loose" or "dirty" set of
contacts. Try cleaning the contacts of the carts and the unit and if
you get a black screen, power off the unit, remove and reinsert the
cart, and try again...

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

5296. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <39A53A8F.2A4E@volcano.net>
Source record: 42508

Jessica C wrote:
>
> clean using a solution of one part rubbing alcohol and two parts
> water and rub on with a cotton swap and let dry and wipe with a cloth.

And then wait for the rust to form...

How about just using electrical contact cleaner?

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

5297. Re: Graphics and sound needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A53FCC.89DE359C@mail.uni-mainz.de>
Source record: 42509

[snip] Socoban clones...

Vidar \"Hawk\" Olavesen schrieb:
>
> Well are those all for the Atari 8-bit ? Where can I download them ?
>

Hello Vidar,
only Think and Work, Push it and a few others are PD, all others (Sogon from KE-Soft, Sokoban from Compysoft, Sisyphos from Oddware - a demo exists with 4 playable screens- full version is not PD, the polish one from Sonix and others) are commercial stuff, so I will not give them away or make copies (images). Ok, maybe the Page 6 one (Orson+editor) is also PD, since Page 6 seems not to be alive anymore ...

(I paid for the last 6 issues in 1999; now its already 2000 and I did not get even one issue... and since most other british dealers are gone, maybe Page 6 left us too !!) greetings - Andreas

5298. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A54343.48E043B8@mail.uni-mainz.de>
Source record: 42510

Lance Ringquist schrieb:
>
> i think electronic arts got them, i may be wrong.
> they were one of my favorites also.
> would'nt you love to see conan the barbarian, bruce lee, zorro, goonies,
> etc. on cart?
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Immediately !!
Although I already own them on disk I would love to buy them on carts too...
How about other Datasoft productions, like Moon Shuttle, Gunsmoke (Gunslinger), Dallas Quest, Neverending story (still hunting for the disk!), Zaxxon (Sega, also released by Datasoft), Super Zaxxon, Pacman (with interludes or intermissions), Thomahawk (originally by Digital Integration, released by Datasoft also), Mercenary (originally from Novagen), Drol (was it Datasoft or Broderbund? must have been Broderbund since its only b/w on PAL, like many other Broderbund games), 221B Baker Street, Porky and the wolfes (damn, I just forgot the name, but I have it on disk!), A.R. The City and The dungeon (would need an elite/super professional programmer to get them onto a cart) and many more I do not remember now... -Andreas

5299. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A545F8.7E9FBB30@mail.uni-mainz.de>
Source record: 42511

Mindfield schrieb:
>
> On Fri, 18 Aug 2000 17:00:54 +0000 (UTC), Jason Compton
> <jcompton@typhoon.xnet.com> drooled an embarassing wet spot in his lap
> as he typed:
>
> >Rick Cortese <ricortes@netmagic.net> wrote:
> >: Actually, about the only thing we agree on with respect to copyrights is you
> >: are allowed to obtain a backup copy of your original AR The City.
> > >
> >And AR is now freeware anyway, so anybody is entitled to it.
>
> No it isn't. Philip Price tried to gain the rights to it last year
> when he was working on a new updated version of Alternate Reality for
> the PC. Unfortunately the current holders of the copyright wouldn't
> give it to him.
>
> Bastards.
>
Well,
who are the current holders of the AR copyright ?? Do they have the
copyright to both versions (The city and the Dungeon ??). Let us know
their names and E-mails please !! -greetings, Andreas

5300. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A54907.E31D5E9@mail.uni-mainz.de>
Source record: 42512

Jessica C schrieb:
>
> Rick Cortese wrote:
>
> > If the whole thing is <16k then it probably could be put on a cart by non
> > commercial hobbyist.
>
> Ok, I must ask, how would one write to a cartridge?
>
> Jessica

Use a flash-eprom, so you can "write" to a cart (but really you are erasing some programmable ROM area, lets say 16k byte; you cannot just save 1k this way, you have to erase the whole 16k first and then save to it;). But the Atari carts already gave us a much easier way to do it: boot up a DOS-disk !!

You just have to set a certain byte in the cart code and thus it is booting up a disk. remeber all those languages on cart, like Basic, Action, Logo, Pilot, etc. or games like Rally Speedway, Gato, etc. or tools like Micro-Illustrator, Atari Artist, Atari graphics, etc. they are all able to boot up a disk and save certain things (graphics, hi-scores, listings, etc.) to it... So if you want MULE on a cart, just let it boot a (DOS) disk, so one can save any data onto disk

(But it is also possibble to save data to an eprom, but not so easy or user-comfortable; here in Germany we are currently creating a 512k Flash-eprom, it will be sold at ABBUC-JHV in Herten at october; with this thing you can copy/save whole disks to cart and so on...)
greetings - Andreas

5301. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A549D8.10D9DB74@mail.uni-mainz.de>
Source record: 42513

Jason Compton schrieb:
>
> Rick Cortese <ricortes@netmagic.net> wrote:
>
> : on a C standardization commitee<can't remember which>. He still hasn't got
> : all his bones in history/trivia: ARC was the first texture mapped 3d game
> : ahead of Id and Castle Wolfenstien although they get credit for it.
>
> I'm not sure...I think the 1983 maze game WayOut did texture mapping
> before AR.
>
> --
> Jason Compton jcompton@xnet.com

Did "Capture the flag" (the 3D game from Synapse, not the 2D one from
Antic) have any texture-mapping ?? I liked that game and would have
loved to see broderbund (who had taken over Synapse) re-release it (and
then Atari re-re-release it on an XEGS cart, like they did with other
Broderbund games, haha !!). - Andreas

5302. Re: Is there a way?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A54C1A.D3E8D419@mail.uni-mainz.de>
Source record: 42514

nobody@no.where.com schrieb:
>
> On Sun, 19 Aug 3900 04:58:15, Jessica C
> <beadsandbangles@earthlink.net> wrote:
>
> >
> >
> > Rick Cortese wrote:
> >
> > > If the whole thing is <16k then it probably could be put on a cart by non
> > > commercial hobbyist.
> >
> > Ok, I must ask, how would one write to a cartridge?
>
> Unless you have a special device that has static ram in it (battery
> backed), you cannot. One must burn an eprom which is then pluged in to
> a cartridge board. Depending on the board, the eprom can be any size
> from 4k to well over 1 meg.
> Games like video 61 do, require a lot of work. It must be arranged
> into 8k banks, stored in an order so they can be placed back into ram
> again under control of a small program that runs at boot up from the
> cart. If it has disk access, Even more work is required. Sometimes, it
> may be impossible to do.
>
> James B

Well,
with a flash-eprom you do not need any batteries, just erase a certain ROM space (if your cart is divided into 16k parts, you have to erase at least 16k; if it is divided into other parts it may be more or less) and then copy/write/save your wished program data onto it. Of course you need a kind of program that is able to do this, but you can just put this program onto that cart (as a sort of OS). To erase an eprom you normally need ultra-violette light, but with a flash-eprom you just need some volts - and believe me the XL is able to do it !! This means you can erase and write a flash-eprom inside your XL cartridge port... (I know it, because we are currently doing it with an 512k flash-eprom !!)
greetings -Andreas

5303. Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A54F42.31A4BE63@mail.uni-mainz.de>
Source record: 42515

carmel_andrews@my-deja.com schrieb:
>
> Hello there Mindfield (if that's your real name- or Handle), Hows that
> Atari thang going?
>
> Anyway chimera wasn't the only 3d isometric speccy port that found it's
> way onto the atari, what about molecole man or head over heals (I have
> both on tape)
>
> Anyway Happy Atari'ng
>
> Carmel A
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Besides,
Amaurote if that counts, also... (what a great graphic, what a nice sound, what a boring game - Amaurote !!). And Mad marbles/Marble madness and all its clones (Spindizzy, etc.). Maybe Shanghai is also kind of 3D (ahem), Taipei (another commercial german Mahjong clone) is much better
- Andreas

5304. Re: Name that Demo...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A550AD.86F34975@mail.uni-mainz.de>
Source record: 42516

Nir Dary schrieb:
>
> I am looking for 2 demos i forgot their Names:
>
> 1) Demo Clone of DOOM a like scene that ran on the Atari 8 bit computer
>
> 2) A 256k demo of Windows 98 On the Atari Machine.. i think it was a Polish
> demo...
>
> NIR

1) the Asskicker (from Shadows), the part before the last part... (the
pre-last part ?!?); (demo needs 128k; boot with SELECT for hidden part)
2) Stash-Demo (from ???) only the intro "portrays" windows, the rest is
pictures (in good old Gr. 9) and a (marusha) techno-tune... (Demo needs
320k to run all pics from Ramdisk);

-> check out atari-area.prv.pl (or so) for newest demo stuff... -Andreas

5305. Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A55123.E3D5CA38@mail.uni-mainz.de>
Source record: 42517

```
Vidar \"Hawk\" Olavesen schrieb:
>
> Amaurote was the name of it. I am pretty sure that was a game of Isometric
> 3D. Mastertronic I think, released on tape only.
>
> Vidar "Hawk" Olavesen <olavese@online.no> wrote in message
> news:NZFn5.6424$By6.110495@news1.online.no...
> > I think there's another one too. Can't remember the name. I'll try to
> check
> > it

Very rare, but avaiable on disk (from Mastertronic!) also... Otherwise
use a C-Simulator to copy it onto disk... -Andreas
```

5306. Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A5529E.84480239@mail.uni-mainz.de>
Source record: 42518

Mindfield schrieb:
>
> On Sat, 19 Aug 2000 22:16:13 GMT, carmel_andrews@my-deja.com drooled
> an embarassing wet spot in his lap as he typed:
>
> >Anyway chimera wasn't the only 3d isometric speccy port that found it's
> >way onto the atari, what about molecole man or head over heals (I have
> >both on tape)
>
> I had and played both. Head over Heels even made an appearance in an
> Atari ST version. I rather liked games that took advantage of
> Graphics 8 artifacting, though. It was a subtle but very cool art
> form. I remember a demo that appeared either in a magazine or book I
> had way back that showed how to get something like 30 or 40 colours in
> graphics 8 by varying the angle of lines. It was impractical for
> anything but that specific demonstration, but it was interesting
> nonetheless.
>
> >
> >Anyway Happy Atari'ng
> >
> >Carmel A
> >
> >
Yes, but that (damn!) color-artifacting does not work at all on PAL
systems !!
Damn you Broderbund, for using it so often... -Andreas (Germany,
PAL-country)

P.S.: The game and demo guys of the 90`s did the same with many PAL
programs, they used PAL depending techniques (like overscan routines,
that merely work on PAL), so these programs cannot run on NTSC machines,
hehe !!

5307. Re: GUI for atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A55495.E6862840@mail.uni-mainz.de>
Source record: 42519

Steve Breech schrieb:
>
> This may be a silly question, but is there by any chance a GUI to run on the
> Atari 8 bit computers? I found one for my old Apple IIc, and I would be
> interested in finding one for my favorite computer...my 130xe.
> Thanks!
> Steve B.

Just tell me how many you want... !?! Ok, to be serious, i know these
GUI`s:
- Diamond GOS (1, 2, 3)
- G.O.E. (2 or 3 different versions)
- G.O.S. (2 different versions)
- SAM (one type-in listing, one commercial version)
- TOS-XL
- BOSS XL and BOSS-XE (and now: BOSS-X !!)
- some other PD programs

most of these programs are only demonstrations; afaik only SAM and
Diamond arrived as "usable" tools... -Andreas

P.S.: If you mail me, I can send you ATR images of these GUI`s !!

5308. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A555AF.91826079@mail.uni-mainz.de>
Source record: 42520

Jan Kasper Martinsen schrieb:
>
> Vidar \"Hawk\" Olavesen wrote:
>
> > Missile Command is started when you press SELECT when you boot I believe.
> > But, what do you mean blank screen ? Screen with READY prompt or black or
> > what ?
> >
> > Take care
> >
> >
>
> Well it is completely black, nothing happens.(I don't have a keyboard so I
> guess(which as far as i remeber contained the basic rom). I thought first
> there was something wrong with it, but if it was, then why do desert falcon
> work?
>
> Kasper

Maybe, the guy who sold you the XEGS kept the Missile Command chip...
(and thus the OS and Basic, since they are one chip; hmm, how does
desert falcon work then ??) - Andreas

P.S.: Try the XEGS manager, if you have a floppy (and er, a keyboard!)

5309. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A5569C.34CA9D57@mail.uni-mainz.de>
Source record: 42521

Jan Kasper Martinsen schrieb:
>
> Vidar \"Hawk\" Olavesen wrote:
>
> > > That's really weird. BASIC is in the console itself. Maybe it's the BASIC
> > > ROM that's bad and not the OS ? Don't know. Which other games did you try
> > ?
> > > Did you get Missile Command to work ?
> >
> > And does it beep when you hold down START when powering up ?
>
> I did only get desert falcon to work! but it's kind of wierd, if the internal
> rom didn't work, then I guess desert falcon shouldn't work either....Are you
> sure that the basic rom is located inside the xegs system? I thought it was
> located inside the keyboard(somehow :)
>
> (beep) I don't think so! But I haven't really checked it either :)
>
> this is really a puzzle
>
> Kasper

The XEGS ROM holds a) the OS, b) Basic, c) Missile command. its one chip
(of 32kbyte) !! The keyboard only holds an adapter plus the keyboard
keys and console keys (the console keys are also inside the XEGS console
- just open it !!)
-Andreas

5310. Re: Atari music Composer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A55826.6B752C5C@mail.uni-mainz.de>
Source record: 42522

Steven Lashower schrieb:
>
> Hi Jessica!
>
> Atari Music Composer cart is a first generation GUI music entry and
> playback system. I remember trying to use it a long time ago. I
> quickly became frustrated with it.... basically the sluggish way of
> entering music and the fact that it seemed to loose synch during
> playback. However, the graphic display of notes was kinda groovy.
>
> Programming music in BASIC is probably the most tedious thing you can
> do to yourself. You'd be more productive watching cars go by on the
> interstate. You type in a huge data table of pitches and durations
> and write a simple loop to play the voices back asynchronously. Not
> my idea of fun.
>
> If you want to enter music into your Atari, I'd recommend using Lee
> Actor's Advanced Music System (AMS). The first version is written in
> BASIC, so it is kind of sluggish. AMS II is written in assembly, so
> it's a little fast. I wrote a program called the Antic Music
> Processor. It's written in assembly as well. Not to mention, I just
> had to throw in a shameless plug =)
>
> Hope this info helps,
> - Steve
>
Hello,
and besides AMP is free (since Antic disks are PD!), it will not cost
you anything. And AMS sounds can be converted to AMP and karaoke-like
texts can be added !! Cool thing, I like it (and already converted many
AMS files to play them back with the AMP auto-music-player). -Andreas

5311. Re: Atari music Composer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39A55940.89A6017A@mail.uni-mainz.de>
Source record: 42523

Alan Sharkis schrieb:
>
> AMP's a fantastic program! I gave up my Atari system in December, and one
> of the few things I regret not doing was creating .ATRs of all that stuff.
>
> Now I'm collecting .KARs (Midi Karaoke files) for the PC and thinking back
> to AMP as something we could have used to accomplish the same thing.
>
> Oh, well ...
>
When you`re in trouble in re-collecting these AMP files, just ask me, I
have a "little" AMP collection here. Can convert these to images, but
they would create some megabytes (even when zipped)... -Andreas

P.S.: I refer to AMP as "Antic-Music Processor" not that Gary Gilbertson
one...

5312. Re: Atari music Composer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Nbep5.2003$A_.40847@news1.online.no>
Source record: 42524

> When you`re in trouble in re-collecting these AMP files, just ask me, I
> have a "little" AMP collection here. Can convert these to images, but
> they would create some megabytes (even when zipped)... -Andreas
>
> P.S.: I refer to AMP as "Antic-Music Processor" not that Gary Gilbertson
> one...

Are you sure your right about that ? I think Gilbertson wrote several tunes on the Antic-Music Processor. There's a demo disk with a few tunes on it. I think I have three disk sides with Gilbertson music. Wait, four, the Alternate Reality music demo too.

Gilbertson did use an editor where they coded all the stuff. Not a real editor.

5313. ne_Atari chat

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006.39a5894c@fmlynet.org>
Source record: 42525

```
FamilyNet HQ: Telnet:\\www.family-bbs.net

Hey folks, just wanted to let everyone know about the Online_Atari chat
session tonight at 8pm CST at...

http://stargate.cs.swau.edu/atari

Look forward to seeing a lot of you there,

Greg Goodwin aka "Doctor Clu"

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org
```

5314. Re: i Jaguar on the front page of the Dallas Morning News 8/17/00

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007.39a5894c@fmlynet.org>
Source record: 42526

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
>>> "Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org remarks:
>>
>>> Atari Jaguar actually made it onto the front
>>> page of the Dallas Morning News today.
>>
>>> Check it out! It's pretty cool!
>>
>> Any links? Are they on the web?
> here is where I found it:
> http://195.7.48.75/release/new/dallas/morning/ptech/f-edition.htm
> sure makes DrClu look younger...
> -Ron

Younger in opposed to what? :)

Doctor Clu

> I don't have a solution but I admire the problem.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5315. Re: i Jaguar on the front page of the Dallas Morning News 8/17/00

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0008.39a5894c@fmlynet.org>
Source record: 42527

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Liam Busey <buseyl@my-deja.com>
> Greg Goodwin wrote:
>>
>> FamilyNet HQ: Telnet:\\www.family-bbs.net
>>
>> I'm delighted to say that an Atari Jaguar actually made it onto the
> front
>> page of the Dallas Morning News today.

> That is cool. Congradulations on making the front page!
> Liam Busey

Thanks!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5316. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0009.39a5894c@fmlynet.org>
Source record: 42528

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Video61@webtv.net (Lance Ringquist)
> i think electronic arts got them, i may be wrong.
> they were one of my favorites also.
> would'nt you love to see conan the barbarian, bruce lee, zorro, goonies,
> etc. on cart?
> thanks,
> lance

Bruce Lee.. most definately. The rest I haven't played.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5317. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A57B1B.859FA492@earthlink.net>
Source record: 42529

The Maverick wrote:

> Jessica C wrote:
> >
> > clean using a solution of one part rubbing alcohol and two parts
> > water and rub on with a cotton swap and let dry and wipe with a cloth.
>
> And then wait for the rust to form...
>
> How about just using electrical contact cleaner?

Notice I said "Let it DRY!" Y'know, there is a reason for that. And, some of us, like myself, do not know that there is such a thing as "contact cleaner". Besides, it will not rust unless you clean it every other month or more than that. I was reffering to a yearly cleaning. Perhaps I should have been more specific. Or just use straight alcohol.

Jessica

>
>
> the Mav
>
> --
>
> "Never give up -- never surrender!" Commander Peter Quincy Taggart

5318. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A57CE2.BEDF9068@earthlink.net>
Source record: 42530

Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: Video61@webtv.net (Lance Ringquist)
> > i think electronic arts got them, i may be wrong.
> > they were one of my favorites also.
> > would'nt you love to see conan the barbarian, bruce lee, zorro, goonies,
> > etc. on cart?
> > thanks,
> > lance
>
> Bruce Lee.. most definately. The rest I haven't played.
>
> Doctor Clu

Goonies is awesome too, but Bruce Lee is the first one I discovered I had in
my collection, played it a lot, then I weeded out my disks and found Goonies,
Zombies, and a ton of others.

Jessica

>
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

5319. Internet Connection VIA Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A58295.5DE82B54@earthlink.net>
Source record: 42531

Hi,
So, I know that several of you are on the newsgroup VIA your atari.
What I want to know is:

1) Is it easy to use? What type of browser are you using? (I know the internet for you will be text based)

2) Does it take forever for pages to load?

3) Are the websites that you visit somewhat limited in content due to heavy graphics usage?

4) Anything else I should know?

Dr. Clu and I are trying to set up the connection; I am taking care of 14.4 modem and he is taking care of the interface. I just want to know what it will be like when the day comes that I can surf the net on a computer that is older than I am (!, and it still works!).

Jessica

5320. Re: Internet Connection VIA Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sqb1cthdt9178@corp.supernews.com>
Source record: 42532

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:39A58295.5DE82B54@earthlink.net...
> Hi,
> So, I know that several of you are on the newsgroup VIA your atari.
> What I want to know is:
>
> 1) Is it easy to use? What type of browser are you using? (I know the
> internet for you will be text based)

Lynx for a browser. Text only, kind of archaic interface, reminds me of
using an early version of WordStar.

Ditto for newsreaders, easy to get to once you have you login you shell
account.

I mean type lynx or rn or tin at the command prompt to launch Lynx, Read
News.
>
> 2) Does it take forever for pages to load?

Much, much, much, much, mucho, faster. Graphics slow everything down by an
incredible amount. Down side is not all web pages are text only friendly.
>
> 3) Are the websites that you visit somewhat limited in content due to
> heavy graphics usage?
>
> 4) Anything else I should know?

Just that 2400 baud is probably enough. I type maybe 300 baud and read 2400.

You never said if you got SIO2PC working, but it is kind of neat to ftp from
a shell account to someplace like archive.umich.edu and down load software
directly to your Atari, no IBMs are harmed during the transfer of this data.

5321. looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <sqb22scpt91103@corp.supernews.com>
Source record: 42533

Has anyone heard of a game for the 8-bit Ataris called "Batty Builders" (I think that was the title). I have not played it in years but I know I had it for my 800xl. I may be wrong about the title but the idea of the game was to grab falling blocks from a scrolling conveyer belt and throw them back up to arrange them by their design.

Dominik

5322. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <e51bqsc01p7joi5vqpar91vs858dveek35@4ax.com>
Source record: 42534

The other Day "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>> From: Video61@webtv.net (Lance Ringquist)
>> i think electronic arts got them, i may be wrong.
>> they were one of my favorites also.
>> would'nt you love to see conan the barbarian, bruce lee, zorro, goonies,
>> etc. on cart?
>> thanks,
>> lance
>
> Bruce Lee.. most definately. The rest I haven't played.

You what!!!

You call yourself an Atari person and you have not played Goonies, Zorro or
Conan???

(All made with the Datasoft game construction kit) ;-)
--
Paul Irvine

Retro-gamer & old git

5323. Re: looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <ZQgp5.2191$A_.46359@news1.online.no>
Source record: 42535

I have that! English Software title. Pretty fun, lame graphics, but hey,
gameplay is what counts the most.

Dominik <dominik1@looksmart.com> wrote in message
news:sqb22scpt91103@corp.supernews.com...
> Has anyone heard of a game for the 8-bit Ataris called "Batty Builders" (I
> think that was the title). I have not played it in years but I know I had
it
> for my 800xl. I may be wrong about the title but the idea of the game was
to
> grab falling blocks from a scrolling conveyer belt and throw them back up
to
> arrange them by their design.
>
> Dominik
>
>
>
>

5324. Re: looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <kt8bqso67e3n5ratmnn57gom2i68m5cl1i@4ax.com>
Source record: 42536

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>I have that! English Software title. Pretty fun, lame graphics, but hey,
>gameplay is what counts the most.

Too right old man..

Look at Jumpman...Stick figures and truly block graphics.

Excellent game tho
--
Paul Irvine

Retro-gamer & old git

5325. Re: TECH: RGB Values for Color/Luminance pairs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <8ra9qskjo9vu6q9pbiqh5cu2rfok65fqsg@4ax.com>
Source record: 42537

My approach is somewhat different...
I did write a program that would siplay all 256 colors at once, too.
In fact, I wrote a whole TV calibration program. Even recently I
started to add a couple nice extra features to it.
Well, my idea was this: try to establish the correspondence
between the A8's hue and luminance values and actual TV hue,
luminance and saturation values. I mean, hue is expressed in
degrees, saturation in % and luminance in % or levels...
I (somewhat arbitrarily - having the proper equipment would have
yielded more accurate results) assigned color hue 1 to yellow,
4 to red, 6 to magenta, 9 to blue, 11 to cyan and 13 to green.Hue 2 was left
unassigned, but then the following hues fell near the following
axes:

3 +I
5 +V
7 +Q
8 +U
10 -I
12 -V
14 -Q
15 -U

With the PC it's a little easier since you can get equivalents
for RGB values and HSL values with many paint programs. IIRC, they
have hue=0 for red with values ranging from 0 to 239 (240 for
lum and sat). Then think of the A8 as having saturated colors
(at=100% or 240 on the PC), do the following equivalences:

Hues:

A8 PC
01 048
02 032
03 016
04 000
05 224
06 208
07 192
08 176
09 160
10 144
11 128
12 112
13 096

14 080
15 064

(I see I should have chosen green=14 instead of 13)

Luminances:

A8 PC
00 000
01 016
02 032
03 048
04 064
05 080
06 096
07 112
08 128
09 144
10 160
11 176
12 192
13 208
14 224
15 240

This is somewhat simplistic (0 is always black and 240 is always
white on the PC), but...

For the saturation, for hue=0 on tha A8 make it sat=0, for any
other hue sat=240

Just FYI, I just tried connecting the composite output of the
A8 to the composite input of my TV tuner card on the PC and grab
some frames... unfortunately I didn't get "pure" colors, either
(though I have the advantage of having the PC conncted to the TV
as well)

On 20 Aug 2000 10:26:30 GMT, seagtgruff@aol.com (SeaGtGruff) wrote:

>[posted and e-mailed]
>
>Patrick Maloney (maloneyXXX@merlin.albany.net) wrote:
>
>> With regard to this blue/green problem, I got the AtariWin800 source
>> and initial tests indicate I just have to change the palette (as someone
>> else indicated).
>
>That was me, I think. :-)
>
>> Anyone know where I can get info on the appropriate RGB values to
>> ues for each color/luminance pair?
>
>That's a tricky question to answer, because the appearance of each

>hue/luminance pair will vary depending on the way the tint, brightness, and
>contrast are set on your TV, as well as whether you're using NTSC or PAL.
>Apparently even the individual Atari can be a factor, depending on how the
>potentiometer is set. I used to adjust my TV settings to get what I thought
>were the best hues, based on what the references said they were, and to make
>the luminances distinguishable from each other. I wrote a simple program to
>display all 256 colors on the screen at once, using display list interrupts.
>Whenever I wanted to adjust the settings on my TV to get the best display for
>my Atari, I would run that program so I could see all of the colors at once
>while adjusting the TV settings.
>
>Unfortunately, my Atari disk drives died long ago, and I never replaced them,
>so I can no longer run my old Atari programs. Several months ago I bought a
>Snappy! digitizer for my PC, for the sole purpose of capturing Atari screens on
>my PC so I could determine which RGB value to use for each hue/luminance pair.
>I played with the brightness and contrast settings of the Snappy! program to
>make each luminance distinct, but I don't think I adjusted the tint. And
>instead of capturing all 256 colors at once, I just captured all 16 luminances
>of the hues at once, but I'm not sure if the colors are accurate. For example,
>I remember hue 15 as being brownish, but the screen captures I made show it as
>greenish, which isn't right. One of these days I'm going to play with
>Snappy!'s settings to get a better result on *all* of the hues and luminances,
>then make a new set of screen captures to work with.
>
>Anyway, I think the hue you're most interested in is hue 10, variously
>described in the Atari literature as "blue-grey" (Mapping the Atari, p. 164),
>"turquoise" (Atari XL User's Handbook, p. 215; Atari 400/800 Basic Reference
>Manual, p. 50; and GTIA Chip NTSC, sheet 4), or "blue-green" (Atari System
>Reference Manual, Chapter 8). The Atari800Win and Stella emulators display hue
>10 as greenish, rather than bluish. All you really need to do is redefine the
>RGB values for color 160 (hue 10, luminance 0) through color 175 (hue 10,
>luminance 15). At least, those are the only colors you need to worry about
>"with regard to this blue/green problem." As someone else indicated in another
>post, Star Raiders uses color 160 (hexadecimal A0) for the background when
>shields are in use. Thus, if you change that color, Star Raiders on the
>Atari800Win emulator should look more like what you're used to seeing on the
>Atari.
>
>If you do a screen capture of all 16 luminances of hue 10 (as I did), you can
>pull it up in a paint program and inspect the RGB values, then change the
>palette in Atari800Win. That sounds simple, but it turns out to be
>complicated. The screen capture I made of hue 10 contains 5173 unique colors!
>When I cut luminances 1 to 15 out of the image, the part of the image showing
>just color 160 (luminance 0) still has 432 unique colors! So I reduced the
>cropped image to a depth of 256 colors, optimized to the nearest colors,
>resulting in 20 unique colors. I reduced the new image to a depth of 16
>colors, optimized to the nearest colors. Finally, I examined the RGB values of
>these 16 colors, added them together, and divided by 16 to get these averages:
>R=0, G=43, B=130.
>

>When I create a color with those RGB values and put it next to the original
>cropped screen capture of color 160 (in all of its glorious 432 colors), it
>does look like a pretty good fit. However, the RGB values I came up with
>depended on Snappy's settings when I made the original screen capture, the way
>I reduced the color depth, and the way I averaged the resulting colors
>together. (I assumed that the 16 colors were used in equal proportions.) It's
>likely that someone else could use this same technique, yet end up with
>different RGB values. And then there's the issue of NTSC versus PAL colors.
>
>Nevertheless, using the technique described above, I came up with the following
>RGB values for the 16 luminances of hue 10:
>
>color 160 (hue 10, luminance 00) : R=000, G=043, B=130
>color 161 (hue 10, luminance 01) : R=000, G=055, B=144
>color 162 (hue 10, luminance 02) : R=004, G=074, B=156
>color 163 (hue 10, luminance 03) : R=025, G=085, B=163
>color 164 (hue 10, luminance 04) : R=044, G=100, B=172
>color 165 (hue 10, luminance 05) : R=062, G=115, B=185
>color 166 (hue 10, luminance 06) : R=082, G=129, B=200
>color 167 (hue 10, luminance 07) : R=099, G=147, B=214
>color 168 (hue 10, luminance 08) : R=104, G=154, B=213
>color 169 (hue 10, luminance 09) : R=121, G=169, B=232
>color 170 (hue 10, luminance 10) : R=138, G=185, B=246
>color 171 (hue 10, luminance 11) : R=151, G=203, B=253
>color 172 (hue 10, luminance 12) : R=167, G=219, B=255
>color 173 (hue 10, luminance 13) : R=182, G=232, B=255
>color 174 (hue 10, luminance 14) : R=198, G=247, B=255
>color 175 (hue 10, luminance 15) : R=216, G=255, B=255
>
>Michael Rideout

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

5326. Re: Internet Connection VIA Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39a5afe9$0$35382$53a6afc1@news.erinet.com>
Source record: 42538

You are working with Clu, so I guess he's about as knowlegable as
anyone on the A8 and the internet.
AFAIK there is no browser for the a8. You can do some internet
stuff with a shell account. I don't know why anyone would want to,
actually. I am interested in it, just to know what can be done.
There is a html text viewer for the a8, a far cry from actually connecting
ppp tcp/ip and viewing web pages, even text only.
So, if you really want to use the a8 for internet stuff, to my knowlege,
you have to have an ISP that allows a shell account, then use lynx
for connecting to web pages, tin for newsgroups, elm or pine for e-mail.
Good luck.
russg

5327. Re: Internet Connection VIA Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A5B04D.CAA00CA@earthlink.net>
Source record: 42539

Rick Cortese wrote:

> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> news:39A58295.5DE82B54@earthlink.net...
> > Hi,
> > So, I know that several of you are on the newsgroup VIA your atari.
> > What I want to know is:
> >
> > 1) Is it easy to use? What type of browser are you using? (I know the
> > internet for you will be text based)
>
> Lynx for a browser. Text only, kind of archaic interface, reminds me of
> using an early version of WordStar.
>
> Ditto for newsreaders, easy to get to once you have you login you shell
> account.
>
> I mean type lynx or rn or tin at the command prompt to launch Lynx, Read
> News.

Ahh, good ol' text. I do remember it. I have never used lynx, however.

>
> >
> > 2) Does it take forever for pages to load?
>
> Much, much, much, much, mucho, faster. Graphics slow everything down by an
> incredible amount. Down side is not all web pages are text only friendly.

Yes, that is a problem. I am an active eBay user and I am concerned that it
will not be text friendly. Can anybody let me know?

>
> >
> > 3) Are the websites that you visit somewhat limited in content due to
> > heavy graphics usage?
> >
> > 4) Anything else I should know?
>
> Just that 2400 baud is probably enough. I type maybe 300 baud and read 2400.

Really? Hmm, I guess that means that I can save a heck of a lot of money modem
shopping. Not too many 14.4 modems that are not fax only.

> You never said if you got SIO2PC working, but it is kind of neat to ftp from
> a shell account to someplace like archive.umich.edu and down load software

> directly to your Atari, no IBMs are harmed during the transfer of this data.

No, I haven't had time to get it to work. School is putting a big damper on it. The thing that I was mainly going for when I wanted to get my 800 online was the fact that downloading disk images would be a lot easier (esp. considering that I have one of those giant towers that is hard to get in the back of), besides general PC hating tactics.

Jessica

5328. Re: looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A5B136.56712159@earthlink.net>
Source record: 42540

Paul Irvine wrote:

> The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>
> >I have that! English Software title. Pretty fun, lame graphics, but hey,
> >gameplay is what counts the most.
>
> Too right old man..
>
> Look at Jumpman...Stick figures and truly block graphics.

Have you ever played "MineField"? It was on an Antic disk from around 85-86, just blocks and a ray to shoot through them. And I thought 2600 Pac-Man was bad... However, the game is very challenging.

Jessica

>
>
> Excellent game tho
> --
> Paul Irvine
>
> *Retro-gamer & old git*

5329. Re: Internet Connection VIA Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A5B220.758F2A24@earthlink.net>
Source record: 42541

I was expecting text anyhow. It was not like this is a big suprise or
anything. Just my rebellion from the IBM/PC world of modern computing.

Jessica

Russg wrote:

> You are working with Clu, so I guess he's about as knowlegable as
> anyone on the A8 and the internet.
> AFAIK there is no browser for the a8. You can do some internet
> stuff with a shell account. I don't know why anyone would want to,
> actually. I am interested in it, just to know what can be done.
> There is a html text viewer for the a8, a far cry from actually connecting
> ppp tcp/ip and viewing web pages, even text only.
> So, if you really want to use the a8 for internet stuff, to my knowlege,
> you have to have an ISP that allows a shell account, then use lynx
> for connecting to web pages, tin for newsgroups, elm or pine for e-mail.
> Good luck.
> russg

5330. Re: Atari music Composer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39a5b16b$0$35383$53a6afc1@news.erinet.com>
Source record: 42542

I'm not familiar with Atari Music Composer.
AMS I used to use to make music. It makes AMS music files which
either requires AMS or and AMS player (there are a couple) to play
the music, with a nice little piano keyboard showing lighted up keys
as the tune plays.
The best BASIC music I ever saw were by Jean Rowe. If you wanted
to make a BASIC tune, you might do well to get PINETOP.BAS or
MAPLE.BAS and see how Rowe wrote the programs. You could
probably use her code and modify it to play the tune you want.
Rowe always made a graphic of some sort, then played the tune.
Russg

5331. Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A5B2DB.72F536FB@earthlink.net>
Source record: 42543

Ok, am I missing something here? I was looking around on eBay came
across an Atari 1040 computer. 1040? Huh? I did not know such a thing
exisied. Anybody have any clue? Unfortunately, no photo was in the
listing but really, what is it?
Jessica

5332. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Liam Busey <buseyl@my-deja.com>
Message-ID: <39A5BECE.1211@my-deja.com>
Source record: 42544

Jessica C wrote:
>
> Ok, am I missing something here? I was looking around on eBay came
> across an Atari 1040 computer. 1040? Huh? I did not know such a > thing exisied. Anybody have any clue? Unfortunately, no photo was in > the listing but really, what is it?
> Jessica

That's probably a 1040 ST. A 16bit computer made by Atari after the
Tramiels (spelling?) took over. It has nothing in common with the 8bit
computers other than the Atari badge.

Liam Busey

5333. Re: Internet Connection VIA Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 00:00:00 UTC
From: Liam Busey <buseyl@my-deja.com>
Message-ID: <39A5C944.57F0@my-deja.com>
Source record: 42545

Jessica C wrote:
>
> Rick Cortese wrote:
>
>> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
>> news:39A58295.5DE82B54@earthlink.net...
>>> Hi,
>>> So, I know that several of you are on the newsgroup VIA your atari.
>>> What I want to know is:
>>>
>>> 1) Is it easy to use? What type of browser are you using? (I know >>> the internet for you will be text based)

I use Lynx.

>> Lynx for a browser. Text only, kind of archaic interface, reminds me >> of using an early version of WordStar.

Archaic interface!? Must every piece of software use a WIMP!? Lynx is beautiful. It just takes time to appreciate.

-snip-

> Ahh, good ol' text. I do remember it. I have never used lynx,
> however.

It's fairly easy to learn. Ten minutes is more than enough time to get a basic understanding of Lynx for the veteran text user.

>>> 2) Does it take forever for pages to load?
>>
>> Much, much, much, much, mucho, faster. Graphics slow everything down >> by an incredible amount.

This is an understatement. If you're using a shell account dial-up feels like broadband.

> Down side is not all web pages are text only friendly.

True. Most are navigatable with recent versions of Lynx though. One of my favorites is when a page will inform me that I'm using an ancient browser and that I'll need to upgrade to use their site. I just smile and proceed to view their crappy page anyways. No adds, no javascript, no superflowous graphics oh my!

> Yes, that is a problem. I am an active eBay user and I am concerned
> that it will not be text friendly. Can anybody let me know?

Ebay works fine with Lynx. If you want to see the pictures just download them to your atari and use a jpeg or gif viewer. The Atari 8bit does have viewers right (I come from the Apple 2 world)?

>>> 3) Are the websites that you visit somewhat limited in content due >>> to heavy graphics usage?

Very rarely. Most sites that use a lot of graphics use it primarily as eye candy. When there's an important graphic it usually labeled or referred to in the text.

>>> 4) Anything else I should know?

Surfing the web is a much less time consuming activity with a shell account's bandwidth and no graphics. If you want to kill time you'll have to look at a lot more content.

>> Just that 2400 baud is probably enough. I type maybe 300 baud and >> read 2400.
>
> Really? Hmm, I guess that means that I can save a heck of a lot of > money modem shopping. Not too many 14.4 modems that are not fax only.

2400 baud modems work fine but 9600 is pure heaven. Pages load like lightening.

I've never seen a fax only 14.4 modem. Many 14.4 modems do have fax capability though.

Liam Busey

5334. Re: Atari music Composer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-24 01:24:30 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A47BA7.C7FF74E7@earthlink.net>
Source record: 42503

Hey, I've done a little music in BASIC, not much since, you know, the lack
of productivity. I would like to know more about AMS, anyone know?

Jessica

Steven Lashower wrote:

> Hi Jessica!
>
> Atari Music Composer cart is a first generation GUI music entry and
> playback system. I remember trying to use it a long time ago. I
> quickly became frustrated with it.... basically the sluggish way of
> entering music and the fact that it seemed to loose synch during
> playback. However, the graphic display of notes was kinda groovy.
>
> Programming music in BASIC is probably the most tedious thing you can
> do to yourself. You'd be more productive watching cars go by on the
> interstate. You type in a huge data table of pitches and durations
> and write a simple loop to play the voices back asynchronously. Not
> my idea of fun.
>
> If you want to enter music into your Atari, I'd recommend using Lee
> Actor's Advanced Music System (AMS). The first version is written in
> BASIC, so it is kind of sluggish. AMS II is written in assembly, so
> it's a little fast. I wrote a program called the Antic Music
> Processor. It's written in assembly as well. Not to mention, I just
> had to throw in a shameless plug =)
>
> Hope this info helps,
> - Steve
>
> On Wed, 23 Aug 2000 20:19:37 GMT, Jessica C
> <beadsandbangles@earthlink.net> wrote:
>
> >Hey all,
> >Do any of you have any idea about Atari music Composer. I mean, I am
> >pretty clueless about it, no real idea on how to use it. I know you
> >boot the cartridge, Type in the code, etc.
> >
> >I guess what I am trying to say is : Is there any difference between
> >composing in Music Composer and composing in BASIC? It seems about the
> >same. Thanks,
> >Jessica :)
> >
> >**********

> >Still trying to find
> >a modem.
> >When I do, a
> >JYBOLAC-ing
> >I will come :)
> >********************

5335. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Jan Kasper Martinsen <janma@ifi.uio.no>
Message-ID: <39A62316.E685AFF8@ifi.uio.no>
Source record: 42413

It's a sad day <sob>

I removed the rom-chip, but accidentally broke one of it's
legs(pins)...damn...I guess that means that my atari is broken!!! <more
sob>

Anybody got a spare rom chip???? Help is needed!!!

Kasper

Jan Kasper Martinsen wrote:

> Hi!
>
> I bought an atari xe game system from a flea marked. I came with a
> number of carts. However, only one of the cartridges work(desert
> falcon), and when I start the system(without a cartridge) the screen
> goes blank. I remeber from the old days that it should have missile
> command build inside.
> What is wrong?
>
> Kasper

5336. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <8vq5dNA7uip5Ewwu@lovecraft.demon.co.uk>
Source record: 42414

Once upon a time <j4obqsso671ricqdlq89rhsigf7a37n2j1@4ax.com>, Mindfield
<mindfield@badgers.home.com> grabbed chalk and scrawled:

>520ST
> - The first real release of the ST. Half a meg of RAM.

External floppy. 520ST+ = 1Mb RAM. External PSU ;) Atari 520STm - this
model, with the external floppy and PSU, but a TV Modulator for use,
well, on a TV...

>1040ST
> - The 520's big brother; 1 meg of RAM, internal 720k 3.5" drive.

1040STf = Built in floppy...

>520STFM
> - Basically a 1040ST with half the RAM. Some models had 1 meg.
> The main reason for this model was the RF port for connecting to a
> television set (hence the "FM" - fixed modulation)

Atari STFM = Atari Sixteen/Thirtytwo, Floppy, Modulator ;)

>130ST
> - 128k RAM, never released due to insufficient RAM to
> do anything useful.

Insufficient RAM to load the OS ;) The OS on the original 520, 260ST was
loaded from Floppy, with ROM being an 8K bootstrap only. TOS/GEM takes
up 192K...

Richard, picking holes :)
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5337. Re: looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <stdcqs8fv838udv6mmskm87pkkik8gof5v@4ax.com>
Source record: 42415

The other Day Jessica C <beadsandbangles@earthlink.net> wrote:

>
>
>Paul Irvine wrote:
>
>> The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>>
>> >I have that! English Software title. Pretty fun, lame graphics, but hey,
>> >gameplay is what counts the most.
>>
>> Too right old man..
>>
>> Look at Jumpman...Stick figures and truly block graphics.
>
>Have you ever played "MineField"? It was on an Antic disk from around 85-86,
>just blocks and a ray to shoot through them. And I thought 2600 Pac-Man was
>bad... However, the game is very challenging.
>
I think I have played it (I've played so many games over the years) :-)

One of my joys is to show a few Atari 8bit games to younger folk who are in
the Dreamcast and PSX ranks, you can almost see the disgust when the
graphics appear.

But you make the same people play the games for a few mins and suddenly
they are hooked.
--
Paul Irvine

Retro-gamer & old git

5338. Re: looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <4Vqp5.2371$A_.48915@news1.online.no>
Source record: 42416

> I think I have played it (I've played so many games over the years) :-)
>
> One of my joys is to show a few Atari 8bit games to younger folk who are
in
> the Dreamcast and PSX ranks, you can almost see the disgust when the
> graphics appear.
>
> But you make the same people play the games for a few mins and suddenly
> they are hooked.
> --
> Paul Irvine
>
> *Retro-gamer & old git*

That's so true. People expect the graphics to look real, but on our old machines, that's pretty hard to do. Gameplay, however, blows the PSX away. I have played only a couple of PSX games I like out of about 80. On my old Atari, I can't stop when I start to count the programs I like. Darn many. Dropzone, Bounty Bob, Rescue on Fractalus, Ballblazer, MULE, Archon, Pac-Man, Pole Position, Elektraglide, Fort Apocalypse (well, here I go again ;-))

Take Atarian care

5339. Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <f8ecqs8bmkaonvh8le59jemump239cao7o@4ax.com>
Source record: 42417

The other Day sup8pdct@mail.cth.com.au wrote:

Please oh please snip a reply if its all not needed :-)

Anyway..

>Any of you guys seen lode runner that uses graphics 15 instead of 7?
>Have it here somewhere. Looks good for the most part.
>
>James B
>
Yep, I hated the artifacting stuff as it didn't show for the PAL user
correctly, so I used to sit down and alter the display lists if they had
not been done already.

Boring job but so much better looking :-)
--
Paul Irvine

Retro-gamer & old git

5340. Any Atari BBS fantics here?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Jeff Hall <jhall2@home.com>
Message-ID: <Dcrp5.107303$3E6.972871@news1.alsv1.occa.home.com>
Source record: 42418

Hello everyone!

This is a foreign place to me, as I grew up using a Commodore computer. I have recently begun setting up a BBS that will be running on a Commodore system I recently acquired. But my BBS is going to support a broad range of vintage and classic computer systems. Atari and other classic will have message and file areas.

I would really like to know (for those of you who still enjoy dialing up a bbs) what you would like to see in the way of Atari support on my BBS? I know next to nothing about these machines, and I hope to find a co-sysop who would enjoy running the Atari section of my BBS.

Please copy any replies you make to my e-mail address as I will read them much quicker!

Thanks!
Jeff Hall aka Dr. Video
jhall2@home.com

5341. Re: FA: HUGE ATARI 8 BIT Auction 400, 800, XL,Tablets, MORE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <$efpBIBs8jp5Ewim@lovecraft.demon.co.uk>
Source record: 42419

```
Once upon a time <39a5ff97.3548654@news.supernews.com>, Cosmic-Toys
(Ward Chapman) <cosmictoys@mindspring.com> grabbed chalk and scrawled:
>
>Up for bids on ebay trhrough this weekend.

RFD: comp.sys.atari.8bit.auction.hype.MINT.l@@k.rare.bullshit

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'\_)Morticia
```

5342. Re: FA: HUGE ATARI 8 BIT Auction 400, 800, XL,Tablets, MORE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A6698C.87C5BE0F@earthlink.net>
Source record: 42420

haha

Richard Kilpatrick wrote:

> Once upon a time <39a5ff97.3548654@news.supernews.com>, Cosmic-Toys
> (Ward Chapman) <cosmictoys@mindspring.com> grabbed chalk and scrawled:
> >
> >Up for bids on ebay trhrough this weekend.
>
> RFD: comp.sys.atari.8bit.auction.hype.MINT.l@@k.rare.bullshit
>
> Richard
> --
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
> http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5343. Re: looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A66BBA.30FBE1CF@earthlink.net>
Source record: 42421

Paul Irvine wrote:

> >Have you ever played "MineField"? It was on an Antic disk from around 85-86,
> >just blocks and a ray to shoot through them. And I thought 2600 Pac-Man was
> >bad... However, the game is very challenging.
> >
> I think I have played it (I've played so many games over the years) :-)
>
> One of my joys is to show a few Atari 8bit games to younger folk who are in
> the Dreamcast and PSX ranks, you can almost see the disgust when the
> graphics appear.

Yeah, I was the same way for a while. I played a lot of the old games at an
arcade before getting my 800.

> But you make the same people play the games for a few mins and suddenly
> they are hooked.

The phenomonon works again!

Jessica

5344. Re: looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A66C2A.D996D4BE@earthlink.net>
Source record: 42422

Vidar \"Hawk\" Olavesen wrote:

>>That's so true. People expect the graphics to look real, but on our old

> machines, that's pretty hard to do. Gameplay, however, blows the PSX away. I
> have played only a couple of PSX games I like out of about 80. On my old
> Atari, I can't stop when I start to count the programs I like. Darn many.
> Dropzone, Bounty Bob, Rescue on Fractalus, Ballblazer, MULE, Archon,
> Pac-Man, Pole Position, Elektraglide, Fort Apocalypse (well, here I go again
> ;-))
>
> Take Atarian care

The list goes on and on and on....simple enough for you to love :)

Jessica

5345. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A66D4B.53D324B3@earthlink.net>
Source record: 42423

Jan Kasper Martinsen wrote:

> It's a sad day <sob>
>
> I removed the rom-chip, but accidentally broke one of it's
> legs(pins)...damn...I guess that means that my atari is broken!!! <more
> sob>
>
> Anybody got a spare rom chip???? Help is needed!!!
>
> Kasper

<sob sob> I suppose you will have to solder on a pin? (don't know...) Wish I could help. It is a good idea (as many of us can testify) to have a few spares or even a unit for parts for when this happens. Of course, you just had the one unit since you happened across it. Best of luck,
Jessica

5346. New Adventure - Scott Adams - Return to Pirate's Island II

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <s9up5.54709$qS3.109075@tor-nn1.netcom.ca>
Source record: 42424

Hello Guys,

Just to let you know that Scott Adams (of Adventure International fame) has released a new adventure called "Return to Pirate's Island II", and it is for sale at his website at www.msadams.com

Have fun,

Richard.

5347. Re: Any Atari BBS fantics here?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000825062154.28961B-100000@vtn1>
Source record: 42425

A files area would be mostly a waste of time, effort, and HDD space
as everything's available via internet.

Your email address doesn't indicate where you're located so it would
be pretty hard for someone to volunteer as your co-sysop.

As to what would be good in a BBS for 8-bit machines:

a. discussion area for 8-bit programmers; much of what is done on
an Apple-8, Atari-8, or C-64/128 is easily ported to the others;

and

b. discussion area for hardware swap and shop as well as notices of
the ilk: "I saw such and such a piece of equipment at this price here".

General info:

1. Most Atari-8 users will connect at 4800 baud unless they're
using an upgrade interface which supports 14k4 (the a-8 serial port max's
out at 19k2 for communications without a complete bypass of the ROM
serial routines). Another reason why a files area would be wasted effort.

2. Try and avoid PETASCII graphics and expect your Atari users to be
polite enough to refrain from ATASCII. (Ah, the good old 8-bit days when
everyone was incompatible with everyone else:)

3. Good luck.

On Fri, 25 Aug 2000, Jeff Hall wrote:

> Hello everyone!
>
> This is a foreign place to me, as I grew up using a Commodore computer. I
> have recently begun setting up a BBS that will be running on a Commodore
> system I recently acquired. But my BBS is going to support a broad range of
> vintage and classic computer systems. Atari and other classic will have
> message and file areas.
>
> I would really like to know (for those of you who still enjoy dialing up a
> bbs) what you would like to see in the way of Atari support on my BBS? I
> know next to nothing about these machines, and I hope to find a co-sysop who
> would enjoy running the Atari section of my BBS.
>
> Please copy any replies you make to my e-mail address as I will read them
> much quicker!
>
> Thanks!

> Jeff Hall aka Dr. Video
> jhall2@home.com
>
>
>
>
>

5348. Re: FA: HUGE ATARI 8 BIT Auction 400, 800, XL,Tablets, MORE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <blfQPMAvJop5Ew1P@lovecraft.demon.co.uk>
Source record: 42426

Once upon a time <39a5ff97.3548654@news.supernews.com>, Cosmic-Toys
(Ward Chapman) <cosmictoys@mindspring.com> grabbed chalk and scrawled:

>manula

I just spotted this. I think we've finally found the creature of the
night, that nibbles the spines on our precious handbooks and frays the
pages near the ring-binding...

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5349. Re: Re:1974 TV program on BBC2

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <eiwp5.54820$qS3.109377@tor-nn1.netcom.ca>
Source record: 42427

I remember Pong (or a clone) being played on Crackerjack. (It's Friday, it's five to five and it's time for ....) I think they used to call it "Crackerball" or something like that. The winner could choose from a selection of games like Monopoly, Kerplunk etc. and one would be sent to a kid in hospital.

Richard.

5350. Re: New Adventure - Scott Adams - Return to Pirate's Island II

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-CF5007.09511325082000@news.northcoast.com>
Source record: 42428

On a related note, I just yesterday added a 1983 interview with Scott Adams
to the Digital Antic Project Web site:

http://www.atarimagazines.com/v2n4/scottadams.html

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

5351. Re: FA: HUGE ATARI 8 BIT Auction 400, 800, XL,Tablets, MORE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A6C483.3CFDD286@earthlink.net>
Source record: 42429

Richard Kilpatrick wrote:

> Once upon a time <39a5ff97.3548654@news.supernews.com>, Cosmic-Toys
> (Ward Chapman) <cosmictoys@mindspring.com> grabbed chalk and scrawled:
>
> >manula
>
> I just spotted this. I think we've finally found the creature of the
> night, that nibbles the spines on our precious handbooks and frays the
> pages near the ring-binding...

ewww.....get it away! Get it away!

Jessica

>
>
> Richard
> --
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
> http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5352. UK 8-bit Computer Museum?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <967231505.18928.0.nnrp-08.9e98ea3a@news.demon.co.uk>
Source record: 42430
Cross-posted to: alt.c64,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

I'm trying to find a UK museum that includes, or would like to include, some mint condition 1980/1990s 8-bit computers in its display.

There is someone who occasionally posts to the ngs that he is collecting such machines and "hopes to get them on show somewhere" but I now can't locate a posting from him to be able to ask whether the collection has found a display site yet.

The reason I'm interested is that a guy who had a *huge* hoard of 8-bit software has had to send *the lot* for landfill because he couldn't find an economic way of getting it to the right people.

He is now seeking to find a good home (ie, a museum) for the mint condition 8-bit computers he has. He wants them to go on display somewhere appropriate.

He is *not* looking to sell them, so don't bother offering money.

If you can help (and to prevent another round of cross-posting) please either e-mail me at brian@spheroid.demon.co.uk or send follow-ups to comp.sys.misc (follow-ups set).

Also, I will be reading all newsgroups to which it has been posted for at least a week after posting this.

--
--
Brian Watson

5353. HDI

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <20000825153225.21108.00000164@ng-ff1.aol.com>
Source record: 42431

I'm curious about Erhard Puetz HDI...but I dont know where to find it

Ralph

5354. Atari Pilot

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Darkcode1 <no-one@microsoft.com>
Message-ID: <01c00eca$f5098b80$0a3944c0@brain>
Source record: 42432

anyone know where i can download this? I would like to be able to use it
on
my Atari 800 emulator.

5355. Re: Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ersdqs8ae1b1kgbbee5a3quf43bcmssmla@4ax.com>
Source record: 42433

On Fri, 25 Aug 2000 09:18:03 +0100, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>Once upon a time <j4obqsso671ricqdlq89rhsigf7a37n2j1@4ax.com>, Mindfield
><mindfield@badgers.home.com> grabbed chalk and scrawled:
>
>>520ST
>> - The first real release of the ST. Half a meg of RAM.
>
>External floppy. 520ST+ = 1Mb RAM. External PSU ;) Atari 520STm - this
>model, with the external floppy and PSU, but a TV Modulator for use,
>well, on a TV...

I'd forgotten about the STM. I don't think that had a very wide (or
long-lived) release.

>
>>1040ST
>> - The 520's big brother; 1 meg of RAM, internal 720k 3.5" drive.
>
>1040STf = Built in floppy...

Ah, right ... the 1040 without the modulator. I think this one stayed
around longer than the 520STM.

>Atari STFM = Atari Sixteen/Thirtytwo, Floppy, Modulator ;)

Er, yeah... I meant to say that. (Fixed, floppy, it's a common
mistake, it is!)

>>130ST
>> - 128k RAM, never released due to insufficient RAM to
>> do anything useful.
>
>Insufficient RAM to load the OS ;) The OS on the original 520, 260ST was
>loaded from Floppy, with ROM being an 8K bootstrap only. TOS/GEM takes
>up 192K...

It sort of made you wonder what the techs at Atari were thinking at
the time. :-) Even the 260ST left only 68k of RAM to play with.
Enough to load one desk accessory!

>
>Richard, picking holes :)

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5356. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:23:56 UTC
From: Steve Breech <sbreech@columbus.rr.com>
Message-ID: <w0jp5.55421$IX6.271583@typhoon.columbus.rr.com>
Source record: 42402

it is a 1040ST....it is a 16 bit machine, totally cool.... I have a 1040ST
and a 520ST. Both have a built in 3.5"DD drive. They are not compatible
with the 8 bit line....
"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:39A5B2DB.72F536FB@earthlink.net...
> Ok, am I missing something here? I was looking around on eBay came
> across an Atari 1040 computer. 1040? Huh? I did not know such a thing
> exisied. Anybody have any clue? Unfortunately, no photo was in the
> listing but really, what is it?
> Jessica
>

5357. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 00:39:01 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A5C062.6F4DF495@earthlink.net>
Source record: 42403

Liam Busey wrote:

> Jessica C wrote:
> >
> > Ok, am I missing something here? I was looking around on eBay came
> > across an Atari 1040 computer. 1040? Huh? I did not know such a > thing exisied.
Anybody have any clue? Unfortunately, no photo was in > the listing but really, what is it?
> > Jessica
>
> That's probably a 1040 ST. A 16bit computer made by Atari after the
> Tramiels (spelling?) took over. It has nothing in common with the 8bit
> computers other than the Atari badge.

Yea, thought about it and makes sence. Unfortunately, the message was already posted :(.
Jessica

>
>
> Liam Busey

5358. Re: Wanted: Kaiser for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 02:11:09 UTC
From: Marc Walters <marc@classworks.com.au>
Message-ID: <39a5fad3@news.hunterlink.net.au>
Source record: 42408

Andre <stein@agnld.uni-potsdam.de> wrote in message
news:396B1AC1.33291D62@agnld.uni-potsdam.de...
> Hi!
>
> Especially for german visitors of this newsgroup: I'm looking for the
> game 'Kaiser' as vesrion released by Ariola in 1984 or 85 (I'm not sure)
> with box or infos about the box.
>
> Was this game translated to other languages ever?

The C64 version I have from Ariolasoft UK is in English.

Marc

5359. Re: TECH: RGB Values for Color/Luminance pairs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 02:44:00 UTC
From: seagtgruff@aol.com
Message-ID: <20000824224400.03845.00001154@ng-fq1.aol.com>
Source record: 42404

JTKirk (no_me_j.j_t_kirk@geocities.com) wrote:

> My approach is somewhat different...
> I did write a program that would siplay all 256 colors at once, too.
> In fact, I wrote a whole TV calibration program. Even recently I
> started to add a couple nice extra features to it.

It would be interesting to see that program! :-)

> Well, my idea was this: try to establish the correspondence
> between the A8's hue and luminance values and actual TV hue,
> luminance and saturation values. I mean, hue is expressed in
> degrees, saturation in % and luminance in % or levels...

I thought about that, as well, because the paint programs I have do give the HSL values of colors, along with their RGB values. And it seems reasonable to assume that all 16 luminances of a particular hue on the 8-bit Atari *should* correspond to the same hue on the PC. But when I tried that approach, I found that the 16 luminances of-- for example-- hue 1 did *not* have the same hue on the PC (at least, not in the screen captures that I made). Consequently, I decided that it would be a good idea to create two separate palette files for the Atari800Win emulator. One palette file would give the RGB values closest to the Atari's actual colors (as captured from the Atari's actual video output). The other palette file would give "idealized" RGB values, such that each color of a particular hue on the Atari would share the same hue value on the PC. And there would really be four such palette files-- two for NTSC colors, and two for PAL colors.

The real reason for being interested in the RGB values as opposed to the HSL values is purely practical. The PC colors are defined by their RGB values in the Atari800Win's files. If you're using an official version of Atari800Win, you'll have to change the RGB values in the appropriate file-- which are given as long integers, such as "0x1c1c1c"-- and then recompile the program. If you're using the (in my opinion) improved version from the Polish site I mentioned in another post, you can type the R, G, and B values separately for each color, and you don't have to recompile anything! So even if you want to use idealized HSL values, you'll still need to convert them to the appropriate RGB values.

[snip]
> Then think of the A8 as having saturated colors
> (at=100% or 240 on the PC), do the following equivalences:
>
> Hues:
>
> A8 PC

> 01 048
> 02 032
> 03 016
> 04 000
> 05 224
> 06 208
> 07 192
> 08 176
> 09 160
> 10 144
> 11 128
> 12 112
> 13 096
> 14 080
> 15 064
>
> (I see I should have chosen green=14 instead of 13)
>
> Luminances:
>
> A8 PC
> 00 000
> 01 016
> 02 032
> 03 048
> 04 064
> 05 080
> 06 096
> 07 112
> 08 128
> 09 144
> 10 160
> 11 176
> 12 192
> 13 208
> 14 224
> 15 240
>
> This is somewhat simplistic (0 is always black and 240 is always
> white on the PC), but...
>
> For the saturation, for hue=0 on tha A8 make it sat=0, for any
> other hue sat=240

Thank you for posting these values! :-) I'll check it out!

> Just FYI, I just tried connecting the composite output of the
> A8 to the composite input of my TV tuner card on the PC and grab
> some frames... unfortunately I didn't get "pure" colors, either

It's an unfortunate and unavoidable consequence! :-) I don't think there's such a thing as a "pure" color on a TV; the display seems to be very "noisy" or "snowy," with a lot of tiny variations in the pixel colors, even for seemingly "solid" colors.

Those of us who are interested in these matters might do a "project" where we come up with the RGB/HSL values to use with Atari800Win, both for NTSC and PAL video, as well as for "captured" versus "ideal" colors. Then we could post the results in this newsgroup, both in the format required for the official version (i.e., a "static integer colortable"), and in the format required for the unofficial variation (i.e., a palette file).

Michael Rideout

5360. Re: Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 02:54:42 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ejnbqscri007riltcnqcqvp3fmdadkdto0@4ax.com>
Source record: 42405

On Thu, 24 Aug 2000 18:51:42 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> drooled an embarassing wet spot in his
lap as he typed:

>Yes, but that (damn!) color-artifacting does not work at all on PAL
>systems !!
>Damn you Broderbund, for using it so often... -Andreas (Germany,
>PAL-country)

I didn't know that didn't work on PAL machines. I always thought it'd
just show up as different colouring. Pity; a few of the coolest games
were done using that technique. (Amaurote, Molecule Man, etc.)

>P.S.: The game and demo guys of the 90`s did the same with many PAL
>programs, they used PAL depending techniques (like overscan routines,
>that merely work on PAL), so these programs cannot run on NTSC machines,
>hehe !!

Ah, yes, but we NTSC-folk could still see the demos by adjusting the
vertical hold (so the screen wouldn't flip when it switched to 50Hz
mode) I do remember seeing the Veronica demo on a real 8-bit though,
and I know some demos did have problems in NTSC. (The amazing Tracker
routine demo for example had sync problems)

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5361. Re: Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 02:57:26 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <prnbqskdncej40r0j5rist8n17di3lu3fb@4ax.com>
Source record: 42406

On Thu, 24 Aug 2000 17:57:44 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> drooled an embarassing wet spot in his
lap as he typed:

>Well,
>who are the current holders of the AR copyright ?? Do they have the
>copyright to both versions (The city and the Dungeon ??). Let us know
>their names and E-mails please !! -greetings, Andreas

Unfortunately I don't know who currently holds the copyrights. All I
remember from the fiasco was that Philip spent a lot of time working
on the updated PC version, only to have to scrap the whole project
when he was denied the rights to publish it. And it was looking so
GOOD, too! The Screenshots at the time were every bit as good as
those seen in Thief: The Dark Project -- very remeniscent of them, in
fact.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5362. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 03:46:31 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <j4obqsso671ricqdlq89rhsigf7a37n2j1@4ax.com>
Source record: 42407

On Thu, 24 Aug 2000 23:41:17 GMT, Jessica C
<beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
lap as he typed:

>Ok, am I missing something here? I was looking around on eBay came
>across an Atari 1040 computer. 1040? Huh? I did not know such a thing
>exisied. Anybody have any clue? Unfortunately, no photo was in the
>listing but really, what is it?
>Jessica

1040 = 1040ST. The ST series were the next-generation 16-bit machines
Atari came out with. In fact, they came out with a whole slew. All
Atari STs were a quantum leap over the 8-bits due to having a 16-bit,
8MHz (faster in later models) Morotola 68000 processor, built-in MIDI
ports, expansion/cartrige port, etc. Curiously, the sound chip (a
Yamaha YM-2149) wasn't quite as good as the 8-bit's, having only 3
sound channels. It did do pretty good digital sound, though. STs
also featured more function keys (10), a full-stroke keyboard with
separate numeric keypad, arrow keys, and special function keys like
HELP and UNDO, and looked much like a PC keyboard. There was a whole
breed of Atari computers after the 8-bit. Graphics game in three
flavours: 320x200 in 16 colours (low res), 640x200 in 4 colours, or
640x400 in 2 colours (monochrome, required a mono monitor) Basically,
the ST like looked like the XE's big brother. The short version goes
a little like this:

520ST
- The first real release of the ST. Half a meg of RAM.
1040ST
- The 520's big brother; 1 meg of RAM, internal 720k 3.5" drive.
520STFM
- Basically a 1040ST with half the RAM. Some models had 1 meg.
The main reason for this model was the RF port for connecting to a
television set (hence the "FM" - fixed modulation)
1040STFM
- 1 meg, RF port.
Mega ST-1
- A 1040ST in a retooled desktop-PC-style case, detatchable
keyboard, new TOS OS and Blitter chip for fast graphics handling.
Limited release, replaced by the Mega ST-2.
Mega ST-2
- Like the Mega ST-1 with 2 megs of RAM.
Mega ST-4
- Ditto, 4 megs of RAM (the most a stock ST can have without a new
MMU)

1040STE
- The next gen Atari ST; used SIMM RAM (like PCs) expandable to 4 megs, enhanced colour palette (4096 colours), hardware scrolling, new TOS OS (1.62), stereo sound, and other niceties. An enhanced monitor (the SC-1425 - a 14" model, 2" larger than the ST's SC-1224 and SM-125) was also released to accompany it.
Mega STE
- New off-white desktop case design. Came in 2 or 4 meg flavours. New TOS version (2.0)
TT-030
- The successor to the ST/e line. A true 32-bit 68030 processor running at 16MHz, featuring much higher resolutions, more colours on-screen, an optional Motorola 68881 math coprocessor, and all sorts of other goodies that made this machine a prized posession for the desktop publishing crowd. Never took off for gaming due both to its sticker price, and some incompatibilities in its new TOS version (3.5).
Falcon-030
- The REAL successor to the ST/e line. This beast had it all: Motorola 68030 processor running at 16MHz, Motorola 68001 digital signal processor (DSP -- the same one eventually used in the Atari Jaguar) running at 32Mhz, vastly enhanced graphics chip that was fully programmable to allow the creation of any graphics mode you had RAM enough to display, 65,565 colours on-screen at once out of a palette of 16.7 million, sound was handled by the DSP and the number of channels was limited only by your CPU's power and RAM, a multitasking operating system (dubbed MultiTOS, a.k.a. TOS 4.0) up to 16 megs of RAM, and all sorts of other goodies. I had the chance to spend some quality time with one of these while I was writing for the local Atari magazine, Current Notes, and it was s-w-e-e-t. My only gripe was that they used the old 1040ST case and keyboard, but in its defense, it was dark gray with charcoal gray keys. It was also quite backward-compatible with well-behaved ST apps.

Fringe, odd, and third party models and vapourware:

130ST
- 128k RAM, never released due to insufficient RAM to do anything useful.
260ST
- 256k RAM, short release in Europe before being discontinued for the same reason the 130ST was.
SC-2000 monitor
- A strange little 12" beast with a built-in single-sided 360k floppy drive which saw limited release.
STacy
- A portable (or rather, luggable -- it was heavy!) 1040ST computer. This became a sligtly popular machine for musicians due to the fact that it could easily be taken on the road and used at concerts to control MIDI devices. Madonna used two of these

during her Girlie Show tour. (Or was it the Immaculate tour?) It
was available in 1, 2 and 4 meg varieties.
ST-Book
- A lighter STacy that saw a VERY limited release. This is a rare
beast indeed.
Falcon-040
- A third party upgrade to the Falcon that increased the CPU
to a Motorola 68040 running at 32 or 48MHz.
Pandora
- A third party Falcon-compatible running on a 68060
ABAQ (a.k.a. Atari-Transputer Workstation, or ATW)
- Probably the strangest of the strange in the Atari world
(next to the laughable "Mind-Link" 2600 controller) is
this beast. The ATW was an extensible computer,
which allowed you to run on up to 4 "Farm Cards" --
basically, modular motherboards containing all the
necessary computer circutry. These could be chained
together for multi-processor operation, resulting in
incredibly fast processing power. They ran on a variation
of the Pink OS operating system. Very few of these were
made, and I only ever knew one person who owned one.
On the rarity scale, this would fall into the "Holy Grail"
category. They were not compatible with any existing
Atari platform.
Atari PCs
- Atari also made a range of 8088-based PC compatibles
which flopped big time. These are pretty rare machines,
too -- but they were so bad, they sort of fall into the
"Who Cares?" category.

I know I've forgotten at least one Falcon-compatible whose name
escapes me, and probably a few others, but that's the "short" list of
Atari computers after the 8-bit.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5363. FA: HUGE ATARI 8 BIT Auction 400, 800, XL,Tablets, MORE!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 05:31:34 UTC
From: cosmictoys@mindspring.com
Message-ID: <39a5ff97.3548654@news.supernews.com>
Source record: 42409

Up for bids on ebay trhrough this weekend.

Click on the links below for a picture and complete descriptions!

MINT! ATARI 800 in perfect condition with 48K+ robotron in box,. chess in box, power supply, basic, cart, joystick and atariwriter cart.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=418397439

RARE ATARI TOUCH TABLET MINTstill in Box
Smells new includes all instructinos and accessories.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=415628394

Absolutely MINT! 800XL computer system with 64K RAM in box with instructions, power supply, RF adapter, and video cable.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=419342048

MINT Atari 400 mint in styro and box, with joystick, power supply, instruction manula ,basic programming book, and and two games in boxes Defender and Centipede.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=415595727

ATARI PILOT COMPLETE PROGRAMMING KIT! !

Mint and complete with large instruction manual ans everything you need!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=415690290

ATARI 410 Cassette Recorder MINT IN BOX LIKE NEW!!!!

They dont get any getter than this...

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=418341739

ATARI Conversational FRENCH , SPANISH, and GERMAN tape software kits

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=418361904

Atari Computer Eyes Video capture aquistion device mint condition.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=418402477

Super Sketch Tablet mint in Box for use with ATARI includes instructions and is complete in carboard packaging, like new. includes sketch artist cartridge.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=419337643

ATARI 1050 DISK DRIVE in mint condition with ISO cable, Power supply and nice boxed copy of Caverns of Mars on Disk.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=419346219

Thanks for looking and happy ATARI-ING!

5364. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 06:05:15 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8o52argib3@flood.xnet.com>
Source record: 42410

Mindfield <mindfield@badgers.home.com> wrote:

: Unfortunately I don't know who currently holds the copyrights. All I
: remember from the fiasco was that Philip spent a lot of time working
: on the updated PC version, only to have to scrap the whole project
: when he was denied the rights to publish it.

Ummmm...you'll have to forgive me when I say that this sounds just a tad implausible. After all, even if he wasn't authorized to use the gaming world, a few simple changes to protect the innocent would have sufficed if Price really had all that great of a game brewing.

I just think it wasn't going to happen. After all, Monolith (which was supposed to publish the game) seemed to drop out fairly quickly.

--
Jason Compton jcompton@xnet.com

5365. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 06:12:02 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-y3JZ1ShKKrLc@port12.vdts.cab.cth.com.au>
Source record: 42411

On Sun, 24 Aug 3900 18:14:16, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
> Jason Compton schrieb:
> >
> > Rick Cortese <ricortes@netmagic.net> wrote:
> >
> > : on a C standardization commitee<can't remember which>. He still hasn't got
> > : all his bones in history/trivia: ARC was the first texture mapped 3d game
> > : ahead of Id and Castle Wolfenstien although they get credit for it.
> >
> > I'm not sure...I think the 1983 maze game WayOut did texture mapping
> > before AR.
> >
> > --
> > Jason Compton jcompton@xnet.com
>
> Did "Capture the flag" (the 3D game from Synapse, not the 2D one from
> Antic) have any texture-mapping ?? I liked that game and would have
> loved to see broderbund (who had taken over Synapse) re-release it (and
> then Atari re-re-release it on an XEGS cart, like they did with other
> Broderbund games, haha !!). - Andreas

I liked that one. 'Way out' was another one based on the same maze
type.
Did anyone know, that if you help down the trigger button, you would
move in the direction you pushed the joystick releative to the map.
Made things eaiser. If you backed up into a wall that was behind you
from your viewing angle at the time, you must turn around to see what
is there. The only disadvantge.

James B

5366. Re: CHIMERA (Was: i saw this game on the spectrum ...)

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-25 06:48:33 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-4IqudhFPRoGm@port27.vdts.cab.cth.com.au>
Source record: 42412

On Sun, 24 Aug 3900 18:51:42, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
> Mindfield schrieb:
> >
> > On Sat, 19 Aug 2000 22:16:13 GMT, carmel_andrews@my-deja.com drooled
> > an embarassing wet spot in his lap as he typed:
> >
> > >Anyway chimera wasn't the only 3d isometric speccy port that found it's
> > >way onto the atari, what about molecole man or head over heals (I have
> > >both on tape)
> >
> > I had and played both. Head over Heels even made an appearance in an
> > Atari ST version. I rather liked games that took advantage of
> > Graphics 8 artifacting, though. It was a subtle but very cool art
> > form. I remember a demo that appeared either in a magazine or book I
> > had way back that showed how to get something like 30 or 40 colours in
> > graphics 8 by varying the angle of lines. It was impractical for
> > anything but that specific demonstration, but it was interesting
> > nonetheless.
> >
> > >
> > >Anyway Happy Atari'ng
> > >
> > >Carmel A
> > >
> > >
> Yes, but that (damn!) color-artifacting does not work at all on PAL
> systems !!
> Damn you Broderbund, for using it so often... -Andreas (Germany,
> PAL-country)
>

Any of you guys seen lode runner that uses graphics 15 instead of 7?
Have it here somewhere. Looks good for the most part.

James B

5367. Re: Re: Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <8l2gqsoeelsb193dtkm4dnsc91eh9pjm1n@4ax.com>
Source record: 42347

On Sat, 26 Aug 2000 17:52:20 GMT, carmel_andrews@my-deja.com drooled
an embarassing wet spot in his lap as he typed:

>Yo Mindfield, Hows that Atari thang hanging
>
>Anyway re: atari 1040, I never had one but I did have a couple 520stfm's
>and a 4 meg 520 ste which i still have sitting next to me AMD k62-400
>win98 pc (pc's being a heap o' shit anyway)

I wish I still had my Mega ST4. That was the last Atari machine I
ever owned, even though the keyboard was dying pretty badly.

>I remember something about the Atari Panther (the next stage after the
>vcs/7800), was that the ST games jobbie that Atari were hoping to bring
>out, or was the panther a junior version jaguar (as I had seen
>screenshots of the panther with parts of tempest2000 in development in a
>UK atari mag years ago)

Prior to the Jaguar (ca. 1992 or so), Atari was working on a
next-generation 32-bit gaming console, at the time code-named Panther.
At the same time, a UK-based company known as Flair had been
developing a 64-bit gaming console, but did not have the funds or
resources to market it. They had approached a few large companies to
adopt it and market it, but in the end, Atari was the one that got the
technology, and it eventually became known as the Jaguar (which Atari
later tried to change to Jaguar-64 after Nintendo's announcement of
their 64-bit console. Few people picked up on the "64" appendage,
however) Atari scrapped the Panther project, which was still in the
design stage, in favour of the Jag.

>Also whilst we are on the subject, I remember going to Atari shows in
>Ally Pally (Alexander Palace-ex BBC) early 87 and late 86 and I remember
>seeing something, which I didint see again untill I received me Best
>Electronics Catalog from Mr Koda Himself when he was exhibiting at one
>of the early computer shopper shows (whatever happened to them) as his
>catalog had a piccy of the said item, namely Atari's proposed CD rom
>hardware called CDAR- cant remember the number part, But I definately
>remember seeing it at one of the Atari shows at Ally Pally

Yep. In fact, the CDAR was released in short supply around 1987-88.
I knew only one person who owned one -- he'd picked it up second hand
from a flea market or something. Anyway, it was a plain ol' single
speed CD-ROM drive that read standard ISO-9660 format CD-ROMs. I
don't recall if it was able to play redbook audio, though. In any
event, it was a pretty avant-garde move on Atari's part, since at the
time, CD-ROMs were still a fairly new concept. Unfortunately, it was

too avant-garde, since the sticker price was pretty high, and there were no CD-ROMs for the Atari available. I don't think Atari made any deals with software houses to develop CD-ROM titles for the Atari, either -- hence its inevitable and quick demise.

>Ironic that although Tramiel wasn't interested in taking Atari forward
>(in a business and commercial sense) At least Atari showed that they
>were as Inovative and Ahead of the game as ever, no matter how much
>tramiel/gleadow was trying to destroy the company (Warners would have
>been better of selling out to Nintendo or Sony etc...)

It's not that they weren't interested in forwarding Atari in a business sense, it's that Atari just didn't have the wearwithall to properly market their products. After the great video game crash of 1984 and Time-Warner's sale of Atari to Jack Tramiel, Atari's liquid assets weren't worth a whole lot (as compared to pre-crash Atari). Jack had a limited amount of resources to play with, and most of that was sunk into R&D for new products. That didn't leave much for advertising. When Atari re-released the 2600 (renamed Atari 2600 Jr.) I do remember seeing "The Fun is Back" commercials (with that sad little "The 2600 from A-tar-i" rap) and, later, a few commercials for their "Atari Shatters the Myth" campaign to push the ST line. That's the most advertising I'd ever seen them do. After that, I saw a grand total of 1 commercial for the Lynx 2-3 times on TV. (It was actually pretty good, too...) Heck, when Atari released the Jaguar, they allocated US $20 million on advertising. This is peanuts in the cutthroat world of video games; by comparison, Sony and Nintendo were spending hundreds of millions on advertising at the same time, so it's no wonder Atari's commercials were lost in the din. I only ever saw one commerical for the Jag; it was an advertisement for Alien vs. Predator, and I saw it twice.

>And lastly the St certainly wasn't ATARI 8bit's big brother, as there's
>no connection bettween the two apart from the badge
>The only Big Bro's that the ATARI 8bit had, was the thang that became
>the AMIGA, which at the end of the day was a technically better machine
>then the St

True, but I don't really consider it in that light. Amiga (who started out life as 2600 game developers) had first approached Atari to adopt their Amiga computer technology, but Atari (stupidly) turned it down. Then they went to Commodore, and the rest is history. I consider the ST the 8-bit's big brother simply because it was developed and designed by Atari and looked like suped up XE machines. On the other hand, the Commodore wasn't developed by Atari -- it wasn't even developed by Commodore; they just marketed it. It _was_ technologically superior to the ST, though; DMA sound, 4096 colours, multitasking OS -- all stuff the ST should of had from the get go, but didn't.

However, I'd rather use an ST with NeoDesk than an Amiga with Workbench. :-)

>
>Happy Atari'ng
>
>carmel A
>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5368. wanted 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: tonym04@aol.com
Message-ID: <20000826160622.06823.00004517@ng-cg1.aol.com>
Source record: 42348

Want to trade for Atari 7800 system. I want complete system with power cable and joysticks. Games a bonus depending on titles.

5369. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A84E64.6DF86A7C@earthlink.net>
Source record: 42349

Oh yes, I forgot about that :) I drop everything (literaly) in my collection about once a week. Keeps it clean and just improves the mechanics of the computer.

Jessica

Snk2112 wrote:

> do the famed 4 inch drop , it works for the st and i had something
> similer happen to my xe ,(and it worked for me)
>
> if the rom is in a socket ,
> over years of playing , the system gets warm and cools warm and cools this
> causes some very small expanding and contracting (especially if it is stored in
> a shed or attic for years and gets cold in the winter ..)
>
> any way the chip might work it's way a little loose and picking up the system
> about 4 inches off the table and then carefully dropping it so it lands on
> all 4 feet at the extact same time is usually enough to slam the chips back
> into their seats
> Danno
> who'd rather win $5000 from BEN STEIN
> Than $1000000 from Regis ,,,,,,,,,
>
> don't worry ,, we're not alien spies sent to kidnap you or any thing ,,,,
> "it's a HAND grenade "

5370. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39A86B73.3AE9F964@ev1.net>
Source record: 42350

arudzki@mailbox.bellatlantic.net wrote:
>
> > > They were very common when the Atari 400 and 800 were going strong. I still
> > > have mine and it works great. I paid a wopping $500 for it just so I go
> > > play the Seirra Online game "The Wizard and The Princess".
> > > Edward S. Baiz Jr.
> > > (Gamer)
> >
> > gawd, and I thought we were pretty bad these days with the price we dish out
> > for stuff for the PC....
> >
>
> Paid $500 for an 810 disk drive because I wanted to play Zork I, on my 48K
> upgraded 400.
>
> THOSE were the days.
>
What??? Those were the days when you wanted to play Zork I, or those
were the
days when you actually *had* $500??? (For me, it's probably *both*...)

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

5371. Goodness, what has happened to us?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A8504B.6822F746@earthlink.net>
Source record: 42351

Gosh, this lot is at $165.20 right now... kinda scary, like we need to keep our disk collection under lock and key. Basically, it is a lot of 23 Games/Programs for the 8bit computer, some with boxes, etc. Perhaps the fact Ultima II is included (once went up to $100 by itself) may have something to do with the price. Check it out here :)

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=412673364

5372. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000826170846.13083A-100000@vtn1>
Source record: 42352

On Sat, 26 Aug 2000, Vidar "Hawk" Olavesen wrote:

> > BTW max com speed is 4800 baud.
>
> Are you sure ? I have run my 850 at 9600baud. Doesn't do 19200 as the MIO
> does though.
>
First I've heard of an 850 running at 9600. I used to use a P:R:C at
9600 but was always told the 850 was limited to 4800. Like everything
else, the only way to really know what you can get out of your hardware
is to keep pushing the limits until it bombs and then back off one
step at a time until it's stable.

jkp

5373. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000826171229.13083B-100000@vtn1>
Source record: 42353

On Sat, 26 Aug 2000, Jessica C wrote:

>
> gawd, and I thought we were pretty bad these days with the price we dish out
> for stuff for the PC....
>

You're showing off your youth. My first computer cost me C$1000 back in
'79 and came with 16k RAM, a cassette tape deck and a mono monitor which
was nothing more than a cheap BW TV witout a tuner. Adding a first disk
drive would have run about another $800.

As to the "showing off" bit--if you've got it, flaunt it :)

jkp

5374. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <8o9qekchf1@slb0.atl.mindspring.net>
Source record: 42354

This thread got me thinking of what I paid for my first Atari setup in 1979.
The prices that stick in my mind (very faintly) are:
800 computer- $800
810 drive- $500
850 interface- $300
Are any of these close?

Rich Jackson

arudzki@mailbox.bellatlantic.net wrote in message
<39A7F766.950E1167@mailbox.bellatlantic.net>...
>
>
>> > They were very common when the Atari 400 and 800 were going strong. I
still
>> > have mine and it works great. I paid a wopping $500 for it just so I go
>> > play the Seirra Online game "The Wizard and The Princess".
>> > Edward S. Baiz Jr.
>> > (Gamer)
>>
>> gawd, and I thought we were pretty bad these days with the price we dish
out
>> for stuff for the PC....
>>
>
>Paid $500 for an 810 disk drive because I wanted to play Zork I, on my 48K
>upgraded 400.
>
>THOSE were the days.
>
>
>tony
>
>

5375. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000826011039.24664A-100000@vtn1>
Source record: 42435

On Sat, 26 Aug 2000, Tony Cianfaglione wrote:

>
> I picked up a peripheral box at a thrift store today. It's called Atari
> 850 and it has 2 IO inputs, 4 serial ports out, 2 parallel outs (look like
> PC joysticks connectors - not db25) and a power supply input.
>
> I've never heard of it before. How common were these?
>
Atari 850 Interface, fairly common. Use the first serial port out for your
modem (the others have varying lines disabled). The DB15's are for
parallel printers. You need a special printer cable (hack the end off a
PC cable and wire in a DB15) the pinouts are the same as that used by
the MIO but that page is missing in my manual.

I'm unsure as to voltage requirements _I Think_ 9vac same as a 1050.

BTW max com speed is 4800 baud.

jkp

5376. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <PHLp5.3026$A_.62012@news1.online.no>
Source record: 42436

> BTW max com speed is 4800 baud.

Are you sure ? I have run my 850 at 9600baud. Doesn't do 19200 as the MIO does though.

5377. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A7D4AE.1AF026E3@earthlink.net>
Source record: 42437

Common and nessecary. Allows you to connect several devices to the Atari that you need at the same time (e.g.: Printer, disk drive, modem, etc). I am currently swapping with some of my fellow Atarians so that I can get a working interface, so that I can connect ot bbs' and the like at 9600 baud.

Jessica

Tony Cianfaglione wrote:

> I picked up a peripheral box at a thrift store today. It's called Atari
> 850 and it has 2 IO inputs, 4 serial ports out, 2 parallel outs (look like
> PC joysticks connectors - not db25) and a power supply input.
>
> I've never heard of it before. How common were these?
>
> Thanks...

5378. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A7D5B1.A6D3A1F2@earthlink.net>
Source record: 42438

Vidar \"Hawk\" Olavesen wrote:

> > BTW max com speed is 4800 baud.
>
> Are you sure ? I have run my 850 at 9600baud. Doesn't do 19200 as the MIO
> does though.

Clu's 850 runs at 9600 baud as well, that's why he is trying ot set me up
with one :).

Jessica

5379. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <cSQp5.3381$_X.14081@newsfeed.slurp.net>
Source record: 42439

On 26 Aug 2000 02:14:59 , Tony Cianfaglione wrote:
>
>I picked up a peripheral box at a thrift store today. It's called Atari
>850 and it has 2 IO inputs, 4 serial ports out, 2 parallel outs (look like
>PC joysticks connectors - not db25) and a power supply input.
>
>I've never heard of it before. How common were these?

They were very common when the Atari 400 and 800 were going strong. I still
have mine and it works great. I paid a wopping $500 for it just so I go
play the Seirra Online game "The Wizard and The Princess".
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5380. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A7EE16.137E67E8@earthlink.net>
Source record: 42440

"Edward S. Baiz Jr." wrote:

> They were very common when the Atari 400 and 800 were going strong. I still
> have mine and it works great. I paid a wopping $500 for it just so I go
> play the Seirra Online game "The Wizard and The Princess".
> Edward S. Baiz Jr.
> (Gamer)

gawd, and I thought we were pretty bad these days with the price we dish out
for stuff for the PC....

Jessica

+*********AKA Madam Froot Loop**********+

>
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

5381. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: arudzki@mailbox.bellatlantic.net
Message-ID: <39A7F766.950E1167@mailbox.bellatlantic.net>
Source record: 42441

> > They were very common when the Atari 400 and 800 were going strong. I still
> > have mine and it works great. I paid a wopping $500 for it just so I go
> > play the Seirra Online game "The Wizard and The Princess".
> > Edward S. Baiz Jr.
> > (Gamer)
>
> gawd, and I thought we were pretty bad these days with the price we dish out
> for stuff for the PC....
>

Paid $500 for an 810 disk drive because I wanted to play Zork I, on my 48K upgraded 400.

THOSE were the days.

tony

5382. Re: Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8o904e$q4$1@nnrp1.deja.com>
Source record: 42442

Yo Mindfield, Hows that Atari thang hanging

Anyway re: atari 1040, I never had one but I did have a couple 520stfm's and a 4 meg 520 ste which i still have sitting next to me AMD k62-400 win98 pc (pc's being a heap o' shit anyway)

I remember something about the Atari Panther (the next stage after the vcs/7800), was that the ST games jobbie that Atari were hoping to bring out, or was the panther a junior version jaguar (as I had seen screenshots of the panther with parts of tempest2000 in development in a UK atari mag years ago)

Also whilst we are on the subject, I remember going to Atari shows in Ally Pally (Alexander Palace-ex BBC) early 87 and late 86 and I remember seeing something, which I didint see again untill I received me Best Electronics Catalog from Mr Koda Himself when he was exhibiting at one of the early computer shopper shows (whatever happened to them) as his catalog had a piccy of the said item, namely Atari's proposed CD rom hardware called CDAR- cant remember the number part, But I definately remember seeing it at one of the Atari shows at Ally Pally

Ironic that although Tramiel wasn't interested in taking Atari forward (in a business and commercial sense) At least Atari showed that they were as Inovative and Ahead of the game as ever, no matter how much tramiel/gleadow was trying to destroy the company (Warners would have been better of selling out to Nintendo or Sony etc...)

And lastly the St certainly wasn't ATARI 8bit's big brother, as there's no connection bettween the two apart from the badge
The only Big Bro's that the ATARI 8bit had, was the thang that became the AMIGA, which at the end of the day was a technically better machine then the St

Happy Atari'ng

carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

5383. Lynx FS/FT

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: tonym04@aol.com
Message-ID: <20000826135321.22478.00000202@ng-md1.aol.com>
Source record: 42443

I have a spare Lynx II for sale. I have the original box, docs and some games. It is in mint condition and works perfectly. I am willing to listen to offers for the next few days so if you are interested in a trade or purchase, please let me know. I am interested in an Atari 7800 w/games; an NEC TurboGrafx-16 w/games or a N64 system. Any trades must be for merchandise in good condition - ie. no nice N64 with broken controller. I have a nice Lynx and want to trade for something of equal quality only. No junk please!

E-mail me direct if interested.
Tony
tonym04@aol.com

5384. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: snk2112@aol.com
Message-ID: <20000826142435.14961.00000711@ng-fs1.aol.com>
Source record: 42444

do the famed 4 inch drop , it works for the st and i had something
similer happen to my xe ,(and it worked for me)

if the rom is in a socket ,
over years of playing , the system gets warm and cools warm and cools this
causes some very small expanding and contracting (especially if it is stored in
a shed or attic for years and gets cold in the winter ..)

any way the chip might work it's way a little loose and picking up the system
about 4 inches off the table and then carefully dropping it so it lands on
all 4 feet at the extact same time is usually enough to slam the chips back
into their seats
Danno
who'd rather win $5000 from BEN STEIN
Than $1000000 from Regis ,,,,,,,,,

don't worry ,, we're not alien spies sent to kidnap you or any thing ,,,,
"it's a HAND grenade "

5385. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 00:00:00 UTC
From: snk2112@aol.com
Message-ID: <20000826142936.14961.00000713@ng-fs1.aol.com>
Source record: 42445

>
>I removed the rom-chip, but accidentally broke one of it's
>legs(pins)...damn...I guess that means that my atari is broken!!! <more
>sob>

you can buy the sockets at just about any electronic store , if you get one
and are very carefull you might be able to put the leg into the socket ,
solder that one leg to the socke and then plug the whole new socket into the
old socket mounted on the board , , if there is enough room for the chip now
that it probably sits 1/4 inch higher then it used to be
Danno
who'd rather win $5000 from BEN STEIN
Than $1000000 from Regis ,,,,,,,,,

don't worry ,, we're not alien spies sent to kidnap you or any thing ,,,,
"it's a HAND grenade "

5386. The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-26 05:14:59 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000826021135.3318B-100000@halifax.chebucto.ns.ca>
Source record: 42434

I picked up a peripheral box at a thrift store today. It's called Atari 850 and it has 2 IO inputs, 4 serial ports out, 2 parallel outs (look like PC joysticks connectors - not db25) and a power supply input.

I've never heard of it before. How common were these?

Thanks...

5387. Re: Floppy Question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000827003555.15623A-100000@vtn1>
Source record: 42363

On Sun, 27 Aug 2000, Jessica C wrote:

> Hi all,
>
> Just placed a winning bid on an internal PC floppy drive on eBay. What
> I am wondering is...Can I download ATR files directly off of the
> internet onto the drive (of course, formatted with a DOS) ? Thanks,
>
> Jess
>

Yes, though if you have a high speed internet connection, you might find the download speed suffers waiting for the floppy. It's probably better to download to a hard disk and then transfer the files off line; that way, if you get a bad sector on the floppy, you can swap it and restart.

jkp

5388. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-8qRM8LwbDPz5@port6.vdts.cab.cth.com.au>
Source record: 42364

On Sun, 26 Aug 3900 18:24:35, snk2112@aol.com (Snk2112) wrote:

> do the famed 4 inch drop , it works for the st and i had something
> similer happen to my xe ,(and it worked for me)

Good theory. unfortunately, every xegs I have seen has every chip
soldered in.
so dropping it would only crack the case if dropped from a great
enough height :)

James B

5389. Re: Re: Re: Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sqi04g4ut9156@corp.supernews.com>
Source record: 42365

"Mindfield" <mindfield@badgers.home.com> wrote in message
news:l2tgqsk5p53j4mfk3o0rnfmjl7d9fm2bk9@4ax.com...
> On Sun, 27 Aug 2000 00:11:46 GMT, carmel_andrews@my-deja.com drooled
> an embarassing wet spot in his lap as he typed:
>
> >
> >
> >
> >Firstly the Original Amiga company was financed/Funded by Atari, founded
> >by ex Atari 8bit and vcs hardware engineers, namely Decuir, Miner, RJ
> >Mical (Lynx), Morse and Neubauer (star raiders/pokey et al) and lastly
> >Steve Meyer or Mayer (good buddy of NB),and if you visit the Atari
> >historical soc. internet site, you'll see that Atari already had there
> >mits on the Amiga h/w, long before the tramiels F@*!ked things up, as
> >they had exclusive rights to producing Atari 8 versions of what became
> >the Amiga h/w, I believe the a7800 h/w was destined to go the same way,
> >ie as new h/w chip set for the A8
>
> Well, The History of the Personal Microcomputer, Home Game Console and
> Arcade Machine page (http://home.tampabay.rr.com/jguru/history.html)
> told a rather different story:
>
> "Also in 1984, a company started by some doctors from Florida was
> looking for someone who would take care of their baby, the Amiga
> Lorraine. They offered the Amiga to Jack Tramiel of Atari, but when
> they found out that Jack is only interested in the Amiga's technology
> and not the unit as a whole, the doctors decide to sell the Amiga
> concept to Commodore instead, thus changing the Amiga Lorraine into
> the Commodore Amiga."

First version is the more correct one. I've run into Miner in California and
he used to have a BBS local to the San Francisco Area <San Mateo?>.
> Actually, that Atari lasted as long as it did with the Tramiels at the
> helm is a wonder in itself. I think the most serious move was Jack
> handing the company over to his three sons. Jack himself made
> mistakes, but he was a much better CEO than his sons, and had plenty
> of experience at it with CBM. His sons on the other hand were just
> idiots.

IMO: There were several huge mistakes made with their technology and
employees. They basically had bullet proof sound, keyboard, and video
technology in Pokey, Antic, GTIA. As soon as they saw the emerging PC game
market and the success of things like Adlib sound card, they should have
moved into the PC market with their LSI chips and technology. Instead we
have Creative Labs and 3dfx with patch after patch to their drivers and

pretty crappy hardware. I would guess there are some good companies that came out of the lack of an Atari presence: Yamaha used to be known as a motorcycle company, but it seems like more people know them from their sound and video chips now.

But I wouldn't call the Tramiels idiots any more so then Adam Osborne or Eagle Computers or anyone of a 100 other companies that are no more, everyone got trampled in the rush.

But then I believe almost everyone including the successes are no better then average. It just happens that some are luckier then others and happened to blunder into the right market. There are a few geniuses around, it just seems like very few of them are CEOs.

5390. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Bt8q5.4637$_X.16747@newsfeed.slurp.net>
Source record: 42366

On 26 Aug 2000 17:01:38 , arudzki@mailbox.bellatlantic.net wrote:
>
>
>> > They were very common when the Atari 400 and 800 were going strong. I still
>> > have mine and it works great. I paid a wopping $500 for it just so I go
>> > play the Seirra Online game "The Wizard and The Princess".
>> > Edward S. Baiz Jr.
>> > (Gamer)
>>
>> gawd, and I thought we were pretty bad these days with the price we dish out
>> for stuff for the PC....
>>
>
>Paid $500 for an 810 disk drive because I wanted to play Zork I, on my 48K
>upgraded 400.

I knew I was not the only crazy person back then. <g> I still am crazy in
that I shelled out abouy $5000 for my Atari Hades060 clone. Once an Atarian
always an Atarian.....
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5391. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A9412B.CB23590F@earthlink.net>
Source record: 42367

> But I wouldn't call the Tramiels idiots any more so then Adam Osborne or
> Eagle Computers or anyone of a 100 other companies that are no more,
> everyone got trampled in the rush.
>
> But then I believe almost everyone including the successes are no better
> then average. It just happens that some are luckier then others and happened
> to blunder into the right market. There are a few geniuses around, it just
> seems like very few of them are CEOs.

Ingenious devleopers, bad marketers... seems as though time proves nothing, if
it does, then we forget about it.

Jess

5392. Re: Floppy Question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A941F2.89ED9B82@earthlink.net>
Source record: 42368

"John K. Picken" wrote:

> Yes, though if you have a high speed internet connection, you might find
> the download speed suffers waiting for the floppy. It's probably better
> to download to a hard disk and then transfer the files off line; that
> way, if you get a bad sector on the floppy, you can swap it and restart.
>
> jkp

Good point, never thought of that. The files are usualy pretty small so it
is not like it is going to take up a whole lot of time :).

Jess

5393. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <zUeq5.4419$zr1.50160@news02.optonline.net>
Source record: 42369

Hmmm. And I heard it was the other way around -- 850s could be reliable up to 9600 (but not with hardware handshaking) but some P: R:s topped out at 4800. There was also some code at one point to allow 850s to do 19.2, but I doubt that many people did it.

"John K. Picken" <yg473@victoria.tc.ca> wrote in message news:Pine.GSO.3.95.iB1.0.1000826170846.13083A-100000@vtn1...
>
>
> On Sat, 26 Aug 2000, Vidar "Hawk" Olavesen wrote:
>
> > > BTW max com speed is 4800 baud.
> >
> > Are you sure ? I have run my 850 at 9600baud. Doesn't do 19200 as the MIO
> > does though.
> >
> First I've heard of an 850 running at 9600. I used to use a P:R:C at
> 9600 but was always told the 850 was limited to 4800. Like everything
> else, the only way to really know what you can get out of your hardware
> is to keep pushing the limits until it bombs and then back off one
> step at a time until it's stable.
>
> jkp
>
>

5394. Re: Re: Re: Re: Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <hotiqsoham2l85tcuued3m8bbbajeefpgf@4ax.com>
Source record: 42370

On Sun, 27 Aug 2000 04:51:18 -0700, "Rick Cortese"
<ricortes@netmagic.net> drooled an embarassing wet spot in his lap as
he typed:

>First version is the more correct one. I've run into Miner in California and
>he used to have a BBS local to the San Francisco Area <San Mateo?>.

I'll make a note of that... maybe I should pass it along to the
webmaster of that site.

>IMO: There were several huge mistakes made with their technology and
>employees. They basically had bullet proof sound, keyboard, and video
>technology in Pokey, Antic, GTIA. As soon as they saw the emerging PC game
>market and the success of things like Adlib sound card, they should have
>moved into the PC market with their LSI chips and technology. Instead we
>have Creative Labs and 3dfx with patch after patch to their drivers and
>pretty crappy hardware.

I'm not sure if Atari would have fared any better as third party PC
hardware developers. Atari's foray into the PC world with full
systems didn't go very well, even when they had a system that had the
most features and capabilities for its price range in the Atari PC-1.
Of course, they had to compete with grey market, cheaply-made PC
clones, and so brought out the PC-5 as an answer to that, but they
still flopped. I can't really see Atari as an OEM for PC cards being
much more successful. Besides, Atari stopped making their own sound
chips after the 8-bit. (The ST uses the Yamaha YM-2149, which is
essentially Yamaha's version of the AY-3-8912 chip used in the
Sinclair Spectrum 128. The Falcon and Jaguar both use a Motorola
DSP68001 for sound)

> I would guess there are some good companies that
>came out of the lack of an Atari presence: Yamaha used to be known as a
>motorcycle company, but it seems like more people know them from their sound
>and video chips now.

Actually, Yamaha's been around for a very long time making things
other than motorcycles, first making pianos, then moving on to
synthesizers, guitars, amplifiers, and all sorts of other musical
instruments and accessories. The Yamaha DX-7 digital synth came out
in the early 80s, practically taking over where the popular Fairlight,
Emu and Moog analog synths left off. It was one of the first synths
to include a built-in sequencer, which analog synths didn't have at
the time.

>But I wouldn't call the Tramiels idiots any more so then Adam Osborne or
>Eagle Computers or anyone of a 100 other companies that are no more,
>everyone got trampled in the rush.

Oh, I'm not saying they were the worst offenders of mismanagement --
there are countless other flops out there that could be laid squarely
at the feet of their marketers and CEOs, but the Tramiels certainly
made their share, and some were very unfortunate. I do take some
small consolation in the fact that regardless of the Tramiels,
Microsoft would have quashed any competition in the long run anyway,
with its forceful entry into the personal GUI computing foray. They
didn't so much standardize the industry as gave people little other
choice, but they nevertheless made themselves the foremost platform on
the planet, and few companies could stand up to that. Even Apple has
only barely survived.

>But then I believe almost everyone including the successes are no better
>then average. It just happens that some are luckier then others and happened
>to blunder into the right market. There are a few geniuses around, it just
>seems like very few of them are CEOs.

Atari had one major fault, if you could consider it such: They were
too ahead of their time. The release of the CDAR years before CD-ROMs
had become any kind of standard meant death for that machine. The
handheld computing platform was something else again that the world
wasn't quite ready for when they released the Portfolio. Even the
Lynx was a little too ahead of its time. And looking at some of
Atari's concept sketches, we can even see the Atari Databook idea that
looks remarkably like what eventually became the Tandy-Radio Shack
Model 100. But a little additional consolation can probably be gained
from the knowledge that the video game industry isn't the only thing
Atari had a major hand in creating; palmtop computing, colour handheld
gaming, even the popularity of MIDI, can all be attributed to Atari's
forward thinking.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5395. Re: Re: Re: Re: Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sqjcgom5t91140@corp.supernews.com>
Source record: 42371
Body handling: HTML body converted to readable text

"Mindfield" wrote in message
news:hotiqsoham2l85tcuued3m8bbbajeefpgf@4ax.com...
> On Sun, 27 Aug 2000 04:51:18 -0700, "Rick Cortese"
> I'm not sure if Atari would have fared any better as third party PC
> hardware developers. Atari's foray into the PC world with full

OK, but it would have been a nice guesture for several reasons. For one thing, I still have the IBM PC XT hardware technical reference. They have the mono and color video cards in there and they are just 6845 based.

I figure it would have been an easy port going from 6502 hardware compatible buss to plugging it into an IBM since all the interface with the separate R/W lines was a done deal.

That would be 1/2 the benefit, the other half is people that know how to use things like POKEY could have migrated easier. I am under the impression a lot of people didn't make the transistion to PC well, and this would have helped give people a claim to fame or at least a foot in the door.

But Atari management was never known for being "nice guys" at any stage.
> systems didn't go very well, even when they had a system that had the
> most features and capabilities for its price range in the Atari PC-1.

This was more or less a hardware mistake. I don't think I was the only one who noticed that people didn't really want closed systems by that stage. Kind of reminds me of Henry Ford "You can have any color you want as long as it is black" type of mentality.
> Of course, they had to compete with grey market, cheaply-made PC
> clones, and so brought out the PC-5 as an answer to that, but they
> still flopped.

Right, even if they had it right, they were still a middle man taking a cut for basically doing nothing. Evolution favors the efficient.
> I can't really see Atari as an OEM for PC cards being
> much more successful.

Heck, I would have bought one if the price was right. I still think it would have been neat if they would have done something like a POKEY that did the same work as it did [sound, timers, 4-J/S] in a 5200 and maybe serial port for a mouse or something. Can't remember what I was paying for sound cards back then, but something like $70-$100 would have worked for me.
> >But I wouldn't call the Tramiels idiots any more so then Adam Osborne or
> >Eagle Computers or anyone of a 100 other companies that are no more,
> >everyone got trampled in the rush.
>

> Oh, I'm not saying they were the worst offenders of mismanagement --
> there are countless other flops out there that could be laid squarely
> at the feet of their marketers and CEOs, but the Tramiels certainly
> made their share, and some were very unfortunate. I do take some
> small consolation in the fact that regardless of the Tramiels,

This may be hard to believe, by my friends that all worked either during the Busnell or Warner days seemed so PO'ed about their management style, it would be hard to believe people actually got more PO'ed at the Tramiels or that they were worse.

Some the people I know said there were so many hard feelings at management that a looting spree went on that could closely be compared to the LA riots. There were even reports of Atari security guards helping people load stuff they were stealing into vans and trucks. You got to be pretty bad when people hate you that much. Kind of like "Et tu Centurians?"

> Atari had one major fault, if you could consider it such: They were
> too ahead of their time. The release of the CDAR years before CD-ROMs
> had become any kind of standard meant death for that machine. The
> handheld computing platform was something else again that the world
> wasn't quite ready for when they released the Portfolio. Even the

IMO: It was resting on their laurels. It took them from 1979 to 1984 to come out with a computer that was faster then a 1.79 mHz 6502. Ditto for consols, they rode the 2600 longer then they should have.

One of my criteria is "Who is coming out with the hotest upgrades?" In the Atari case where they are selling 100s of millions of computers a year, a lot of the inovation was outside of the company. Gadgets by Small, different accelerators, that kind of stuff. Atari rode the 8 mHz 68000 to long, I saw dozens of people leaving our user group as IBM style boxes left them behind.

5396. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 00:00:00 UTC
From: Liam Busey <buseyl@my-deja.com>
Message-ID: <39A9BEB7.3C2B@my-deja.com>
Source record: 42372

Mindfield wrote:
>
- snip -

> I do take some
> small consolation in the fact that regardless of the Tramiels,
> Microsoft would have quashed any competition in the long run anyway,
> with its forceful entry into the personal GUI computing foray. They
> didn't so much standardize the industry as gave people little other
> choice, but they nevertheless made themselves the foremost platform on
> the planet, and few companies could stand up to that. Even Apple has
> only barely survived.

Apple didn't survive, just its name. The company marketing the candy
colored garbage is Next in Apple's clothing. Steve Job's reality
distortion field is more powerful than it's credited with being.

Liam Busey

5397. Re: Re: Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 00:11:46 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8o9mbnolm1@nnrp1.deja.com>
Source record: 42355

Yo! Mindfield, Still Hacking away on the ol' Atari, keep 'em humming, thats what I say

Anyway re:atari 1040, and more specifically the Amiga issue

Firstly the Original Amiga company was financed/Funded by Atari, founded by ex Atari 8bit and vcs hardware engineers, namely Decuir, Miner, RJ Mical (Lynx), Morse and Neubauer (star raiders/pokey et al) and lastly Steve Meyer or Mayer (good buddy of NB),and if you visit the Atari historical soc. internet site, you'll see that Atari already had there mits on the Amiga h/w, long before the tramiels F@*!ked things up, as they had exclusive rights to producing Atari 8 versions of what became the Amiga h/w, I believe the a7800 h/w was destined to go the same way, ie as new h/w chip set for the A8

Also re the CDAR, why is it that you americans always seem to be able to purchase the sort of Atari kit that us Europeans can only dream about

I suppose that the CDAR is now about as collectable as KC muchkin, an Original (not hacked/pirated) copy of the unreleased Behind jaggi lines/last star fighter, The 65xeme (or Xeem), XEportable, the 1200 (pal) or anything like the 1400/1450 series... Or am I just jealous of you Yanks

Also, while wer'e on the subject, I'm suprised that you, an american stuck up for the tramiels in the fashion that you did in your last posting

I say that because even Sam T. himself admitted in an interview to Next generation mag (the US version of UK's Edge mag.) accepted that Time Warner/Warner Communications had been an Investment Partner in Atari since Warners Sell out in 84

And looking at it logically since warners still owned a quarter of Atari corp untill Tramiels reverse merger with JTS, their was nothing to stop Atari asking Warners to contribute to the Advertising/Marketing for Atari, since Warners still owmed part of the company and the technology, it would have being in their interest to

Warners were good at selling Atari, in the numbers they did, which is ironic since the mgmt at the time had no product knowledge, and didn't understand fully the technology they were selling

The tramiels on the other hand had the product and technical knowledge and skills that could blow anyone away, but severly lacked the neccessary spunk when it came to selling and marketing

if anyone in 20 years time was to write a brief synopsis, of Atari history from Warners upto JTS , they I guess would arrive at the same conclusion as I have, namely Atari suffered because of it's management, and not inspite of it... Essentially Atari invested in the wrong type of management... unless you'd beg to differ

End of pitch

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

5398. Re: Re: Re: Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 02:51:14 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <l2tgqsk5p53j4mfk3o0rnfmjl7d9fm2bk9@4ax.com>
Source record: 42356

On Sun, 27 Aug 2000 00:11:46 GMT, carmel_andrews@my-deja.com drooled
an embarassing wet spot in his lap as he typed:

>
>
>
>Firstly the Original Amiga company was financed/Funded by Atari, founded
>by ex Atari 8bit and vcs hardware engineers, namely Decuir, Miner, RJ
>Mical (Lynx), Morse and Neubauer (star raiders/pokey et al) and lastly
>Steve Meyer or Mayer (good buddy of NB),and if you visit the Atari
>historical soc. internet site, you'll see that Atari already had there
>mits on the Amiga h/w, long before the tramiels F@*!ked things up, as
>they had exclusive rights to producing Atari 8 versions of what became
>the Amiga h/w, I believe the a7800 h/w was destined to go the same way,
>ie as new h/w chip set for the A8

Well, The History of the Personal Microcomputer, Home Game Console and
Arcade Machine page (http://home.tampabay.rr.com/jguru/history.html)
told a rather different story:

"Also in 1984, a company started by some doctors from Florida was
looking for someone who would take care of their baby, the Amiga
Lorraine. They offered the Amiga to Jack Tramiel of Atari, but when
they found out that Jack is only interested in the Amiga's technology
and not the unit as a whole, the doctors decide to sell the Amiga
concept to Commodore instead, thus changing the Amiga Lorraine into
the Commodore Amiga."

>Also re the CDAR, why is it that you americans always seem to be able to
>purchase the sort of Atari kit that us Europeans can only dream about
>
>I suppose that the CDAR is now about as collectable as KC muchkin, an
>Original (not hacked/pirated) copy of the unreleased Behind jaggi
>lines/last star fighter, The 65xeme (or Xeem), XEportable, the 1200
>(pal) or anything like the 1400/1450 series... Or am I just jealous of
>you Yanks

LOL. Actually, I'm a Canadian, if that makes any difference.
Nevertheless, it certainly is a collectable. They didn't make very
many of them before pulling the plug. I'd imagine that if you can
find one at all, you'd be very lucky to do so, as they're probably
worth a handsome sum to an Atari collector. The proposed 65XE models
you refer to are the 65XEM and the 65XEP. The XEM was basically a
stock 65XE that was to have the "AMY" synthesizer chip, while the
65XEP was supposed to be a portable system with a built-in 5" green
monochrome monitor. Neither model ever came to light with the

exception of prototypes being displayed at the 1985 Consumer
Electronics Show.

>Also, while wer'e on the subject, I'm suprised that you, an american
>stuck up for the tramiels in the fashion that you did in your last
>posting

Oh, don't mistake my excuses for sticking up for them; the Tramiels
bumbled Atari straight to the grave, there's no doubt about it. But
the blame is not _entirely_ theirs. Atari never enjoyed the liquidity
that they had once enjoyed during the 2600's heyday, and large scale
commercial advertising campaigns were quite beyond their capabilities.
All they could muster were small campaigns that generally never lasted
very long, and only tended to cover major networks. I'm sure they
could have afforded to put a _little_ more into those campaigns --
either to increase their longevity or widen their coverage --
especially in light of the many failed projects that came out of their
R&D department. But unfortunately there was a lot of waste in that
area -- from the 65XEM/XEP models, the laughable 130ST and 260ST
attempts, the never-released 8-bit Atari monitor (XC1411), the 3.5"
8-bit drive (XF351), the 1400XL/XLD models, and many other
flops/vapourware. This costed them lots of money and in the end was a
small part of what helped to contribute to their untimely demise.

>I say that because even Sam T. himself admitted in an interview to Next
>generation mag (the US version of UK's Edge mag.) accepted that Time
>Warner/Warner Communications had been an Investment Partner in Atari
>since Warners Sell out in 84
>
>And looking at it logically since warners still owned a quarter of Atari
>corp untill Tramiels reverse merger with JTS, their was nothing to stop
>Atari asking Warners to contribute to the Advertising/Marketing for
>Atari, since Warners still owmed part of the company and the technology,
>it would have being in their interest to
>
>Warners were good at selling Atari, in the numbers they did, which is
>ironic since the mgmt at the time had no product knowledge, and didn't
>understand fully the technology they were selling

While it's true that the Tramiels probably could have looked to
Warner, it seems rather unlikely that Warner would have invested that
much into it. Warner knew Atari was a sinking ship during the crash
of '84, which is why they dumped all but 25% of it. Atari recovered
only marginally from that crash, staying alive, and certainly still
having the brilliant engineers that they always had, being the first
to come out with a lot of things the world now takes for granted
(palm-sized PCs, handheld portable game systems, standard MIDI ports
-- which still don't come standard with any home computer -- not to
mention patents innumerable that's still used in modern systems and
games) but they just didn't have the ability to survive in the long
run because they just didn't have the money to really push the

technology.

It's an unfortunate truism that the innovators are rarely the ones
that enjoy the success of their labours.

>The tramiels on the other hand had the product and technical knowledge
>and skills that could blow anyone away, but severly lacked the
>neccessary spunk when it came to selling and marketing

Quite true. The Tramiels never had balls. They were pretty good at
suing -- and winning -- on the basis of patent infringements, though.
:-) Hell, if it wasn't for the Sega suit in 1994, Atari probably
wouldn't have even gotten as far as they did with the Jaguar. The
settlement of that case gave them their advertising money with about
$30 million to spare to make more units.

>if anyone in 20 years time was to write a brief synopsis, of Atari
>history from Warners upto JTS , they I guess would arrive at the same
>conclusion as I have, namely Atari suffered because of it's management,
>and not inspite of it... Essentially Atari invested in the wrong type of
>management... unless you'd beg to differ

Actually, that Atari lasted as long as it did with the Tramiels at the
helm is a wonder in itself. I think the most serious move was Jack
handing the company over to his three sons. Jack himself made
mistakes, but he was a much better CEO than his sons, and had plenty
of experience at it with CBM. His sons on the other hand were just
idiots.

>
>
>End of pitch
>
>
>Carmel A
>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5399. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 03:44:28 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A88ED4.A726D218@earthlink.net>
Source record: 42357

Charles Richmond wrote:

> arudzki@mailbox.bellatlantic.net wrote:
> >
> > > > They were very common when the Atari 400 and 800 were going strong. I still
> > > > have mine and it works great. I paid a wopping $500 for it just so I go
> > > > play the Seirra Online game "The Wizard and The Princess".
> > > > Edward S. Baiz Jr.
> > > > (Gamer)
> > >
> > > gawd, and I thought we were pretty bad these days with the price we dish out
> > > for stuff for the PC....
> > >
> >
> > Paid $500 for an 810 disk drive because I wanted to play Zork I, on my 48K
> > upgraded 400.
> >
> > THOSE were the days.
> >
> What??? Those were the days when you wanted to play Zork I, or those
> were the
> days when you actually *had* $500??? (For me, it's probably *both*...)

I'm guessing those were the days that you wanted to blow $500 to play Zork I...

Jessica

>
>
> --
> +---+
> | Charles and Francis Richmond <richmond@plano.net> |
> +---+

5400. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 03:46:36 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A88F54.D6442D25@earthlink.net>
Source record: 42358

Rich Jackson wrote:

> This thread got me thinking of what I paid for my first Atari setup in 1979.
> The prices that stick in my mind (very faintly) are:
> 800 computer- $800
> 810 drive- $500
> 850 interface- $300
> Are any of these close?
>
> Rich Jackson

They sound about right :). Interface would have been about $500 though. Today,
you can put all that together for a PC with 4 Gigs of memory and an unsatble OS.

Mme Froot Loop

>
>
> arudzki@mailbox.bellatlantic.net wrote in message
> <39A7F766.950E1167@mailbox.bellatlantic.net>...
> >
> >
> >> > They were very common when the Atari 400 and 800 were going strong. I
> still
> >> > have mine and it works great. I paid a wopping $500 for it just so I go
> >> > play the Seirra Online game "The Wizard and The Princess".
> >> > Edward S. Baiz Jr.
> >> > (Gamer)
> >>
> >> gawd, and I thought we were pretty bad these days with the price we dish
> out
> >> for stuff for the PC....
> >>
> >
> >Paid $500 for an 810 disk drive because I wanted to play Zork I, on my 48K
> >upgraded 400.
> >
> >THOSE were the days.
> >
> >
> >tony
> >
> >

5401. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 03:55:15 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A89159.3451075B@earthlink.net>
Source record: 42359

"John K. Picken" wrote:

> On Sat, 26 Aug 2000, Jessica C wrote:
>
> > >
> > > gawd, and I thought we were pretty bad these days with the price we dish out
> > > for stuff for the PC....
> > >
>
> You're showing off your youth.

No, I'm not :) Well...just a little bit but I do remember when an Apple IIgs would run around $1000-$1500, base unit. Now I get pissy if I have to dish out more than $20 for anything for my PC.

> My first computer cost me C$1000 back in
> '79 and came with 16k RAM, a cassette tape deck and a mono monitor which
> was nothing more than a cheap BW TV witout a tuner. Adding a first disk
> drive would have run about another $800.

And that whole set would be about $20 US$ at goodwill :). Worth every bit at the time.

>
>
> As to the "showing off" bit--if you've got it, flaunt it :)

If I were concerned about the political correctness of that comment, I would call you a fascist sexist slop eating canadian pig... BUT...I could really care less. I know what sense you are referring to.

Jessica *or*
Mme Froot Loop
....whichever you prefer.

>
>
> jkp

5402. Floppy Question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 04:11:58 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39A8954C.4CD3B1D5@earthlink.net>
Source record: 42360

Hi all,

Just placed a winning bid on an internal PC floppy drive on eBay. What I am wondering is...Can I download ATR files directly off of the internet onto the drive (of course, formatted with a DOS) ? Thanks,

Jess

5403. Re: Atari Pilot

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 06:07:40 UTC
From: bostone1@aol.com
Message-ID: <20000827020740.07605.00000565@nso-fm.aol.com>
Source record: 42361

I tried to send you a rom image (I'm assuming you already have a Pilot cartridge. Otherwise, it's that ugly piracy thing :), but I guess your spam protection keeps it from going through.

Bob

5404. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-27 06:08:46 UTC
From: Liam Busey <buseyl@my-deja.com>
Message-ID: <39A8B06E.1A4C@my-deja.com>
Source record: 42362

Jessica C wrote:
>
> Oh yes, I forgot about that :) I drop everything (literaly) in my > collection about once a week.

Alternatively, you could open up your computer and reseat the socketed
chips every 5 to 10 years. That's no fun though.

> Keeps it clean and just improves the mechanics of the computer.

It's especially good for floppy drives and fixed disks. ;)

Liam Busey

5405. FS: Software & Docs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <IAlq5.6915$C42.207321@newsread2.prod.itd.earthlink.net>
Source record: 42379

```
Documentation
-------------
Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $5.00

Software
--------
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Three Holiday Games Cassette (w/manual) $3.50
Atari BASIC Cart. $2.00
Atari Bug Hunt Cart. $3.00
Atari Centipede Cart. $3.00
Atari E.T. Phone Home Cart. (unopened) $6.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $3.00
Atari Star Raiders Cart. (w/box) $3.50
Atari Super Breakout Cart. $3.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Sublogic Flight Simulator II Disk (w/manuals & box) $10.00

Buyer pays all shipping & insurance.
--
Visa or MasterCard credit cards are accepted (U.S. residents only) thru
PayPal.
Click here to sign up:
https://secure.paypal.com/refer/pal=mark_kusz%40yahoo.com
```

5406. Atari 8bit Chat this Tuesday Evening, on Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <39aa28f8.1299958@news.CIS.DFN.DE>
Source record: 42380

This announces our weekly IRC chat for Atari 8bit enthusiasts. It's scheduled for August 29th, 2000, 10:30 pm Eastern US time.

Here are the corresponding times for some other places, choose the one near you.

California: 7:30 pm. Colorado 8:30 pm. Texas 9:30 pm. London, England: 4:30 AM. Berlin: 5:30 AM. Hong Kong: 11:30 AM.

The topic for the chat will be "Games and Game Programming."

General Atari8 chat is also welcome. If 7 people show up, I will provide a doorprize. The doorprize is a like new copy of Preppie II by Russ Wetmore.

This will be a standard IRC chat. It is not a web-based chat on your browser. You need an IRC client, such as mIRC. The chat will be on Amiganet. Here are some servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we will be there waiting for you I hope!

5407. Anyone Remember this Game: Outpost?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <39aa2a81.1693911@news.CIS.DFN.DE>
Source record: 42381

Outpost was published in Compute! I believe. It was a game where you portrayed the operator of an outpost in deep space. You would have to fight off attacking enemy ships using phasers or torpedoes. The game was strategic and turn-based. It made an interesting use of player missile graphics on a GR. 0 screen.

Has anyone got this one still?

VS

5408. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_967455736@rtfm.mit.edu>
Source record: 42382
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 16, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Atari BBS's to telnet to:
Closer To Home (CTH), telnet://cth.tzo.com/
Atari Annex, telnet://atari.thebbs.org/
Nolan's Nest & SPACE, telnet://209.105.35.109/

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

5409. Epyx: 7800 Games?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: Manuel Polik <Manuel.Polik@Tenovis.com>
Message-ID: <39AA71C6.17FAC04F@tenovis.com>
Source record: 42383

Hi!

For my website project called 'The Epyx Webshrine' I'm currently researching about Atari 7800 games. As far as I know there should exist Impossible Mission, Summer Games & Winter Games.

- can someone confirm if these really were officially sold?
- and if 'yes': Can they be found on the net?

Hope someone can help me, TIA.

Manuel
(BTW: The site is not yet online, if you show interest in it, I can post the link asap - when it's done.)

5410. Re: Anyone Remember this Game: Outpost?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000828114702.06797.00000627@ng-fe1.aol.com>
Source record: 42384

>DCM01@USA.NET (Daniel Miller) asks:

>Outpost was published in Compute! I believe.
(snip)
>Has anyone got this one still?

About when was it printed? I have several old Compute!s

-Ron

I don't have a solution but I admire the problem.

5411. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8oe2j5epc1@nnrp1.deja.com>
Source record: 42385

Yo! mindfield, how's the Atari thang going, keep those Atari's humming, that's what I say

Firstly, sorry for calling you an American, however in saying that i was being very general, and relating to anything and everything eminating from the north and continental American markets, which correct me if I'm wrong encompasses Canada does it not.. And ofcourse since Canada and the US were once part of the British Empire... Well we won't go into that.. I could be very insulting and refer to Canada as the 53rd state of the US, or even more cutting, that Canadians are the closest living relatives to the Americans... Oops! lets not get too bitchy

Anyway, I though that the concept of the internet was to break down those nationalistic barriers, and here you are doing your level best to put them up again....

Anyway back to reality, the only reason why Atari failed in the long run is simply because Atari's management didnt understand the concept of investing and advancing the technology that Atari was founded on, if it did, companies like MS, Intel, Sega, Sony etc... Wouldn't have stood a chance.. That's why machines like the Lynx, The St book, The Midi concept, Porfolio, Cdar, Jaguar etc.etc were too avante garde (to use your phraseology) or too next gen.. to be considered current

If Atari had been on the ball, It would have taken a leaf out of IBM's book, in that IBM's PC only became successfull, not because it was IBM or because of the Technology, it's simply because IBM did something that no other company has done since, and that is to licence out the technology to 3rd parties (ie.. dell, compaq, hp, mesh, tiny, etc etc)

If Atari had gone the IBM route, Atari woyuld have been a stronger competitor to the PC then Apple was, and if Commodore hadn't the problems it had in the early 90's The Amiga would have taken the lions share of the Video and graphics market from Apple, since more people and companies were using Amiga then Mac's

What Atari should have done was to have licenced out the A800 in '82, the ST/e about 87/88, the falcon at about 90/91, and also licence out the Jag/Lynx tech.. shortly after release, That way Atari would have stemmed to flow from Atari to PC/Mac, Microsoft wouldn't be anywhere as big as they are now, And Atari would have being the standard PC config..

Still, we can only dream... Although, as much as though I would like to see Atariu succeed under Hasbro Int. I fear that unless Hasbro start getting Atari back into H/w with cutting edge tech.. , I cant see Atari

surviving in the long term as a software company... After all what's Atari going to release after it has gone thru it's archive of golden oldies, will it start releasing Classic Commodore stuff, Sinclair spectrum, Sega megadrive where will it end

Secondly how can they expect that to compete with the current established standards, ie Quake, TR4, Half life etc... Me thinks you get my drift... Because it doesnt't matter what generation you come from, albeit 60's, 70's, 80's or 90's those in the know won't be able to relate to Atari as a software company... Andf that's a proven fact....
Why doesn't someone tell Hasbro to wake up and smell the coffee, or is hasbro interactive run by Sega/Nintendo lovers

Think about it, Atari's name selling on a competing system, It's a bity like asking microsoft to start marketing Linux or DRI's GEM/Tos, or IBM to start marketing Cray's or Compaq's... It's unthinkable, so why are we letting it happen to an Institution like Atari, A organisation I trust we still care deeply about

Yours Atarilly

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

5412. Re: MPP 1150

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-8ph7wdHdyYPz@draco.ames.pacbell.net>
Source record: 42386

hi Ron,
wow, the 74ls244 is a standard type ls ttl and can be replaced by
any 74ls244, it is most likly the buffer/driver for the printer port
itself. the other one is weird sounding, my 1150 uses a 8051 cpu that
interfaces with the SIO port on the atari. maybe you can carefully
peel any stickers off the chip and get to a real part #.

Ken

On Mon, 28 Aug 2000 03:29:26, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> I opened up the printer interface; it contains two (2) chips (both soldered -
> no sockets). One is a 28 pin probably propriety chip marked:
> AMI 8515 MAK
> MPP MPRINT
> PHILIPPINES
>
> The other is a 20 pin marked:
> P8552
> DM 74LS244N
>
> mouser.com lists only a 74LS244D in their online catalog.
>
> Two questions:
> 1) Which chip was likely blown during a hot swap (disconnect - reconnect with
> the 800 powered on)?
>
> 2) If it is the 74LS244; is the "D" model a suitable replacement for the "N"
> which came from the factory?
>
> TIA
>
> -Ron
>
> I don't have a solution but I admire the problem.

5413. Re: Floppy Question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000828120054.06797.00000629@ng-fe1.aol.com>
Source record: 42387

>Jessica C beadsandbangles@earthlink.net asks:

>Just placed a winning bid on an internal PC floppy drive on eBay. What
>I am wondering is...Can I download ATR files directly off of the
>internet onto the drive (of course, formatted with a DOS) ?

If you mean "convert .ATR into a real 8-bit floppy", then the answer is no;
otherwise a floppy is just the same as any other permanent storage except for
speed and capacity.

-Ron

I don't have a solution but I admire the problem.

5414. Re: MPP 1150

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000828152329.13341.00000155@ng-co1.aol.com>
Source record: 42388

> kenames@pacbell.net replied:

>maybe you can carefully
>peel any stickers off the chip and get to a real part #.

Those were them.... NO stickers; just bare black chips printed in that really faint silver paint. Had to get them in some good strong light to read them accurately.

-Ron

I don't have a solution but I admire the problem.

5415. Re: Floppy Question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39AABF42.3A8FA46E@earthlink.net>
Source record: 42389

RHamiIton5 wrote:

> >Jessica C beadsandbangles@earthlink.net asks:
>
> >Just placed a winning bid on an internal PC floppy drive on eBay. What
> >I am wondering is...Can I download ATR files directly off of the
> >internet onto the drive (of course, formatted with a DOS) ?
>
> If you mean "convert .ATR into a real 8-bit floppy", then the answer is no;
> otherwise a floppy is just the same as any other permanent storage except for
> speed and capacity.
>
> -Ron

Yes, that is what I meant... :(

>
>
> I don't have a solution but I admire the problem.

5416. Re: Floppy Question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <sqlg2b5it9184@corp.supernews.com>
Source record: 42390

You can only do this with a real Atari disk drive and the SIO2PC cable.
Never tried it myself but I hear it works great!

Dominik

Jessica C wrote in message <39A8954C.4CD3B1D5@earthlink.net>...
>Hi all,
>
>Just placed a winning bid on an internal PC floppy drive on eBay. What
>I am wondering is...Can I download ATR files directly off of the
>internet onto the drive (of course, formatted with a DOS) ? Thanks,
>
>Jess
>

5417. Re: Anyone Remember this Game: Outpost?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <fbCq5.476$l63.1431@newsfeed.slurp.net>
Source record: 42391

On 28 Aug 2000 09:06:03 , Daniel Miller wrote:
>Outpost was published in Compute! I believe. It was a game where you
>portrayed the operator of an outpost in deep space. You would have to
>fight off attacking enemy ships using phasers or torpedoes. The game
>was strategic and turn-based. It made an interesting use of player
>missile graphics on a GR. 0 screen.
>
>Has anyone got this one still?

I have all the old Atari Compute magazines and their disks. I believe there
were about 5-10 of them before they stopped.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5418. Re: 8-bit to a SVGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 00:00:00 UTC
From: Chris <capw@the-wire.com>
Message-ID: <39AB2AB6.2DDAA0E7@the-wire.com>
Source record: 42392

"Edward S. Baiz Jr." wrote:

> Hello All,
>
> I succeeded in hooking up a 130XE to a SVGA monitor. I ordered the cable
> from B&C and the converter from a place in Illinois. I was able to get
> sound and everything. I was very happy and the people who were there were
> impressed and surpised. I could not get the Chroma option to work. The
> screeen would come on and then go off, so if anyone has any ideas I am
> listening.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

Hi,

Does B & C have a web sight? If so, what is their URL? I would be
interested in such a device.
I have a Samsun 15" SVGA model Syncmaster 550s

Thanks,
g'day
--
MegaLinks web page (1999 links)
http://www.geocities.com/SoHo/Village/9298/

Blame Canada, eh!
http://www.geocities.com/SoHo/Village/9298/lyrics/blame.html

SpongeBob SquarePants!
http://www.geocities.com/Soho/Village/9298/lyrics/sponge.html

mailto:capw@the-wire.com

It's Time to Take Advantage of the Internet.
Join AllAdvantage.com at
http://alladvantage.com/go.asp?refid=LIB-059

5419. Re: HDI

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 01:46:33 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8ocg9p$c0v$1@mohawk.hwcn.org>
Source record: 42373

RalphXPN (ralphxpn@aol.com) wrote:
: I'm curious about Erhard Puetz HDI...but I dont know where to find it

: Ralph

I am pretty sure if you want one, you could only get a used one, as no new ones are being made.

5420. Stomp

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 03:12:47 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000827231247.14319.00000360@ng-cp1.aol.com>
Source record: 42374

Does anyone have the STOMP program from SoftSide Magazine? It was a Typo or DCheck kind of checksum table generator to help find errors in the type-in listings for this publicatiion during the mid '80s.

-Ron

I don't have a solution but I admire the problem.

5421. Re: Goodness, what has happened to us?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 03:18:07 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <PRkq5.5240$7I3.1463680@typhoon.tampabay.rr.com>
Source record: 42375

That was a steal. If I had saw it I would have bid over $200 easy, but I'm too busy to shop eBay right now. I found an ULTMA II for the apple II at goodwill for $2 once and sold it complete on eBay for $90. Yes, it was well worth $165

"Jessica C" <beadsandbangles@earthlink.net> wrote in message news:39A8504B.6822F746@earthlink.net...
> Gosh, this lot is at $165.20 right now... kinda scary, like we need to
> keep our disk collection under lock and key. Basically, it is a lot of
> 23 Games/Programs for the 8bit computer, some with boxes, etc. Perhaps
> the fact Ultima II is included (once went up to $100 by itself) may have
> something to do with the price. Check it out here :)
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=412673364
>
>

5422. Re: wanted 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 03:20:48 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <kUkq5.5251$7I3.1465096@typhoon.tampabay.rr.com>
Source record: 42376

I gots a dozen or so 7800 systems in my collection, wadda ya got to trade?

(I already have four 2600 Chase the Chuck Wagons so don't bother offering)

"TonyM04" <tonym04@aol.com> wrote in message
news:20000826160622.06823.00004517@ng-cg1.aol.com...
> Want to trade for Atari 7800 system. I want complete system with power
cable
> and joysticks. Games a bonus depending on titles.
>
>
>

5423. MPP 1150

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 03:29:26 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000827232926.12981.00000040@ng-cp1.aol.com>
Source record: 42377

I opened up the printer interface; it contains two (2) chips (both soldered - no sockets). One is a 28 pin probably propriety chip marked:
AMI 8515 MAK
MPP MPRINT
PHILIPPINES

The other is a 20 pin marked:
P8552
DM 74LS244N

mouser.com lists only a 74LS244D in their online catalog.

Two questions:
1) Which chip was likely blown during a hot swap (disconnect - reconnect with the 800 powered on)?

2) If it is the 74LS244; is the "D" model a suitable replacement for the "N" which came from the factory?

TIA

-Ron

I don't have a solution but I admire the problem.

5424. Re: Software & Docs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-28 04:41:39 UTC
From: thethinker@worldnet.att.net
Message-ID: <74mq5.72$Y_.7426@bgtnsc05-news.ops.worldnet.att.net>
Source record: 42378

Doesn't Pay Pal give you $5 for everyone you get to sign up? That's a
pretty slick plan Mark!

Mark H. Kusz wrote in message ...
>Documentation
>-------------
>Atari Astroids Cart. Manual $3.00
>Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
>Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
>Atari DOS 3 Intro & Ref. Manuals $5.00
>
>Software
>--------
>Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
>APX Three Holiday Games Cassette (w/manual) $3.50
>Atari BASIC Cart. $2.00
>Atari Bug Hunt Cart. $3.00
>Atari Centipede Cart. $3.00
>Atari E.T. Phone Home Cart. (unopened) $6.00
>Atari Eastern Front (1941) Cart. $3.00
>Atari Flight Simulator II Cart. $5.00
>Atari Graph It Cassettes (w/manual) $5.00
>Atari Music Composer Cart. (w/manual) $5.00
>Atari Pac-Man Cart. $3.00
>Atari Star Raiders Cart. (w/box) $3.50
>Atari Super Breakout Cart. $3.00
>EA One On One Cart. $5.00
>EA One On One Disk (w/manual) $7.00
>Sublogic Flight Simulator II Disk (w/manuals & box) $10.00
>
>Buyer pays all shipping & insurance.
>--
>Visa or MasterCard credit cards are accepted (U.S. residents only) thru
>PayPal.
>Click here to sign up:
>https://secure.paypal.com/refer/pal=mark_kusz%40yahoo.com
>
>

5425. FA Rare atari , INTV and G&W

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: "angyrbunny.com" <angry_bunny@hotmail.com>
Message-ID: <39aaf3a6@pink.one.net.au>
Source record: 42298

418388513: SQUISH Nintendo Game & Watch Handheld - Rare
Current bid: AU $10.50
Auction ends on: Sep-02-00 20:53:02 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418388513

418395867: TURTLE BRIDGE Nintendo Game & Watch
Current bid: AU $10.50
Auction ends on: Sep-02-00 21:01:17 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418395867

418356092: CHINA SYNDROME Atari 2600 Boxed Spectravision
Bidding starts at: AU $30.00
Auction ends on: Sep-02-00 20:21:50 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418356092

418360409: Demon Attack Intellivision Game IMAGIC
Bidding starts at: AU $5.00
Auction ends on: Sep-02-00 20:25:45 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418360409

418363821: DRACULA For INTELLIVISON Imagic Game
Bidding starts at: AU $13.00
Auction ends on: Sep-02-00 20:28:24 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418363821

418367579: FROGGER for INTELLIVISON Parker Brothers Game
Bidding starts at: AU $12.00
Auction ends on: Sep-02-00 20:31:59 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418367579

418370784: ICE TREK for INTELLIVISON Imagic Game
Bidding starts at: AU $20.00
Auction ends on: Sep-02-00 20:35:19 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418370784

418373784: MARINE WARS Atari 2600 game Konami Gakken
Bidding starts at: AU $25.00
Auction ends on: Sep-02-00 20:38:21 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418373784

418378139: NEXAR Boxed Atari 2600 Game Spectravision
Bidding starts at: AU $20.00
Auction ends on: Sep-02-00 20:42:43 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418378139

418381110: POOYAN Konami Gakken - Atari 2600 Game
Bidding starts at: AU $20.00

Auction ends on: Sep-02-00 20:45:40 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418381110

418384364: ROBOT TANK HES - Activision Atari 2600 game
Bidding starts at: AU $16.00
Auction ends on: Sep-02-00 20:48:53 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418384364

418391393: STRATEGY X Konami Gakken - Atari 2600 Game
Bidding starts at: AU $25.00
Auction ends on: Sep-02-00 20:55:44 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418391393

418398755: TITLE MATCH Activision HES atari 2600 Game
Bidding starts at: AU $8.00
Auction ends on: Sep-02-00 21:05:40 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418398755

418402766: TRON INTELLIVISION Game Maze - A - Tron Boxed
Bidding starts at: AU $15.00
Auction ends on: Sep-02-00 21:08:51 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418402766

418406881: SCOOBY DOO'S Maze Craze Intellivision Game ER
Bidding starts at: AU $25.00
Auction ends on: Sep-02-00 21:15:53 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418406881

418411707: SORCERERS APPRENTICE Mickey Mouse Atari 2600
Bidding starts at: AU $25.00
Auction ends on: Sep-02-00 21:20:15 PDT
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=418411707

5426. Re: I found this Link on the Net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39AB0868.75369CEB@earthlink.net>
Source record: 42299
Cross-posted to: comp.sys.apple2,comp.sys.apple2.comm,comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

> http://3626198025/electronic/PDO
>
> Why the hell did you post a dead link?

5427. Re: I found this Link on the Net

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <583IJqEDiwq5EwJQ@lovecraft.demon.co.uk>
Source record: 42300
Cross-posted to: comp.sys.apple2,comp.sys.apple2.comm,comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

Once upon a time <39AB0868.75369CEB@earthlink.net>, Jessica C <beadsandbangles@earthlink.net> grabbed chalk and scrawled:
>> http://3626198025/electronic/PDO
>>
>> Why the hell did you post a dead link?

It wasn't dead until they crossposted some advert/referral/other crap to various groups, and people with more speed and ability had the page removed and presumably, the account cancelled.

Richard, from alt.gothic where we post SPAMmer's heads on sticks at the door.

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5428. SV: Pooyan

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <lBJq5.29$Yi4.1169@news1.online.no>
Source record: 42301

The BASIC is enabled. Turn Power off and hold OPTION key while turning on
again. Wait until it starts to load to release it.

Chris <capw@the-wire.com> skrev i
meldingsnyheter:39AB2EB2.D76A4C5@the-wire.com...
> Hi folks,
>
> I have an Atari 65XEGS, a 1050 floppy drive (recently aquired the floppy
> drive).
> Anyway, I try to boot with the game Pooyan, on the screen it states to
> "REMOVE CARTRIDGE. Yet, there are no cartridges inserted into the XEGS.
>
> Any help would be greatly appreciated.
>
> Thanks,
> g'day
> --
> Wow! Take a look at these great web pages!:
>
> MegaLinks web page (1999 links)
> http://www.geocities.com/SoHo/Village/9298/
>
> Blame Canada, eh!
> http://www.geocities.com/SoHo/Village/9298/lyrics/blame.html
>
> SpongeBob SquarePants!
> http://www.geocities.com/Soho/Village/9298/lyrics/sponge.html
>
> mailto:capw@the-wire.com
>
> It's Time to Take Advantage of the Internet.
> Join AllAdvantage.com at
> http://alladvantage.com/go.asp?refid=LIB-059
>
>

5429. Re: Pooyan

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.967539200@math.tu-berlin.de>
Source record: 42302

Chris <capw@the-wire.com> writes:

Hi,

>I have an Atari 65XEGS, a 1050 floppy drive (recently aquired the floppy
>drive).
>Anyway, I try to boot with the game Pooyan, on the screen it states to
>"REMOVE CARTRIDGE. Yet, there are no cartridges inserted into the XEGS.

Press and hold option while turning on the system. This will disable the
BASIC ROM which will look like a cart to most programs. Occupies the same
memory space...

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

5430. Re: Parallel printer interface?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.967539529@math.tu-berlin.de>
Source record: 42303

Chris <capw@the-wire.com> writes:

Hi,

>I have an Atari 8-bit 65XEGS and would like to hook it upto my Panasonic
>(Epson compat.) 24-pin dot matrix printer.

>Anyone know of any such devices? If so, where could I buy one from?

The 850 would allow you to connect the printer to the serial port. You might find the 850 at flee markets, maybe.
There's also an advanced version of the 850 called the 850 XL which was sold by a third party manufacturer here in germany. Should be a bit harder to find it, but it also allows printing of graphics characters (which are printed in terms of Epson compatible graphics, of course).

In case you're familiar with "do it yourself electronics", I've here the schematics of a parallel printer interface that plugs into the expansion port of the 800XL. Requires special software to use it, though, as the Os printer driver can't make much sense of it. Whether this unit would work with the possibly different 65XEGS I don't know. The unit is basically a VIA port chip plus two TTL drivers for the printer, nothing more.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

5431. Re: Parallel printer interface?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <sFod3ZF8r5q5Ew4n@lovecraft.demon.co.uk>
Source record: 42304

Once upon a time <39AB2B4D.73BEBCBD@the-wire.com>, Chris <capw@the-
wire.com> grabbed chalk and scrawled:
>Hi folks,
>
>I have an Atari 8-bit 65XEGS and would like to hook it upto my Panasonic
>(Epson compat.) 24-pin dot matrix printer.

An Atari XEP-80 will sort you out nicely, and give you 80-column text
too :)

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5432. Re: 8-bit to a SVGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000829075749.11217.00001757@ng-fa1.news.cs.com>
Source record: 42305

> I could not get the Chroma option to work. The screeen would come on and
then go off <
I have a JAM!! composite -> VGA convertor.
I use the S-Video input, which produces a clearer picture, but Chroma works
with either the S-Video or Composite input lines. The Chroma only produces
only a fair picture, with many fine vertical lines visible on the screen. When
I added the "Super VIdeo" upgrade, the Jam would no longer work -- had to tear
most of it back out. When I tried the XEP 80 which is Chroma only, it would
not work at all. Makes me think these devices are pretty touchy about the
signal that they use.
Larry

5433. Re: Anyone Remember this Game: Outpost?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: dnoguero@iname.com
Message-ID: <8ogajv$1on$1@nnrp1.deja.com>
Source record: 42306

I remember typing that game in. Must have been around 1983 or so...

In article <39ab2a48.2113244@news.CIS.DFN.DE>,
DCM01@USA.NET (Daniel Miller) wrote:
> I don't know for sure when, 16 to 20 years ago I reckon!
>
> On 28 Aug 2000 15:47:02 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
> wrote:
>
> >>DCM01@USA.NET (Daniel Miller) asks:
> > >
> > >>Outpost was published in Compute! I believe.
> > >(snip)
> > >>Has anyone got this one still?
> > >
> > >About when was it printed? I have several old Compute!s
> > >
> > >-Ron
> > >
> > >I don't have a solution but I admire the problem.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5434. Re: MPP 1150

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-uzpPs3lNxSKU@port7.vdts.cab.cth.com.au>
Source record: 42307

On Sun, 28 Aug 3900 03:29:26, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> I opened up the printer interface; it contains two (2) chips (both soldered -
> no sockets). One is a 28 pin probably propriety chip marked:
> AMI 8515 MAK
> MPP MPRINT
> PHILIPPINES

That would be a preprogrammed microcontroller. ie has rom, ram cpu and
io ports in a single chip, possiably timers, basic serial in/out etc.
will be hard or impossiable to replace.

James B

5435. 1450 XLD on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000829082614.14679.00000484@ng-fa1.news.cs.com>
Source record: 42308

$1200+ and still going up. Wow! I wonder if these will continue to appreciate in value over the long run?

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewBids&item=420011188

Larry White

5436. TB compiled programs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <8ogdvg$5t3$1@nnrp1.deja.com>
Source record: 42309

Anybody know ???

Does exist some program or easy method to append compiled Turbo Basic file (*.CTB) with TB Runtime library to make one runable binary file of these two ????

Dalibor

Sent via Deja.com http://www.deja.com/
Before you buy.

5437. Re: 1450 XLD on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <39ABC15E.F2DE365B@atari-history.com>
Source record: 42310

Larry,

Thats nothing, I heard an Apple 1 went for $40,000 last year, now thats impressive. 10 years ago you could've bought a 1450XLD for $150, so its certainly a valued investment for someone who's not a collector and just wants to make a few bucks I guess.

Curt

LLpwhite wrote:

> $1200+ and still going up. Wow! I wonder if these will continue to appreciate
> in value over the long run?
>
> http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewBids&item=420011188
>
> Larry White

5438. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.net>
Message-ID: <39ABDE79.3154A7E5@gte.net>
Source record: 42311

Mindfield wrote:
>
>
> Prior to the Jaguar (ca. 1992 or so), Atari was working on a
> next-generation 32-bit gaming console, at the time code-named Panther.
> At the same time, a UK-based company known as Flair had been
> developing a 64-bit gaming console, but did not have the funds or
> resources to market it. They had approached a few large companies to
> adopt it and market it, but in the end, Atari was the one that got the
> technology, and it eventually became known as the Jaguar (which Atari
> later tried to change to Jaguar-64 after Nintendo's announcement of
> their 64-bit console. Few people picked up on the "64" appendage,
> however) Atari scrapped the Panther project, which was still in the
> design stage, in favour of the Jag.
>

Your sequence of events is slightly off here. Flair was working on a
16-bit project when they got Atari's attention. Atari approached them
about doing something more advanced. Eventually Flair II was formed,
with Atari as a partner and financial backer. This group developed the
Panther and Jaguar at the same time, with the Jaguar intended to be a
future successor to the Panther. Well work on the Jag progressed much
better than expected, so they dropped the Panther and dedicated
themselves to bringing the Jaguar to market.

5439. Re: TB compiled programs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sqnngq6hc5d117@corp.supernews.com>
Source record: 42312

I thought there is no need. Having the runtime autorun can automatically
runs the .CTB program last time I checked.

<dalibor5561@my-deja.com> wrote in message
news:8ogdvg$5t3$1@nnrp1.deja.com...
> Anybody know ???
>
> Does exist some program or easy method to append compiled Turbo Basic
> file (*.CTB) with TB Runtime library to make one runable binary file of
> these two ????
>
> Dalibor
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

5440. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.net>
Message-ID: <39ABDF55.6A7B5745@gte.net>
Source record: 42313

Mindfield wrote:
>
> I'm not sure if Atari would have fared any better as third party PC
> hardware developers. Atari's foray into the PC world with full
> systems didn't go very well, even when they had a system that had the
> most features and capabilities for its price range in the Atari PC-1.
> Of course, they had to compete with grey market, cheaply-made PC
> clones, and so brought out the PC-5 as an answer to that, but they
> still flopped. I can't really see Atari as an OEM for PC cards being
> much more successful. Besides, Atari stopped making their own sound
> chips after the 8-bit. (The ST uses the Yamaha YM-2149, which is
> essentially Yamaha's version of the AY-3-8912 chip used in the
> Sinclair Spectrum 128. The Falcon and Jaguar both use a Motorola
> DSP68001 for sound)
>

Well, they were working on a fancy sound chip for the ST series (and the XEM, which was never released) called the AMY. They eventually gave up on the chip and went with the Yamaha chip and MIDI ports instead because they had so much trouble with it.

As for the Jaguar, it had a custom designed DSP (on the Jerry chip), not a Motorola DSP.

5441. Re: TB compiled programs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: spamless@Nil.nil
Message-ID: <39abf965$1@news.inch.com>
Source record: 42314

dalibor5561@my-deja.com wrote:

> Does exist some program or easy method to append compiled Turbo Basic
> file (*.CTB) with TB Runtime library to make one runable binary file of
> these two ????

Yes ... unfortunately my 130XE died and it is all on floppies. Rats.

I believe the dox were in German(!) but there is just such a programme.

5442. Re: looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <udeoqssnme6mdufu88moui8326ct8a5bgg@4ax.com>
Source record: 42315

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>That's so true. People expect the graphics to look real, but on our old
>machines, that's pretty hard to do. Gameplay, however, blows the PSX away. I
>have played only a couple of PSX games I like out of about 80. On my old
>Atari, I can't stop when I start to count the programs I like. Darn many.
>Dropzone, Bounty Bob, Rescue on Fractalus, Ballblazer, MULE, Archon,
>Pac-Man, Pole Position, Elektraglide, Fort Apocalypse (well, here I go again
>;-))

Join the club Vidar...

So many great games that I still play...

I think I'd hate a 3D Jumpman..
--
Paul Irvine

Retro-gamer & old git

5443. Re: looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <4leoqscsdsfnfiivsimelvedbj4fpoiqon@4ax.com>
Source record: 42316

The other Day Jessica C <beadsandbangles@earthlink.net> wrote:

>Paul Irvine wrote:

>> One of my joys is to show a few Atari 8bit games to younger folk who are in
>> the Dreamcast and PSX ranks, you can almost see the disgust when the
>> graphics appear.
>
>Yeah, I was the same way for a while. I played a lot of the old games at an
>arcade before getting my 800.

So did I, being 39 I really was around the arcades before the 800 :-)

Still play the old arcade stuff as well via MAME.
>
>> But you make the same people play the games for a few mins and suddenly
>> they are hooked.
>
>The phenomonon works again!

Yep...I defy a person to stop playing one of these for 5 mins :-)

Lode Runner, Miner 2049er or Bounty Bob, Whistlers Bros or Star raiders.
--
Paul Irvine

Retro-gamer & old git

5444. Re: looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39AC3F5D.6C0F2A68@earthlink.net>
Source record: 42317

Paul Irvine wrote:

> The other Day Jessica C <beadsandbangles@earthlink.net> wrote:
>
> >Paul Irvine wrote:
>
> >Yeah, I was the same way for a while. I played a lot of the old games at an
> >arcade before getting my 800.
>
> So did I, being 39 I really was around the arcades before the 800 :-)
>
> Still play the old arcade stuff as well via MAME.

Don't get out to the arcades much anymore but I am itching to get an arcade
console of Asteroids :)

> >The phenomonon works again!
>
> Yep...I defy a person to stop playing one of these for 5 mins :-)
>
> Lode Runner, Miner 2049er or Bounty Bob, Whistlers Bros or Star raiders.

Star Raiders is a definite hook as well as Miner 2049er. The rest I am not
familiar with.
Jessica

5445. OT : MS IE 5

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 00:28:31 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <XrDq5.4768$A_.93600@news1.online.no>
Source record: 42393

I have recently been forced to use Win98 and when I install it, its a norwegian browser. Can I change the SV : to Re : in any way ? Or do I have to download the english browser too ?

Sorry for asking here, but you're the nicest people around, so I thought I give it a try!

Take Atarian care

5446. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 02:00:24 UTC
From: arudzki@mailbox.bellatlantic.net
Message-ID: <39AB18AA.D6DED53A@mailbox.bellatlantic.net>
Source record: 42394

```
>
> > >
> > What??? Those were the days when you wanted to play Zork I, or those
> > were the
> > days when you actually *had* $500??? (For me, it's probably *both*...)
>
> I'm guessing those were the days that you wanted to blow $500 to play Zork I...
>
```

Well, The $500 was graduation money, and I already had a cassette drive (oh, saints preserve us 600 baud!).

OK, Yeah, it was Zork... and programming....oooohhh and Spelunker!

tony

5447. Re: Anyone Remember this Game: Outpost?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 03:14:30 UTC
From: DCM01@USA.NET
Message-ID: <39ab2a48.2113244@news.CIS.DFN.DE>
Source record: 42395

I don't know for sure when, 16 to 20 years ago I reckon!

On 28 Aug 2000 15:47:02 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>>DCM01@USA.NET (Daniel Miller) asks:
>
>>Outpost was published in Compute! I believe.
>(snip)
>>Has anyone got this one still?
>
>About when was it printed? I have several old Compute!s
>
>-Ron
>
>I don't have a solution but I admire the problem.

5448. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-29 03:31:18 UTC
From: llpwhite@cs.com
Message-ID: <20000828233118.25784.00000613@ng-bd1.news.cs.com>
Source record: 42297

>> I paid a wopping $500 for it just so I go
play the Seirra Online game "The Wizard and The Princess". <<

Ok, I'll admit this is fairly trivial, but I don't remember the 850 interface
ever going for anything like $500, at least from 1982 on, and in the U.S.
(Perhaps this was the 810 floppy drive price?) Out of curiousity, I dug out
my receipts for my early A8 purchases:

Atari 800 w/16K, and 410 recorder $899
(Computer Works, April, 1982)
810 floppy drive $429
(Software Street, July, 1982)
850 interface $159
(Software Street, July, 1982
As best I recall, the "list" price for the 850 was $175 at that time. I have
just about every computer receipt I ever got -- but I don't have the nerve to
add them up!

5449. Re: XL Questions...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8oil7bbaj1@plutonium.compulink.co.uk>
Source record: 42322

In article <39AC7E2C.1B3A7A02@earthlink.net>,
beadsandbangles@earthlink.net (Jessica C) wrote:

> 2- 1450XLD. Sounds ingenious for the time, looks almost like some of
> its predecesors like Apple II with the built in drive, modem, synth,
> etc. 24K rom. I have seen the unit up on eBay for $1200 but what I am
> really wanting to know is why the unit was not released. Ahead of its
> time, in true ATARI fashion but never releasd, huh? Supposodly to hit
> the market in October 1983.
Massively expensive to make and deemed to expensive to sell as a result.

Iain

5450. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <li8v+cHpDOr5EwDT@lovecraft.demon.co.uk>
Source record: 42323

Once upon a time <ikkoqscjoirlog4bhg0s4fd2r8unvgskoq@4ax.com>, Mindfield <mindfield@badgers.home.com> grabbed chalk and scrawled:

>When you've got something that's ahead of its time, the problem,
>fundamentally, is convincing the general public as to why they should
>need or want it, and backing it up with potential long term support to
>prove that it's not just a passing fad.

What would you consider, since the Atari 800, to have been ahead of it's time? Atari /was/ the 8-bit range, really - that system showed true advances for everyone, and did people need convincing? No. Any advance in computers at that time was eagerly snapped up, the marketplace shows the moderate successes achieved by hundreds of start-ups and Oriental efforts. They didn't die because they suffered from poor sales, but more, because they lacked ongoing sales.

Had Atari sold 400,000 of the 400/800 range in the first two years, then none at all, it would have died - but still have been successful.

People /wanted/ 16-bit computers. The market was also undergoing a shakedown period, and Atari was in a good position from the public perception - it had been around since 1972.

>This can take quite some
>time. Look at the CD-ROM. Philips came out with it in 1984. It took
>a good 6 years before it became popular enough to be considered any
>kind of standard.

That's a poor example, though, because in 1984, what the hell could you do with 650Mb of 'fixed' storage from a consumer point of view? Movies? There wasn't a processor affordable enough to handle decompression and provide an acceptable level of playback. There still isn't, because 650Mb is either too much for text, or far too little for graphics.

For Audio - it's perfect :) (it's also become a good way of shipping bloatware like Office 2000, which does in 4 CD's what AppleWorks GS did in around 1.5Mb ;) AppleWorks GS also mixed vector and bitmap objects).

>Video games were considered a passing fad for
>years.

The problem with video games, was that they cross two boundaries. In the 80s, people didn't know /what/ they wanted - did they want cutting edge technology? Or was a good software base more important. Look at the ongoing sales of the NES and Master system into the early 90s - by which time their graphic capabilities were appalling - simply because they were low cost.

In 1992, you could still buy a 7800 in Toys 'R' Us in Edinburgh. Some games, frighteningly, are dated 1990. Atari missed the point there not because the 7800 was dated (on paper, it kicks NES ass, so to speak), but because the concept behind it was dated - the NES was like a VCR, you couldn't mess it up, it looked tidy, it looked /tough/.

It was cheap enough that you would buy it for a 5 year old. This is the kind of concept that Atari had worked for with the 400 - splash-proof keyboard, rock-solid build, simple to plug in, and cleverly, it switched off when you opened the door to plug in a cartridge. They lost the plot, couldn't identify a sensible market, and by 1985, were really going to have trouble.

Commodore also had reached make-or-break point by 1985. The C64 survived only because of aggressive marketing and cheap games (at least in the UK, where people still considered a disk-drive to be an expensive add-on). Atari's UK presence was almost nonexistant, because the XL range had few games, truly sucks without a 1050, and was horribly, scarily expensive. They hardly even tried to sell the XE here, when Commodore was still promoting the C64 with film tie-ins. Sure, they were dire, but consumers are unsophisticated.

>Nevertheless, my meandering point is that Atari didn't have the
>patience or the long term strategy to release something, then back it
>up with lots of support.

Atari were born of innovation. I think that philosophy stayed with them. They felt they had to be first, had to be ground breaking.

Take IBM, Apple, and Atari. Apple came last, and Jobs, being a smart cookie, mixed the two approaches. IBM is stable, but changes slowly. Atari makes technology for the sake of tech - a lot of their patents had no real-world application back then. Apple mixed the stability of IBM with the innovation of Atari (and got soundly slapped when they hadn't paid attention, hence Macs always having a crippled sound system).

>Moreover, their reputation of vapourware had
>jaded the general public's confidence in Atari's ability to carry out
>any promises of support.

Not in 1985, it hadn't. Atari had been a solid firm, apart from changes in ownership. But that is when the rot truly set in.

>The Lynx barely had 100 games released for
>it.

The Lynx had serious competition in the form of the Gameboy - and we return to the point about technology above - Nintendo understood that the real benefits would be the ability to play anywhere, anytime, and to have an enjoyable game - and for the product to withstand being dropped. I've dropped an original Gameboy when running, and it was unmarked. The idea of dropping a Lynx doesn't bear thinking about - I'd still be looking for parts a week later.

>The Jaguar had about half that, including JagCD games.

In the UK, the Toilet never really got released at all.

>They just
>didn't hook enough developer interest to keep either platform going,

Developer interest costs money. This is where Atari really had a problem - when the Jaguar was released, they were trying to manage the ST line, the ATW project (which frankly, was a waste of resources intended to show people that Atari were a serious computer company - for reasons which become clear if you look at the ST line objectively), and Lynx - which took a lot of resources.

>and that in turn didn't hook enough public interest to sell either
>platform in sufficient numbers -- though the Lynx outsold the Jag by a
>fair number, probably because it was the first colour portable game
>system. (The Jag was also the first 64-bit console, but the debate
>over whether or not it was truly 64-bits kept RGVA hopping for months,
>and to be quite honest, there were VERY few games that truly exploited
>the power the Jag was capable of)

The Jaguar never looked like it belonged. It's a strange product - the games weren't cutting edge, even though the hardware was - and in 1994, a real threat was looming over the horizon in the form of 3DO (and presumably for those in the know, PSX). The technology led gamers, which were a growing force having been tempted by Neo Geo, PC Engine and other Japanese platforms, wanted a home-grown product, and 3DO was it.

>I dunno about that. IBM and Apple both fought tooth and nail against
>clone manufacturers at the outset.

Apple won. Eventually.

>Plus, the PC's popularity wasn't due simply to the abundance of clone
>manufacturers. That little Washington-based company known
>affectionately as Micros~1 had a great deal to do with the burgeoning
>popularity of the platform by providing a popular GUI that, probably
>for the first time, made the PC a heck of a lot easier to use than
>plugging away at a DOS prompt.

Argh. Not really. Again, Atari's rot set in around 1985. Windows V1.0 stank compared to GEM, Macintosh System, and probably a million other alternatives. Lets say at this stage, there are PCs being installed - a lot of companies had been using Apple][s, a few had been using Ataris or CBM business-line machines. Both of the 8-bit companies (Apple had Mac and Lisa already) dropped the ball right here, because the engineers stood back and said 'now what'. The CP/M market also stood back, and looked with them at their formerly huge Z80 powered market collapsing.

What did they do? Nothing. CPM/86 couldn't compete with DOS (though it found a new hiding place, as CPM/68, on the Motorola powered machines, and it lurks under TOS today).

Atari could have had that market share, but they released a machine that looked like a toy. Except, as a toy, the headline specifications were dreadful. Remember - the consumers, on the whole, don't know or care about the Amiga debacle, all they see is Atari, once leaders in their field, releasing a hastily thrown together combination of off the shelf parts - and being laughed at in the press, too. 'Jackintosh', anyone? Apple had beat them to it.

>Of course, the fact that Microsoft had a habit of buying their
>competition and any other company that could benefit their growth
>outright also had a lot to do with it, too...

Microsoft really started doing this after Windows had gained a lot of momentum. In 1985, Apple could have bought Microsoft. So could Atari. Perhaps not Bill Gates, but they could have bought the software.

>Oh, and Microsoft would have been as big as they are now. If Atari
>had become as serious a contender as your depiction makes them,
>Microsoft would just have bought them. :-)

But Atari were a hardware brand - they never innovated in OS technology and the concept of /marketing/ an OS hadn't worked before then. CP/M wasn't 'marketed', it was there, in the spec sheets. Microsoft wouldn't have cared, and if Atari /had/ been winning, Microsoft would simply have produced software for Atari. MS always backs the winning horse, and then messes the odds up later. In the early days of Macintosh, because MS could see the potential, Excel (the killer app - the Spreadsheet) was on Mac first. Some people have even suggested that Windows was developed as a mechanism to get Excel onto the PC in a familiar form.

>Actually, it's quite thinkable. Atari developed software for other
>platforms. Any time you see an Atarisoft or Tengen title, you're
>seeing an Atari title. Atarisoft released a number of games on the
>Sinclair Spectrum and Commodore 64. (Ms. Pac Man springs readily to
>mind) Tengen typically released Atari Games arcade ports such as Hard
>Drivin', S.T.U.N. Runner, etc.

I don't think this really counts, though. These are games, not OS'. Hundreds of software companies released games across platforms.

>Oh, and for a bit of trivia, DRI developed a version of GEM for the PC
>many years ago. (Don't ask me for it; I havn't been able to find hide
>nor hair of it...)

It was very heavily marketed on Amstrad products in the UK - and FWIW, GEM was already in development before the ST. You won't find it, since Apple sued them out of existence for marketing it as an OS for IBM clone machines - Scully didn't view Atari as a threat, except in the music market where Apple couldn't market themselves thanks to George, Paul and Ringo. Perhaps Apple left Atari alone to keep MS and the IBM clones out of the music market.

>In all likelihood, it wouldn't have any of Atari's
>hallmarks -- slick design, forward thinking, features as standard that

>no one expects as standard, all at an affordable price. No, if they
>released any hardware with the familiar Fuji sticker, it'd still be
>Hasbro-made as far as I'm concerned.

I think you're wrong, because Hasbro has shown great market awareness here. Any one of us could design a computer with the Atari hallmarks that we perceive - for me, it would be a strong, solid computer with simple but well written games. What it would really have to be, though, would be a marketing exercise based on a PC - perhaps with a bundle of Atari games. There's no place for technical innovation from computer companies, even Apple have decided the best place for them to innovate is in making computers that look like they belong on the set of A Clockwork Orange. If I had to reinvent the ST, I know exactly what I would have changed, but there's no place for that machine now.

Atari 2000 product line?

How about a PC-based machine like the above, a tough, light grey laptop with MIDI ports built in and the OS in ROM (no. Scratch that. No-one /really/ cares about MIDI for live performances anymore, it's all sampled).

Atari messed up. The Tramiels messed up because they were greedy and arrogant, they thought they could take on Apple (who had been developing the Mac for 5 years) in 18 months, and also out-Amiga the Amiga specs that they were presented with. After all, the original Amiga stuff looked like the 8-bit projects that they were working on.

They bought in software for the OS, just like they did with the 400 range, and missed completely why Apple's GUI was so nice, why five years of research was needed (Susan Kare - thankyou for the round corners on the folders). From a consumer point of view, the ST looks like someone described a Macintosh front end, and someone else - an engineer - drew it.

It's not Atari's fault - it's DRI's fault. You can't use the excuse that MS had to make for Windows 3 being so damned odd, that they were working around lawsuits, because at that point, Jobs was too in love with his hardware to even think about the possibilities of the software.

I'm not knocking Atari - I love the 8-bit range, and like my STE because the music software is cheap and simple - but I /always/ considered the ST range to be incredibly badly conceived, with fixed resolutions dependent on monitor and no real upgrade path - Apple at least were consistent, saying that a pixel was a certain size and stayed that way, until the availability of multisync displays let them maximise their VRAM and compete with that aspect of the PC.

Think of Atari's last 'consoles' not as Atari products, but more as third-party devices which Atari provided funding for (I'd hesitate to say 'and market experience', as the Tramiels had /no/ experience of that market and proved consistently that they failed to understand it at all) and it makes more sense.

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5451. Re: XL Questions...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <nSYvypH6MOr5Ewhz@lovecraft.demon.co.uk>
Source record: 42324

Once upon a time <39AC7E2C.1B3A7A02@earthlink.net>, Jessica C <beadsandb
angles@earthlink.net> grabbed chalk and scrawled:
>Hello Atarians, hackers, jybolac-ers.
>
>I have a few questions that are going to require a little knowledge in
>Atari history, in particular the XL series.
>
>1- 1400XL computer. 64K ram, 24K rom, 6520C processor, built in 1030
>modem. Speech synthesizer. Why is this unit included in a "catalog" of
>the XL systems but is not readily available? The unit was supposed to
>be out by September of 1983, why did it not come out? Not profitable
>enough? Or was the unit released to low demand?

There are a few of the 1400XL in existence. I think it co-incided with a
fairly bad period for Atari, there is little mention of 'trouble'
regarding production.

Perhaps the fact that Commodore didn't release a C64-modem machine made
Atari think twice. 1983 was when the first price reductions came about.

>2- 1450XLD. Sounds ingenious for the time, looks almost like some of
>its predecesors like Apple II with the built in drive, modem, synth,
>etc. 24K rom. I have seen the unit up on eBay for $1200 but what I am
>really wanting to know is why the unit was not released. Ahead of its
>time, in true ATARI fashion but never releasd, huh? Supposodly to hit
>the market in October 1983.

The 1450XLD would have cost far too much to produce, and there were
problems with the drive controller. It would have been aimed at the
business market, but that market was more focused on CP/M (see: Atari
1090 expansion box and Z80 processor - Apple had been shipping these
since 1978, with the most popular 'softcard' being a product from a
small company called Microsoft). It wasn't really ahead of it's time,
when released it would have appeared bulky and not so much over
specified, but 'wrongly' specified, for the market.

Look as CBM's rival products, which also failed to surface in any great
numbers - the P-series. They made two variations of spec, with graphics
like a C64 and joystick ports, or 80 column like a SuperPET.

Historically, when 8-bit engineers decide to make a business machine
which didn't 'turn out that way', it fails. Look at the Apple /// - that
machine has killer graphics for 1981, but most people don't know because
there's no software to take advantage of it, and they all shipped with
greenscreens. Since most games ran in Apple][mode, they thought the
/// was a][with more RAM, a better 'soft' OS, and a built in 80-column

card.

Even if it had been commercially released, the 1450XLD would have
failed. I'm not sure that the 1400XL would have.

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5452. Re: TB compiled programs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <8oiriv$1gm$1@nnrp1.deja.com>
Source record: 42325

Do you know name of this program ??????

In article <39abf965$1@news.inch.com>,
spamless@Nil.nil wrote:
> dalibor5561@my-deja.com wrote:
>
> > Does exist some program or easy method to append compiled Turbo
Basic
> > file (*.CTB) with TB Runtime library to make one runable binary
file of
> > these two ????
>
> Yes ... unfortunately my 130XE died and it is all on floppies. Rats.
>
> I believe the dox were in German(!) but there is just such a
programme.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5453. Re: TB compiled programs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <8ois5j$261$1@nnrp1.deja.com>
Source record: 42326

Right, but compiled file must be named AUTORUN.CTB. (for this one file
Runtime searching at the first)
What to do if you have more *.CTB files on disk and don't want to run
from Runtime menu ?????
Or simply want to have one runable file only ???

I think it can't be so difficult. Just find some way to put together
CTB file and Runtime program without of Runtime searching for
Autorun.CTB and will go to run address directly...

I believe there are such program,,,, but where to find ?????

D.

>In article <sqnngq6hc5d117@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
> I thought there is no need. Having the runtime autorun can
automatically
> runs the .CTB program last time I checked.
>
> <dalibor5561@my-deja.com> wrote in message
> news:8ogdvg$5t3$1@nnrp1.deja.com...
> > Anybody know ???
> >
> > Does exist some program or easy method to append compiled Turbo
Basic
> > file (*.CTB) with TB Runtime library to make one runable binary
file of
> > these two ????
> >
> > Dalibor
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5454. Re: Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <mnrpqsg3vv98jh42tl89ld2b0mppg2uv7l@4ax.com>
Source record: 42327

On Wed, 30 Aug 2000 02:49:51 GMT, Jessica C
<beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
lap as he typed:

>> Actually, Quebec is the 53d State, but we won't get into that. :-)
>> And anyway, we're proud of our limey heritage! :-)
>
>Ahh, a Quebeqois! Nice to know that I am not the only French speaker here
>(assuming you do, yet another stereotype).

Erm ... I speak a bit of French. Merde! Pamplemousse!
Fahrvergnugen! No, wait...

Okay, yes, I did take 7 years of mandatory French, but about the best
I managed to take away from all that was "Quand est le petit chien
dans la fenetre?" :-)

>A real man shoots his enemy and his prize buck. Let that red white and blue
>fly! :) (no, not really, I am nowhere close to there).

I'm several hundred miles north of the border, but I've talked to
Americans who seem to think that the moment they reach it, they'd be
confronted by an instantaneous and rather substantial blizzard,
complete with penguins and polar bears. My response was to ask if,
the moment I hit the US border, I'd be assaulted by Newt Gingrich
packing a .44...

>> Of course, computers back then were the size of IBM's head office...
>
>Yes, and the mainframe held barely a megabyte of information, at least that
>was the case of many of the mainframes I have seen (at least it seemed that
>way, again, it was still meander as compared to every other modern computer
>system, those with a few TBs esp.)

A megabyte back then was still considered to be the literal
translation of biting off more than you could chew. Not even their
hard disk platters stored that much information. :-)

>> Of course, the fact that Microsoft had a habit of buying their
>> competition and any other company that could benefit their growth
>> outright also had a lot to do with it, too...
>
>Dammed MS!
[...]
><Scoffs yet again>

Yep. They're damned, but they're still the world's largest software
company. Blame capitalism. :-)

>Centipede for the Coleco Vision console comes to mind, as well as Ms. PacMan
>and Pole Position.

True. AtariSoft came out with a number of arcade ports for various
systems. Tengen did Atari Games' ports. Curiously, S.T.U.N. runner
still bore the Tengen name even on Atari's own ST line...

>Ain't nothing like the real thing... Think of it, our machines are dawning
>on drinking age and they still go dammit!

The "They don't make 'em like they used to" clause. And it's quite
true. You just can't keep a good 8-bit down.

>
>Dammit!
>Jessica

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5455. Re: XL Questions...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sqpt6m2ic5d22@corp.supernews.com>
Source record: 42328

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:39AC7E2C.1B3A7A02@earthlink.net...
> Hello Atarians, hackers, jybolac-ers.
>
> I have a few questions that are going to require a little knowledge in
> Atari history, in particular the XL series.
>
> 1- 1400XL computer. 64K ram, 24K rom, 6520C processor, built in 1030
> modem. Speech synthesizer. Why is this unit included in a "catalog" of
> the XL systems but is not readily available? The unit was supposed to
> be out by September of 1983, why did it not come out? Not profitable
> enough? Or was the unit released to low demand?
>
> 2- 1450XLD. Sounds ingenious for the time, looks almost like some of
> its predecesors like Apple II with the built in drive, modem, synth,
> etc. 24K rom. I have seen the unit up on eBay for $1200 but what I am
> really wanting to know is why the unit was not released. Ahead of its
> time, in true ATARI fashion but never releasd, huh? Supposodly to hit
> the market in October 1983.
>
> So, I must ask why not? It compels me to wonder and ponder the reasons
> why not. Anyone know or can make an educated guess?

I think Bill Wilkinson gave some numbers at one time, could of been someone
else but I think it was him.

Ever see those reports of the military spending ~$600 for a hammer? In 1983
cost controls were so out of hand at Atari that they couldn't compete in the
market place. IIRC: Things like the 1450XL were supposed to sell >$1,000
into a market where you could get a C64 with printer and monitor or C128 or
Apple IIC for less. The Ataris were still 40 column ANTIC/GTIA, so they
still were not suitable for office use.

I've been in the same situation but with a different company then Atari.
Nothing like corporate VPs hiring bimbos/executive assistants at 3 times
what you are making, then making you subordinate to them and sticking their
overhead onto your development programs. Some of the pre Tramiel Atari's
abuses were so grievous that 20 years later people are still "major PO'ed"
kind of thing. I think John Ritter even did a take off comedy routine using
the Sally Struthers "Feed the children" type pitch except in his comedy
routine he talked about poor Atari excecutives that couldn't even pay for
their racketball lessons. It was that bad and that well known.

You have to know the background of the movie industry <Warner> and their
abuses. For instance, the author of the book "Forest Gump" was paid

~"$100,000 for the movie rights + a percentage of the gross profits". After the movie had grossed something like $1 billion dollars through distribution and tapes and whatnot, he still had not seen a royalty check as it hadn't turned a profit. That was Paramount BTW, they are still around and as successful as ever, but I think they were absorbed by Viacom.

The movie industry do things like bill themselves $600 for crate used as a prop in a movie to move profits around. Now you have that metality going against people like Bill Gates, Steve Jobs, the Tramiels, DRI, Borland, IBM, ... Kind of like sending Golden Girls against the WWF. Begs the question, "WTF were they thinking?"

5456. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8oiv9q$1m$1@plutonium.compulink.co.uk>
Source record: 42329

In article <li8v+cHpDOr5EwDT@lovecraft.demon.co.uk>,
richard@lovecraft.demon.co.uk (Richard Kilpatrick) wrote:

> and in 1994,
> a real threat was looming over the horizon in the form of 3DO (and
> presumably for those in the know, PSX).
I worked for Atari at ECTS the 2nd year Sony attended. The ATari stand was
next to it. I stood there surrounded by Attack of the Mutant Penguins and
that crappy Dinosaur fighting game on JagCD and looked over at Wipeout on
the Sony stand and realised there and then Aari were going down. I'm
surprised they lasted as long as they did after that.

>No-one /really/ cares about MIDI for live performances anymore, it's all
>sampled).
Yeah but you need MIDI to trigger the samples unless it's all on a DAT
backing track.

>After all, the original Amiga stuff looked like the 8-bit projects that
> they were working on.
That's cause it was! The Amiga was basically a 16bit 800. Same chip
designer, after all.

Iain

5457. FS: Atari 2600 & 5200 & 8 Bit Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <b_7r5.8661$7I3.2785207@typhoon.tampabay.rr.com>
Source record: 42330
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Lots of all three for sale on my web site listed below:

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

5458. Re: Name that Demo...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39AD26B0.BB082C4@mail.uni-mainz.de>
Source record: 42331

Sven Gleich schrieb:
>
> > >1) Demo Clone of DOOM a like scene that ran on the Atari 8 bit computer
> > >
> > I think something like this appeared in the Veronica demo.
> not sure but maybe "too hard" is the one you are looking for ...
> in case of it can be found on my xl/xe demopages.
> sven/cube.
>
Not true !!
I looked up "Veronica" again and there isn`t any DOOM part in it (except
it is a hidden part?!?). But there is a DOOM like part in "The
Asskicker" by Shadows and a DOOM or AR like part in "Drunk Tank" from
Quasimodos... - Andreas

5459. Re: Atari music Composer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39AD281F.D8A2694F@mail.uni-mainz.de>
Source record: 42332

```
Vidar \"Hawk\" Olavesen schrieb:
>
> > When you`re in trouble in re-collecting these AMP files, just ask me, I
> > have a "little" AMP collection here. Can convert these to images, but
> > they would create some megabytes (even when zipped)... -Andreas
> >
> > P.S.: I refer to AMP as "Antic-Music Processor" not that Gary Gilbertson
> > one...
>
> Are you sure your right about that ? I think Gilbertson wrote several tunes
> on the Antic-Music Processor. There's a demo disk with a few tunes on it. I
> think I have three disk sides with Gilbertson music. Wait, four, the
> Alternate Reality music demo too.
>
> Gilbertson did use an editor where they coded all the stuff. Not a real
> editor.

Well,
Gary Gilbertson used a sort of assembler editor to create his AMP tunes
(thus GG-AMP tunes are obj files). They are not compatible in any way to
Antic-Music-Processor sounds. I checked this by loading them into the
editor of Steven Lashower and they did not work (nor could they be
played back from the editor or its separate autoplay-program). -Andreas
```

5460. Re: HDI

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39AD2901.8CDD9D85@mail.uni-mainz.de>
Source record: 42333

William Moeller schrieb:
>
> RalphXPN (ralphxpn@aol.com) wrote:
> : I'm curious about Erhard Puetz HDI...but I dont know where to find it
>
> : Ralph
>
> I am pretty sure if you want one, you could only get a used one, as no new
> ones are being made.

Look here:
http://www.atari-computer.de/atreju
Use the english or german version and you will soon find pics of the
HDI... -Andreas

P.S.: Plans and schematics for the HDI are still avaiable from ABBUC or
Erhard himself. But as I have heard you can not built the HDI any
longer, since it includes a chip which is no longer found (nor
produced)...

5461. Re: 8-bit to a SVGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <zear5.1612$Mv3.5686@newsfeed.slurp.net>
Source record: 42334

>Hi,
>
>Does B & C have a web sight? If so, what is their URL? I would be
>interested in such a device.
>I have a Samsun 15" SVGA model Syncmaster 550s
>
>Thanks,
>g'day

You will need to order two devices. First there is the video converter (VGA-801). That comes from Matco a place in Illinois. Then there is the cable itself from B&C. Here are the websites:

http://www.myatari.com/
http://www.mat-co.com/

Good luck....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5462. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39AD36EF.E7F8132D@mail.uni-mainz.de>
Source record: 42335

[snip] Bruce Lee, Conan, etc.

(All made with the Datasoft game construction kit) ;-)
> --
> Paul Irvine
>
> *Retro-gamer & old git*

Hello,
is this construction kit (legally) avaiable somewhere ?!? -Andreas

5463. Re: TB compiled programs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39AD398A.B2B57593@mail.uni-mainz.de>
Source record: 42336

dalibor5561@my-deja.com schrieb:
>
> Anybody know ???
>
> Does exist some program or easy method to append compiled Turbo Basic
> file (*.CTB) with TB Runtime library to make one runable binary file of
> these two ????
>
> Dalibor
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Well,
if you want to load such a CTB program from a "Gamedos" (or something
like that) I do not know of any program that will link or append the two
files together. But you can always use the Autorun.CTB method of the
Runtime library to autostart a CTB file (and let this file start/run
other files if needed)...

Anyone who knows about such a program, please help !! -And by the way:
Is there any program for the A8 avaiable to de-compile (un-compile,
re-compile, ...) such an CTB file back to a normal Basic or Turbo-Basic
listing ?!? - Andreas

5464. Re: Parallel printer interface?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8ojsjg$i3q$2@mohawk.hwcn.org>
Source record: 42337

Richard Kilpatrick (richard@lovecraft.demon.co.uk) wrote:
: Once upon a time <39AB2B4D.73BEBCBD@the-wire.com>, Chris <capw@the-
: wire.com> grabbed chalk and scrawled:
: >Hi folks,
: >
: >I have an Atari 8-bit 65XEGS and would like to hook it upto my Panasonic
: >(Epson compat.) 24-pin dot matrix printer.

: An Atari XEP-80 will sort you out nicely, and give you 80-column text
: too :)

: Richard
: --

And, I have a stand alone printer interface (a bag of them) which I could
test and mail to you for $10 US plus shipping.....

Anyone interested email me.

5465. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <jquqqsoqhvviml8hmaq49f0klk9cfn1fj0@4ax.com>
Source record: 42338

The other Day Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

>[snip] Bruce Lee, Conan, etc.
>
> (All made with the Datasoft game construction kit) ;-)
>> --
>> Paul Irvine
>>
>> *Retro-gamer & old git*
>
>Hello,
>is this construction kit (legally) avaiable somewhere ?!? -Andreas

Sorry to tell you, its a joke, hence the wicked smiley..

The joke being that if you look at all those games they basically look like they came off a construction kit because they look so similar.

Sorry about the confusion
--
Paul Irvine

Retro-gamer & old git

5466. Re: Anyone Remember this Game: Outpost?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000830181429.06213.00000183@ng-fe1.aol.com>
Source record: 42339

>ebaiz@skyenet.net (Edward S. Baiz Jr.) replied:

>I have all the old Atari Compute magazines and their disks. I believe there
>were about 5-10 of them before they stopped.

Yes, there were about that many computer magazines for Atari. Compute! was
aimed at the entire personal computer market (C=64, IBM, TI99, TRS80...) and
published for at least 8-9 years for probably 90 or so issues.

-Ron

I don't have a solution but I admire the problem.

5467. Re: 1450 XLD on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-FA6E0D.18084130082000@news.northcoast.com>
Source record: 42340

> $1200+ and still going up. Wow! I wonder if these will continue to appreciate
> in value over the long run?
>
> http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewBids&item=420011188

I had serious doubts the auction was legitimate (anything that cool without
a picture raises serious doubts in my mind,) and I guess it wasn't.
Check out how it ended: eBay shows the auction is over, 0 bids, minimum bid of
$9.95. When I checked earlier today, the machine had 20+ bids and was
over $1200.

Weird.

--Kevin
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

5468. Re: Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 01:18:49 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ikkoqscjoirlog4bhg0s4fd2r8unvgskoq@4ax.com>
Source record: 42318

On Mon, 28 Aug 2000 16:05:11 GMT, carmel_andrews@my-deja.com drooled
an embarassing wet spot in his lap as he typed:

>Yo! mindfield, how's the Atari thang going, keep those Atari's humming,
>that's what I say
>
>Firstly, sorry for calling you an American, however in saying that i
>was being very general, and relating to anything and everything
>eminating from the north and continental American markets, which
>correct me if I'm wrong encompasses Canada does it not.. And ofcourse
>since Canada and the US were once part of the British Empire... Well we
>won't go into that.. I could be very insulting and refer to Canada as
>the 53rd state of the US, or even more cutting, that Canadians are the
>closest living relatives to the Americans... Oops! lets not get too
>bitchy
>

Actually, Quebec is the 53d State, but we won't get into that. :-)
And anyway, we're proud of our limey heritage! :-)

>Anyway, I though that the concept of the internet was to break down
>those nationalistic barriers, and here you are doing your level best to
>put them up again....

Nah, just making a point of differentiating myself from the average
gun-toting yankee. :-) (There's a stereotype for ya)

>Anyway back to reality, the only reason why Atari failed in the long
>run is simply because Atari's management didnt understand the concept
>of investing and advancing the technology that Atari was founded on, if
>it did, companies like MS, Intel, Sega, Sony etc... Wouldn't have stood
>a chance.. That's why machines like the Lynx, The St book, The Midi
>concept, Porfolio, Cdar, Jaguar etc.etc were too avante garde (to use
>your phraseology) or too next gen.. to be considered current

When you've got something that's ahead of its time, the problem,
fundamentally, is convincing the general public as to why they should
need or want it, and backing it up with potential long term support to
prove that it's not just a passing fad. This can take quite some
time. Look at the CD-ROM. Philips came out with it in 1984. It took
a good 6 years before it became popular enough to be considered any
kind of standard. Video games were considered a passing fad for
years. Even IBM made an early Gates-esque sound bite back in the 40s
when the CEO of the time said, "I think there's a world market for
maybe 2 computers."

Of course, computers back then were the size of IBM's head office...

Nevertheless, my meandering point is that Atari didn't have the patience or the long term strategy to release something, then back it up with lots of support. Moreover, their reputation of vapourware had jaded the general public's confidence in Atari's ability to carry out any promises of support. The Lynx barely had 100 games released for it. The Jaguar had about half that, including JagCD games. They just didn't hook enough developer interest to keep either platform going, and that in turn didn't hook enough public interest to sell either platform in sufficient numbers -- though the Lynx outsold the Jag by a fair number, probably because it was the first colour portable game system. (The Jag was also the first 64-bit console, but the debate over whether or not it was truly 64-bits kept RGVA hopping for months, and to be quite honest, there were VERY few games that truly exploited the power the Jag was capable of)

>If Atari had been on the ball, It would have taken a leaf out of IBM's
>book, in that IBM's PC only became successfull, not because it was IBM
>or because of the Technology, it's simply because IBM did something
>that no other company has done since, and that is to licence out the
>technology to 3rd parties (ie.. dell, compaq, hp, mesh, tiny, etc etc)
>
>If Atari had gone the IBM route, Atari woyuld have been a stronger
>competitor to the PC then Apple was, and if Commodore hadn't the
>problems it had in the early 90's The Amiga would have taken the lions
>share of the Video and graphics market from Apple, since more people
>and companies were using Amiga then Mac's

I dunno about that. IBM and Apple both fought tooth and nail against clone manufacturers at the outset. Besides, the interest in manufacturing clones stemmed from the popularity of the platform they wanted to clone in order to get a piece of the action, and while the Atari platform had a loyal following, it didn't have the kind of numbers that would have attracted clone manufacturers; to be brutally honest about it, there simply wouldn't have been enough money to be made to make the endeavour worthwhile. Besides, Atari never would have licensed the technology. Doing so would have bit into their profits, and in turn have caused Atari to lose money, since clone manufacturers probably would have made their clones cheaper than genuine Atari machines, which would have forced Atari to lower their prices or go out of business even earlier than they did. (Unless Atari's licensing fees were high enough to balance their books, in which case clone manufacturers probably wouldn't be interested)

Plus, the PC's popularity wasn't due simply to the abundance of clone manufacturers. That little Washington-based company known affectionately as Micros~1 had a great deal to do with the burgeoning popularity of the platform by providing a popular GUI that, probably for the first time, made the PC a heck of a lot easier to use than plugging away at a DOS prompt.

Of course, the fact that Microsoft had a habit of buying their competition and any other company that could benefit their growth outright also had a lot to do with it, too...

>What Atari should have done was to have licenced out the A800 in '82,
>the ST/e about 87/88, the falcon at about 90/91, and also licence out
>the Jag/Lynx tech.. shortly after release, That way Atari would have
>stemmed to flow from Atari to PC/Mac, Microsoft wouldn't be anywhere as
>big as they are now, And Atari would have being the standard PC config..

Atari _did_ license out the Jag technology. The first result of this partnership, which became known as the CoJag, was a popular arcade game called Area 51.

Oh, and Microsoft would have been as big as they are now. If Atari had become as serious a contender as your depiction makes them, Microsoft would just have bought them. :-)

>Still, we can only dream... Although, as much as though I would like to
>see Atariu succeed under Hasbro Int. I fear that unless Hasbro start
>getting Atari back into H/w with cutting edge tech.. , I cant see Atari
>surviving in the long term as a software company... After all what's
>Atari going to release after it has gone thru it's archive of golden
>oldies, will it start releasing Classic Commodore stuff, Sinclair
>spectrum, Sega megadrive where will it end
>
>Secondly how can they expect that to compete with the current
>established standards, ie Quake, TR4, Half life etc... Me thinks you
>get my drift... Because it doesnt't matter what generation you come
>from, albeit 60's, 70's, 80's or 90's those in the know won't be able
>to relate to Atari as a software company... Andf that's a proven
>fact....
>Why doesn't someone tell Hasbro to wake up and smell the coffee, or is
>hasbro interactive run by Sega/Nintendo lovers
>
>Think about it, Atari's name selling on a competing system, It's a bity
>like asking microsoft to start marketing Linux or DRI's GEM/Tos, or IBM
>to start marketing Cray's or Compaq's... It's unthinkable, so why are
>we letting it happen to an Institution like Atari, A organisation I
>trust we still care deeply about

Actually, it's quite thinkable. Atari developed software for other platforms. Any time you see an Atarisoft or Tengen title, you're seeing an Atari title. Atarisoft released a number of games on the Sinclair Spectrum and Commodore 64. (Ms. Pac Man springs readily to mind) Tengen typically released Atari Games arcade ports such as Hard Drivin', S.T.U.N. Runner, etc.

Oh, and for a bit of trivia, DRI developed a version of GEM for the PC many years ago. (Don't ask me for it; I havn't been able to find hide nor hair of it...)

As to the issue of Hasbro's pimping of the Atari name -- personally I don't really like the idea that Hasbro's just using the Atari name to sell games and get cheap licenses of Atari's library. But to think of them getting back into Atari's roots and making hardware? Consider this: none of Atari's original engineers work for Hasbro. In fact, no one who had anything to do with Atari hardware works for Hasbro. Given this, any hardware Hasbro may ever decide to make with the Atari label would be made by Hasbro employees, not ex-Atari employees, so any hardware that's released couldn't be considered Atari in anything but name. In all likelihood, it wouldn't have any of Atari's hallmarks -- slick design, forward thinking, features as standard that no one expects as standard, all at an affordable price. No, if they released any hardware with the familiar Fuji sticker, it'd still be Hasbro-made as far as I'm concerned.

>Yours Atarilly
>
>Carmel A
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5469. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 02:49:51 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39AC7698.41E62646@earthlink.net>
Source record: 42319

Mindfield wrote:

> Actually, Quebec is the 53d State, but we won't get into that. :-)
> And anyway, we're proud of our limey heritage! :-)

Ahh, a Quebeqois! Nice to know that I am not the only French speaker here (assuming you do, yet another stereotype).

> Nah, just making a point of differentiating myself from the average
> gun-toting yankee. :-) (There's a stereotype for ya)

A real man shoots his enemy and his prize buck. Let that red white and blue fly! :) (no, not really, I am nowhere close to there).

> When you've got something that's ahead of its time, the problem,
> fundamentally, is convincing the general public as to why they should
> need or want it, and backing it up with potential long term support to
> prove that it's not just a passing fad. This can take quite some
> time. Look at the CD-ROM. Philips came out with it in 1984. It took
> a good 6 years before it became popular enough to be considered any
> kind of standard.

<scoffs> Like so many other things :)</scoffs>

> Of course, computers back then were the size of IBM's head office...

Yes, and the mainframe held barely a megabyte of information, at least that was the case of many of the mainframes I have seen (at least it seemed that way, again, it was still meander as compared to every other modern computer system, those with a few TBs esp.)

>>Doing so would have bit into their

> profits, and in turn have caused Atari to lose money, since clone
> manufacturers probably would have made their clones cheaper than
> genuine Atari machines, which would have forced Atari to lower their
> prices or go out of business even earlier than they did. (Unless
> Atari's licensing fees were high enough to balance their books, in
> which case clone manufacturers probably wouldn't be interested)

Good ol' Atari. Nothing like it.

> Of course, the fact that Microsoft had a habit of buying their
> competition and any other company that could benefit their growth
> outright also had a lot to do with it, too...

Dammed MS!

> Oh, and Microsoft would have been as big as they are now. If Atari
> had become as serious a contender as your depiction makes them,
> Microsoft would just have bought them. :-)

<Scoffs yet again>

> Actually, it's quite thinkable. Atari developed software for other
> platforms. Any time you see an Atarisoft or Tengen title, you're
> seeing an Atari title. Atarisoft released a number of games on the
> Sinclair Spectrum and Commodore 64. (Ms. Pac Man springs readily to
> mind) Tengen typically released Atari Games arcade ports such as Hard
> Drivin', S.T.U.N. Runner, etc.

Centipede for the Coleco Vision console comes to mind, as well as Ms. PacMan
and Pole Position.

> As to the issue of Hasbro's pimping of the Atari name -- personally I
> don't really like the idea that Hasbro's just using the Atari name to
> sell games and get cheap licenses of Atari's library. But to think of
> them getting back into Atari's roots and making hardware? Consider
> this: none of Atari's original engineers work for Hasbro. In fact, no
> one who had anything to do with Atari hardware works for Hasbro.
> Given this, any hardware Hasbro may ever decide to make with the Atari
> label would be made by Hasbro employees, not ex-Atari employees, so
> any hardware that's released couldn't be considered Atari in anything
> but name. In all likelihood, it wouldn't have any of Atari's
> hallmarks -- slick design, forward thinking, features as standard that
> no one expects as standard, all at an affordable price. No, if they
> released any hardware with the familiar Fuji sticker, it'd still be
> Hasbro-made as far as I'm concerned.

Ain't nothing like the real thing... Think of it, our machines are dawning
on drinking age and they still go dammit!

Dammit!
Jessica

5470. XL Questions...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 03:22:08 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39AC7E2C.1B3A7A02@earthlink.net>
Source record: 42320

Hello Atarians, hackers, jybolac-ers.

I have a few questions that are going to require a little knowledge in Atari history, in particular the XL series.

1- 1400XL computer. 64K ram, 24K rom, 6520C processor, built in 1030 modem. Speech synthesizer. Why is this unit included in a "catalog" of the XL systems but is not readily available? The unit was supposed to be out by September of 1983, why did it not come out? Not profitable enough? Or was the unit released to low demand?

2- 1450XLD. Sounds ingenious for the time, looks almost like some of its predecesors like Apple II with the built in drive, modem, synth, etc. 24K rom. I have seen the unit up on eBay for $1200 but what I am really wanting to know is why the unit was not released. Ahead of its time, in true ATARI fashion but never releasd, huh? Supposodly to hit the market in October 1983.

So, I must ask why not? It compels me to wonder and ponder the reasons why not. Anyone know or can make an educated guess?

Thanks,
Jessica

5471. All this talk of old games vs. newer ones

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 06:26:35 UTC
From: dr_ovid@my-deja.com
Message-ID: <8oi9ecdbc1@nnrp1.deja.com>
Source record: 42321

This subject reminds me of some feelings I have had recently. I have played and enjoyed the truly wonderful games of Privateer 2, Freespace, Freespace 2, and Tachyon for my tricked-out PC, and they are both excellent space flight games, and are great games in general. But none of them compare to the fun factor of that all time favorite, Star Raiders.
There was always a sense of urgency and purpose in SR that has never been completely duplicated (though FS2 and Tachyon come pretty close). For all the pretty graphics, amazing sound, and awesome force feedback in the newer games, seeing the rank that you EARNED at the end of SR, and then thinking "I can do better", will always make it a game for the ages.

And then there's Alternate Reality (I clump the City and Dungeon together for sake of ease). I've played dozens of rpg/adventure games over various game/computer systems for 20+ years and I've never felt so involved in a game before (though System Shock II is an extremely close 2nd). Creeping down dark corridors, or staggering down rain soaked alleyways while low on health, dodging diseased rats and night stalkers while wishing for better weapons is probably the best experience I have had in a game. New games like Diablo II are excellent of course, but 15 years from now, D2 will be long forgotten, and I will STILL be whistling the tunes from the City's establishments.

Dr. Ovid

P.S. I've been following the recent thread on AR, Mr. Price, copyrights, etc. with enthusiasm. When is the last time anyone has heard from Mr. Price? I was really fired up about the AR online thing and was heartbroken to hear about it's demise and unlikely revival. Any update on this?

Sent via Deja.com http://www.deja.com/
Before you buy.

5472. Re: Atari music Composer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-30 22:09:14 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <jBfr5.1412$Yi4.32442@news1.online.no>
Source record: 42341

> Well,
> Gary Gilbertson used a sort of assembler editor to create his AMP tunes
> (thus GG-AMP tunes are obj files). They are not compatible in any way to
> Antic-Music-Processor sounds. I checked this by loading them into the
> editor of Steven Lashower and they did not work (nor could they be
> played back from the editor or its separate autoplay-program). -Andreas

Yes, I know the tunes from before there is not compatible with AMP. But, I
think he used AMP later.

5473. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ola5q$912$1@nets3.rz.RWTH-Aachen.DE>
Source record: 42247

Howdy Andreas, folks

>In the US there
>once was (still is ??) CSS that had a single XF upgrade and besides a
>dual XF upgrade 8where one could still use the 5,25" drive).

Try: www.nleaudio.com/css

There's even a picture of Bob

CU Mathy van Nisselroy

PS I own one of those Dual drive upgrades. If you don't wanna buy a
FloppyBoard (which will do NOTHING without a BlackBox), the DUAL drive upgrade
is really nice. You could even use TWO 3.5" mechs instead of one 5.25" and one
3.5" mech. But you better make sure it doesn't get too hot inthere.

CU Mathy van Nisselroy

5474. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8olah7$912$2@nets3.rz.RWTH-Aachen.DE>
Source record: 42248

Howdy Rick, folks

>I'll stick with 5.25. Someday, I'll
>hack Mydos to modify disk formats to give more control and get a
>full 1.2 meg from the disk, but I have several hundred here, so
>I'm not in a hurry.

Why? AFAIK MyDOS can do any format. Just go to Option "O" in the menu.
Isn't this in the user manual?

CU Mathy van Nisselroy

PS I never used 1.2 meg mechs, but I have formatted just about anything else
that was possible up to 1.44 meg. (read: as much as the drive allowed)

5475. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8olanf$912$3@nets3.rz.RWTH-Aachen.DE>
Source record: 42249

Howdy Alan, folks

>IIRC, the mod for the XF551 won't handle 1.44 Meg floppies in the 3.5"
>format -- only 720K. It would, I've been told, a complete rewrite of the OS
>to get the 1.44. I could be wrong.

AFAIK it is hardware related. I guess it's the clock frequency. If 1.44 meg
would be possible, the Puff_meister would have included it in his 3.5"
upgrades.

CU Mathy van Nisselroy

5476. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8olb3n$912$4@nets3.rz.RWTH-Aachen.DE>
Source record: 42250

Howdy Mark, folks

>I have an absolute plethora of 720k and 1.44m bare drives, I also have
>2x1050 drives, and can possibly get more. I just need to know how to hook
>the bugger's up. I am a Computer Technician, so opening these thing's up
>dosent scare me.... Any ideas?

If you understand German, try www.atari-computer.de/abbuc and look at the preview (before the next ABBUC magazin comes out). It has what seems to be a very simple upgrade for the XF551. The story only mentions the XF551 but says it will work on the 1050 too. AFAIK this is 720kB drives only.

If you do not understand German, try the Email address mentioned on the same page.

CU Mathy van Nisselroy

5477. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8olbdr$912$5@nets3.rz.RWTH-Aachen.DE>
Source record: 42251

Howdy Andreas, folks

>Well,
>ABBUC Floppydoc (Erhard Puetz) once built the HDI (High-Density floppy
>interface), that could attach 1-4 Floppy drives to an Atari SIO port.
>The floppies could be 5,25" 80Tracks DD (720kbytes, PC or something) or
>3,5" DD/HD 80 tracks (720k or 1440k, PC, Amiga, ST, etc.) The interface
>was sold out very soon, but you can still find the schematics on his
>homepage. Just visit ABBUC:
>http://www.atari-computer.de/abbuc
>and click on the button "Floppy Alchemie" which will link to Erhards
>Homepage (sorry, I do not know the direct URL). Once there try to find
>the schematics for the HDI - maybe you can built one yourself... By the
>way, the HDI supported single, double and high density (40 or 80 Tracks,
>dd or hd, single or double-sided) but no medium/dual density (1050
>format). Therefore it supported ultra speed known from happy and speedy
>drives...

It's www.atari-computer.de/atreju

The hardest part about the upgrade would be finding a special version of some chip. IIRC it's the 6532. You need the 4MHz version.

CU Mathy van Nisselroy

5478. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <kacsqsookfo03oee9nukjesa0acb262dti@4ax.com>
Source record: 42252

The other Day DCM01@USA.NET (Daniel Miller) wrote:

>They may look similar but they don't play similar... ly.
>
I never said they did..Although tbh they do in most cases :-)

Go and have a good look at them for 5 mins each, apart from the fabby Bruce Lee
they do play very like each other (obviously not with the Goonies multi player)

>I read all the Conan books and saw the movies. The game doesn't do
>Conan justice. I would go so far as to say it is rather crappy, with
>garish colors and buggy graphics.

What annoyed me with Conan and with Zorro a tad was the really tight pixel
perfect stuff needed.
>
>Bruce Lee on the other hand is a terrific 8bit game.

Indeed...Although dead easy to finish..

--
Paul Irvine

Retro-gamer & old git

5479. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8olceu$912$6@nets3.rz.RWTH-Aachen.DE>
Source record: 42253
Cross-posted to: japan.test,comp.sys.atari.8bit

Howdy Alan, Jessica, folks

>Instead of moving away if he becomes president, how about convincing
>everybody you know of voting age to turn him down? It may not work, but at
>least you've done something.

I hope most of us realise that voting just means choosing the bad to keep the
worse out of office.

BTW millions of people have died, will die or would die for the right to vote.
It is our moral duty to use that right, otherwise their death was useless.

On a slightly lighter note:

Why didn't anybody bite on this one?

> (Pat, not Mitch. If I had to choose between the two, I'ld choose Mitch.
> With Stefanie as his running mate. (I'm more of a leg man, than a boob man))

BTW she seems to be really good at running.

CU Mathy van Nisselroy

5480. Re: Modems and The 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8old47$912$7@nets3.rz.RWTH-Aachen.DE>
Source record: 42254

Howdy Russ, Jessica, folks

>You might go 9600 baud, but 4800 is probably better.
>Bob Term is rock solid, but lacks the 80 columns of Ice-T.

There should be a modified version of the XEP80 driver that comes with BobTerm 1.2x on www.atari-computer.de/atreju Erhard Puetz modified it so it will do 9600 baud reliably, instead of just 4800 baud. I tried to check where it is located exactly, but the server seems to be down.

CU Mathy van Nisselroy

PS it's probably called MODULE1.BTM or something like that.

5481. Re: Parallel printer interface?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.967718967@math.tu-berlin.de>
Source record: 42255

af332@freenet.hamilton.on.ca (William Moeller) writes:

>: >I have an Atari 8-bit 65XEGS and would like to hook it upto my Panasonic
>: >(Epson compat.) 24-pin dot matrix printer.

>: An Atari XEP-80 will sort you out nicely, and give you 80-column text
>: too :)

>And, I have a stand alone printer interface (a bag of them) which I could
>test and mail to you for $10 US plus shipping.....

One important thing to remember about printer interfaces: A printer interface
has to translate the Atari EOF (0x9B) into LF (0x0A). This translation is
usually good, but may corrupt the data you print as graphics. Therefore, one
IMHO important feature of a printer interface is the ability to turn off
this automatic translation for graphics print.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

5482. Re: Backing up a hard drive....Ideas?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8oldht$912$8@nets3.rz.RWTH-Aachen.DE>
Source record: 42256

Howdy

>I have a BlackBox with a 200+ MB hard drive. I've noticed my drive
>going weird the last few days and was wondering if anyone could
>recommend a good program to back it up. Thanks :)

Since I see no answer, lemme give it a try.

There are two utilities AFAIK, one from CSS and one from ICD. I have seen a test (in either ANTIC or ANALOG) that say the CSS software won hands down.

I never used backup software. (maybe I shouldn't say this out loud)

I have NO clue where you could get the ICD software, maybe Bob Klaas can help you there (bobkla19@sisna.com).

CSS can be contacted via www.nleaudio.com/css

CU Mathy van Nisselroy

5483. Rebelstar remake/clone 2d strategy game

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: ralph@zap.a2000.nl
Message-ID: <ralph-3108001030540001@pi5.psy.vu.nl>
Source record: 42344

http://people.a2000.nl/rwesseli/delphi.html

R

5484. Re: TB compiled programs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000831053234.29357.00000175@ng-fg1.news.cs.com>
Source record: 42345

>Does exist some program or easy method to append compiled Turbo Basic file (*.CTB) with TB Runtime library to make one runable binary file of these two ???? <

I've wished for this for a long time, but it has never moved up very high on my priority list.
It will take a little sleuthing, but it should be possible. Load and initialize the runtime; load the target program; jump to/through the run vector of the runtime. (?) Does anyone know any of the pertinent TB addresses?
Larry

5485. Re: TB compiled programs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.967714959@math.tu-berlin.de>
Source record: 42346

Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:

>Well,
>if you want to load such a CTB program from a "Gamedos" (or something
>like that) I do not know of any program that will link or append the two
>files together. But you can always use the Autorun.CTB method of the
>Runtime library to autostart a CTB file (and let this file start/run
>other files if needed)...

No, that won't work. A "game dos" does not link in a D: handler into HATABS,
hence making the autorun.ctb unavailable for the runtime library.

Well, I'd say it wouldn't be too hard to link the compiled program to the
library, but I've personally no interest in this. Requires a little hack to
the runtime library startup code to start execution at a specific address.

>Is there any program for the A8 avaiable to de-compile (un-compile,
>re-compile, ...) such an CTB file back to a normal Basic or Turbo-Basic
>listing ?!?

Not that I know of. For the ABC (Monarch Data) compiler, yes, but it compiles
programs into a p-code, making this step, well, not precisely "easy", but
simple enough to be feasible. The TurboBasic compiler, however, really
generates object code, which is even optimized a bit as well, making the
decompiliation quite hard.
The trick was hard enough for ABC, I doubt this is possible for TurboBasic
without really really really (yes, I mean it ;-) tough work.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

5486. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 02:10:10 UTC
From: DCM01@USA.NET
Message-ID: <39adbd2a.1413037@news.CIS.DFN.DE>
Source record: 42342

They may look similar but they don't play similar... ly.

I read all the Conan books and saw the movies. The game doesn't do
Conan justice. I would go so far as to say it is rather crappy, with
garish colors and buggy graphics.

Bruce Lee on the other hand is a terrific 8bit game.

On Wed, 30 Aug 2000 22:29:59 +0100, Paul Irvine <dellos@lineone.net>
wrote:

>>is this construction kit (legally) avaiable somewhere ?!? -Andreas
>
>Sorry to tell you, its a joke, hence the wicked smiley..
>
>The joke being that if you look at all those games they basically look like they
>came off a construction kit because they look so similar.
>
>Sorry about the confusion

5487. Re: 1450 XLD on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 02:17:45 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <kxkf6SDJBcr5Ewim@lovecraft.demon.co.uk>
Source record: 42343

Once upon a time <savetz-FA6E0D.18084130082000@news.northcoast.com>,
Kevin Savetz <savetz@northcoast.com> grabbed chalk and scrawled:

>I had serious doubts the auction was legitimate (anything that cool without
>a picture raises serious doubts in my mind,) and I guess it wasn't.
>Check out how it ended: eBay shows the auction is over, 0 bids, minimum bid of
>$9.95. When I checked earlier today, the machine had 20+ bids and was
>over $1200.

It seems the seller cancelled the auction due to a fault in the 1450XLD
that caused it to not format a disc. Now, XLD's being what they are
(rare), I doubt that would put anyone off, frankly - 1050 mechanisms are
hardly rare.

Sounds like an excuse, and it was either a test auction from someone
wanting to know what they might get, or a dickhead trolling - though
their feedback would suggest otherwise. Perhaps they were given a bid
outside of the auction.

None of their previous auctions have pictures. I suppose some people
still survive without digital cameras or scanners!

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5488. Re: Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 11:14:40 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <u8fsqs0ttgtvfgckjqbe4bcfsgd78obhi1@4ax.com>
Source record: 42257

On Thu, 31 Aug 2000 11:24:33 +0100, Paul Irvine <dellos@lineone.net>
drooled an embarassing wet spot in his lap as he typed:

>>Bruce Lee on the other hand is a terrific 8bit game.
>
>Indeed...Although dead easy to finish..

Yes -- but great replayability, so you could finish it again and
again... :-)

Besides, I love it when the big green guy bellows (moos?)

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5489. Re: Senator GOES GREEN, will Vote Nader.

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 11:17:22 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <akfsqsscgpqhm6h1bvj4djful7rfq74kqf@4ax.com>
Source record: 42258
Cross-posted to: japan.test,comp.sys.atari.8bit

The other Day nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy Alan, Jessica, folks
>
>
>>Instead of moving away if he becomes president, how about convincing
>>everybody you know of voting age to turn him down? It may not work, but at
>>least you've done something.
>
>I hope most of us realise that voting just means choosing the bad to keep the
>worse out of office.

The trouble is that the Americans will vote for anything :-)

<c'mon guys...it's a joke...> <but true ...:-) >
--
Paul Irvine

Retro-gamer & old git

5490. Re: whatever happened to Dataque/ Chuck Steinmann

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 11:21:02 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8olf2u$912$9@nets3.rz.RWTH-Aachen.DE>
Source record: 42259

Howdy Carmel

>I'd be very interested in whatever happened to Dataque/Chuck Steinmann
>(he of Gumby and T818 fame) where did he go, did his genius desert him

Turbo 816, not 818.

>While on the subject of themes American, I was looking for an original
>US version (which should work on UK systems) of CSS's 800 and Xl
>versions of The Impossible and The Impersonator plus all the
>sattelite/component proggies that came with impossible, also
>Hacker or Crackerbook by Gardiner Computing (advertised in numerous
>Antics/Analogs, and ATARI roots (orignal and in GC, which I am willing
>to Pay ï¿½20 sterling for)... Any help would be apprec.

CSS can be contected via www.nleaudio.com/css

CU Mathy van Nisselroy

5491. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 11:27:10 UTC
From: Paul Irvine <dellos@lineone.net>
Message-ID: <epfsqs8d2k6qpasodne3sj42pun6oa8pgh@4ax.com>
Source record: 42261

The other Day Mindfield <mindfield@badgers.home.com> wrote:

>On Thu, 31 Aug 2000 11:24:33 +0100, Paul Irvine <dellos@lineone.net>
>drooled an embarassing wet spot in his lap as he typed:
>
>>>Bruce Lee on the other hand is a terrific 8bit game.
>>
>>Indeed...Although dead easy to finish..
>
>Yes -- but great replayability, so you could finish it again and
>again... :-)

The old trick with starting a two player game (more lives) and then moving the
2nd player joystick around with your foot to keep it active worked a treat until
you became perfect at the game :-)

--
Paul Irvine

Retro-gamer & old git

5492. Re: GUI for atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 11:27:33 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8olff5$912$10@nets3.rz.RWTH-Aachen.DE>
Source record: 42260

Howdy Andreas, Steve, folks

>Just tell me how many you want... !?! Ok, to be serious, i know these
>GUI`s:
>- Diamond GOS (1, 2, 3)
>- G.O.E. (2 or 3 different versions)
>- G.O.S. (2 different versions)
>- SAM (one type-in listing, one commercial version)
>- TOS-XL
>- BOSS XL and BOSS-XE (and now: BOSS-X !!)
>- some other PD programs
>
>most of these programs are only demonstrations; afaik only SAM and
>Diamond arrived as "usable" tools... -Andreas

You forgot DCS (Desktop Contruction Set). You can find it at Tom Hunt's site.
CTH.TZO.COM if I remember correctly. It doesn't have fancy graphics, but it is
new and it is still supported.

CU Mathy van Nisselroy

5493. Re: atari xegs

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 11:40:56 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8olg88$912$11@nets3.rz.RWTH-Aachen.DE>
Source record: 42262

Howdy Kasper

My guess would be that either the LS138 or the MMU are broken.
Try the LS138 first, they are cheap and can be had in every electronics store.
After you desoldered a chip, solder in a socket. That way you do not have to
desolder that chip again, should it fail (again). Buy the quality stuff, with
the round pins. They hold the chips in better.

DO NOT DROP THE COMPUTER. (Unless it's a PC. But that's another storie)

Re: broke pin of OS.

Ouch! Solder in a quality socket and order a new XEGS OS at BEST Electronics
or B&C Computervisions (www.best-electronics-ca.com and www.myatari.com IIRC).

Also remember, the MMU in the XEGS is different from the MMU in the rest of
the 8 bit ATARI'S.

CU Mathy "my XEGS has 1088 MB" van Nisselroy

5494. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 11:48:01 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8olglh$912$12@nets3.rz.RWTH-Aachen.DE>
Source record: 42263

Howdy folks

>> BTW max com speed is 4800 baud.
>
>Are you sure ? I have run my 850 at 9600baud. Doesn't do 19200 as the MIO
>does though.

The 850 will do split baud rates (1200/75 and vice versa) as used in Europe and even 19200 is you program the right addresses in the right way. (might take me a while to find where I found this). I even have seen a utility that is - according to it's description - able to switch on hardware handshake.

The former I know for sure, the latter I don't know. I have heard the 850 will do a bit a hardware handshake, but not everything. What That is supposed to mean I do not know.

CU Mathy van Nisselroy

5495. ne_Atari chat

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 13:17:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39aec3cc@fmlynet.org>
Source record: 42269

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hey folks, just wanted to let everyone know about the Online_Atari chat
session tonight at 8pm CST at...
http://stargate.cs.swau.edu/atari

Look forward to seeing a lot of you there,

Greg Goodwin aka "Doctor Clu"

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5496. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 13:29:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39aed1dd@fmlynet.org>
Source record: 42270

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Liam Busey <buseyl@my-deja.com>
> Jessica C wrote:
>>
>> Ok, am I missing something here? I was looking around on eBay came
>> across an Atari 1040 computer. 1040? Huh? I did not know such a > thing
>exisied. Anybody have any clue? Unfortunately, no photo was in > the listing
> but really, what is it?
>> Jessica
> That's probably a 1040 ST. A 16bit computer made by Atari after the
> Tramiels (spelling?) took over. It has nothing in common with the 8bit
> computers other than the Atari badge.
> Liam Busey

While this is true, you can run a SIO2Pc cable from a Atari 800 to an Atari (1040) ST (thus making it a SIO2ST cable) and run virtual drives off the Atari ST.

That is what I do to matter the fact. You need an ST with at least 2 meg of ram to have this work however. My 1040 ST has 4 meg, so this is not a problem here.

(the 1040 was to indicate 1 meg of ram, just like a 520 ST was indicating a 512K machine, so technically I have a 4160 by Atari's standards.) :)

In my opinion, the Atari 400/800 is great in style, games, sound, and graphics. A topped out machine that was for entertainment and did that well.

The ST line had it's share of games, though to me, few have really caught me. Perhaps they would have had I been an ST user back when they were big. Be that as it may, I have found it to be the best device to pick up when Atari left off for applications (Laser printers, virtual hard disk for the Atari 800, internet connections, etc.) Capible of eventually handling PC, Mac, and emulation of a few other platforms, the ST is great hardware device this side of a PC.
Atari 400/800 - gameplay, sounds, graphics.
Atari ST - applications.

That's my two zorkmids.

Doctor Clu

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http://www.fmlynet.org

5497. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 13:36:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39aed1dd@fmlynet.org>
Source record: 42272

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Steve Breech" <sbreech@columbus.rr.com>
> it is a 1040ST....it is a 16 bit machine, totally cool.... I have a 1040ST
> and a 520ST. Both have a built in 3.5"DD drive. They are not compatible
> with the 8 bit line....

...unless you run ST X-FORMER!

This program allows the ST (moving at 8 mhz only) to act as an Atari XE computer (minus the player missile graphics).

So what you have is a machine that will do basic programs fairly well, accesses Atari 8-bit disks through a special cable GREAT, and has a wonderful filing system. The ".XFD" archive files were started by this program, and of course work with this emulator.
While the disk accessing runs faster than the normal, programs run at 30-50% actual speed.

And there you have it. To date this is the only emualtor I've been able to get work with the ST line, though others exist.

(I would run St X-FORMER, port over .XFD disks from the program to a floppy and run on my regular disk drive. It served (for me and others) as a virtual hard drive prior to "800xldj" and the SIO2ST cable. Once that came along, St X-FORMER hasn't seen much activity.)

Doctor Clu

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http://www.fmlynet.org

5498. Re: Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 13:36:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39aed1dd@fmlynet.org>
Source record: 42271

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Steve Breech" <sbreech@columbus.rr.com>
> it is a 1040ST....it is a 16 bit machine, totally cool.... I have a 1040ST
> and a 520ST. Both have a built in 3.5"DD drive. They are not compatible
> with the 8 bit line....

...unless you run ST X-FORMER!

This program allows the ST (moving at 8 mhz only) to act as an Atari XE computer (minus the player missile graphics).

So what you have is a machine that will do basic programs fairly well, accesses Atari 8-bit disks through a special cable GREAT, and has a wonderful filing system. The ".XFD" archive files were started by this program, and of course work with this emulator.
While the disk accessing runs faster than the normal, programs run at 30-50% actual speed.

And there you have it. To date this is the only emualtor I've been able to get work with the ST line, though others exist.

(I would run St X-FORMER, port over .XFD disks from the program to a floppy and run on my regular disk drive. It served (for me and others) as a virtual hard drive prior to "800xldj" and the SIO2ST cable. Once that came along, St X-FORMER hasn't seen much activity.)

Doctor Clu

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5499. Re: The 810...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 13:55:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.39aed1dd@fmlynet.org>
Source record: 42274

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: arudzki@mailbox.bellatlantic.net
>>> They were very common when the Atari 400 and 800 were going strong. I still
>> > have mine and it works great. I paid a wopping $500 for it just so I go
>> > play the Seirra Online game "The Wizard and The Princess".
>> > Edward S. Baiz Jr.
>> > (Gamer)
>>
>> gawd, and I thought we were pretty bad these days with the price we dish out
>> for stuff for the PC....
>>
> Paid $500 for an 810 disk drive because I wanted to play Zork I, on my 48K
> upgraded 400.
> THOSE were the days.
> tony

The 810 drives were cool! And so was Zork I.

I say you got your money's worth. ;)

Doctor Clu
1982-1989 + = Atari 400 w/ 48k & 1400xl keyboard + Percom drives....

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http://www.fmlynet.org

5500. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 14:07:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.39aed1dd@fmlynet.org>
Source record: 42273

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Alan Sharkis" <asharkis@optonline.net>
> Hmmm. And I heard it was the other way around -- 850s could be reliable up
> to 9600 (but not with hardware handshaking) but some P: R:s topped out at
> 4800. There was also some code at one point to allow 850s to do 19.2, but I
> doubt that many people did it.

Code for a 850 to due 19.2k? (Drool.. drool)

Where!?!

Doctor Clu

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http://www.fmlynet.org

5501. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 14:31:58 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sqsr1ct4c5d132@corp.supernews.com>
Source record: 42264

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:8olanf$912$3@nets3.rz.RWTH-Aachen.DE...
> Howdy Alan, folks
>
> >IIRC, the mod for the XF551 won't handle 1.44 Meg floppies in the 3.5"
> >format -- only 720K. It would, I've been told, a complete rewrite of the OS
> >to get the 1.44. I could be wrong.
>
> AFAIK it is hardware related. I guess it's the clock frequency. If 1.44 meg
> would be possible, the Puff_meister would have included it in his 3.5"
> upgrades.

I read the instructions for replacing the 720k 3.5" drive in a ST with a 1.44 some years ago. I have forgotten most of the info so if you want some part numbers and actual techniques you would have to find the original hack.

As much as I can remember, the ST and XF 551 both used the 1772<?> floppy controller. The modification to the ST required adding a glue chip<divide by N type counter> to get the clock right and perhaps a 2X faster crystal.

I seem to recall there was one other modification/hack, something like head step value or special formating program. I never did the mod myself so I don't have any idea what compatibility issues there were.

Then came the Ajax chip which made the hack for 1.44 kind of obsolete.

5502. Re: Backing up a hard drive....Ideas?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 15:28:15 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <8oltdf$d4o$1@brokaw.wa.com>
Source record: 42265

I use HD Backup Pro from CSS. It is the only HD backup program I know that will backup one hard disk partition to another hard disk partition. Since I've got both a Syquest drive and Iomega zip drive connected to my BB, backups are fairly simple. I think the only restriction is that the partitions must be the same size.

>
> > >I have a BlackBox with a 200+ MB hard drive. I've noticed my drive
> > >going weird the last few days and was wondering if anyone could
> > >recommend a good program to back it up. Thanks :)
>

5503. New Factory Seal Atari 2600-7800 Games! @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 15:43:53 UTC
From: Bubba <sega_master_system@yahoo.com>
Message-ID: <Z2vr5.2124$dD4.120079@monger.newsread.com>
Source record: 42266
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit

http://user.auctions.yahoo.com/user/sega_master_system

5504. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 16:07:01 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-MgU5B12Q4dQI@draco.ames.pacbell.net>
Source record: 42267

so how about someone posting the schematics.

Ken

On Thu, 31 Aug 2000 10:18:35, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

> Howdy Andreas, folks
>
> >Well,
> >ABBUC Floppydoc (Erhard Puetz) once built the HDI (High-Density floppy
> >interface), that could attach 1-4 Floppy drives to an Atari SIO port.
> >The floppies could be 5,25" 80Tracks DD (720kbytes, PC or something) or
> >3,5" DD/HD 80 tracks (720k or 1440k, PC, Amiga, ST, etc.) The interface
> >was sold out very soon, but you can still find the schematics on his
> >homepage. Just visit ABBUC:
> >http://www.atari-computer.de/abbuc
> >and click on the button "Floppy Alchemie" which will link to Erhards
> >Homepage (sorry, I do not know the direct URL). Once there try to find
> >the schematics for the HDI - maybe you can built one yourself... By the
> >way, the HDI supported single, double and high density (40 or 80 Tracks,
> >dd or hd, single or double-sided) but no medium/dual density (1050
> >format). Therefore it supported ultra speed known from happy and speedy
> >drives...
>
> It's www.atari-computer.de/atreju
>
> The hardest part about the upgrade would be finding a special version of some
> chip. IIRC it's the 6532. You need the 4MHz version.
>
> CU Mathy van Nisselroy
>

5505. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 16:14:07 UTC
From: llpwhite@cs.com
Message-ID: <20000831121407.00439.00001124@ng-fg1.news.cs.com>
Source record: 42268

Here's a different opinion. Several years ago I was obsessed with getting a 1.44 drive for the A8. The HDI was already out of production, so I purchased a Black Box and Floppy Board. Since it is a parallel device, I don't think that you will find any floppy that is faster, especially when used with 1.44's (since there are 36 DD sectors/track). (APE at 3X on a PC is fairly close and several hundred $ cheaper.) But since I had the Black Box, and my goal was to back up my floppies on as few disks as possible, I got a SCSI Zip drive. ($99). Runs almost as fast as a true hard drive, and 100 MB per cart. The only downside is the 16 MB partition and 64 file limit on MyDos, but that still means 6 - 16 MB partitions per Zip. But... back to the 1.44. Guess what -- I have found that 1.44's diskettes are not as reliable as 720's (in my experience). So the long story short, I use very few 1.44's, but use quite a few good (brand name) 720's. There are also several options for 720's, so (IMO at least) they are a very viable alternative to the uncommon and quite expensive 1.44 drives.
But if you *really* want a 1.44, then the BB/FB is the only game in town. I guess I should add, too, that the FB also does 1.2's, and 1.2 drives are dirt cheap.
Larry

5506. ne Atari server down

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 20:09:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39af263c@fmlynet.org>
Source record: 42279

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hey gang!

Well, it's 8pm and the chat server is currently down. Knowing my friend
who put this up for us he wouldn't have this down unless there was a good
reasons (aka.. massive computer campus server problems or other mundane
issues.)

With that in mind we hope all get ironed out back at SWAU (where the server
is) and I guess we'll take a break for one week.

Considering all the great chats we have had since.. May? I guess we could
take a break. :)

Good night all, see yall next week.

Greg Goodwin aka "Doctor Clu"
@>-->------------------

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5507. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 21:28:03 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <D5Ar5.538$kR1.1913@news02.optonline.net>
Source record: 42275

It's in the manual, Greg, IIRC. If you don't have a copy, you can find it
on the Web at:

http://www.pcc.net/dzone/atari850/atari850.htm

Have fun!

Alan

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0004.39aed1dd@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "Alan Sharkis" <asharkis@optonline.net>
> > Hmmm. And I heard it was the other way around -- 850s could be reliable
up
> > to 9600 (but not with hardware handshaking) but some P: R:s topped out
at
> > 4800. There was also some code at one point to allow 850s to do 19.2,
but I
> > doubt that many people did it.
>
> Code for a 850 to due 19.2k? (Drool.. drool)
>
> Where!?!
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

5508. Re: Parallel printer interface?

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 22:06:45 UTC
From: Russg <russg@en.com>
Message-ID: <39af0dad$0$35378$53a6afc1@news.erinet.com>
Source record: 42280

I have a 16k buffer U-Print that did that (translate all 155s to 13 10).
And what the other person said is correct. It can/does mess up
bit map graphics printing.
My Ape interface and 850 and P:R: and MIO don't do that. There
is no switch on the U-Print to turn the translation off, either.
I always thought it wasn't a good idea for the print interface to make
translation like that. Most or all printing software, word processors,
put out the 13 10 themselves, no need for the interface to do it.
There may be some programs that put out 155s, for Atari SIO printers,
I don't know. I never had a problem with linefeeds, I did have problems
with the U-Print messing up graphics.
Russg

5509. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-08-31 23:44:17 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ommsv$eu5$1@perki.connect.com.au>
Source record: 42276

The clock of the 1772 needed to be 16Mhz, tho halve the step rate, thus 1.44. You need the WD 1772-02 or an ajax, as earlier chips cant tolerate that frequency. The circuit used is a simple switching circuit that monitors HD detect from the drives and decides whether to go 8 or 16Mhz. The 16 Mhz could be tapped from the Shifter or the Glue. Also the HD detect usually needs inverting......

Mark Bedingfield

Rick Cortese <ricortes@netmagic.net> wrote in message news:sqsr1ct4c5d132@corp.supernews.com...
> "Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
> news:8olanf$912$3@nets3.rz.RWTH-Aachen.DE...
> > Howdy Alan, folks
> >
> > >IIRC, the mod for the XF551 won't handle 1.44 Meg floppies in the 3.5"
> > >format -- only 720K. It would, I've been told, a complete rewrite of
the
> OS
> > >to get the 1.44. I could be wrong.
> >
> > AFAIK it is hardware related. I guess it's the clock frequency. If
1.44
> meg
> > would be possible, the Puff_meister would have included it in his 3.5"
> > upgrades.
>
> I read the instructions for replacing the 720k 3.5" drive in a ST with a
> 1.44 some years ago. I have forgotten most of the info so if you want some
> part numbers and actual techniques you would have to find the original
hack.
>
> As much as I can remember, the ST and XF 551 both used the 1772<?> floppy
> controller. The modification to the ST required adding a glue chip<divide
by
> N type counter> to get the clock right and perhaps a 2X faster crystal.
>
> I seem to recall there was one other modification/hack, something like
head
> step value or special formating program. I never did the mod myself so I
> don't have any idea what compatibility issues there were.
>
> Then came the Ajax chip which made the hack for 1.44 kind of obsolete.
>
>

5510. Re: Parallel printer interface?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 00:00:38 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000831200038.17253.00001122@ng-bg1.aol.com>
Source record: 42277

>thor@math.tu-berlin.de (Thomas Richter)
replied:

>One important thing to remember about printer interfaces: A printer interface
>has to translate the Atari EOF (0x9B) into LF (0x0A). This translation is
>usually good, but may corrupt the data you print as graphics. Therefore, one
>IMHO important feature of a printer interface is the ability to turn off
>this automatic translation for graphics print.

I thought the P: handler did the $9B --> $0D $0A transform? Otherwise, ALL known interfaces (850, MPP 1150, ApeFace, U-Print, ATR8000, CardCo) shifted the graphics data; the G: device even altered one byte of an inverse character bitmap to avoid the 155 glitch.

Almost any interface will connect any centronics type 36 pin parallel printer. Depending on intended usage, there was even a home-built joystick ports 7-bit ascii interface published in A.N.A.L.O.G. #15 or #16; it required some vbi software so would not support commercial software like Letter Perfect ot AtariWriter. Worked fine from BASIC or DOS or Assembler or other application to which you could append your Autorun.sys.

-Ron

I don't have a solution but I admire the problem.

5511. ACEC Swap Meet

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 00:42:18 UTC
From: colonel71@excite.com
Message-ID: <39aef8e1.16414372@news.ee.net>
Source record: 42278

The Atari Computer Enthusiasts of Columbus will be holding their annual swap meet in Columbus Ohio. Where you can buy, sell and trade everything Atari. It will be held on Saturday September 9th from 9 am to 3 pm. See our web site at acec.atari.org, or email me for further information.

5512. Re: 1450 XLD on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 03:12:45 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <8opn91$vr4$1@nntp9.atl.mindspring.net>
Source record: 42204

Don't know if they are in any way related, but.... Back in May of this year
I was the high bidder on a 1450xld that also got "pulled" from E-Bay just
before the
end of the auction. The reason given at the time was a faulty voice
synthesizer.
E-mailed seller at that time and politely told them that I didn't care and
would
like to buy the machine. Received very nasty message telling me (basically)
to
stuff it. Thought the seller name/E-mail address this time are different,
seeing "Jersey Shore" and the lack of a picture (just like the time before)
made me very
cynical about the whole thing. Deja Vu all over again...

Best to all...Rich Jackson
"8bitfan"

Richard Kilpatrick wrote in message ...
>Once upon a time <savetz-FA6E0D.18084130082000@news.northcoast.com>,
>Kevin Savetz <savetz@northcoast.com> grabbed chalk and scrawled:
>
>>I had serious doubts the auction was legitimate (anything that cool
without
>>a picture raises serious doubts in my mind,) and I guess it wasn't.
>>Check out how it ended: eBay shows the auction is over, 0 bids, minimum
bid of
>>$9.95. When I checked earlier today, the machine had 20+ bids and was
>>over $1200.
>
>It seems the seller cancelled the auction due to a fault in the 1450XLD
>that caused it to not format a disc. Now, XLD's being what they are
>(rare), I doubt that would put anyone off, frankly - 1050 mechanisms are
>hardly rare.
>
>Sounds like an excuse, and it was either a test auction from someone
>wanting to know what they might get, or a dickhead trolling - though
>their feedback would suggest otherwise. Perhaps they were given a bid
>outside of the auction.
>
>None of their previous auctions have pictures. I suppose some people
>still survive without digital cameras or scanners!
>
>Richard
>--
> Richard Kilpatrick |\ _,,,---,,_

> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
`'::.
>http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
`-'_)Morticia

5513. Re: 1450 XLD on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 03:24:12 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <8opn92$vr4$2@nntp9.atl.mindspring.net>
Source record: 42203

Reminds me of the auction back in May for the same hardware. Auction at
that
time also ended early with the "reason" that the voice synthesizer didn't
work.
Since I was the high bidder I contacted the buyer saying that I didn't care,
I would
like to buy the machine. The Nasty response I received basically told me to
"stuff It".

Even though the username/E-mail address are different this time...seeing a
"Jersey Shore" location and the lack of a picture (just like in May), made
me
very cynical about the legitimacy of the whole thing.

Thanks..
Rich Jackson ("8bitfan")

Richard Kilpatrick wrote in message ...
>Once upon a time <savetz-FA6E0D.18084130082000@news.northcoast.com>,
>Kevin Savetz <savetz@northcoast.com> grabbed chalk and scrawled:
>
>>I had serious doubts the auction was legitimate (anything that cool
without
>>a picture raises serious doubts in my mind,) and I guess it wasn't.
>>Check out how it ended: eBay shows the auction is over, 0 bids, minimum
bid of
>>$9.95. When I checked earlier today, the machine had 20+ bids and was
>>over $1200.
>
>It seems the seller cancelled the auction due to a fault in the 1450XLD
>that caused it to not format a disc. Now, XLD's being what they are
>(rare), I doubt that would put anyone off, frankly - 1050 mechanisms are
>hardly rare.
>
>Sounds like an excuse, and it was either a test auction from someone
>wanting to know what they might get, or a dickhead trolling - though
>their feedback would suggest otherwise. Perhaps they were given a bid
>outside of the auction.
>
>None of their previous auctions have pictures. I suppose some people
>still survive without digital cameras or scanners!
>
>Richard
>--
> Richard Kilpatrick |\ _,,,---,,_

```
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\
`'::.
>http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
`-'\_)Morticia
```

5514. Re: 1450 XLD

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 03:44:14 UTC
From: llpwhite@cs.com
Message-ID: <20000831234414.27635.00000472@ng-bk1.news.cs.com>
Source record: 42281

What did I miss here? This was at $1228 with 18 or so bids a couple of days ago. I bookmarked its page, and now that page shows 0 bids, and the original starting bid of $9.95. Just curious -- $1200 is a little steep for me!
Larry

5515. Re: New Factory Seal Atari 2600-7800 Games! @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 05:27:57 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <39AF3E5D.3172@volcano.net>
Source record: 42282

Bubba wrote:
>
[link snipped]

Or get them for 80 cents each at http://www.oshealtd.com/.

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

5516. Rebelstar 2d Turnbased remake of 80s classic

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 05:49:33 UTC
From: Czar <ralph@zap.a2000.nl>
Message-ID: <opguqsg2rh1lmkktffg270bc5hq2ur3nan@4ax.com>
Source record: 42283

Freeware game
http://people.a2000.nl/rwesseli/delphi.html

Welcome to Project Rebelstar

Rebelstar Return is based on a game
by Jullian Gollop which came out in the
1980s for the Spectrum and the Amstrad
computers.

This version is based on the Amstrad
version as that was the one I used to
play. After replaying Rebelstar using
an emulator, and being frustrated by the
user interface, I decided that would
rewrite it. It would be a nice project
that I could do to see if I could
actually program something. I
am not a programmer and so this has
purely been done as a hobby.

This program is not yet finished. At the
moment it is set up to only play
Rebelstar and Luxor F-242. The intention
is that it will also to play other types
of games using different graphics and
maps. The first one will be a Fantasy game.

Many aspects of the game have been
implemented and the game is playable.
However, there are a number elements not
yet realised.

1. Opportunity fire (overwatch) is
implemented for both the Raiders and the
Operatives. Note its non-directional.
Soldiers in overwatch are marked by a
little white circle. If a soldier in
overwatch is shot then they are removed
from overwatch.

2. Reinforcements are available, set up
using a simple scripted event. When the
five laser defence units are destroyed th
reinforcements will arrive.

3. There are still a number of bugs.
There are some problems with screen
updates. And when walking with one
character do not select another before
move is finished. There are probably
many other bugs and problems please email
them to me, preferably include a saved
game if you think it helps.

4. It is not yet possible to pick up items.

5. The MediKit works - select the MediKit
from the equipment list and then click on
the wounded soldier. Both the medic and
the wounded soldier should stand next to
each other. If treatment is possible,
both soldiers forfeit their remaining APs
for that round. It is possible to heal
the healer. Soldiers carrying a MediKit
are marked with a tiny Red Cross symbol.
Wounded soldiers are recognisable by a
red dot
6. It is possible to reload weapons,
select the ammunition from the equipment
and if the cursor changes to a point hand
click on the main weapon in the top slot
of the equipment list. This will reload,
any remaining bullets in a weapon are
currently discarded.
7. When a soldier is selected you can use
the Right Mouse Button to click on screen
to get movement cost indication. This is
not entirely accurate as it does not take
account of doorways, this may be
rectified at a later date.
8. Difficulty levels are also implemented
but at present the main difference is
the number of foes to face.

==========
Hardware Requirements

No idea. However you should have
a sound card, and a reasonable video
card. I have tried running it on a
Pentium 200 with a 4 meg video card and
had no problems. I wrote it on a dual-
celeron 450Mhz in windows 2000 using a
Asus TNT2. I have also tried it on a
Laptop with an ATI videocard.

If you have hardware that does not work with
this program or shows major quirks please email me.

email to : Ralph@zap.a2000.nl

The program was written using Delphi 4.0
and DelphiX. At the moment I have no
plans for releasing the code. Mainly
because its such a mess. I am not a
programmer, I wrote this program as a
hobby. However, I haven't said that I
can't be persuaded.

Updates will be available at

http://people.a2000.nl/rwesseli/delphi.html

at least until 2002.

There is a Map Utility and if people ask
I will make it available. It is a bit
crude but works well enough.

==========

Ralph Wesseling, 15-08-2000

== == Dr. Ralph Wesseling
[@ / @] ralph@zap.a2000.nl
/ _____
(_) "The views expressed on this programme
____) are bloody good ones." Fred Dagg, 197?
_____

5517. Re: The 810...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 06:18:10 UTC
From: KK <kelcey@hawaii.rr.com>
Message-ID: <8tfuqsgf1mhh88avp7micn41bdppgk2ktg@4ax.com>
Source record: 42284

I spent 9 weeks during the summer of 1982 working on the island of Lanai in Hawaii, picking pineapples at the age 16 and came home to Honolulu with $800 saved after room, board and airfare. (It was the hardest job that I have ever had to do, but I then learned to appreciate that perhaps education may be the way to go in life.) I then promptly bought an Atari 800 from our local computer shop Data One. That was it. Nothing else. I soon realized that I needed an Atari 410 or one of those miraculous 810 drives with 88k capacity!

I worked my ass off for the entire Summer and so did hundreds of other high school students from Hawaii and from BYU Utah. I blew my entire Summer's pay for the basic Atari 800. No software bundles like nowadays.

My parents were cool and bought me one of those new fangled 810's after about a month for I believe around $500 and also later bought a color monitor after I complained that I can't program to my fullest capacity with a black and white portable TV. 810's seemed like a miracle back then. Too bad mine just spins and spins and spins without reading. It must be due to my immature behavior back then when I pulled my hair trying to program in basic, then assembly language (which was a total mystery to learn back then and still is now) and getting uncontrollably upset while playing Shamus trying to complete the game without a save feature! (I beat the hell out of my drive because sometimes I thought it was moaning and groaning too much and wasting my time!) I'm still unsure if I ever did finish Shamus. I do admit that I did finish and become a "field marshal" in Castle Wolfenstein though. Now that was a proud day when I was 17. Will I ever have days like that again?

Unfortunately, I did not jump on the "silicon bandwagon" when things were so fresh and new, but I can tell my children, when I ever do have them, that I grew up during birth and the development of spectacular new technologies and the emergence of personal computers.

Anyways, I ramble on. I just wanted to put in my 2 cents after lurking for a couple of months. I have fond memories of my Atari days. To have an 810 in 1982 to me was like being one the first kids on the block to have something really great and new.

Aloha from Hawaii.

Kelcey Kim

On Wed, 31 Aug 2000 13:55:36 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>> From: arudzki@mailbox.bellatlantic.net
>>>> They were very common when the Atari 400 and 800 were going strong. I still
>>> > have mine and it works great. I paid a wopping $500 for it just so I go
>>> > play the Seirra Online game "The Wizard and The Princess".
>>> > Edward S. Baiz Jr.
>>> > (Gamer)
>>>
>>> gawd, and I thought we were pretty bad these days with the price we dish out
>>> for stuff for the PC....
>>>
>> Paid $500 for an 810 disk drive because I wanted to play Zork I, on my 48K
>> upgraded 400.
>> THOSE were the days.
>> tony
>
> The 810 drives were cool! And so was Zork I.
>
> I say you got your money's worth. ;)
>
> Doctor Clu
> 1982-1989 + = Atari 400 w/ 48k & 1400xl keyboard + Percom drives....
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

5518. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 07:36:08 UTC
From: bensmith@user2.teleport.com
Message-ID: <8onm98$er0$1@user2.teleport.com>
Source record: 42285
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5519. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 07:40:12 UTC
From: bensmith@user2.teleport.com
Message-ID: <8onmgs$f1i$1@user2.teleport.com>
Source record: 42286
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

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or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5520. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 07:45:23 UTC
From: bensmith@user2.teleport.com
Message-ID: <8onmqjfbd1@user2.teleport.com>
Source record: 42287
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

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So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5521. Wanted: Atari xf551 Disk Drives! Buy or Trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 07:47:02 UTC
From: bensmith@user2.teleport.com
Message-ID: <8onmtmffo1@user2.teleport.com>
Source record: 42288
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. I'm willing to Buy or Trade, but I prefer to trade. Reasonable
trades considered. To look at what I have, goto my WebPage @

Click for WebSite!

Or, if you have what I'm looking for and want to sell, E-Mail me@

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5522. TION] CATBOX w/ extras on Auction for another 5 hours....

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 08:46:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.39afdd0d@fmlynet.org>
Source record: 42295

FamilyNet HQ: Telnet:\\www.family-bbs.net

(Knowing that some here are also Jaguar fans as well...) :)

The ever elusive (and rare) CATBOX is on bid right now at....

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=419606763

Comes with a complete Jaguar still in the box, 2 controllers, and an Atari SC 1224 which has an adaptor that connects up to the catbox. Nice unit!

The bid is up to $100 right now.

You figure a Jaguar sells for around $30 these days in the box, an Atari monitor you can pick up from a thift store for $5, so you would be picking up the CATBOX for a little over $65!! That's less than what you will be paying for Battlesphere (which is around $75+ and worth every penny too!)

The CATBOX will give your Jaguar options not previously available. Two great examples are....

1) Greater range of monitors that can hook up to your Jaguar. The CATBOX expands the existing A/V port and makes more than just RF signal TVs and video monitors available. With the Catbox, monitors with sharper pictures are possible (at least the RGB style like the Atari SC 1224, which comes with this package)

2) Connectivity to up to 16 other Jaguars! Sure the JagLink could connect you to another Jaguar. What wouldn't it be great to get more than two Jag players together for a multiplayer round of Aircars (up to 8 players possible). And there has not YET been a player session where all 16 players were connected up for a session of BATTLESPHERE. Wouldn't it be great to attend a JagFest and be able to help make this awesome event a reality? :)

What? No Battlesphere? Well stay tuned to this newsgroup, the 2nd release is right around the corner.

The Catbox was a great addition to a Jag as you can see, to which the creation we will thank ICD for. Unfortunately, it's been years since new Catboxes have been made, and people have had to trade with others as far away as Europe to get a Catbox these days. Catbox units go for high dollar amounts, and extensive trades. And yet, a Catbox is available in the states, and with only five hours on the clock!

Don't let this pass you by!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=419606763

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5523. Re: The 850...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 08:47:54 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-v1LdJvXIelod@port5.vdts.cab.cth.com.au>
Source record: 42289

On Sun, 31 Aug 3900 21:28:03, "Alan Sharkis" <asharkis@optonline.net>
wrote:

> It's in the manual, Greg, IIRC. If you don't have a copy, you can find it
> on the Web at:
>
> http://www.pcc.net/dzone/atari850/atari850.htm

no, it's not in the manual. The driver must be modifyed to do that.
Not sure if the 850 would be able to keep up at 19200.

Janes B

>
> Have fun!
>
> Alan
>
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0004.39aed1dd@fmlynet.org...
> > FamilyNet HQ: Telnet:\\www.family-bbs.net
> >
> > > From: "Alan Sharkis" <asharkis@optonline.net>
> > > Hmmm. And I heard it was the other way around -- 850s could be reliable
> up
> > > to 9600 (but not with hardware handshaking) but some P: R:s topped out
> at
> > > 4800. There was also some code at one point to allow 850s to do 19.2,
> but I
> > > doubt that many people did it.
> >
> > Code for a 850 to due 19.2k? (Drool.. drool)
> >
> > Where!?!
> >
> > Doctor Clu
> >
> > FamilyNet <> Internet Gated Mail
> > http://www.fmlynet.org
> >
>
>

5524. Re: Parallel printer interface?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 08:56:04 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-U80CRdmJxHuc@port5.vdts.cab.cth.com.au>
Source record: 42290

On Sun, 31 Aug 3900 22:06:45, "Russg" <russg@en.com> wrote:

> I have a 16k buffer U-Print that did that (translate all 155s to 13 10).
> And what the other person said is correct. It can/does mess up
> bit map graphics printing.
> My Ape interface and 850 and P:R: and MIO don't do that. There
> is no switch on the U-Print to turn the translation off, either.
> I always thought it wasn't a good idea for the print interface to make
> translation like that. Most or all printing software, word processors,
> put out the 13 10 themselves, no need for the interface to do it.
> There may be some programs that put out 155s, for Atari SIO printers,
> I don't know. I never had a problem with linefeeds, I did have problems
> with the U-Print messing up graphics.
> Russg

Most printer interfaces translate the $9b to $13 and that is it. That
is why printers must be set to CR after line feed. Atari ones are the
exception. Most programs take into account the 155 - 13 translation
and avoide 155 all together. 153 is used instead IIRC.

James B

5525. Re: Parallel printer interface?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 13:01:18 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sqva39ucc5d22@corp.supernews.com>
Source record: 42292
Body handling: HTML body converted to readable text

wrote in message
news:olg28mVLDrMR-pn2-U80CRdmJxHuc@port5.vdts.cab.cth.com.au...
> On Sun, 31 Aug 3900 22:06:45, "Russg" wrote:
>
> > I have a 16k buffer U-Print that did that (translate all 155s to 13 10).
> > And what the other person said is correct. It can/does mess up
> > bit map graphics printing.
> > My Ape interface and 850 and P:R: and MIO don't do that. There
> > is no switch on the U-Print to turn the translation off, either.
> > I always thought it wasn't a good idea for the print interface to make
> > translation like that. Most or all printing software, word processors,
> > put out the 13 10 themselves, no need for the interface to do it.
> > There may be some programs that put out 155s, for Atari SIO printers,
> > I don't know. I never had a problem with linefeeds, I did have problems
> > with the U-Print messing up graphics.
> > Russg
>
> Most printer interfaces translate the $9b to $13 and that is it. That
> is why printers must be set to CR after line feed. Atari ones are the
> exception. Most programs take into account the 155 - 13 translation
> and avoide 155 all together. 153 is used instead IIRC.

Unfond memories: I can remember doing my own graphic dump programs, but it
has been so long I can't even remember why I did it rather then just use an
exisiting program. Wrote dumps for Axiom,
Citizen, Epson.

Early on when I was still new to Atari I do remember literally spending days
dumping the same file over and over and having it glitch 1/2 way through the
dump due to a '155 in the data. After I finally figured it out, I took a
less then optimum approach and output 200 single pixel height lines. I think
eventually I did write a dump that did two 4 bit lines to feed the data a
little faster.

5526. APE and ProSystem cables

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 13:03:19 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39AFA917.85A47D1D@earthlink.net>
Source record: 42291

On the APE website, I notice that there are two cables for sale there - one called an APE cable, and the other a ProSystem cable. The pictures are identical. Are these really two different cables, or just the same cable under two different names?

I know I'll need the APE cable, but I need to know if I'll need the ProSystem cable for copy-protected disks.

Thanks,

Mike

5527. Re: APE and ProSystem cables

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 13:45:24 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sqvclvtrc5d128@corp.supernews.com>
Source record: 42293

"Mike Kohary" <mkohary@earthlink.net> wrote in message
news:39AFA917.85A47D1D@earthlink.net...
> On the APE website, I notice that there are two cables for sale there -
> one called an APE cable, and the other a ProSystem cable. The pictures
> are identical. Are these really two different cables, or just the same
> cable under two different names?

Two slightly different cables, but not compatible.
>
> I know I'll need the APE cable, but I need to know if I'll need the
> ProSystem cable for copy-protected disks.

You only need an Pro cable if you want to make a backup copy of your copy protected disks. If you are comfortable with either continuing to use the disks from a real Atari drive or getting a copy off the net, then the cable would be redundant.

5528. Re: APE and ProSystem cables

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 14:44:16 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39AFC0C0.3AEB86C6@earthlink.net>
Source record: 42294

Rick Cortese wrote:
>
> "Mike Kohary" <mkohary@earthlink.net> wrote in message
> news:39AFA917.85A47D1D@earthlink.net...
> > On the APE website, I notice that there are two cables for sale there -
> > one called an APE cable, and the other a ProSystem cable. The pictures
> > are identical. Are these really two different cables, or just the same
> > cable under two different names?
>
> Two slightly different cables, but not compatible.
> >
> > I know I'll need the APE cable, but I need to know if I'll need the
> > ProSystem cable for copy-protected disks.
>
> You only need an Pro cable if you want to make a backup copy of your copy
> protected disks. If you are comfortable with either continuing to use the
> disks from a real Atari drive or getting a copy off the net, then the cable
> would be redundant.

Thanks for the info. I have lots of "collection" disks, and I'm not
sure how well protected they are (if at all). I'll just start with the
APE cable, and if I have problems, I'll grab a ProSys cable as well.

Mike

5529. Re: TION] CATBOX w/ extras on Auction for another 5 hours....

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 15:56:02 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <39AFD192.2D27@volcano.net>
Source record: 42296

Greg Goodwin wrote:
>
> The CATBOX will give your Jaguar options not previously available. Two
> great examples are....
>
[snip]
>
> 2) Connectivity to up to 16 other Jaguars!

If we just happen to stumble across 15 more Catboxes???

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

5530. Re: 1450 XLD

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 19:42:55 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B00714.CF3C0D44@earthlink.net>
Source record: 42197

The seller cancelled all of the bids since the drive in the computer would not format a disk. I think that the $1200 was a fair price, working or not, on this great unit. Once an Atarian, always an Atarian, no matter how much it costs. Not like I have $1200 on retainer at the moment...

Jess

LLpwhite wrote:

> What did I miss here? This was at $1228 with 18 or so bids a couple of days
> ago. I bookmarked its page, and now that page shows 0 bids, and the original
> starting bid of $9.95. Just curious -- $1200 is a little steep for me!
> Larry

5531. Re: 1450 XLD

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 20:10:09 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <d630rsspm0hqq76ate0duqbihckbigecng@4ax.com>
Source record: 42198

The other Day Jessica C <beadsandbangles@earthlink.net> wrote:

>The seller cancelled all of the bids since the drive in the computer would not
>format a disk. I think that the $1200 was a fair price, working or not, on this
>great unit. Once an Atarian, always an Atarian, no matter how much it costs. Not
>like I have $1200 on retainer at the moment..

HOW MUCH!!!!!!

About 500quid for a broken machine??

Rare or not that's obscene..
--
Paul Irvine

Retro-gamer & old git

5532. Re: 1450 XLD

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 20:16:15 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sr03iqjvc5d46@corp.supernews.com>
Source record: 42199

Only really frustrating thing about getting old is when you want to remember something accurately, but just can't pull the details in from dead brain cells.

Someone correct me if I am wrong, but isn't this the 2nd 1450XL that went up forsale on eBay with the same results? Seller pulled out with a very thin excuse?

"Jessica C" <beadsandbangles@earthlink.net> wrote in message news:39B00714.CF3C0D44@earthlink.net...
> The seller cancelled all of the bids since the drive in the computer would not
> format a disk. I think that the $1200 was a fair price, working or not, on this
> great unit. Once an Atarian, always an Atarian, no matter how much it costs. Not
> like I have $1200 on retainer at the moment...
>
> Jess
>
> LLpwhite wrote:
>
> > What did I miss here? This was at $1228 with 18 or so bids a couple of days
> > ago. I bookmarked its page, and now that page shows 0 bids, and the original
> > starting bid of $9.95. Just curious -- $1200 is a little steep for me!
> > Larry
>

5533. Re Alternate Reality- Tasha smiles again :)

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 22:06:42 UTC
From: Natasha1983@webtv.net
Message-ID: <23405-39B02872-7@storefull-121.iap.bryant.webtv.net>
Source record: 42200

Welp, managed to put together a couple different styles of functioning SIO2PC cables (one to connect the pc to the Atari and another to connect an Atari drive to the pc) So far I have just been using my pc as a virtual Atari drive to play The City, so far without any problems. It does load a bit faster. Suffice to say, I now have a working copy once again. Hurrah! Kudus to those hard-working enthusiasts for their tireless efforts. Maybe, someday, when I become more adept, I can repay the community in some way.:)

Going to see if I can properly port over the disk image from the pc over to my Atari drive.(converting it back to a usable format will probably take me a few tries... heh. Hey, I'm learning!.)

Tasha- Happy once more.

5534. FS:USA:ICD Multi I/O 1 Meg Version

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 22:18:07 UTC
From: phantomm@eastky.net
Message-ID: <8op9uv$579$1@nd.eastky.net>
Source record: 42202

I have for sale an ICD Multi I/O (MIO) 1 Meg Version.
Comes with Original Manual and Software.
Power Supply, Printer Cable, RS232 Modem Cable, 130XE adapter which
also has 2 cartridge ports.
Also includes an Adaptic 4000A controller card with cables to connect
MFM type hard drives to your 8-bit Atari with the MIO.

The 1 meg version of the MIO is a fairly rare item and this one is
in excellent working condition. I have only used it for a short time
and it has been stored properly to insure that it remained in excellent
condition. Was planning to keep it but am running out of storage space
and would like to see it go to a good home.

Price is $200 US Dollars, plus $15 shipping anywhere in the USA.
Insurance will be a few dollars more. I do require payment first.
A US Postal Money Order is a good way to go for payment.

As a Bonus I will also include an Animation Station drawing Pad with
original manual and software and a PQ (The Party Quiz Game) that includes
4 Controllers, Original Software Game Disk(s) everything needed to use
this Triva Game system. I will also include some other original Atari 8-bit
software or hardware of my choosing as a Suprise Bonus.

E-mail me about the MIO only if you are very serious about purchasing it.

The MIO will be sold to the person who can get payment to me the fastest.

Thanks,
phantomm@eastky.net

5535. Re: 1450 XLD

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-01 22:46:30 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B0321A.8E226F8C@earthlink.net>
Source record: 42201

Rick Cortese wrote:

> Only really frustrating thing about getting old is when you want to remember
> something accurately, but just can't pull the details in from dead brain
> cells.
>
> Someone correct me if I am wrong, but isn't this the 2nd 1450XL that went up
> forsale on eBay with the same results? Seller pulled out with a very thin
> excuse?

Seems correct. Are we monkeys or are we not?

Jess

5536. Re: APE and ProSystem cables

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 04:03:55 UTC
From: bostone1@aol.com
Message-ID: <20000902000355.10541.00000299@nso-mf.aol.com>
Source record: 42205

I have both cables and am glad I do. The PRO cable connects the PC to my Atari drive and creates *.pro files on the PC from protected disks. Conan, Trains, Hacker, and Atari Macroassembler come to mind. Then I use the APE cable connected to my Atari 800 and APE running on the PC to use that software from my PC hard disk. The Atari thinks it's doing all the protected "grinding" of an Atari disk drive when it's really just sending and getting data to and from the PC.
If you look around though, the APE cable might be enough, because I know that there are unprotected versions of this software around if you look. The PRO system works well though if you want to backup that protected software you still have and can't find anywhere else and want to save to a PC hard disk.

5537. Re: 1450 XLD on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 10:43:50 UTC
From: Mark Smith <msmith@optonline.net>
Message-ID: <GR4s5.128$Bm.10303@news02.optonline.net>
Source record: 42206

I received nasty email from this guy as well. These are the type of people Ebay are trying to weed out and get rid of. More than likely this guy doesn't even have the unit. That's OK, as long as I have mine.

Just showing my pride.

Mark
--
Mark W. Smith
MSmith@optonline.net
Rich Jackson <rj5jackson@mindspring.com> wrote in message news:8opn92$vr4$2@nntp9.atl.mindspring.net...
> Reminds me of the auction back in May for the same hardware. Auction at
> that
> time also ended early with the "reason" that the voice synthesizer didn't
> work.
> Since I was the high bidder I contacted the buyer saying that I didn't
care,
> I would
> like to buy the machine. The Nasty response I received basically told me
to
> "stuff It".
>
> Even though the username/E-mail address are different this time...seeing a
> "Jersey Shore" location and the lack of a picture (just like in May), made
> me
> very cynical about the legitimacy of the whole thing.
>
> Thanks..
> Rich Jackson ("8bitfan")
>
> Richard Kilpatrick wrote in message ...
> >Once upon a time <savetz-FA6E0D.18084130082000@news.northcoast.com>,
> >Kevin Savetz <savetz@northcoast.com> grabbed chalk and scrawled:
> >
> >>I had serious doubts the auction was legitimate (anything that cool
> without
> >>a picture raises serious doubts in my mind,) and I guess it wasn't.
> >>Check out how it ended: eBay shows the auction is over, 0 bids, minimum
> bid of
> >>$9.95. When I checked earlier today, the machine had 20+ bids and was
> >>over $1200.
> >
> >It seems the seller cancelled the auction due to a fault in the 1450XLD
> >that caused it to not format a disc. Now, XLD's being what they are

> >(rare), I doubt that would put anyone off, frankly - 1050 mechanisms are
> >hardly rare.
> >
> >Sounds like an excuse, and it was either a test auction from someone
> >wanting to know what they might get, or a dickhead trolling - though
> >their feedback would suggest otherwise. Perhaps they were given a bid
> >outside of the auction.
> >
> >None of their previous auctions have pictures. I suppose some people
> >still survive without digital cameras or scanners!
> >
> >Richard
> >--
> > Richard Kilpatrick |\ _,,,---,,_
> > Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -.
;-;;,
> > E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
> `'::.
> >http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
> `-'_)Morticia
>
>

5538. Re: 1450 XLD on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 13:24:30 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B0FFE4.EFD76D22@earthlink.net>
Source record: 42207

Mark Smith wrote:

> I received nasty email from this guy as well. These are the type of people
> Ebay are trying to weed out and get rid of. More than likely this guy
> doesn't even have the unit. That's OK, as long as I have mine.
>
> Just showing my pride.
>
> Mark
> --

Oh, there are alltoomany of these people on eBay now. All you can do is file
action as nessecary and move on.

Lyke?Jess?LykeWyse???:)

5539. FS: Atari Carts (6 titles left!)

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 17:03:43 UTC
From: paul <paul@stillavailable.co.uk>
Message-ID: <Knas5.1165$4T2.23917@news6-win.server.ntlworld.com>
Source record: 42208

Another one down, 6 to go ....

Following a recent clear-out, I still have the following ROM cartridges
available for sale (all with boxes & instructions etc):

BALLBLAZER
BLUE MAX
DAVID'S MIDNIGHT MAGIC
DESERT FALCON
FOOD FIGHT
ONE-ON-ONE BASKETBALL

Asking price is £4 (GB POUNDS) each + postage cost. Willing to ship overseas
if required.

Please email paul@stillavailable.co.uk

5540. FS: Atari Books

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 17:09:02 UTC
From: paul <paul@stillavailable.co.uk>
Message-ID: <lsas5.1181$4T2.24218@news6-win.server.ntlworld.com>
Source record: 42209

I have the following Atari 8-bit related books for sale:

"Computer Animation Primer" by David Fox and Mitchell Waite,
Byte/McGraw-Hill; classic book about computer graphics using Atari 8-bit
examples. Good, clean condition.

"Atari Adventures" by Tony Bridge, Sunshine Books. A guide to playing and
writing adventures. As new condition.

"Writing Strategy Games on your Atari Computer" by John White, Sunshine
Books. Techniques for intelligent games. As new condition.

Willing to take offers on all the above items (in GB Pounds please) and will
ship overseas if required. If interested, please e-mail
paul@stillavailable.co.uk

5541. Cute int sqr program

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 18:15:56 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sr2gt4dvc5d17@corp.supernews.com>
Source record: 42210

I am still trying to get up to speed on DSP chips and saw this posted in comp.dsp

http://www.pedrofreire.com/crea2_en.htm

I have my own methods of course, but seldom use sqr in any of my programs. When I have used sqr my techniques either had a rounding error i.e. sqr 8 => 2 or some extra code to take care of this or tables which were kind of long.

I didn't bother to translate this into assembly or Action!<yet>, but did a quick and dirty basic program for those that don't understand C like his example is written in.

```
10 INPUT X
20 X=INT((X+1)/2)
30 R=0
40 IF X>R THEN X=X-R:R=R+1:GOTO 40
50 PRINT R
```

Pedro's method works much better then mine. For instance, the sqr(3) is 1.732 which his method rounds up to 2. Ditto for things like [80, 81, 82] all come back as 9.

5542. Re: GUI for atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 19:57:46 UTC
From: Daniel Pralle <Daniel.Pralle@stud.uni-hannover.de>
Message-ID: <8orm30$8me$1@newsserver.rrzn.uni-hannover.de>
Source record: 42211

Steve Breech schrieb in Nachricht ...
>This may be a silly question, but is there by any chance a GUI to run on
the
>Atari 8 bit computers? I found one for my old Apple IIc, and I would be
>interested in finding one for my favorite computer...my 130xe.
>Thanks!
>Steve B.
>

I once started to code a GUI, if there is an interest and other freax to
help me, I could start up again.
One thing is, who will use it?

But I think a "fake"-GUI in GRAPHICS 0 which can replace the DUP.SYS for ALL
DOSses (ATARI DOS, MyDOS, ..)
would be a usefull thing, cause I can implemnent some sort of
memory-management for extended RAM, which everybody has.

daniel

5543. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 20:12:10 UTC
From: llpwhite@cs.com
Message-ID: <20000902161210.01418.00001088@ng-mg1.news.cs.com>
Source record: 42212

Does any know if either G. Gilbertson or P. Price maintain a web site? (I presume not, since it didn't surface in this thread, but...)
Larry

5544. Re: New Factory Seal Atari 2600-7800 Games! @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 20:34:28 UTC
From: "Mr. Lee" <sega_man@yahoo.com>
Message-ID: <ovds5.287$l76.20472@monger.newsread.com>
Source record: 42213

another dickhead on the newsgroups

"The Maverick" <themaverick@volcano.net> wrote in message
news:39AF3E5D.3172@volcano.net...
> Bubba wrote:
> >
> [link snipped]
>
> Or get them for 80 cents each at http://www.oshealtd.com/.
>
> the Mav
>
>
> --
>
> "Never give up -- never surrender!" Commander Peter Quincy Taggart

5545. Re: New Factory Seal Atari 2600-7800 Games! @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 21:43:15 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B174C8.2D6624AA@earthlink.net>
Source record: 42214

"Mr. Lee" wrote:

> another dickhead on the newsgroups

I think he is just trying to help the penny pinching Atarians like
myself. Sorry if this detracts from your business but $2-$3 is not bad
either per game.

5546. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 22:18:57 UTC
From: DCM01@USA.NET
Message-ID: <39b17c6c.1115297@news.CIS.DFN.DE>
Source record: 42215

There are email addresses listed for them at www.aro.com so you should
be able to email them and ask, unless the emails bounce.

On 02 Sep 2000 20:12:10 GMT, llpwhite@cs.com (LLpwhite) wrote:

>Does any know if either G. Gilbertson or P. Price maintain a web site? (I
>presume not, since it didn't surface in this thread, but...)
>Larry

5547. Re: GUI for atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 22:25:29 UTC
From: DCM01@USA.NET
Message-ID: <39b17dd3.1474105@news.CIS.DFN.DE>
Source record: 42216

On Sat, 2 Sep 2000 21:57:46 +0200, "Daniel Pralle"
<Daniel.Pralle@stud.uni-hannover.de> wrote:

>I once started to code a GUI, if there is an interest and other freax to
>help me, I could start up again.
>One thing is, who will use it?
>
>But I think a "fake"-GUI in GRAPHICS 0 which can replace the DUP.SYS for ALL
>DOSses (ATARI DOS, MyDOS, ..)
>would be a usefull thing, cause I can implemnent some sort of
>memory-management for extended RAM, which everybody has.

I would use a graphical program launcher, where the files would appear
as icons you can click on, and then if there were some way to exit the
launched files back to the GUI that would be great.

5548. re: 1450xld on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 23:05:40 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8os13t$ir0$1@nnrp1.deja.com>
Source record: 42217

Nice to see lots of Atari dudes (and dudettes) in 'Atari'cyberspace

Anyway re: 1450 xld on ebay, I just thought that i would correct the person/individual who confused the 1450xld drives with the 1050

The 1050's drive mech's were either from World storage or Tandon (according to Best Elect.) the XLD drive mech apparently were from Epsom, and also another thing the individual forgot is that the xld drive mechs were dsdd (double sided double dens) the 1050's were sssd/ssed (figure that one out)

Also I knew someone in the UK that had a 1450xld, the silly mug sold it for less the 200 sterling 6 years ago, he also had a proto version Atari 1200xl, he couldn't have sold that for less then the 1450 (surely not)

I did once have a 'very rare' 1064 ram upgrade for the 600xl (couldn't remember what happened to it)
I say 'very rare' because apparently Atari's US warehouses were apparently full of pallet loads of 1064's... Is there any truth in this story.. so much for misplaced inventories, perhaps Atari should have buried this lot were they dumped the ET carts (when they didn't sell) only joking ofcourse

Atari's CDar, now thats another story! (for another time)

Keep that Atari's Humming, & Happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

5549. re: ATARI 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-02 23:59:30 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8os48s$m28$1@nnrp1.deja.com>
Source record: 42218

I seem to remember a passage in a famous book about Atari called "Zap the rise and fall..." It said that Atari overdesigned the vcs, it said Atari designed video games at a price point that the consumer could afford... Lets get this right Atari were designing 2 or 4k games when IBM were selling 64 and 256K chips by the ship load... Who's kidding who here
Are the consumers who are buying 2 or 4k Atari programs the same people who were buying 64 or 256K chips from IBM by the shipload

What would have happened if Atari hadn't settled out of court with Activision in 1981, as some commentators have stated that 3rd party games development was still 10/15 years off... Nintendo would have still been selling Mario on the 8bit nes, Sega would have still been writing software for Atari, and sony would have been a name only associated with cd's and walkmans

It's strange how many people forget Atari's effect on an Entire industry Looking at it logically this would have encompassed a number of industries

A- Consumer Electronics,.. Because Lets face it The Industry known as consumer Electronics didn't exist as such untill Atari release Home Pong

B- Computer Industry,... Didn't realy exist untill Atari released the VCS, After all as Steve Meyer later admitted, The original Atari 400/800 were nothing more then Advanced versions of the VCS

C- Video games... Video games didn't take of till Space Invaders (admittedly not an Atari product), but Atari was the first company to bring video games to the consumer, and there fore into the home, after all the first 3rd party video game released was an Atari version

D- Computer H/W Design concepts... Antic Pokey C/G &Tia evolved into what we now call Banshee, Nvidea, Gforce etc.etc. Midi (Atari was the first and only computer to incorporate this as standard- forget msx and apples attempt) Atari's Dataglove became Mattels Powerglove.. ;Bank switching... has being with us since the VCS (remember the story about the vcs version of asteroids) Plug in memory modules... now called Simms Dimms and DIPPs, Plug and Play concepts (just take a look at the 400/800 internal layout... USB which lets face it, its a reversed engineered version of SIO (an Atari innovation) I find it insulting that an EX ATARI engineer could consider selling Atari technology (and patents) to MS (the guy must have been on drugs... or he needs shooting)

E- Computer Games... Evolved from video games

F- 3rd party licencing... What was that courtcase with Activision all about

G- Interactive entertainment, Interactive TV, online gaming .... I could go on and on

It's a shame that we're not all elephants (who never forget)

Happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

5550. Re: Re: New Factory Seal Atari 2600-7800 Games! @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 06:08:14 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <rlp3rsg8d0qslf60korfqj93gqfm6j5s3t@4ax.com>
Source record: 42219

On Sat, 02 Sep 2000 21:43:15 GMT, Jessica C
<beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
lap as he typed:

>I think he is just trying to help the penny pinching Atarians like
>myself. Sorry if this detracts from your business but $2-$3 is not bad
>either per game.
>

I think the point he was making was that O'Shea's has those carts
available at $0.80 apiece. There have been people in the past who have
bought 'em from o'Shea's then tried to turn around and sell them for
more to try and make a quick buck -- a rather scummy practise. I'd
understand if O'Shea's didn't have any more, but they still have
tons...

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5551. Digital Antic Project - 8 new issues

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 06:55:24 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-E82EB6.23552402092000@news.northcoast.com>
Source record: 42220
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.8bit,comp.sys.atari.st

We've added the full text of eight issues of Antic magazine to
the Digital Antic Project. Here are the latest additions:

July 1983 - Vol. 2 No. 4 - Computing: the New Adventure
September 1986 - Vol. 5 No. 5 - Weather
February 1987 - Vol. 5 No. 10 - Word Processing
March 1988 - Vol. 6 No. 11 - Video Game Shootout
July 1988 - Vol. 7 No. 3 - Newsroom Comes To Atari
June 1989 - Vol. 8 No. 2 - Diamond Cartridge
October/November 1989 - Vol. 8 No. 6 - Money Magic!
February/March 1990 - Vol. 8 No. 8 - Atari Recorder

Our next project will be to get the full text of STart magazine online:
if you're an ST lover with a scanner, OCR software, and some time to spare,
you can help. Send e-mail to savetz@northcoast.com.

I also need to find someone with an expertise in ST file munging and the
ability to move STart disk files from old ST disks to the Internet.

http://www.atarimagazines.com

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

5552. Re: re: ATARI 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 08:59:30 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <86q3rskggsskl6lbo2n8hg00sgg74v95tv@4ax.com>
Source record: 42221

On Sat, 02 Sep 2000 23:59:30 GMT, carmel_andrews@my-deja.com drooled
an embarassing wet spot in his lap as he typed:

>It's strange how many people forget Atari's effect on an Entire industry
>Looking at it logically this would have encompassed a number of
>industries
>
>A- Consumer Electronics,.. Because Lets face it The Industry known as
>consumer Electronics didn't exist as such untill Atari release Home Pong

I wouldn't say that; although it probably didn't have that particular
appelation, the concept of consumer electronics has been around since
the days of radio.

>B- Computer Industry,... Didn't realy exist untill Atari released the
>VCS, After all as Steve Meyer later admitted, The original Atari 400/800
>were nothing more then Advanced versions of the VCS

Not exactly. The computer industry, although still aimed at
businesses, and barring early factory-sized contraptions, could
probably be traced back to 1971 with the introduction of the first
microprocessor -- the 4-bit Intel 4004, which begat the first
Microcomputer, The MCS-4 -- and the first floppy disk ... all 8" of
it. The MCS-4 wasn't a commercially built system, but it did start it
all. At the same time, Nolan Bushnell designed the first arcade game,
called Computer Space, though it flopped. The next year, Magnavox
introduced the first home video game console, called Odyssey.
The first _commercially_ built computer was the Scelbi 8-H, which used
Intel's 8008 chip, and was released in 1974. The Palo Alto Research
Center (PARC) released the Altair 8800 the following year, based on
Intel's 8080 chip. (For a bit of trivia, in 1974, PARC also had
designed and built a prototype of a machine that featured a monitor, a
real GUI, a mouse, and an Ethernet connection. Unfortunately nothing
was done with 'til 1981 when Xerox used PARC's prototypes to create
the Xerox Star, from whence all of today's GUIs originate) The first
Apple I was released in 1975, and used MOS Technology's 6502
microprocessor (sound familiar?). In 1977, Commodore releases the
PET, and Apple releases the Apple II (both 6502-based). This is also
the year the 2600 gets released. Atari doesn't release their first
home computer until 1979 -- the Atari 400. I wouldn't call it an
advanced VCS, though; none of the VCS' architecture is evident in the
400, really.

>C- Video games... Video games didn't take of till Space Invaders
>(admittedly not an Atari product), but Atari was the first company to
>bring video games to the consumer, and there fore into the home, after

>all the first 3rd party video game released was an Atari version

Video Games took off when Atari released Pong in 1975, though they
didn't actually become ragingly popular 'til '77 and Atari released
Asteroids. But even there, Atari is plainly evident pioneering the
future of the billions-of-dollars-a-year industry.

>D- Computer H/W Design concepts... Antic Pokey C/G &Tia evolved into
>what we now call Banshee, Nvidea, Gforce etc.etc.

That's a pretty immense generalization. Dedicated sound and graphics
hardware, while probably being truly first seen in Atari hardware
(i.e. Pong) is still something that would have existed despite Atari
being the first to have done it. It'd be fair to say that modern
display and audio hardware is the natural evolution of these hardware
concepts, but such concepts aren't directly responsible for them.

> Midi (Atari was the
>first and only computer to incorporate this as standard- forget msx and
>apples attempt)

Atari didn't pioneer it, but they certainly made it more popular.

> Atari's Dataglove became Mattels Powerglove..

Atari's Dataglove never made it past the prototype stage, however.

> ;Bank
>switching... has being with us since the VCS (remember the story about
>the vcs version of asteroids)

Yep. They own the patent for that one. Invented by Carl J. Nielsen.

> Plug in memory modules... now called Simms
>Dimms and DIPPs,

How's that? SIMMs were used long before the STE made use of them.
Heck, Apple II machines had plug-in memory expansion cards. Atari
did, too, though they were used through the expansion bus, but they
weren't, strictly speaking, plug-in modules as we know them today.
The RAM itself was soldered onto a PCB and simply issued as a plug-in
expansion. Besides, Apple's came first.

> Plug and Play concepts (just take a look at the 400/800
>internal layout...

That's iffy. The Atari simply tested the SIO chain for the existence
of peripherals along it and, based in pinouts, determined what was
hooked up. Plug & Play as it exists today is rather different; the OS
actually sends a query to the card along the bus, asking it to
identify itself, and the card sends back its information, which the OS
then uses to determine what's there and what drivers to use. This of
course requires the cards to be P&P-compliant, since obviously non-P&P
cards don't have the necessary hardware to accept queries.

> USB which lets face it, its a reversed engineered
>version of SIO (an Atari innovation) I find it insulting that an EX
>ATARI engineer could consider selling Atari technology (and patents) to
>MS (the guy must have been on drugs... or he needs shooting)

USB's considerably more advanced, though -- and faster. Still, it
took them bloody long enough to come out with it!

>E- Computer Games... Evolved from video games

Same thing, really... arcade units are really just computers without a
proper OS or a keyboard... or, looked at another way, computers are
expanded arcade machines. (After all, the processors we used in our
machines were all once the heart of many arcade games)

>F- 3rd party licencing... What was that courtcase with Activision all
>about

A bunch of disgruntled Atari exployees, comprised of David Crane, Alan
Miller, Larry Kaplan, Bob Whitehead, and Jim Levy, got fed up with not
getting any recognition or enough money for the games they wrote for
Atari, so in 1979 they all buggered off and, in 1980, formed
Activision with Levy as the CEO. Atari then sued them for allegedly
violating their non-disclosure agreement. The battle went on for
about 2 years until they settled out of court and allowed Activision
to develop third party games for the VCS. On that court judgement,
dozens of companies began flocking to the Fuji to develop 2600 games,
and the rest, for better and worse, is history.

>G- Interactive entertainment, Interactive TV, online gaming .... I could
>go on and on

This I can see, but not specifically of Atari. Rather, the Gameline
for the 2600 pioneered that. Unfortunately, it flopped, though the
tiniest kernel of that project still exists today in the form of AOL.

>
>It's a shame that we're not all elephants (who never forget)

That's why we have websites like the AHS, Atari Gaming HQ, etc. I'm
looking through some of Atari's patents now, and I'm seeing some
surprisng stuff. They hold a number of patents for joysticks (and the
technology therein), the force-feedback steering wheel (4 patents --
including steering resistance and the gear shift -- resulting from
their Hard Drivin' coin-op), handheld game consoles (specific to
"invertable" ones, meaning the Lynx's ability to flip the display for
southpaws), simultaneous multiplayer, multiplayer coin-op games
(Gauntlet, et al), dual floppy disk machines, and numerous
display-specific patents, including hardware sprites, the method for
colouring polygons, scaling raster images, hardware scrolling,
parallax scrolling, right down to simply displaying moving objects on
screen. Many of these I knew about, but not in such detail.

>
>Happy Atari'ng
>
>
>Carmel A
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5553. Re: ATARI 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 12:03:55 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Mvr1NVGr4js5EwO5@lovecraft.demon.co.uk>
Source record: 42222

Once upon a time <86q3rskggsskl6lbo2n8hg00sgg74v95tv@4ax.com>, Mindfield
<mindfield@badgers.home.com> grabbed chalk and scrawled:

>(For a bit of trivia, in 1974, PARC also had
>designed and built a prototype of a machine that featured a monitor, a
>real GUI, a mouse, and an Ethernet connection.

Ouch! Right up until this point...

>Unfortunately nothing
>was done with 'til 1981 when Xerox used PARC's prototypes to create
>the Xerox Star, from whence all of today's GUIs originate)

True, but it was 1979. Steves Jobs and Woz, and I think Mike M, where
invited to go look at PARC, and the seeds that became the Apple Lisa
were planted. The Lisa was released in 1981.

>The first
>Apple I was released in 1975, and used MOS Technology's 6502
>microprocessor (sound familiar?).

1976. April 1976.

>> Midi (Atari was the
>>first and only computer to incorporate this as standard- forget msx and
>>apples attempt)
>
>Atari didn't pioneer it, but they certainly made it more popular.

And that's only because Apple got sued out of the music business by the
Beatle's 'Apple Corps' brand. Apple also never 'integrated' MIDI, merely
the software, the MSX attempt was a synthesizer on a board that happened
to plug into an MSX computer (The Yamaha CX5M).

>How's that? SIMMs were used long before the STE made use of them.
>Heck, Apple II machines had plug-in memory expansion cards. Atari
>did, too, though they were used through the expansion bus, but they
>weren't, strictly speaking, plug-in modules as we know them today.
>The RAM itself was soldered onto a PCB and simply issued as a plug-in
>expansion. Besides, Apple's came first.

In 1977, in the form of the Apple Language card :) I think Carmel is
trying to say the modular upgrades of the 800 are the basis for SIMMs

>> Plug and Play concepts (just take a look at the 400/800
>>internal layout...
>
>That's iffy. The Atari simply tested the SIO chain for the existence

>of peripherals along it and, based in pinouts, determined what was
>hooked up. Plug & Play as it exists today is rather different; the OS
>actually sends a query to the card along the bus, asking it to
>identify itself, and the card sends back its information, which the OS
>then uses to determine what's there and what drivers to use. This of
>course requires the cards to be P&P-compliant, since obviously non-P&P
>cards don't have the necessary hardware to accept queries.

Apple invented plug and play for actual cards, on the Apple][- they
contain a PROM. You can plug a card into any slot and it will work, be
identified correctly, etc.

She certainly can't consider the internal layout of an 800 to be plug
and play. Plug and play means self-configuring cards, not a slot for a
memory card into which a memory card plugs!

>USB's considerably more advanced, though -- and faster. Still, it
>took them bloody long enough to come out with it!

I don't think USB is related to SIO beyond being a datastream. Like you
said, SIO is dependent on a pin identifying the device, whereas USB is
more like AppleTalk or something similar, it's all done in software.

Atari were great - they were true innovators - but I think it would all
have happened eventually regardless of who did it. If Atari hadn't,
perhaps Grandstand would have made a stored program colour console, with
the resulting mistreatment of staff and court case.

Natural progressions of technology.

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

5554. Re: ATARI 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 17:56:16 UTC
From: Arudzki <arudzki@mailbox.bellatlantic.net>
Message-ID: <39B29029.A98DD867@mailbox.bellatlantic.net>
Source record: 42223

> I don't think USB is related to SIO beyond being a datastream. Like you
> said, SIO is dependent on a pin identifying the device, whereas USB is
> more like AppleTalk or something similar, it's all done in software.
>

A Pin? The SIO is rudimentary plug and play. Plug and play still requires the products drivers to be loaded (like the SIOs device drivers), and respond to inquiries. SIO just falls short in ASKING 'whos out there?' and configuring automatically. It assumes that since you want to access, say 'Q1:', and the Q: driver is loaded, it must be hooked up, and sends its commands. Of course, if its wrong it times out.

The SIO is serial, not pin related. You know, if you had a RAM based OS, and smarter peripherals, you would send out an inquiry, the peripherals would talk back, and you would load drivers based on that. Hmmm, kinda like USB.

And wasn't one of the designers of the spec for the USB, in on the SIO design also?

Tony

5555. Re: 1.44's and Floppy Boards

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 18:04:52 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B29317.DB185F6D@earthlink.net>
Source record: 42224

carmel_andrews@my-deja.com wrote:

> Yo! Atarifans, keep those Ataris' humming that's what I say

Go Carmel! Anyway...

> I only saw a demo/proto version, but I did buy his 360k floppy board
> and all you had to do is make your own power output and get a 360k mech
> Unfortnately one of the resistors came out and I haven't used it
> since... I haven't bothered tring to fix it because a couple of Atari
> user contacts of mine at the time told me that the schematics that
> microdiscount supplied with the 360k floppy were incorrect (just as
> well really, as I could have ended up electricuting myself, or somthing
> silly like that)

Well, pooey! Would have been neat to get it fixed. I am somewhat interested in this since the 5 1/4" flippies are in low supply in my area (as well as PC board and electrical tape for some dammed reason).

> PS:- Didn't percom in the US come out with a floppy board... I haven't
> used my 360k jobbie, since I got my mits on a IndusGT drive on it's own
> (only 90 sterling)

Sounds right. That is IF you could find it. Percom boards were kinda rare if I am not mistaken. Then again, most of the useful weird stuff for the 8bit seems to be in low supply anymore. You have to be dedicated to Atari to find anything and then it is by searching with a fine tooth comb.

Jess

5556. Re: The 810...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 18:53:13 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8ou6mp$kq1$2@mohawk.hwcn.org>
Source record: 42225

KK (kelcey@hawaii.rr.com) wrote:

: One. That was it. Nothing else. I soon realized that I needed an
: Atari 410 or one of those miraculous 810 drives with 88k capacity!

Ya, those were the days, when the disk drive actually could hold more than
the memory of the computer. Today, computers come with floppy drives that
have 1.4 megabyte capacity, yet, memory of 128 megabytes!

5557. Atari 1050 FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 19:00:45 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8ou74t$kq1$3@mohawk.hwcn.org>
Source record: 42226

I have a couple more Atari 1050 Floppy disk drives for sale. I will sell them for $30 US funds shipped to the USA. They come with a Dos 2.5 floppy, SIO cable and power supply. They are tested to format, write dos files, and to load.

Email me if interested.

5558. Re: 1450 XLD on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 19:23:31 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B2A584.E22B5ECC@earthlink.net>
Source record: 42227

Time-Warp, the seller, is a great person to deal with. He is trustworthy,
so yes it was legitimate. A decent price for a prototype!

Jessica

ejgnandt@my-deja.com wrote:

> An Atari 1200 prototype sold for $385.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=416260832
>
> What do you think of the price paid for that machine? Clearly this was
> a legitimate item.
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

5559. 8 bit computer patent

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 19:44:34 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sr5af8dia6e130@corp.supernews.com>
Source record: 42228

While I was fooling around<heh, doing a vantity patent search> I decided to check out the Atari patents. I am sure this will be badly truncated/ww, but you may be able to cut and paste multiple sections.

If you can't get it to go, you can set up a search for the year 1979 with inventors Mayer, Miner, etc.

Kind of cute, a lot of the stuff I speculated on is the way it was done. i.e. variable clock to determine pixel widths, that kind of stuff.

http://164.195.100.11/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=/netahtml/srchnum.htm&r=1&f=G&l=50&s1='4296476'.WKU.&OS=PN/4296476&RS=PN/4296476

5560. Re: Re: re: ATARI 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 21:36:20 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <tuf5rskud0jbtb2mjuacu2fanv0bu0qile@4ax.com>
Source record: 42229

On Sun, 3 Sep 2000 10:32:21 -0700, "Rick Cortese"
<ricortes@netmagic.net> drooled an embarassing wet spot in his lap as
he typed:

>"Mindfield" <mindfield@badgers.home.com> wrote in message
>news:86q3rskggsskl6lbo2n8hg00sgg74v95tv@4ax.com...
>> Center (PARC) released the Altair 8800 the following year, based on
>> Intel's 8080 chip. (For a bit of trivia, in 1974, PARC also had
>
>I think you may mean "Altos" here, Altair was Roberts IIRC. Altos makes
>sense since it came from Palo Alto Research Center.

"Alto" was the prototype I mentioned with the GUI, mouse, Ethernet,
etc. But you're right, my mistake; the Altair was a kit computer from
created by Ed Roberts and released through MITS/Pertec. Nevertheless
it was still the first commercially available microprocessor-based
computer to see the light of day. It was also the first computer to
feature a Microsoft product: Microsoft BASIC. (Quite a few machines
that followed also featured Microsoft BASIC as an integral part of the
OS)

>I have seen a couple of these puppies for cheap in surplus stores. Funny how
>when you dead end a product or research, it becomes nothing more then a
>footnote.

Particularily since the Altair actually gained a small but very loyal
following, resulting in several Altair user groups popping up in
California and France (possibly elsewhere, as well).

>I mean I have a good idea who<type or person> is buying the Apple Is for the
>reputed $40k. It would be people like Trip Hawkens of EA or maybe Romero of
>ID since they have the disposible cash and the whole Apple thing is why they
>are driving fast cars instead of selling used ones.

Most likely. It's certainly not something for the average hobbyist
computer collector to consider, however.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5561. Re: Re: ATARI 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 21:46:37 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <cpg5rsc2evdo4eplp0o6gn3eb6iok9si24@4ax.com>
Source record: 42230

On Sun, 3 Sep 2000 13:03:55 +0100, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>>(For a bit of trivia, in 1974, PARC also had
>>designed and built a prototype of a machine that featured a monitor, a
>>real GUI, a mouse, and an Ethernet connection.
>
>Ouch! Right up until this point...
>
>>Unfortunately nothing
>>was done with 'til 1981 when Xerox used PARC's prototypes to create
>>the Xerox Star, from whence all of today's GUIs originate)
>
>True, but it was 1979. Steves Jobs and Woz, and I think Mike M, where
>invited to go look at PARC, and the seeds that became the Apple Lisa
>were planted. The Lisa was released in 1981.

This is sort of arguable. Xerox released the Star in 1981, but it had
been in development for approximately the same amount of time as the
Lisa, and both were released approximately around the same time. (I
can't find any exact dates, however) Both were based on the PARC Alto
prototype -- though the Lisa's had a weird aspect ratio. (It looked
rather like a sandwich that someone sat on... :-)

>>The first
>>Apple I was released in 1975, and used MOS Technology's 6502
>>microprocessor (sound familiar?).
>
>1976. April 1976.

I stand (sit) corrected.

>In 1977, in the form of the Apple Language card :) I think Carmel is
>trying to say the modular upgrades of the 800 are the basis for SIMMs

I'd agree with that, then.

>Apple invented plug and play for actual cards, on the Apple][- they
>contain a PROM. You can plug a card into any slot and it will work, be
>identified correctly, etc.

True. Mind you I don't think the cards were self-configuring as
such; they merely communicated what they were with the OS, and the OS
acted accordingly.

>Atari were great - they were true innovators - but I think it would all
>have happened eventually regardless of who did it. If Atari hadn't,
>perhaps Grandstand would have made a stored program colour console, with
>the resulting mistreatment of staff and court case.
>
>Natural progressions of technology.

Generally speaking, probably. Atari were the first, but they were
sensible ideas that likely would have happened anyway. The only
question is when. Still, Atari had the forward thinking and presence
of mind to actually be the first to pioneer the things that they did,
and related technology as a whole exists and is all the more advanced
for it.

>
>Richard

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5562. Re: The 810...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 21:54:48 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B2C8FB.D6ECE743@earthlink.net>
Source record: 42231

William Moeller wrote:

> KK (kelcey@hawaii.rr.com) wrote:
>
> : One. That was it. Nothing else. I soon realized that I needed an
> : Atari 410 or one of those miraculous 810 drives with 88k capacity!
>
> Ya, those were the days, when the disk drive actually could hold more than
> the memory of the computer. Today, computers come with floppy drives that
> have 1.4 megabyte capacity, yet, memory of 128 megabytes!

More like a few gigs on some units. But, those were the days when disk
drives were king (and you had eight of them :)).

LykeWyse

5563. Re: ATARI 1040

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-03 21:58:36 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B2C9DE.F75EDEC8@earthlink.net>
Source record: 42232

Mindfield wrote:

> Both were based on the PARC Alto
> prototype -- though the Lisa's had a weird aspect ratio. (It looked
> rather like a sandwich that someone sat on... :-)

How is that?

> Still, Atari had the forward thinking and presence
> of mind to actually be the first to pioneer the things that they did,
> and related technology as a whole exists and is all the more advanced
> for it.

I have to agree, Atari was responsible for much of modern computing but let
us not forget the many other innovators like Apple and Xerox.

LykeWyse

5564. Tonight's (Tuesday, 5th September) IRC #Atari8 Weekly Chat

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 02:29:18 UTC
From: DCM01@USA.NET
Message-ID: <39b45952.385326@news.CIS.DFN.DE>
Source record: 42241

This announces our weekly IRC chat for Atari 8bit enthusiasts.
It's scheduled for September 5th, 2000, 10:30 pm Eastern US
time.

Here are the corresponding times for some other
places, choose the one near you.

California: 7:30 pm. Colorado 8:30 pm. Texas 9:30 pm.
London, England: 4:30 AM. Berlin: 5:30 AM. Hong Kong:
11:30 AM.

The topic for the chat will be "Printers for the Atari: Setup,
Compatibility, and Drivers"

General Atari8 chat is also welcome. If 7 people show up, I
will provide a doorprize. The doorprize is a like new copy of Preppie
II by Russ Wetmore.

This will be a standard IRC chat. It is not a web-based
chat on your browser. You need an IRC client, such as
mIRC. The chat will be on Amiganet. Here are some
servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we
will be there waiting for you I hope!

5565. FA: Some extra 8-bit Hardware/Software/Books/Magazines on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 07:56:43 UTC
From: classics@nacs.net
Message-ID: <39b4a6d8.23049763@corp.supernews.com>
Source record: 42233

Collection of Atari ANALOG Magazines
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424790679

DE RE ATARI - 400/800/XL/XE Programming Text
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424696146

6 Game Cartridges for Atari 400/800 Computer
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=422072748

8 Educational Cartridges for Atari Computer
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424705411

Atari Touch Tablet w/ AtariArtist Cart + MORE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=428387928

Miner 2049er Game Cartridge fr Atari Computer
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424791799

Miner 2049er Game Cartridge fr Atari Computer
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424791736

MPP 1000c 300 Baud Modem - VINTAGE ATARI!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=428435241

Infocom SUSPENDED for Atari 800/XL/XE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424796443

Infocom Sorcerer for Atari Computers -LRG BOX
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424795572

Atari INDUS GT Sales Flyer - $1 Shipping
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424786363

Atariwriter Word Processor for Atari 400/800
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=429429233

Atariwriter Word Processor for Atari 400/800
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=429428947

Okimate 10 Printer for Atari Computers (SIO)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424792827

Case of 6 NEW Okimate Printer Ribbons
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424793470

Case of 6 NEW Okimate Printer Ribbons
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424793344

REMOTE CONTROL ADAPTER FOR ANY ATARI JOYSTICK
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424720019

Synapse Filemanager+ Docs for Atari 400/800
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424716451

Original Large Box INFOCOM ENCHANTER Books
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424709354

Atari BASIC Cartridge for 400/800/Xl/Xe
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424669805

Atari Word Processor 1.0 Manual Set (NOT AW)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424654510

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

5566. Re: FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 09:09:12 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8p2d7ppuh1@korweta.task.gda.pl>
Source record: 42234

If you dont have one yet check it out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=429445561

j131

5567. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 09:14:21 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_968145215@rtfm.mit.edu>
Source record: 42235
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 16, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Atari BBS's to telnet to:
Closer To Home (CTH), telnet://cth.tzo.com/
Atari Annex, telnet://atari.thebbs.org/
Nolan's Nest & SPACE, telnet://209.105.35.109/

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

5568. Windows Software for SIO2PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 10:46:41 UTC
From: pjr <pjr@hisbig.co.uk>
Message-ID: <Cb4t5.9677$k77.159249@news2-win.server.ntlworld.com>
Source record: 42236

Does anyone if there any Windows 95/98 software around that does the same kind of job as SIO2PC and uses the same cable?

Cheers
Paul

5569. Re: Windows Software for SIO2PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 11:50:47 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39B4DE17.908BDDFC@siemens.at>
Source record: 42237

pjr wrote:
>
> Does anyone if there any Windows 95/98 software around that does the same
> kind of job as SIO2PC and uses the same cable?

I'm sure that wouldn't work. Reason is the timing requirements
which is simply not to fulfill in the windows way of multitasking
as it seems. Here's my experiences when trying nevertheless :
I have a 1050-2-PC which does what the name suggests ;)
I didn't try it under W95 since others reported that it would not
work. First I tried it with NT which was a total failure. After
transfer of about 50 sectors the serial interface hung itself up
each time I tried.
Then I tried W98. This seemed to work and I have been happy for
several weeks until I discovered that sometimes there was a
sector written with wrong data in it (every 5000 sectors or so).
Since W98 has the option to restart in DOS mode I then tried that
and until now I didn't detect any more problem. So this seems the
only reliable way.

Gerhard

5570. Re: Windows Software for SIO2PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 11:54:20 UTC
From: pjr <pjr@hisbig.co.uk>
Message-ID: <1b5t5.6107$4T2.135917@news6-win.server.ntlworld.com>
Source record: 42238

Sorry, insert "know" and "is" in the appropriate places .....

"pjr" <pjr@hisbig.co.uk> wrote in message
news:Cb4t5.9677$k77.159249@news2-win.server.ntlworld.com...
> Does anyone if there any Windows 95/98 software around that does the same
> kind of job as SIO2PC and uses the same cable?
>
> Cheers
> Paul
>
>

5571. game list ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 12:53:25 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39B4ECC5.33B2FE93@siemens.at>
Source record: 42239

Does anybody have or know where I can find a list of commercial
games that existed on the 8Bit Ataris with at least producing
company and year of production ?
I started one with everything I know but I'm sure there is more
missing than there's in it. So I would be very happy about every
additional information.

Gerhard

5572. Re: Windows Software for SIO2PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 13:02:53 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8p2qtt$t01$6@kohl.informatik.uni-bremen.de>
Source record: 42240

Janka Gerhard <gerhard.janka@siemens.at> wrote:
>> Does anyone if there any Windows 95/98 software around that does the same
>> kind of job as SIO2PC and uses the same cable?

> I'm sure that wouldn't work.

Haven't tried it yet, but APE'98 has been available for a while now...

http://www.nacs.net/~classics/

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www.tmeyer.de/

5573. Tonight's (Tuesday, 5th September) IRC #Atari8 Weekly Chat

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 13:26:06 UTC
From: DCM01@USA.NET
Message-ID: <39b4f469.739931@news.CIS.DFN.DE>
Source record: 42242

This announces our weekly IRC chat for Atari 8bit enthusiasts.
It's scheduled for September 5th, 2000, 10:30 pm Eastern US
time.

Here are the corresponding times for some other
places, choose the one near you.

California: 7:30 pm. Colorado 8:30 pm. Texas 9:30 pm.
London, England: 4:30 AM. Berlin: 5:30 AM. Hong Kong:
11:30 AM.

The topic for the chat will be "Printers for the Atari: Setup,
Compatibility, and Drivers"

General Atari8 chat is also welcome. If 7 people show up, I
will provide a doorprize. The doorprize is a like new copy of Preppie
II by Russ Wetmore.

This will be a standard IRC chat. It is not a web-based
chat on your browser. You need an IRC client, such as
mIRC. The chat will be on Amiganet. Here are some
servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we
will be there waiting for you I hope!

5574. Re: Windows Software for SIO2PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 13:43:21 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sr9u1s4ea6e108@corp.supernews.com>
Source record: 42243

http://www.nacs.net/~classics

You should use it on a fast computer. Supposed to work better with DSR then RI. I ran it to test for ~5 minutes on a 300 mHz AMD K6 II with RI type cable and don't recall any SIO errors.

"pjr" <pjr@hisbig.co.uk> wrote in message news:1b5t5.6107$4T2.135917@news6-win.server.ntlworld.com...
> Sorry, insert "know" and "is" in the appropriate places .....
>
> "pjr" <pjr@hisbig.co.uk> wrote in message
> news:Cb4t5.9677$k77.159249@news2-win.server.ntlworld.com...
> > Does anyone if there any Windows 95/98 software around that does the same
> > kind of job as SIO2PC and uses the same cable?
> >
> > Cheers
> > Paul

5575. Re: Floppy Question...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 13:51:08 UTC
From: DCM01@USA.NET
Message-ID: <39b4f927.1953644@news.CIS.DFN.DE>
Source record: 42244

Diskformer is a program that will also let you do it. You don't need the custom made cable, but you do have to have a standard serial port available on the 8bit side. One way is to use the 850. That's what I do.

Once the 850 is setup you run a nullmodem cable from the PC to the 850. You then run a terminal program on the PC side. Diskformer will take a XModem download from the PC side and write it direct to diskette.

It's not ewasy to set up but the results are worth it.

On Mon, 28 Aug 2000 15:42:14 -0400, "Dominik" <dominik1@looksmart.com> wrote:

>You can only do this with a real Atari disk drive and the SIO2PC cable.
>Never tried it myself but I hear it works great!

5576. SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 14:31:21 UTC
From: rja <no@spam.please>
Message-ID: <39b503b9$1@rpc1284.daytonoh.ncr.com>
Source record: 42245

I'm trying to get SIO2PC working with my PC and Atari 800xl, but
am having some problems, possibly with the timing settings.

FYI It's an Atari 800xl on the one side, and a AMD K6/3-400 on the
other side. I'm running Windows 98 (though I tried it from both within
Windows and from pure DOS mode).

I can see that there's some communication occurring between the systems
(when I attempt a directory listing on the Atari, I see the status line on
the
SIO2PC program display various changes). But I cannot so far get a
successful directory displayed on the Atari side (and yes, I do have a
virtual disk loaded into SIO2PC when I tried this)...

Any thoughts or suggestions? Particularly, any suggestions as to the
values I should have for the Timing Settings in the SIO2PC program itself?

Any ideas would be greatly appreciated! Thanx...

rob / rja@www.serve.com

5577. Re: SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 16:50:35 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sra90s15kmp170@corp.supernews.com>
Source record: 42246

"rja" <no@spam.please> wrote in message
news:39b503b9$1@rpc1284.daytonoh.ncr.com...
>
> I'm trying to get SIO2PC working with my PC and Atari 800xl, but
> am having some problems, possibly with the timing settings.
>
> FYI It's an Atari 800xl on the one side, and a AMD K6/3-400 on the
> other side. I'm running Windows 98 (though I tried it from both within
> Windows and from pure DOS mode).
>
> I can see that there's some communication occurring between the systems
> (when I attempt a directory listing on the Atari, I see the status line on
> the
> SIO2PC program display various changes). But I cannot so far get a
> successful directory displayed on the Atari side (and yes, I do have a
> virtual disk loaded into SIO2PC when I tried this)...
>
> Any thoughts or suggestions? Particularly, any suggestions as to the
> values I should have for the Timing Settings in the SIO2PC program itself?
>
> Any ideas would be greatly appreciated! Thanx...

What kind of sounds do you hear coming out of the Atari when it tries to
boot? Do you get BOOT ERROR or nothing?

Voltages at pins helps too.

5578. Re: Windows Software for SIO2PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-05 23:56:05 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <srb1u6nqljn159@corp.supernews.com>
Source record: 42147

Yes, APE '98 works great. Just got a used 130XE and I made a PC2SIO cable using the DSR pin on the PC and everything is working like a charm! I'm not sure about PC hardware requirements but I'm pretty sure it can run on anything that will run Win '98. I use a PII 400 and have no transfer problems.

Dominik

pjr wrote in message ...
>Does anyone if there any Windows 95/98 software around that does the same
>kind of job as SIO2PC and uses the same cable?
>
>Cheers
>Paul
>
>

5579. Keystone Kaper

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 01:02:54 UTC
From: Steve Breech <sbreech*@columbus.rr.com>
Message-ID: <2Jgt5.3767$W4.110180@typhoon.columbus.rr.com>
Source record: 42148

Does anyone remember the wonderful game "Keystone Kapers"? I had it for my
800xl YEARS ago. Can anyone tell me where to get the .atr image of this
game, or email it to me at sbreech@columbus.rr.com ?
Thanks!
Steve.

5580. What game cartridges does a 600xl use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 01:48:49 UTC
From: zinniz@my-deja.com
Message-ID: <8p47prus1@nnrp1.deja.com>
Source record: 42149

I used to have an Atari 600xl, and I think it's somewhere in my dad's house languishing. I just played a bunch of atari 2600 games at a friends house over the weekend, and from what I remember, the cartridges look the same, as were many of the games (keep in mind I havn't played 600xl in at least 15 years). I was just wondering if the cartridges are the same, or if they're the same as the 400/800 cartridges. Also, how easily available are the games?

Thanks for the help!

Carrie.

Sent via Deja.com http://www.deja.com/
Before you buy.

5581. Re: What game cartridges does a 600xl use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 02:53:20 UTC
From: Video61@webtv.net
Message-ID: <4115-39B5B1A0-13@storefull-173.iap.bryant.webtv.net>
Source record: 42150

it runs most 400/800 carts, and a few xe carts.
your computer unless it has been upgraded has 16k of ram.
we list the memory requirements on our web site under the 400/800/xl/xe
cart page at,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5582. Dr. Wacko disk---anyone have it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 03:15:59 UTC
From: Alex Chamberlain <octopus@aracnet.com>
Message-ID: <39B5B6EF.FBDA82F1@aracnet.com>
Source record: 42151

Does anybody have an image of the disk that came with Dr. Wacko's
Miracle Guide to Programming Atari Computer Games (or whatever the book
is called)?

Thanks,
Alex
--

octopus@aracnet.com
http://www.aracnet.com/~octopus

5583. Re: Keystone Kaper

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 03:30:29 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B5BAB4.E46D109B@earthlink.net>
Source record: 42152

Steve Breech wrote:

> Does anyone remember the wonderful game "Keystone Kapers"? I had it for my
> 800xl YEARS ago. Can anyone tell me where to get the .atr image of this
> game, or email it to me at sbreech@columbus.rr.com ?
> Thanks!
> Steve.

I have a copy of the game, however I do not have it in an .ATR Sorry about
that, I would love to send you a copy of this great game!

Lyke

5584. Re: What game cartridges does a 600xl use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 03:33:58 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B5BB80.391474F0@earthlink.net>
Source record: 42153

Hey Carrie-
The whole 8bit line is interchangeable. It uses the 400/800 carts, the 2600's don't fit the unit at all. You can find games and appllications on cart and disk on eBay, www.best-electronics-ca.com, or www.myatari.com or any multitiude of Atari dealers on the net.

One Atari girl to another,
LykeWyse

zinniz@my-deja.com wrote:

> I used to have an Atari 600xl, and I think it's
> somewhere in my dad's house languishing. I just
> played a bunch of atari 2600 games at a friends
> house over the weekend, and from what I remember,
> the cartridges look the same, as were many of the
> games (keep in mind I havn't played 600xl in at
> least 15 years). I was just wondering if the
> cartridges are the same, or if they're the same
> as the 400/800 cartridges. Also, how easily
> available are the games?
>
> Thanks for the help!
>
> Carrie.
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

5585. REQ: for any information about programming the Lynx

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 03:41:31 UTC
From: Todd Nathan <todd@palomablanca.net>
Message-ID: <8p4q8sbsi1@news.sdf>
Source record: 42154

Hi,

Been surfing the net, got lots of downloads, know about the Howard
system (not much about what it is, but that it exists and is expensive)
and about emulators (Like Handy/MacOS). I also have an Amiga 2000HD
on order and may use it to develop with a Howard System and a Lynx.
What I really would like to do is this

1. Have a Lynx around.
2. Interface it with a Macintosh G3 B&W and serial cables (or some
type of communications cable).
3. Be able to download programs to the Lynx.
4. Use CodeWarrior MacOS and some type of extension for cc65
(some type of 65C02 C compiler)
5. Make this all work and have docs for the Lynx and its routines.

So, basically I want to use what I have now, a Mac B&W and tools
that I have (CW and MPW, preferrably CW) and develope and download
games to the Lynx.

Any thoughts, ideas or the like on how you have done Lynx Programming
in the past are more than welcome and helpful.

Thanks!

\t

5586. Re: Sega Gamepads and the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 05:14:13 UTC
From: etom000001@aol.com
Message-ID: <20000906011413.29830.00000267@ng-fz1.aol.com>
Source record: 42155

Well, when I used a Sega 6-button game pad, the only problem I had occurred when I unplugged it from my Atari 800 while it was on. Defender froze. So, I think the Atari 800 is pretty durable, but keep in mind that equipment not specially designed for the Atari should be used cautiously.

Studying the pinouts between a regular Atari joystick and the Sega 6-button game pad reveals the use of a +5 V pin. I think the Atari actually sends out the +5 V signal, so the game pad should not be unplugged while the power is on.

5587. Re: Windows Software for SIO2PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 08:21:45 UTC
From: pjr <pjr@hisbig.co.uk>
Message-ID: <J9nt5.143$do4.2555@news6-win.server.ntlworld.com>
Source record: 42156

Thanks, I got hold of Ape'98 but haven't had any luck getting it to work
yet. I am using the "GM Transfer Cable" which is supposed to be the same as
SIO2PC cable. Should this work with Ape'98 ?

My PC is 550Mhz, maybe too fast? Any suggested settings?

Cheers
Paul

"Dominik" <dominik1@looksmart.com> wrote in message
news:srb1u6nqljn159@corp.supernews.com...
> Yes, APE '98 works great. Just got a used 130XE and I made a PC2SIO cable
> using the DSR pin on the PC and everything is working like a charm! I'm
not
> sure about PC hardware requirements but I'm pretty sure it can run on
> anything that will run Win '98. I use a PII 400 and have no transfer
> problems.
>
> Dominik
>
>
> pjr wrote in message ...
> >Does anyone if there any Windows 95/98 software around that does the same
> >kind of job as SIO2PC and uses the same cable?
> >
> >Cheers
> >Paul
> >
> >
>
>

5588. ase read - Buyer Beware] Digital Data Factory (Edward Williams)

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 09:10:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39b6748d@fmlynet.org>
Source record: 42161

FamilyNet HQ: Telnet:\\www.family-bbs.net

[Please read - Buyer Beware] Digital Data Factory (Edward Williams)

To the Atari community,

It is with a heavy heart that I give the following message. I normally like to stay fairly upbeat in my writings, but I feel it neccessary to warn many good Atari hobbyists and users of a wolf in lamb's clothing in our midst. This message comes after 16 months of broken appointments, and broken promises reguarding an agreement on an Atari item.

It was over a year ago that Edward Williams was accused by someone on the Atari 8-bit newsgroup of being little more than a thief. I stood up to defend his honor since he was a fellow member of AUNT, and a long time Atari associate from back when I was into Atari the first time around back in the 80's. I must now sadly apologize for my stance on his behalf.

Information on this individual is as follows:

Digital Data Factory (Edward Williams) 200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

(This information found online at...)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Mr. Williams was notified on August 3rd that this message would be sent to all Atari channels if he did not return the Atari item we had agreed on for him to work on. Naturally a few additional days were given to allow for labour day and the postal delivery day in case he sent it by mail.
And as said before, the firm deadline I placed came after 16 months of many arrangements made, missed appointments, packages that were promised on being shipped, you know the drill.

I have been an Atari hobbyist and trader since November of 1998. Made many transactions, met many people. I like to fulfill my trading transactions with quickness and efficiency. When I came back from my nine year absence from Atari computing, it was good to see a familiar face like Ed's. He and I go way back. It was fun hanging with him and AUNT. His actions seemed sincere enough then. I'll remember that part fondly.
But for some reason he has chosen not honor his deal with me, and from what I've seen I am not the first.

I hope that my actions on the newsgroups are respectable enough that you will know I would not post this without just cause.

My thanks to the other good folk here that make this hobby such a blast. It is for your sake that this letter was written.

Sincerely,

Greg Goodwin aka "Doctor Clu"
@>-->----------------

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5589. Re: Windows Software for SIO2PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 11:15:29 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B627B0.B322E613@earthlink.net>
Source record: 42157

APE '98 is a little more complicated to use than SIO2PC, I think you have the correct interface. Don't adjust your computer, I have an AMD Athlon processor in mine and the one time that I did tinker with it, it worked. I am not that big of a fan of SIO2PC since my 800 is on the other side of the house :) so dragging it in here is not the easiest job to do. Then you turn around the tower to get the the back ports...

LykeWyse

pjr wrote:

> Thanks, I got hold of Ape'98 but haven't had any luck getting it to work
> yet. I am using the "GM Transfer Cable" which is supposed to be the same as
> SIO2PC cable. Should this work with Ape'98 ?
>
> My PC is 550Mhz, maybe too fast? Any suggested settings?
>
> Cheers
> Paul
>
> "Dominik" <dominik1@looksmart.com> wrote in message
> news:srb1u6nqljn159@corp.supernews.com...
> > Yes, APE '98 works great. Just got a used 130XE and I made a PC2SIO cable
> > using the DSR pin on the PC and everything is working like a charm! I'm
> not
> > sure about PC hardware requirements but I'm pretty sure it can run on
> > anything that will run Win '98. I use a PII 400 and have no transfer
> > problems.
> >
> > Dominik
> >
> >
> > pjr wrote in message ...
> > >Does anyone if there any Windows 95/98 software around that does the same
> > >kind of job as SIO2PC and uses the same cable?
> > >
> > >Cheers
> > >Paul
> > >
> > >
> >
> >
> >

5590. Re: Sega Gamepads and the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 11:17:28 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B62828.3E689399@earthlink.net>
Source record: 42158

I have had the same problem with the gamepad and the ST mouse. Just be careful not to unplug it so abruptly.

You may be asking why I use the ST mouse. I use it for drawing and other similar applications, for graphics that require a lot of strokes that my hand is not in the mood to make.

LykeWyse

ETom000001 wrote:

> Well, when I used a Sega 6-button game pad, the only problem I had occurred
> when I unplugged it from my Atari 800 while it was on. Defender froze. So, I
> think the Atari 800 is pretty durable, but keep in mind that equipment not
> specially designed for the Atari should be used cautiously.
>
> Studying the pinouts between a regular Atari joystick and the Sega 6-button
> game pad reveals the use of a +5 V pin. I think the Atari actually sends out
> the +5 V signal, so the game pad should not be unplugged while the power is on.

5591. Atari and other carts for trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 13:54:20 UTC
From: Ron Slaminko <ronald.slaminko@boeing.com>
Message-ID: <39B64C8C.A74767F9@boeing.com>
Source record: 42160

Anyone interested in trading cartridges for vintage video games and computers is welcome to look at my lists of haves and wants at:

http://members.xoom.com/krslam/havelist.htm

You'll find over 400 carts available for Atari 2600, Atari 5200, Atari 7800, Bally Astrocade, Colecovision, Emerson Arcadia / Leisurevision, Fairchild Channel F, Intellivision, Microvision, Magnavox Odyssey2, RCA Studio II, Commodore 64/128, VIC-20, Atari 400/800/XL/XE, Texas Instruments TI-99/4A, and Tandy TRS-80 Color Computers

5592. Re: New Factory Seal Atari 2600-7800 Games! @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 14:34:07 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <39B655DF.5905@volcano.net>
Source record: 42159

Mr. Lee wrote:
>
> another dickhead on the newsgroups

Quite. I'm glad to see we agree about the original sales post...

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

5593. Re: Windows Software for SIO2PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 19:16:29 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <srd5trftljn51@corp.supernews.com>
Source record: 42162

Check the cable on the PC end. In Ape '98 under configuration you have the selection of choosing the pinout of the cable (RI or DSR I think). Make sure you have the right on selected or it won't work. If your cable worked fine with SIO2PC software than the pin is most likely RI. Hope this helps.

Dominik

pjr wrote in message ...
>Thanks, I got hold of Ape'98 but haven't had any luck getting it to work
>yet. I am using the "GM Transfer Cable" which is supposed to be the same as
>SIO2PC cable. Should this work with Ape'98 ?
>
>My PC is 550Mhz, maybe too fast? Any suggested settings?
>
>Cheers
>Paul
>
>
>
>"Dominik" <dominik1@looksmart.com> wrote in message
>news:srb1u6nqljn159@corp.supernews.com...
>> Yes, APE '98 works great. Just got a used 130XE and I made a PC2SIO cable
>> using the DSR pin on the PC and everything is working like a charm! I'm
>not
>> sure about PC hardware requirements but I'm pretty sure it can run on
>> anything that will run Win '98. I use a PII 400 and have no transfer
>> problems.
>>
>> Dominik
>>
>>
>> pjr wrote in message ...
>> >Does anyone if there any Windows 95/98 software around that does the
same
>> >kind of job as SIO2PC and uses the same cable?
>> >
>> >Cheers
>> >Paul
>> >
>> >
>>
>>
>
>

5594. Re: New Factory Seal Atari 2600-7800 Games! @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 19:30:37 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B69BC8.E50BA91F@earthlink.net>
Source record: 42163

The Maverick wrote:

> Mr. Lee wrote:
> >
> > another on the newsgroups...
>
> Quite. I'm glad to see we agree about the original sales post...
>
> the Mav

I am sorry to say that I think he was reffering to you.
Lyke

5595. Re: ase read - Buyer Beware] Digital Data Factory (Edward Williams)

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 20:26:40 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000906162640.13631.00000871@ng-co1.aol.com>
Source record: 42164

> "Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org reported:

> It is with a heavy heart that I give the following message.

>Digital Data Factory (Edward Williams) 200 Crestview Dr Apt 62
>Jacksonville AR 72076-4068 USA

> But for some reason he has chosen not honor his deal with me, and from
>what I've seen I am not the first.

Good to know and in the nick of time; was on the verge of sending the ATR8000
for repair - would have dashed all hopes of using it again.

-Ron

I don't have a solution but I admire the problem.

5596. Re: Dr. Wacko disk---anyone have it?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 21:59:50 UTC
From: ebaiz@skyenet.net
Message-ID: <q7zt5.218$477.386@newsfeed.slurp.net>
Source record: 42165

On 5 Sep 2000 20:15:59 -, Alex Chamberlain wrote:
>Does anybody have an image of the disk that came with Dr. Wacko's
>Miracle Guide to Programming Atari Computer Games (or whatever the book
>is called)?
>
>Thanks,
>Alex

Actually I had the book and disk. I gave it to our computer club for it's
Library. I am not sure if it is still around or not. Neat book. Made it
very easy to learning programing on the 8-bit.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5597. Re: game list ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 23:04:00 UTC
From: dnoguero@iname.com
Message-ID: <8p6igk$o99$1@nnrp1.deja.com>
Source record: 42166

In article <39B4ECC5.33B2FE93@siemens.at>,
Janka Gerhard <gerhard.janka@siemens.at> wrote:
> Does anybody have or know where I can find a list of commercial
> games that existed on the 8Bit Ataris with at least producing
> company and year of production ?
> I started one with everything I know but I'm sure there is more
> missing than there's in it. So I would be very happy about every
> additional information.
>
> Gerhard
>

Try my site:

http://home.earthlink.net/~dnoguero/atari

It's an ongoing project, so if you feel free to contribute!

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

5598. Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-06 23:40:07 UTC
From: Russg <russg@en.com>
Message-ID: <39b70c8a$0$35383$53a6afc1@news.erinet.com>
Source record: 42172

I think your win98 paint will allow you to reduce the size of your .bmp files. I've done it, but with win95 paint. Load the picture. Then under 'Image' choose 'stretch/skew' and specify height, then width.
Russg

5599. Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 00:29:34 UTC
From: llpwhite@cs.com
Message-ID: <20000906202934.12845.00002162@ng-fj1.news.cs.com>
Source record: 42167

This is a little off topic, but since it involves Atari files (and hopefully someone else can benefit from the info...)

I have some Atari picture files that I d/l'd from the 'net. Unfortunately, they are too big to print on standard paper, so I need to reduce them. Is there a good W95/98 based program that anyone has used that would allow me to "shrink" the size, and maybe convert from one format to another? W98 "Paint" won't allow me to do that, so hopefully there is something else.

Thanks,
Larry

5600. Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 01:34:52 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <srds3la7ljn130@corp.supernews.com>
Source record: 42169

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20000906202934.12845.00002162@ng-fj1.news.cs.com...
> This is a little off topic, but since it involves Atari files (and
hopefully
> someone else can benefit from the info...)
>
> I have some Atari picture files that I d/l'd from the 'net.
Unfortunately,
> they are too big to print on standard paper, so I need to reduce them. Is
> there a good W95/98 based program that anyone has used that would allow me
to
> "shrink" the size, and maybe convert from one format to another? W98
"Paint"
> won't allow me to do that, so hopefully there is something else.

IMO: Run an emulator and just take a screen shot. Easiest way is to just hit the Print Screen key, but there may be something like <shift> in there.

Once you hit the PS key, then tab/start menu into paint. I think you have to do a juggle or two, like choose "Name", "Edit" and "Paste", but it should work.

5601. For Auction: Atari 1020, 850, Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 02:20:55 UTC
From: Eric Woodruff <Eric_Woodruff@CompuServe.com>
Message-ID: <8p6tug$7gc$1@sshuraac-i-1.production.compuserve.com>
Source record: 42170

Up for auction on e-bay.

Atari 1020 Color Printer
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=426951485

Atari 850 Interface Module
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=426956591

Atari Touch Tablet with AtariArtist Software
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=426964584

Eric Woodruff
Eric_Woodruff@CompuServe.com

5602. Re: New Factory Seal Atari 2600-7800 Games! @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 02:49:05 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <39B70221.5B95@volcano.net>
Source record: 42171

```
Jessica C wrote:
>
> The Maverick wrote:
>
> > Mr. Lee wrote:
> > >
> > > another on the newsgroups...
> >
> > Quite. I'm glad to see we agree about the original sales post...
> >
> > the Mav
>
> I am sorry to say that I think he was reffering to you.

I am sorry you missed the sarcasm in my response. ;-)

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart
```

5603. Action! Cartridge Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 02:55:33 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39B703A5.6EA3B4EB@ev1.net>
Source record: 42168

```
Where does one go to buy an Action! cartridge these days???
A copy of the manual would also be nice... I have a lot of
old Antic and Analog magazines and would like to try some of
the Action! programs. Can these cartidges be purchased as
reasonably priced as some of the game cartidges for sale???

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

5604. XE games wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 04:24:06 UTC
From: atarivision@my-deja.com
Message-ID: <8p758m$dd4$1@nnrp1.deja.com>
Source record: 42173

Looking to buy XE Cart games in good condition.

Please submit information to AtariVision@mail.com

Thanks,

Clint Thompson

Sent via Deja.com http://www.deja.com/
Before you buy.

5605. Re: game list ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 06:59:21 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39B73CC9.9A82992C@siemens.at>
Source record: 42174

dnoguero@iname.com wrote:
> Try my site:
>
> http://home.earthlink.net/~dnoguero/atari
>
> It's an ongoing project, so if you feel free to contribute!

Great ! I'll check whether I have some information that's missing
or some covers to be scanned and added.

Gerhard

5606. Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 07:45:26 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <fHHt5.1486$gD2.57009@news1.online.no>
Source record: 42175

> IMO: Run an emulator and just take a screen shot. Easiest way is to just
hit
> the Print Screen key, but there may be something like <shift> in there.
>
> Once you hit the PS key, then tab/start menu into paint. I think you have
to
> do a juggle or two, like choose "Name", "Edit" and "Paste", but it should
> work.

Or just press the Print Scrn key, start Paint and press <SHIFT><INSERT>
(Think <CTRL>V works too)

5607. Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 11:13:48 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <i4uers0qn7c9orngghighb4oj7bbsi7q4f@4ax.com>
Source record: 42176

On 07 Sep 2000 00:29:34 GMT, llpwhite@cs.com (LLpwhite) drooled an
embarassing wet spot in his lap as he typed:

>This is a little off topic, but since it involves Atari files (and hopefully
>someone else can benefit from the info...)
>
>I have some Atari picture files that I d/l'd from the 'net. Unfortunately,
>they are too big to print on standard paper, so I need to reduce them. Is
>there a good W95/98 based program that anyone has used that would allow me to
>"shrink" the size, and maybe convert from one format to another? W98 "Paint"
>won't allow me to do that, so hopefully there is something else.
>
>Thanks,
>Larry

Microsoft Imaging or that other paint program that comes with 98/ME
will work, too. Or for that matter, download Paintshop Pro from
winfiles.com ... you can resample the image to a specified size
(either by pixels or inches).
--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5608. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 11:43:59 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8p7v1vgva1@nets3.rz.RWTH-Aachen.DE>
Source record: 42177

Howdy Rich, folks

>http://www.funet.fi/pub/cbm/documents/chipdata/wd177x/index.html
>
>Seems that they were used in Commie drives too.
>
>I'll have to remember that next time I see a 1571 for cheap. Parts suppliers
>are still charging ~$25+ for the chip.

You wouldn't happen to know if Commodore had more usefull chips in there, would you? Like the 2793? Or the 6810 (128kB RAMchip). I know a second hand shop that has a couple of C64's (and drives).

CU Mathy van Nisselroy

5609. bad bad 1027...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 11:46:46 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B78082.D1FB784D@earthlink.net>
Source record: 42178

Ugh... after much tinkering my 1027 refuses to work. It turns on, the wheel spins, everything it should but it refuses to print a page. Have tried many methods, hooked up to an 850, used with an I/O saver, used a different I/O cable, fed it directly to the 800... Seems as though the printer is having trouble recieving data. Any way to fix this (and yes, I have dropped it many a times lately).

LykeWyse

5610. Re: Hard drives and 1.44 Meg disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 11:57:11 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8p7vqngva2@nets3.rz.RWTH-Aachen.DE>
Source record: 42179

Howdy Tony

>Is someone working on a new MIO type device or a 1.44 Meg floppy? I
>thought I read about someone here that was going to do something like
>that.

Divid Lloyd is doing something like a super BlackBox.

Check out: www.atari-central.com/hardware/projects/afio

(or just start at www.atari-central.com)

CU Mathy van Nisselroy

PS seems like this baby is gonna be FAST!!!

5611. Re: Sega Gamepads and the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 12:00:49 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8p801hgva3@nets3.rz.RWTH-Aachen.DE>
Source record: 42180

Howdy Liam, folks

>Are you sure? Unmodified genesis controllers can destroy a C64's CIA
>chip. I would not be surprised if they did something similar to an Atari
>8bit.

That's because the SEGA controllers short +5 and ground do tell the machine
something. I'm not sure if the Atari will like this in the long run.

CU Mathy van Nisselroy

5612. old software

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 12:04:27 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8p808bgva4@nets3.rz.RWTH-Aachen.DE>
Source record: 42181

Howdy folks

I might be able to get my hands on a couple of cartridges (a store owner still has some). I've seen Pacman (Mr. and Mrs.), Moonpatrol, they even have a drum for one of the laser printers. (most software is pretty common stuff)

Should I leave them where they are, or...

CU Mathy van Nisselroy

5613. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 14:22:07 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <srf927cgljn13@corp.supernews.com>
Source record: 42182

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:8p7v1vgva1@nets3.rz.RWTH-Aachen.DE...
> Howdy Rich, folks
>
> >http://www.funet.fi/pub/cbm/documents/chipdata/wd177x/index.html
> >
> >Seems that they were used in Commie drives too.
> >
> >I'll have to remember that next time I see a 1571 for cheap. Parts
suppliers
> >are still charging ~$25+ for the chip.
>
> You wouldn't happen to know if Commodore had more usefull chips in there,
would
> you? Like the 2793? Or the 6810 (128kB RAMchip). I know a second hand
shop
> that has a couple of C64's (and drives).

IIRC: They are a nice parts source. They are similar to a 1050 bit built a bit stronger. I don't remember the exact parts, but seem to recall a 6502, ROM/RAM<?>, 6522, well built internal 5V and 12V power supply.

I bought one just to for the power supply/case to make myself a CD player.

5614. diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 15:29:24 UTC
From: Magada Kamal <coma56@NS.popstar.com>
Message-ID: <8p8c8l$9b5$1@bob.news.rcn.net>
Source record: 42183

I'm running out of blank disks... is it possible to buy new floppy diskettes to use in the old Atari 800 drives, or is there a diskette currently on the market that can be formatted by, and work properly, in these old drives?

5615. Re: old software

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 16:00:27 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <lXOt5.1814$gD2.68002@news1.online.no>
Source record: 42184

I'd like a Ms. Pac-Man, complete in box. Any others ?

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> skrev i melding
news:8p808bgva4@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I might be able to get my hands on a couple of cartridges (a store owner
still
> has some). I've seen Pacman (Mr. and Mrs.), Moonpatrol, they even have a
drum
> for one of the laser printers. (most software is pretty common stuff)
>
> Should I leave them where they are, or...
>
> CU Mathy van Nisselroy
>

5616. Re: FA: Some extra 8-bit Hardware/Software/Books/Magazines on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 16:55:59 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-QoZKPyo0EJxo@draco.ames.pacbell.net>
Source record: 42185

Steve,
you aren't abandoning the * bit are you?

Ken

On Tue, 5 Sep 2000 07:56:43, classics@nacs.net (Steven Tucker) wrote:

> Collection of Atari ANALOG Magazines
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424790679
>
> DE RE ATARI - 400/800/XL/XE Programming Text
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424696146
>
> 6 Game Cartridges for Atari 400/800 Computer
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=422072748
>
> 8 Educational Cartridges for Atari Computer
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424705411
>
> Atari Touch Tablet w/ AtariArtist Cart + MORE
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=428387928
>
> Miner 2049er Game Cartridge fr Atari Computer
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424791799
>
> Miner 2049er Game Cartridge fr Atari Computer
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424791736
>
> MPP 1000c 300 Baud Modem - VINTAGE ATARI!
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=428435241
>
> Infocom SUSPENDED for Atari 800/XL/XE
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424796443
>
> Infocom Sorcerer for Atari Computers -LRG BOX
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424795572
>
> Atari INDUS GT Sales Flyer - $1 Shipping
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424786363
>
> Atariwriter Word Processor for Atari 400/800
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=429429233
>
> Atariwriter Word Processor for Atari 400/800
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=429428947

>
> Okimate 10 Printer for Atari Computers (SIO)
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424792827
>
> Case of 6 NEW Okimate Printer Ribbons
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424793470
>
> Case of 6 NEW Okimate Printer Ribbons
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424793344
>
> REMOTE CONTROL ADAPTER FOR ANY ATARI JOYSTICK
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424720019
>
> Synapse Filemanager+ Docs for Atari 400/800
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424716451
>
> Original Large Box INFOCOM ENCHANTER Books
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424709354
>
> Atari BASIC Cartridge for 400/800/Xl/Xe
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424669805
>
> Atari Word Processor 1.0 Manual Set (NOT AW)
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424654510
>
>
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> * * *** * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

5617. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 17:04:16 UTC
From: Video61@webtv.net
Message-ID: <13312-39B7CA90-16@storefull-171.iap.bryant.webtv.net>
Source record: 42186

we sell new in the box disk's.
they come 10 to a box, and are $2.50 per box plus shipping.
www.atarisales.com
click on the ordering page for ordering information, thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5618. New Factory Seal Atari 2600-7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 18:20:30 UTC
From: Bubba <sega_master_system@yahoo.com>
Message-ID: <O%Qt5.6031$V67.308880@newshog.newsread.com>
Source record: 42187
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit

http://user.auctions.yahoo.com/user/sega_master_system

5619. autoboot question

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 19:16:52 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <srfqacp5ljn120@corp.supernews.com>
Source record: 42188

How do I make an atari disk autoboot a program. Do I have to include some kind of autoexec.bat file on the disk along with dos system files? Thanks,

Dominik

5620. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 20:07:28 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <8p8shvbai1@plutonium.compulink.co.uk>
Source record: 42189

I've not seen any avalible new, Best bet it look for Soft Sectored Double Density disks

I've had a bit of luck with a local 2nd hand PC overhaul place in getting 25 disks of this type and i have been able to use them without problems on my 810 and 1050..

the 1.2mb disks are hard sectored and can't be formatted corectly for our use.

any sources out there?

"Magada Kamal" <coma56@NS.popstar.com> wrote in message news:8p8c8l$9b5$1@bob.news.rcn.net...
> I'm running out of blank disks... is it possible to buy new floppy diskettes
> to use in the old Atari 800 drives, or is there a diskette currently on the
> market that can be formatted by, and work properly, in these old drives?

5621. Re: Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 20:51:06 UTC
From: Russg <russg@en.com>
Message-ID: <39b8366e$0$35385$53a6afc1@news.erinet.com>
Source record: 42196

(Mindfield points out that Paint does something when reducing that
doesn't look so good.)
That's true. The pictures I've reduced with paint really look grainy or
something. I'm betting Paintshop Pro or Photoshop or some other
picture program would do a better job on reducing the size of the
picture and the finished product looking good.
Russg

5622. Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 22:33:51 UTC
From: llpwhite@cs.com
Message-ID: <20000907183351.20222.00000106@ng-ba1.news.cs.com>
Source record: 42190

Thanks to all that replied. I'll d/l the Paintshop Pro and give it a try. But Russ G. was right. I can shrink the pictures with PAINT. I just didn't know how...
Thanks again,
Larry

5623. Re: Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 23:13:22 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <678grsc2tv117dmckoer0196gnhfu2qfjf@4ax.com>
Source record: 42191

On 07 Sep 2000 22:33:51 GMT, llpwhite@cs.com (LLpwhite) drooled an
embarassing wet spot in his lap as he typed:

>Thanks to all that replied. I'll d/l the Paintshop Pro and give it a try. But
>Russ G. was right. I can shrink the pictures with PAINT. I just didn't know
>how...
>Thanks again,
>Larry

Bear in mind that Paint does simple pixture stripping to shrink the
size. Paintshop Pro will actually resample the image, then apply an
antialias filter to smooth out the rough edges. The end result is
much easier on the eyes.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5624. Re: Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 23:16:31 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ta8grs8evdgbc6hbpgh5fdcul7jv1cc0jh@4ax.com>
Source record: 42192

On 07 Sep 2000 20:33:34 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
drooled an embarassing wet spot in his lap as he typed:

>this is my favorite of the shareware available for resizing and converting
>between almost all formats.
>
>-Ron
>
>I don't have a solution but I admire the problem.

I use Photoshop for most things, but I like Paintshop Pro for simple
image editing that doesn't require the long load times of Photoshop.
I also like it for screen captures. I've stuck with version 4 tho...
it loads fast, doesn't have all the frills of 5 & 6 (which I use
Photoshop for anyway) and it works nicely.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5625. Re: autoboot question

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-07 23:41:03 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <srg9po11ljn76@corp.supernews.com>
Source record: 42193

Thanks! All I need is to load a binary file, so this should work just fine.

Dominik

>If it is a machine language binary load (DOS Menu option "L") file, just
name
>it "AUTORUN.SYS" on DOS 2.0, 2.5, MyDOS, TopDOS, SmartDOS or other Atari
DOS
>type system. Make sure DOS.SYS is also on the disk.
>
>For a BASIC file that was SAVEd in tokenized form, you need a machine
language
>loader to tell the system to RUN your program. The DOS 2.5 master diskette
>contains a utility to create one and these utilities were also printed in
the
>magazines of the era (Antic, Compute!, A.N.A.L.O.G.) - Check here:
>http://www.atarimagazines.com/
>
>SpartaDOS and DOSXL both use autoexec files and TopDOS has a similar
provision
>for puting commands in a batch file.
>
>TurboBasic and the compiler were covered here recently.
>
>-Ron
>
>I don't have a solution but I admire the problem.

5626. Re: Power for the 1020

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 00:00:51 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <srgav87gljn81@corp.supernews.com>
Source record: 42194

9 VAC at a couple of amps. Any regular Atari 9 VAC supplies like the ones for the disk drives will work.

"Andreas Mischka" <Andreas.Mischka@t-online.de> wrote in message news:8p8ve2cfk12$1@news.t-online.com...

> Hi Atarians,
>
> i need your help - i own an 1020 plotter without an power-supply. What's the
> right
> voltage for this Printer?
>
> thx
>
> Andi
>
> /Member of ABBUC/
>
>

5627. Re: Keystone Kaper

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 00:43:22 UTC
From: Stuart aka PCKid <stuartnich@one.net.au>
Message-ID: <jDWt5.11472$cr3.326309@ozemail.com.au>
Source record: 42195

Go here, he seems to have the lot. Though nobody has a version of Crisis Mountain without the crashed graphics through the middle.
http://shell.ihug.co.nz/~aaronat/atari.html
Stuart

"Steve Breech" <sbreech*@columbus.rr.com> wrote in message news:2Jgt5.3767$W4.110180@typhoon.columbus.rr.com...
> Does anyone remember the wonderful game "Keystone Kapers"? I had it for my
> 800xl YEARS ago. Can anyone tell me where to get the .atr image of this
> game, or email it to me at sbreech@columbus.rr.com ?
> Thanks!
> Steve.
>
>

5628. Re: Power for the 1020

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 01:04:02 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B83B66.8365499C@earthlink.net>
Source record: 42097

Disk drive power supplies, 400/800/1200XL supplies will work fine. Just don't use a 9v adapter.

LykeWyse

Rick Cortese wrote:

> 9 VAC at a couple of amps. Any regular Atari 9 VAC supplies like the ones
> for the disk drives will work.
> "Andreas Mischka" <Andreas.Mischka@t-online.de> wrote in message
> news:8p8ve2cfk12$1@news.t-online.com...
> > Hi Atarians,
> >
> > i need your help - i own an 1020 plotter without an power-supply. Whatï¿½s
> the
> > right
> > voltage for this Printer?
> >
> > thx
> >
> > Andi
> >
> > /Member of ABBUC/
> >
> >

5629. Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 01:08:17 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B83C64.A13A591@earthlink.net>
Source record: 42098

Yea, I have to agree. Any type of bmp creater tends to do that. Just don't convert anything to a .gif, it looks pitifull.
Lyke

Russg wrote:

> (Mindfield points out that Paint does something when reducing that
> doesn't look so good.)
> That's true. The pictures I've reduced with paint really look grainy or
> something. I'm betting Paintshop Pro or Photoshop or some other
> picture program would do a better job on reducing the size of the
> picture and the finished product looking good.
> Russg

5630. Re: New Factory Seal Atari 2600-7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 01:46:10 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <39B844E2.12F1@volcano.net>
Source record: 42099

Bubba wrote:
>
[link snipped]

Or try http://www.oshealtd.com/ were you can find some for 80 cents
each!

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

5631. URGENT! Bay Area: Really cheap Atari 800 + mucho peripherals, software

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 02:13:15 UTC
From: sej@aol.com
Message-ID: <20000907221315.14351.00000182@ng-co1.aol.com>
Source record: 42100

Dear 8 Bit Loyalists:

For the last year, I've been hoping to thoroughly test and inventory my old Atari system, so I could auction it off for a good price.

I've decided I really don't have the time or energy to do that, and just want to get it to a good home.

I'm asking $20. I'd just give it away, but I actually have been buying Atari software over the last year, at thrift stores. I'd like to get THAT money back! :-)

Also . . . you have to pick it up at my Pennisula apartment before 9/14/2000.

THAT'S NEXT THURSDAY.

I need it out by then because I want to get my carpet cleaned, and have family visiting from back East.

Here's what the package has:

* Atari 800, 48k, with GTIA chip. Power supply. (Works fine.)
* 850 interface with power supply. (Not tested recently.)
* 1020 color printer. In box. Extra pens, but no manual or software. (It powered up, and did its little pen check, but I didn't remember how to test it!)
* 810 drive and power supply. Booted and formatted a disk.
* 1050 drive and power supply. Booted and formatted a disk.
* 300 baud modem, in box, with cart. (later model). (Untested)
* Hayes 1200 baud modem, with power supply. With home-made serial cable!
* 410 recorder. (Didn't seem to work . . . motor hummed, but wheels didn't turn. May need lubrication.)
* 1027 printer and power supply. (Powered up, but the print head fell to pieces. Good for parts?)
* Lots of cables.
* Lots of joysticks. (At least four)
* Paddle controllers. (Two sets?)
* Trackball controller.
* Atari Lab starter set, with temperature probe.
* Digital Vision ComputerEyes video digitizer, plus software.

SOFTWARE
Oh, cripes. Too much to list. Lots of boxed Atari software. Spanish and English lessons on tape. Lots of carts. A few cassettes. A few APX sets, including the Eastern Front source code. Macro Assembler; Assembler Editor; Introduction to Programming.

AND
Some BASIC books. A stack of Analog and other Atari magazines. Assembly Language book. 1978 vintage Atari catalog. 1988 vintage Long Island user group newsletters.

AND
All the 5.25" floppy disks you want. I transferred all my old PC data to CD-R.

AND
Somewhere in my storage area is a binder full of manuals and such. I'll dig this out and send it to the buyer, eventually!

Best,

Stefan

5632. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 02:28:01 UTC
From: bensmith@user2.teleport.com
Message-ID: <8p9irh$q84$1@user2.teleport.com>
Source record: 42101
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5633. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 02:31:03 UTC
From: bensmith@user2.teleport.com
Message-ID: <8p9j17qgu1@user2.teleport.com>
Source record: 42102
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
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Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

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to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5634. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 02:37:28 UTC
From: bensmith@user2.teleport.com
Message-ID: <8p9jd8$r4b$1@user2.teleport.com>
Source record: 42103
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

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So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5635. Re: Action! Cartridge Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 02:44:30 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <ioYt5.9985$98.993075@typhoon.tampabay.rr.com>
Source record: 42104

I got's a box full of ACTION! clones around here somewhere...
Make offer for one...
If I can find them and if they have not been thrown out...

"Charles Richmond" <richmond@ev1.net> wrote in message
news:39B703A5.6EA3B4EB@ev1.net...
> Where does one go to buy an Action! cartridge these days???
> A copy of the manual would also be nice... I have a lot of
> old Antic and Analog magazines and would like to try some of
> the Action! programs. Can these cartidges be purchased as
> reasonably priced as some of the game cartidges for sale???
>
> --
> +--+
> | Charles and Francis Richmond <richmond@plano.net> |
> +--+
>

5636. Re: ase read - Buyer Beware] Digital Data Factory (Edward Williams)

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 02:48:38 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <asYt5.10005$98.994436@typhoon.tampabay.rr.com>
Source record: 42105

I'll be glad to fix your ATR8000, when I got mine I ordered every part
inside it for spares and promply set out to socket all the chips in mine. I
think we discussed this before. I'm a member of PACE Atari group, go to
pace.atariworld.com I'm still working on the web page, getting the
newsletters scanned in and such. LMK, Email me, wiz@atariworld.com

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20000906162640.13631.00000871@ng-co1.aol.com...
> > "Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org reported:
>
> > It is with a heavy heart that I give the following message.
>
> >Digital Data Factory (Edward Williams) 200 Crestview Dr Apt 62
> >Jacksonville AR 72076-4068 USA
>
> > But for some reason he has chosen not honor his deal with me, and
from
> >what I've seen I am not the first.
>
> Good to know and in the nick of time; was on the verge of sending the
ATR8000
> for repair - would have dashed all hopes of using it again.
>
> -Ron
>
> I don't have a solution but I admire the problem.
>

5637. Re: Whatever happened to Datasoft ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 03:35:04 UTC
From: Erich Cranor <elc@inetarena.com>
Message-ID: <srgnfin9ljn84@corp.supernews.com>
Source record: 42106

While agreeing that Bruce Lee is the better game (I played it till my wrists ached just a few weeks ago) I have to stand up for Conan too. I still have fond memories of the rhythm of the...what was it, dragons? The level where several different creatures are all the same noise at a slightly different tempo, so the drift pattern took several seconds to repeat.

ec

5638. Taken! (was: URGENT! Bay Area)

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 05:18:07 UTC
From: sej@aol.com
Message-ID: <20000908011807.17785.00000177@ng-fd1.aol.com>
Source record: 42107

Rich Jackson of Fremont was the first to respond to my message, and wins the cigar! :-)

Stefan Jones

5639. 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 05:36:45 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <39B87AED.F3E26151@asw.cz>
Source record: 42108

Hello!

I've recently bought 7800 - PAL version. What will happen if I order the games from O'Shea - most probably american carts so that they should be assumed NTSC. If they are not PAL enabled they should be slower. But I didn't seen anything on the boxes or carts about differences between PAL and NTSC.

Question is: Are there any differences?

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

5640. Re: Can't get Atari800win to load.. Help please

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 07:43:54 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39B898BA.ABEF2D60@siemens.at>
Source record: 42112

Stuart aka PCKid wrote:
> When I execute Atari800win it starts to open the window and then comes up
> with an error box that the exe failed and the only choice is CLOSE which
> closes the window. So I never get to the Window to make any prefs choices. I
> used to have an older version of it that worked but I never kept it and
> these new versions are just chrashing. Obviously most people have it working
> under Windows so WHY ME?

Have you tried deleting the exe file it tries to load ? Maybe that
helps.
Best thing is to try getting the old version again. That's what
I did.

Gerhard

5641. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 07:55:53 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39B89B89.68F03BEA@ev1.net>
Source record: 42109

```
Magada Kamal wrote:
>
> I'm running out of blank disks... is it possible to buy new floppy diskettes
> to use in the old Atari 800 drives, or is there a diskette currently on the
> market that can be formatted by, and work properly, in these old drives?
>
You can get these disks *used* at thrift stores in the U.S. Also, there
is a
store called MicroCenter that cells new 5 1/4" disks that are made in Mexico.
I do *not* know the quality (or lack thereof) of these disks...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

5642. 850 ppower supply...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 08:03:34 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000908050159.23619A-100000@halifax.chebucto.ns.ca>
Source record: 42113

What power supply goes with the 850? Would an Atari disk drive power
supply work or does it need a special one?

Thanks...

5643. Re: 850 ppower supply...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 08:06:19 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <R41u5.2235$gD2.86162@news1.online.no>
Source record: 42114

I use my 1050 power on my 850. Had no problems with that.

"Tony Cianfaglione" <ab616@chebucto.ns.ca> skrev i melding
news:Pine.GSO.3.95.iB1.0.1000908050159.23619A-100000@halifax.chebucto.ns.ca.
..
>
> What power supply goes with the 850? Would an Atari disk drive power
> supply work or does it need a special one?
>
> Thanks...
>

5644. Re: 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 08:07:27 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <V51u5.2238$gD2.86605@news1.online.no>
Source record: 42115

Most games won't run at all. The timing is totally off and music plays
badly, screen might start jumping. I think you need to get a NTSC console as
well.

"Jindrich Kubec" <kubecj@asw.cz> skrev i melding
news:39B87AED.F3E26151@asw.cz...
> Hello!
>
> I've recently bought 7800 - PAL version. What will happen if I order the
> games from O'Shea - most probably american carts so that they should be
> assumed NTSC. If they are not PAL enabled they should be slower. But I
> didn't seen anything on the boxes or carts about differences between PAL
> and NTSC.
>
> Question is: Are there any differences?
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

5645. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 09:07:41 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39B8AC5D.82803A7D@ev1.net>
Source record: 42110

```
Magada Kamal wrote:
>
> I'm running out of blank disks... is it possible to buy new floppy diskettes
> to use in the old Atari 800 drives, or is there a diskette currently on the
> market that can be formatted by, and work properly, in these old drives?
>
You can get these disks *used* at thrift stores in the U.S. Also, there
is a
store called MicroCenter that cells new 5 1/4" disks that are made in Mexico.
I do *not* know the quality (or lack thereof) of these disks...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

5646. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 09:11:04 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39B8AD29.ADD92E0A@ev1.net>
Source record: 42111

```
Magada Kamal wrote:
>
> I'm running out of blank disks... is it possible to buy new floppy diskettes
> to use in the old Atari 800 drives, or is there a diskette currently on the
> market that can be formatted by, and work properly, in these old drives?
>
You can get these disks *used* at thrift stores in the U.S. Also, there
is a
store called MicroCenter that cells new 5 1/4" disks that are made in Mexico.
I do *not* know the quality (or lack thereof) of these disks...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

5647. Re: 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 09:31:52 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <39B8B208.3CFF3059@asw.cz>
Source record: 42116

Vidar \"Hawk\" Olavesen wrote:
> Most games won't run at all. The timing is totally off and music plays
> badly, screen might start jumping. I think you need to get a NTSC console as
> well.

But the question is: how should I know if the cart if PAL or NTSC? I
didn't find anything on the boxes I have.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

5648. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 09:46:52 UTC
From: llpwhite@cs.com
Message-ID: <20000908054652.16638.00000201@ng-fa1.news.cs.com>
Source record: 42117

You might look at
http://www.mei-microcenter.com/

They have brand-name and bulk 5-1/4's.
I purchased some bulk from them, but did not like them. They were of fine quality as regards the media, but lacked center hub reinforcement rings. I also bought one box of everything they had to try, and overall (price and quality), Verbatim was #1 IMO.
MEI was fine to deal with. In Atlanta, I believe.
Larry

5649. Re: ase read - Buyer Beware] Digital Data Factory (Edward Williams)

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 10:27:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39b933ac@fmlynet.org>
Source record: 42130

FamilyNet HQ: Telnet:\\www.family-bbs.net

Jim,

Like Ron, I am glad to know of another person that could fix ATR8000's
besides Ed. I have suggested Ed in the past, but well... :)

As far as someone knowing the ATR, I think Jim is the one I currently know
who knows it inside and out.

Doctor Clu

@>-->------------------------------

> From: "Jim Smith" <jsmith@j-com.net>
> I'll be glad to fix your ATR8000, when I got mine I ordered every part
> inside it for spares and promply set out to socket all the chips in mine. I
> think we discussed this before. I'm a member of PACE Atari group, go to
> pace.atariworld.com I'm still working on the web page, getting the
> newsletters scanned in and such. LMK, Email me, wiz@atariworld.com
> "RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
> news:20000906162640.13631.00000871@ng-co1.aol.com...
>> > "Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org reported:
>>
>> > It is with a heavy heart that I give the following message.
>>
>> >Digital Data Factory (Edward Williams) 200 Crestview Dr Apt 62
>> >Jacksonville AR 72076-4068 USA
>>
>> > But for some reason he has chosen not honor his deal with me, and
> from
>> >what I've seen I am not the first.
>>
>> Good to know and in the nick of time; was on the verge of sending the
> ATR8000
>> for repair - would have dashed all hopes of using it again.
>>
>> -Ron
>>
>> I don't have a solution but I admire the problem.
>>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5650. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 11:06:32 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B8C89E.3E1151BD@earthlink.net>
Source record: 42118

Charles Richmond wrote:

> You can get these disks *used* at thrift stores in the U.S. Also, there
> is a
> store called MicroCenter that cells new 5 1/4" disks that are made in Mexico.
> I do *not* know the quality (or lack thereof) of these disks...

Sometimes at the thrift shops you can find sealed boxes of 10 for $1.

Lykewyse

>
>
> --
> +---+
> | Charles and Francis Richmond <richmond@plano.net> |
> +---+

5651. Re: 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 11:09:28 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B8C94E.69846CA@earthlink.net>
Source record: 42119

Usually the only way to know is to open the box or find a small warning on the box saying "For NTSC Consoles only, do not use on PAL machines," or something to that extent.

LykeWyse

Jindrich Kubec wrote:

> Vidar \"Hawk\" Olavesen wrote:
> > Most games won't run at all. The timing is totally off and music plays
> > badly, screen might start jumping. I think you need to get a NTSC console as
> > well.
>
> But the question is: how should I know if the cart if PAL or NTSC? I
> didn't find anything on the boxes I have.
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

5652. Re: 850 ppower supply...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 11:10:53 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B8C9A3.BC2918DC@earthlink.net>
Source record: 42120

I think any standard Atari supply (400/800/1200 XL) will work.

LykeWyse

Tony Cianfaglione wrote:

> What power supply goes with the 850? Would an Atari disk drive power
> supply work or does it need a special one?
>
> Thanks...

5653. Need help for a retired Teacher

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 13:00:21 UTC
From: "Dr. Robert M. Panoff" <rpanoff@shodor.org>
Message-ID: <39B8E2D8.147C60E0@shodor.org>
Source record: 42121

The father of a friend just retired after 35 years of teaching. He would like to compile his notes and experiences into a kind of memoir. Problem: the first 25 years of notes were all created on an Atari using ATARIWRITER. He would like to find someone who can read 5 1/4" disks in this format, and copy the files into some newer format he can use with the Windows machine he was given as a retirement present.

Help! Does anyone know of someone who could help me help this person?

--

___
Dr. Robert M. Panoff, President and Executive Director
The Shodor Education Foundation, Inc
923 Broad Street, Suite 100, Durham, NC 27705
VOX: +1-919-286-1911 FAX: +1-919-286-7876
E-mail: rpanoff@shodor.org http://www.shodor.org

5654. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 13:40:55 UTC
From: Jake <root@org.net.com>
Message-ID: <39b8fcbf$0$35387$736eb2f4@news.raex.com>
Source record: 42128

Well, for starters, check with OfficeMax, Staples, Office Depot, or any other office supply store (even your local office supply store). If any of these stores don't have 800K disks in stock, they can special order them for you. The big "discount" mega-stores like OfficeMax will usually even give you a percentage discount off the catalog list price when you place a special order.

Try these places:
www.dartek.com - 1-800-832-7835
www.globalcomputer.com 1-800-845-6225
www.mediasourceinc.com Media Source - 1-800-241-8857

There aren't too many mfrs of these disks, but Imation, which is good brand, still makes them.

5655. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 14:18:09 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srht6vucljn90@corp.supernews.com>
Source record: 42122

Star Trek by AI? YOU HAVE IT? I have been searching high. I have been searching LOW... We have the old cassette tucked away somewhere, but I haven't seen it in YEARS.

I hate to sound greedy, but, ICQ? Alt.binaries.comp.atari8bit? This, Sands of Mars (Crystalware), and one other basic game, the name of which eludes me, have I been spanning the globe for! The 3rd is a BASIC graphics adventure set in a castle. The first order of business was to get into the castle. It MIGHT have been Crystalware's Clamus Castle (or something like that), but I don't think so. It MAY have been called "Warlock" or something similar.

I can be reached at kraygien@hotmail.com , attachments to text messages are welcome... :)

--
-- Gork
... When you REALLY need one ...

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:0002.39998fac@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: maloney@albany.net.net (Patrick J. Maloney)
> > I looking for these two games:
> > 1. Star Trek by Adventure International
> > 2. Star Warrior by Automated Simulations
> >I have found two other games by Automated Simulations I was looking for (Crush
> >Crumble & Chomp and Rescue At Rigel), but SW was no where to be found. I also
> > came across Galactic Empire by AI which was a good game.
> > TIA, Patrick
> > --
> > Remove second ".net" from e-mail address to reply!
>
> Ah!!! Star Trek by AI... now that was a fun game, and in BASIC none the
> less. I have a copy of that and the manual. I'll could try to make this
> available somehow...
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

5656. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 14:22:04 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srhte9siljn96@corp.supernews.com>
Source record: 42123

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0003.399ad31c@fmlynet.org...
> I was going to be vicious and post the basic listing to here so you
could
> type it in, just like in the Antic days. (grin)

Evil... Just plain EVIL! I remember some VERY long nights...

--
-- Gork
... When you REALLY need one ...

5657. FA - ATARI CX-55 VCS Cart Adapter - COOL!! - ends 9/12

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 14:39:22 UTC
From: "news.direcpc.com" <redwood@gotnet.net.nospam>
Message-ID: <mS6u5.2002$TX2.94020@news.direcpc.com>
Source record: 42124

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=431874886

5658. FA - Atari 16K RAM for 400/800 - NICE!! - ends 9/12

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 14:39:50 UTC
From: "news.direcpc.com" <redwood@gotnet.net.nospam>
Message-ID: <OS6u5.2003$TX2.94037@news.direcpc.com>
Source record: 42125

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=431880427

5659. Re: New Adventure - Scott Adams - Return to Pirate's Island II

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 14:49:12 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srhv145mljn99@corp.supernews.com>
Source record: 42126

And THANK YOU SIR for the info! My favorite Scott Adams Adventure from "the old days" was the vampire one. It's been so long I can't even remember what it was called... I DO have it floating around somewhere though...

--
-- Gork
... When you REALLY need one ...

"Richard Smith" <rsmith@planeteer.com> wrote in message news:s9up5.54709$qS3.109075@tor-nn1.netcom.ca...
> Hello Guys,
>
> Just to let you know that Scott Adams (of Adventure International fame) has
> released a new adventure called "Return to Pirate's Island II", and it is
> for sale at his website at www.msadams.com
>
> Have fun,
>
> Richard.
>
>

5660. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 14:52:09 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srhv6lf5ljn78@corp.supernews.com>
Source record: 42127

Clu,

BTW, if there's anything you might be looking for - let me know... I don't have information on where to find a lot of "hard to finds," but I'd be happy to look through what I have...

--
-- Gork
... When you REALLY need one ...

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:0002.39998fac@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: maloney@albany.net.net (Patrick J. Maloney)
> > I looking for these two games:
> > 1. Star Trek by Adventure International
> > 2. Star Warrior by Automated Simulations
> >I have found two other games by Automated Simulations I was looking for (Crush
> >Crumble & Chomp and Rescue At Rigel), but SW was no where to be found. I also
> > came across Galactic Empire by AI which was a good game.
> > TIA, Patrick
> > --
> > Remove second ".net" from e-mail address to reply!
>
> Ah!!! Star Trek by AI... now that was a fun game, and in BASIC none the
> less. I have a copy of that and the manual. I'll could try to make this
> available somehow...
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

5661. Current vendors?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 15:54:16 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39B90BA8.12CE5E1B@earthlink.net>
Source record: 42129

Are there any current vendors of Atari 8-bit products on the web?

Thanks,

Mike

5662. Re: 7800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 17:32:59 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <5o9u5.2621$gD2.97107@news1.online.no>
Source record: 42131

On the boxes ? Checked three games, none said anything else than for use on 7800 systems. But my PAL carts have a "P" sticker on the cart itself. But, then you need to open the box to see of course.

"Jindrich Kubec" <kubecj@asw.cz> skrev i melding news:39B8B208.3CFF3059@asw.cz...
> Vidar \"Hawk\" Olavesen wrote:
> > Most games won't run at all. The timing is totally off and music plays
> > badly, screen might start jumping. I think you need to get a NTSC console as
> > well.
>
> But the question is: how should I know if the cart if PAL or NTSC? I
> didn't find anything on the boxes I have.
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

5663. Atari newspaper Article

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 17:48:36 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10009081346160.7713-100000@moose.erie.net>
Source record: 42133

You'll probably be interested to hear that the article on
vintage Atari (and other) computers from the Dallas newspaper was
reprinted in our the Erie Morning News on 9/5. Nice article. Glad I got a
chance to see it!

5664. Re: New Adventure - Scott Adams - Return to Pirate's Island II

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 17:51:10 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <9F9u5.2638$gD2.97522@news1.online.no>
Source record: 42132

The Count. Number 5 wasn't it ?

"Gork" <fnu_lnu@worldnet.net> skrev i melding
news:srhv145mljn99@corp.supernews.com...
> And THANK YOU SIR for the info! My favorite Scott Adams Adventure from
"the
> old days" was the vampire one. It's been so long I can't even remember
what
> it was called... I DO have it floating around somewhere though...
>
> --
> -- Gork
> ... When you REALLY need one ...
>
>
> "Richard Smith" <rsmith@planeteer.com> wrote in message
> news:s9up5.54709$qS3.109075@tor-nn1.netcom.ca...
> > Hello Guys,
> >
> > Just to let you know that Scott Adams (of Adventure International fame)
> has
> > released a new adventure called "Return to Pirate's Island II", and it
is
> > for sale at his website at www.msadams.com
> >
> > Have fun,
> >
> > Richard.
> >
> >
>
>

5665. Re: Atari newspaper Article

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 19:32:50 UTC
From: Boyd Staley <BoydStaley@att.net>
Message-ID: <39B93E8F.95E8BFC7@att.net>
Source record: 42134

Sage wrote:
>
> You'll probably be interested to hear that the article on
> vintage Atari (and other) computers from the Dallas newspaper was
> reprinted in our the Erie Morning News on 9/5. Nice article. Glad I got a
> chance to see it!

It was also run in the Fresno Bee this past weekend with a big color picture of Greg Goodwin (Dr. Clu). Congratulations Greg you're a celebrity. (of course the headline refered to our kind as "Techno Geeks")

5666. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 19:45:22 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B94239.2501D823@earthlink.net>
Source record: 42135

Oh god, I get so tempted going through Antic and Analog Computing... I
really would like to spend a week just typing in some massive programs.
Cruel and vicious!

Lyke

Gork wrote:

> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0003.399ad31c@fmlynet.org...
> > I was going to be vicious and post the basic listing to here so you
> could
> > type it in, just like in the Antic days. (grin)
>
> Evil... Just plain EVIL! I remember some VERY long nights...
>
> --
> -- Gork
> ... When you REALLY need one ...

5667. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 19:49:50 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B94345.A0656C07@earthlink.net>
Source record: 42136

Jake wrote:

> There aren't too many mfrs of these disks, but Imation, which is good brand,
> still makes them.

Really? Imation is awesome. I use thier 3 1/2 disks exclusively. Guess you
know where I will be going...

LykeWyse

5668. Re: Current vendors?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 20:01:21 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B945CA.6463BEA2@earthlink.net>
Source record: 42137

Ok, there is B&C computervisions
Http://www.myatari.com

Best Electronics:
http://www.best-electronics-ca.com

Video 61
http://www.atarisales.com

...amoung others.

LykeWyse

Mike Kohary wrote:

> Are there any current vendors of Atari 8-bit products on the web?
>
> Thanks,
>
> Mike

5669. Re: Atari newspaper Article

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 20:07:10 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B94754.F4440232@earthlink.net>
Source record: 42138

Boyd Staley wrote:

> Sage wrote:
> >
> > You'll probably be interested to hear that the article on
> > vintage Atari (and other) computers from the Dallas newspaper was
> > reprinted in our the Erie Morning News on 9/5. Nice article. Glad I got a
> > chance to see it!
>
> It was also run in the Fresno Bee this past weekend with a big color
> picture of Greg Goodwin (Dr. Clu). Congratulations Greg you're a
> celebrity. (of course the headline refered to our kind as "Techno
> Geeks")

blah, geeks. My friend is working on a web browser (his goal is to kill out IE)
and plays football. Geek? No!

LykeWyse

5670. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 21:38:41 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000908173841.17797.00000256@ng-fd1.aol.com>
Source record: 42139

>llpwhite@cs.com (LLpwhite) replied

>You might look at
>http://www.mei-microcenter.com/
>
>They have brand-name and bulk 5-1/4's.

Not on that page they didn't, and not in the catalogs for a couple of years now; you might call and ask.... I still have a few left from my last order from them 4-5 years ago.

-Ron

I don't have a solution but I admire the problem.

5671. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 21:40:42 UTC
From: Russg <russg@en.com>
Message-ID: <39b9938c$0$34969$53a6afc1@news.erinet.com>
Source record: 41998

(5 1/4 disks)
(Gees? Larry White?)
somebody said they got 5 1/4 disk without the hub ring.
Normally, if not only, that means they are high density 1.2 meg disks,
which are unusable on an Atari 8-bit. 360k double density disks
have the hub ring. AFAIK no hub ring, high density.
Russg

5672. Re: Can't get Atari800win to load.. Help please

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 21:41:44 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000908174144.17797.00000257@ng-fd1.aol.com>
Source record: 42140

>Janka Gerhard gerhard.janka@siemens.at replied:

>Best thing is to try getting the old version again. That's what I did.
>

I still have my old DOS version which was great with v.6.22/Win 3.11, but it
doesn't seem to get along with W95 even in command (DOS) mode?

-Ron

I don't have a solution but I admire the problem.

5673. Re: Need help for a retired Teacher

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 21:46:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000908174624.17797.00000259@ng-fd1.aol.com>
Source record: 42141

>"Dr. Robert M. Panoff" rpanoff@shodor.org asked:

>Atari using ATARIWRITER. He would like to find someone who can read 5 1/4"
>disks in this format, and copy the files into some newer format he can use
with
>the Windows machine
(snip)
>Does anyone know of someone who could help me help this person?

Can Do if you don't find someone closer (I'm in OK) and would be pleased to
help; could email or send back a 3.5.

-Ron

I don't have a solution but I admire the problem.

5674. Re: FA - Atari 16K RAM for 400/800 - NICE!! - ends 9/12

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 21:56:27 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000908175627.17797.00000260@ng-fd1.aol.com>
Source record: 42142

>"news.direcpc.com" redwood@gotnet.net.nospam posted:

>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=431880427
>

Actually, those do not normally fit or work in the 400... but they were very in
demand for memory mods on the 800.

-Ron

I don't have a solution but I admire the problem.

5675. Re: Current vendors?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 22:17:29 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39B96579.CDFF039D@earthlink.net>
Source record: 42143

Thanks!

Mike

Jessica C wrote:
>
> Ok, there is B&C computervisions
> Http://www.myatari.com
>
> Best Electronics:
> http://www.best-electronics-ca.com
>
> Video 61
> http://www.atarisales.com
>
> ...amoung others.
>
> LykeWyse
>
> Mike Kohary wrote:
>
> > Are there any current vendors of Atari 8-bit products on the web?
> >
> > Thanks,
> >
> > Mike

--
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Mike Kohary Seattle, WA http://www.kohary.com
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½

5676. Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 22:30:55 UTC
From: ebaiz@skyenet.net
Message-ID: <zMdu5.1501$Ek.5457@newsfeed.slurp.net>
Source record: 42144

On 7 Sep 2000 00:29:34 G, LLpwhite wrote:
>This is a little off topic, but since it involves Atari files (and hopefully
>someone else can benefit from the info...)
>
>I have some Atari picture files that I d/l'd from the 'net. Unfortunately,
>they are too big to print on standard paper, so I need to reduce them. Is
>there a good W95/98 based program that anyone has used that would allow me to
>"shrink" the size, and maybe convert from one format to another? W98 "Paint"
>won't allow me to do that, so hopefully there is something else.

Well I am usre PhotoShop will do. I can do that on my Atari Hades using
Photoline or Smurf.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5677. Re: New Factory Seal Atari 2600-7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-08 23:27:33 UTC
From: starsaber@worldnet.att.net
Message-ID: <starsaber-0809001827540001@84.st-louis-103-104rs.mo.dial-access.att.net>
Source record: 42145
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit

In article <O%Qt5.6031$V67.308880@newshog.newsread.com>, "Bubba"
<sega_master_system@yahoo.com> wrote:

> http://user.auctions.yahoo.com/user/sega_master_system

Or you can go to http://www.osheas.com and buy many (if not most) of these
for $0.80 each.

--
The Starsabre is a British blade. Please reverse the r and e
to reply to me directly.

5678. Re: New Factory Seal Atari 2600-7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 00:52:43 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <srj2cgkjljn62@corp.supernews.com>
Source record: 42146
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit

"jt august" <starsaber@worldnet.att.net> wrote in message
news:starsaber-08090018275400001@84.st-louis-103-104rs.mo.dial-access.att.net
...
> In article <O%Qt5.6031$V67.308880@newshog.newsread.com>, "Bubba"
> <sega_master_system@yahoo.com> wrote:
>
> > http://user.auctions.yahoo.com/user/sega_master_system
>
> Or you can go to http://www.osheas.com and buy many (if not most) of these
> for $0.80 each.

Went there, saw nothing.

5679. Re: New Factory Seal Atari 2600-7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 01:28:16 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B9929E.F929174E@earthlink.net>
Source record: 41997
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit

the correct address is:
http://www.oshealtd.com/

Rick Cortese wrote:

> "jt august" <starsaber@worldnet.att.net> wrote in message
> news:starsaber-0809001827540001@84.st-louis-103-104rs.mo.dial-access.att.net
> ...
> > In article <O%Qt5.6031$V67.308880@newshog.newsread.com>, "Bubba"
> > <sega_master_system@yahoo.com> wrote:
> >
> > > http://user.auctions.yahoo.com/user/sega_master_system
> >
> > Or you can go to http://www.osheas.com and buy many (if not most) of these
> > for $0.80 each.
>
> Went there, saw nothing.

5680. Re: New Adventure - Scott Adams - Return to Pirate's Island II

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 01:48:43 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srj5lp11ljn56@corp.supernews.com>
Source record: 41999

Yep, that's it -- that's the one... It took us SO LONG to figure out how to bleep the bleep to the bleep in order to bleep. :) We had a LOT of fun with that one. The best time to play it was when it was dark and quiet, except of course for the raging thunderstorm! Ahh...

--
-- Gork
... When you REALLY need one ...

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message news:9F9u5.2638$gD2.97522@news1.online.no...
> The Count. Number 5 wasn't it ?
>
> "Gork" <fnu_lnu@worldnet.net> skrev i melding
> news:srhv145mljn99@corp.supernews.com...
> > And THANK YOU SIR for the info! My favorite Scott Adams Adventure from
> "the
> > old days" was the vampire one. It's been so long I can't even remember
> what
> > it was called... I DO have it floating around somewhere though...
> >
> > --
> > -- Gork
> > ... When you REALLY need one ...
> >
> >
> > "Richard Smith" <rsmith@planeteer.com> wrote in message
> > news:s9up5.54709$qS3.109075@tor-nn1.netcom.ca...
> > > Hello Guys,
> > >
> > > Just to let you know that Scott Adams (of Adventure International
fame)
> > has
> > > released a new adventure called "Return to Pirate's Island II", and it
> is
> > > for sale at his website at www.msadams.com
> > >
> > > Have fun,
> > >
> > > Richard.
> > >
> > >
> >
> >
>

>

5681. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 01:53:48 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srj5v9seljn45@corp.supernews.com>
Source record: 42000

I wrote a silly little program in BASIC to make typing all that stuff in a LITTLE easier... I would type in the data lines by keeping my fingers on the secondary home row (the number row), and instead of using the comma to separate values, I'd use the space bar, so I wouldn't have to keep moving my fingers around. My little program would add the commas in later. You know, it was a silly little program that saved a LOT of time! I should have put it on the market .. I'd be RICH today! :)

--
-- Gork
... When you REALLY need one ...

"Jessica C" <beadsandbangles@earthlink.net> wrote in message news:39B94239.2501D823@earthlink.net...
> Oh god, I get so tempted going through Antic and Analog Computing... I
> really would like to spend a week just typing in some massive programs.
> Cruel and vicious!
>
> Lyke
>
>
>
> Gork wrote:
>
> > "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> > news:0003.399ad31c@fmlynet.org...
> > > I was going to be vicious and post the basic listing to here so you
> > could
> > > type it in, just like in the Antic days. (grin)
> >
> > Evil... Just plain EVIL! I remember some VERY long nights...
> >
> > --
> > -- Gork
> > ... When you REALLY need one ...
>

5682. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 02:24:22 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B99FB6.9432CA76@earthlink.net>
Source record: 42001

Perhaps you should have. The millions of Atari hobbiests from the 80's, and well, today, would appreciate it. Of course, you would have been outstaged by someone else trying to make a better version. So many programs have become obsolete because of that, Atari DOS for SpartaDos and MyDos, etc, etc...

LykeWyse

Gork wrote:

> I wrote a silly little program in BASIC to make typing all that stuff in a
> LITTLE easier... I would type in the data lines by keeping my fingers on
> the secondary home row (the number row), and instead of using the comma to
> separate values, I'd use the space bar, so I wouldn't have to keep moving my
> fingers around. My little program would add the commas in later. You know,
> it was a silly little program that saved a LOT of time! I should have put
> it on the market .. I'd be RICH today! :)
>
> --
> -- Gork
> ... When you REALLY need one ...
>
> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> news:39B94239.2501D823@earthlink.net...
> > Oh god, I get so tempted going through Antic and Analog Computing... I
> > really would like to spend a week just typing in some massive programs.
> > Cruel and vicious!
> >
> > Lyke
> >
> >
> >
> > Gork wrote:
> >
> > > "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> > > news:0003.399ad31c@fmlynet.org...
> > > > I was going to be vicious and post the basic listing to here so
> you
> > > could
> > > > type it in, just like in the Antic days. (grin)
> > >
> > > Evil... Just plain EVIL! I remember some VERY long nights...
> > >
> > > --
> > > -- Gork
> > > ... When you REALLY need one ...

> >

5683. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 02:31:12 UTC
From: llpwhite@cs.com
Message-ID: <20000908223112.06444.00000009@ng-fg1.news.cs.com>
Source record: 42002

>> Not on that page they didn't, and not in the catalogs for a couple of years
<<

Oops! Wrong bookmark.
This was the one I meant:
http://www.mediasourceinc.com

But I just went to their site, and it looks like they have stopped carrying
brand name disks, also. (Rats!) Just bulk!

I'm going to do some looking, and will post the results.
Larry

5684. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 02:38:41 UTC
From: llpwhite@cs.com
Message-ID: <20000908223841.06444.00000010@ng-fg1.news.cs.com>
Source record: 42003

>somebody said they got 5 1/4 disk without the hub ring. Normally, if not only, that means they are high density 1.2 meg disks, which are unusable on an Atari <

True enough that HD do not have hub rings (I have never seen one, at least). But some DD also do not have hub rings. As I write this, I am looking at a DS/DD Imation (3M) 5-1/4" with no hub ring. These aren't old, either. Boxed, unformatted.
Saves at least 0.1 cents, I presume. :-)
Larry

5685. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 03:20:01 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srjb0sv6ljn75@corp.supernews.com>
Source record: 42004

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:39B99FB6.9432CA76@earthlink.net...
> Perhaps you should have. The millions of Atari hobbiests from the 80's,
and
> well, today, would appreciate it. Of course, you would have been
outstaged by
> someone else trying to make a better version. So many programs have
become
> obsolete because of that, Atari DOS for SpartaDos and MyDos, etc, etc...
>
Yeah perhaps so. I'm SURE it would have been outdone, as you say, though...
It was a VERY simple program .. The IDEA is what would have "sold,"
probably. I never really did see anything else like it, simple or
otherwise. And now my poor Atari setup sits in a box... I'd really like to
hook it up to the PC with one of these cables everyone talks about, but I'm
not very mechanically inclined, unfortunately. I suppose it's just a matter
of sitting down and MAKING the time to do it...

Speaking of typing in those programs... You know, I don't think I EVER got
a single one of them to work properly. Most of them would mainly work, with
a few problems. Thinking about this reminds me of the list of errors in the
DATA lines they would publish in the next few magazines. There was very
little more depressing than spending DAYS typing in a program and GOING OVER
IT AGAIN because it didn't work only to find the reason it didn't work was
due to a misprint!

--
-- Gork
... When you REALLY need one ...

5686. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 04:25:06 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B9BC0A.2DC27745@earthlink.net>
Source record: 42005

Gork wrote:

> Yeah perhaps so. I'm SURE it would have been outdone, as you say, though...
> It was a VERY simple program .. The IDEA is what would have "sold,"
> probably. I never really did see anything else like it, simple or
> otherwise. And now my poor Atari setup sits in a box... I'd really like to
> hook it up to the PC with one of these cables everyone talks about, but I'm
> not very mechanically inclined, unfortunately. I suppose it's just a matter
> of sitting down and MAKING the time to do it...

Poor Atari setup... I can understand not having the time or the inclination to hook it up to the PC, I need like an 80' cable to do it (the 800 is on the other side of the house but if I could just drill a hole through the wall I am sharing with my bedroom it would work. No can do, have a strict landlady :().

> Speaking of typing in those programs... You know, I don't think I EVER got
> a single one of them to work properly. Most of them would mainly work, with
> a few problems. Thinking about this reminds me of the list of errors in the
> DATA lines they would publish in the next few magazines. There was very
> little more depressing than spending DAYS typing in a program and GOING OVER
> IT AGAIN because it didn't work only to find the reason it didn't work was
> due to a misprint!

Yes, and additions and edits to the code that a reader would discover and then EVERYONE had to try it. The only type ins I ever got to work were some out of Compute's "books of Atari" and those were originally printed in the mag, so who knows what types of glitches you could run into.

LykeWyse

5687. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 04:29:37 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39B9BD19.5490BCE@earthlink.net>
Source record: 42006

LLpwhite wrote:

> True enough that HD do not have hub rings (I have never seen one, at least).
> But some DD also do not have hub rings. As I write this, I am looking at a
> DS/DD Imation (3M) 5-1/4" with no hub ring. These aren't old, either. Boxed,
> unformatted.
> Saves at least 0.1 cents, I presume. :-)
> Larry

My arsenal of 3M disks from about 1989 (found at goodwill @ $1 a box, shrinkwrapped and still havd the price tages from Costco or wherever) do not have hub rings. They are DS, DD and soft sectored.

As for your comment about the hub rings, hey, they save a whole penny a box. Hot damn! I got me a penny, guess I could go buy me a piece of Bazooka Joe...haha

LykeWyse

5688. Re: Keystone Kaper

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 04:30:46 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <p9fjrsorsaco6v3s4t90ohu3js07g9jk8o@4ax.com>
Source record: 42007

On Wed, 06 Sep 2000 01:02:54 GMT, "Steve Breech"
<sbreech*@columbus.rr.com> drooled an embarassing wet spot in his lap
as he typed:

>Does anyone remember the wonderful game "Keystone Kapers"? I had it for my
>800xl YEARS ago. Can anyone tell me where to get the .atr image of this
>game, or email it to me at sbreech@columbus.rr.com ?
>Thanks!
>Steve.
>

I don't believe it was ever released on floppy... but there are ROMs
of the cartrige it was released on around. I know I have it,
anyway...

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5689. Re: Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 04:40:14 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <vhfjrsc694cnp1kp9osgnkn0l5aklkoevn@4ax.com>
Source record: 42008

On Fri, 08 Sep 2000 01:08:17 GMT, Jessica C
<beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
lap as he typed:

>Yea, I have to agree. Any type of bmp creater tends to do that. Just don't
>convert anything to a .gif, it looks pitifull.
>Lyke

Depends on the image. If it doesn't have that many colours, GIF will
work fine. (GIF images only support an 8-bit palette, or 256 colours.
Their only real advantrage is that you can animate GIFs. BMPs can be
"animated" through colour cycling, but it's pretty lame... the default
bootscreen to Windows 9x uses this to simulate that moving blue
gradiated bar at the bottom)

>
>Russg wrote:
>
>> (Mindfield points out that Paint does something when reducing that
>> doesn't look so good.)
>> That's true. The pictures I've reduced with paint really look grainy or
>> something. I'm betting Paintshop Pro or Photoshop or some other
>> picture program would do a better job on reducing the size of the
>> picture and the finished product looking good.
>> Russg

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5690. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 09:13:59 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39B9FF57.7C065FB6@ev1.net>
Source record: 42009

Jessica C wrote:
>
> LLpwhite wrote:
>
> > True enough that HD do not have hub rings (I have never seen one, at least).
> > But some DD also do not have hub rings. As I write this, I am looking at a
> > DS/DD Imation (3M) 5-1/4" with no hub ring. These aren't old, either. Boxed,
> > unformatted.
> > Saves at least 0.1 cents, I presume. :-)
> > Larry
>
> My arsenal of 3M disks from about 1989 (found at goodwill @ $1 a box,
> shrinkwrapped and still havd the price tages from Costco or wherever) do not have
> hub rings. They are DS, DD and soft sectored.
>
> As for your comment about the hub rings, hey, they save a whole penny a box. Hot
> damn! I got me a penny, guess I could go buy me a piece of Bazooka Joe...haha
>
Not unless you have a time machine...gum costs *more* than a penny now!!!

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

5691. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 09:14:40 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39B9FF7F.86DD311C@ev1.net>
Source record: 42010

```
LLpwhite wrote:
>
> >somebody said they got 5 1/4 disk without the hub ring. Normally, if not
> only, that means they are high density 1.2 meg disks, which are unusable on an
> Atari <
>
> True enough that HD do not have hub rings (I have never seen one, at least).
> But some DD also do not have hub rings. As I write this, I am looking at a
> DS/DD Imation (3M) 5-1/4" with no hub ring. These aren't old, either. Boxed,
> unformatted.
> Saves at least 0.1 cents, I presume. :-)
>
Perhaps the theory was that you would tear up the disks and have to buy more...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

5692. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 09:16:24 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39B9FFE8.51AF2472@ev1.net>
Source record: 42011

Jessica C wrote:
>
> LLpwhite wrote:
>
> > True enough that HD do not have hub rings (I have never seen one, at least).
> > But some DD also do not have hub rings. As I write this, I am looking at a
> > DS/DD Imation (3M) 5-1/4" with no hub ring. These aren't old, either. Boxed,
> > unformatted.
> > Saves at least 0.1 cents, I presume. :-)
> > Larry
>
> My arsenal of 3M disks from about 1989 (found at goodwill @ $1 a box,
> shrinkwrapped and still havd the price tages from Costco or wherever) do not have
> hub rings. They are DS, DD and soft sectored.
>
> As for your comment about the hub rings, hey, they save a whole penny a box. Hot
> damn! I got me a penny, guess I could go buy me a piece of Bazooka Joe...haha
>
Not unless you have a time machine...gum costs *more* than a penny now!!!

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

5693. Re: Keystone Kaper

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 11:04:14 UTC
From: Russg <russg@en.com>
Message-ID: <39ba4fe2$0$34971$53a6afc1@news.erinet.com>
Source record: 42016

What's the 'SW' thing in the middle. I would guess Stair Way.
I can't get it to do anything. It opens up and closes, like.
Russg

5694. Re: FA - Atari 16K RAM for 400/800 - NICE!! - ends 9/12

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 11:52:51 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-TdtsMjGGPNdg@port14.vdts.cab.cth.com.au>
Source record: 42012

On Sun, 8 Sep 3900 21:56:27, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> >"news.direcpc.com" redwood@gotnet.net.nospam posted:
>
> >http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=431880427
> >
>
> Actually, those do not normally fit or work in the 400... but they were very in
> demand for memory mods on the 800.

Yes it can. Just remove the case the memory board is in.

James B

5695. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 13:13:49 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <hIqu5.1381$En.677443@news02.optonline.net>
Source record: 42013

The disks might be gone from the catalog, but the stores (MicroCenter) still carry a few. They're not bulk disks. They are name-brand and in boxes, but you have to look very carefully for them. In the store near me, for example, there was a plethora of 3.5", high density disks and Zip disks. OTOH, there were very few SuperDisks, and just a few 5.25" disks. Of those, most were HD. The HD and DD were the same brand, and the pacages looked very similar. So read carefully!

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20000908223112.06444.00000009@ng-fg1.news.cs.com...
>
> >> Not on that page they didn't, and not in the catalogs for a couple of
years
> <<
>
> Oops! Wrong bookmark.
> This was the one I meant:
> http://www.mediasourceinc.com
>
> But I just went to their site, and it looks like they have stopped
carrying
> brand name disks, also. (Rats!) Just bulk!
>
> I'm going to do some looking, and will post the results.
> Larry
>

5696. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 13:15:10 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <yJqu5.1394$En.678357@news02.optonline.net>
Source record: 42014

The bulk diskettes that MEI used to sell were DD and lacked hub rings.

"Russg" <russg@en.com> wrote in message
news:39b9938c$0$34969$53a6afc1@news.erinet.com...
> (5 1/4 disks)
> (Gees? Larry White?)
> somebody said they got 5 1/4 disk without the hub ring.
> Normally, if not only, that means they are high density 1.2 meg disks,
> which are unusable on an Atari 8-bit. 360k double density disks
> have the hub ring. AFAIK no hub ring, high density.
> Russg
>
>

5697. Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 14:15:05 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BA4650.4AE7DC88@earthlink.net>
Source record: 42015

Mindfield wrote:

> On Fri, 08 Sep 2000 01:08:17 GMT, Jessica C
> <beadsandbangles@earthlink.net> drooled an embarassing wet spot in her
> lap as she typed:
>
> >Yea, I have to agree. Any type of bmp creater tends to do that. Just don't
> >convert anything to a .gif, it looks pitifull.
> >Lyke
>
> Depends on the image. If it doesn't have that many colours, GIF will
> work fine. (GIF images only support an 8-bit palette, or 256 colours.
> Their only real advantrage is that you can animate GIFs. BMPs can be
> "animated" through colour cycling, but it's pretty lame... the default
> bootscreen to Windows 9x uses this to simulate that moving blue
> gradiated bar at the bottom)

I know that... Just saying that every GIF I have ever converted out of Paint has looked bad. I make Gifs in my spare time (a few on my website, just don't stare too long).

LykeWyse

>
>

5698. Re: Keystone Kaper

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 15:45:32 UTC
From: Axel Poqu&#65533; <axel.pq@t-online.de>
Message-ID: <8pdlv0doo18$1@news.t-online.com>
Source record: 42017

"Russg" <russg@en.com> writes in article news:39ba4fe2$0$34971$53a6afc1@news.erinet.com...
> What's the 'SW' thing in the middle. I would guess Stair Way.
> I can't get it to do anything. It opens up and closes, like.

That's the elevator! Stand in front of the open door and push your
joystick up to enter. Push down to exit.

Axel

Axel Poque
Aachen, Germany home: http://home.t-online.de/~axel.pq

5699. Re: FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 15:51:01 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8pdm9q$qo8$1@plutonium.btinternet.com>
Source record: 42018
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

Benjamin Smith <bensmith@user2.teleport.com> wrote in message
news:8p9j17qgu1@user2.teleport.com...
> For faster service, Please direct all replies through E-Mail to Ben at:
> atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
> am swamped and I find it hard to keep up with reading the NewsGroups.
>
> I update my catalogs once a week. Just before this message is posted.
> So when you see a new posting, check my Catalogs for NEW Atari stuff!!
>

<SNIP>

Stop crossposting this crap

5700. Re: Re: Keystone Kaper

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 17:27:31 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <roskrsoeelckhpkgqrpd5lacg1jm6ujm42@4ax.com>
Source record: 42019

On Sat, 9 Sep 2000 11:04:14 -0000, "Russg" <russg@en.com> drooled an
embarassing wet spot in his lap as he typed:

>What's the 'SW' thing in the middle. I would guess Stair Way.
>I can't get it to do anything. It opens up and closes, like.
>Russg
>

It's an elevator. Stand in front of it 'til it opens up on your
floor, then push UP to get in. When it opens up to the floor you want
to get off at, press DOWN.
--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5701. Re: Keystone Kaper

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 18:40:48 UTC
From: Russg <russg@en.com>
Message-ID: <39babae3$0$35390$53a6afc1@news.erinet.com>
Source record: 42021

(Axel and Mindfield answer my question.)
Ok, thanks (push up on joystick while standing in front of open elevator.)
I coulda swore I pushed up. Will try again.
Russg

5702. Re: Manipulating.BMP Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 21:01:29 UTC
From: des <dest-AT@edmc.net>
Message-ID: <Pine.WNT.4.10.10009091456420.-283013@dragon.edbd1.ab.wave.home.com>
Source record: 42020

If you don't need to EDIT the image, get Irfanview (for Windows)

It resizes, crops, adds text, adjusts color/gamma/color depth, has
filters, does file conversion (in batches too), and lots more.

--
dest@edmc.net

On Sat, 9 Sep 2000, Jessica C wrote:

>
>
> Mindfield wrote:
>
> > On Fri, 08 Sep 2000 01:08:17 GMT, Jessica C
> > <beadsandbangles@earthlink.net> drooled an embarassing wet spot in her
> > lap as she typed:
> > >
> > >Yea, I have to agree. Any type of bmp creater tends to do that. Just don't
> > >convert anything to a .gif, it looks pitifull.
> > >Lyke
> > >
> > Depends on the image. If it doesn't have that many colours, GIF will
> > work fine. (GIF images only support an 8-bit palette, or 256 colours.
> > Their only real advantrage is that you can animate GIFs. BMPs can be
> > "animated" through colour cycling, but it's pretty lame... the default
> > bootscreen to Windows 9x uses this to simulate that moving blue
> > gradiated bar at the bottom)
>
> I know that... Just saying that every GIF I have ever converted out of Paint has
> looked bad. I make Gifs in my spare time (a few on my website, just don't stare
> too long).
>
> LykeWyse
>
> >
> >
>
>
>

5703. Re: Help: Atari 400 hook up to TV

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 22:39:44 UTC
From: Russg <russg@en.com>
Message-ID: <39baf2e2$0$35378$53a6afc1@news.erinet.com>
Source record: 42037

don't have a 400. But maybe you're hooking a RF cable into A/V
input ports on the TV. If the 400 has monitor output port, that'd be
the one to hook to the A/V of the TV. If it is a RF cable, you'd hook
that to the antenna input, not the AV input.
Russg

5704. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 22:51:00 UTC
From: Russg <russg@en.com>
Message-ID: <39baf585$0$35378$53a6afc1@news.erinet.com>
Source record: 42038

OK. Apparently some DD 5 1/4 come without the hub ring.
I believe most do have the hub ring. Now, how about the obverse,
can we at least say if it has a hub ring it is DD for sure? It is probably
safer, given an unknown 5 1/4" disk in your hand, that if it doesn't
have a hub ring, it probably isn't DD, if it has a hub ring, it almost
certainly is DD.
Russg

5705. FS: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 23:05:23 UTC
From: Amiga WorkZ <ZaXXoN@nospam.nowhere>
Message-ID: <S6.l4.792AKe66yAe4xEe.NR@nospam.nowhere>
Source record: 42022

Hey!

Got this old ATR 8000 here for sale.
No Dox - No Software
Haven't the slightest Idea of what to ask.

Offers!

ZaXXoN at primenet dot com

5706. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 23:31:07 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000909193107.05085.00000177@ng-fs1.aol.com>
Source record: 42023

>"Alan Sharkis" asharkis@optonline.net replied:

>The bulk diskettes that MEI used to sell were DD and lacked hub rings.

The last ones I received from MEI DID have the hub rings..?

-Ron

I don't have a solution but I admire the problem.

5707. Help: Atari 400 hook up to TV

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 23:55:39 UTC
From: Paul Iliffe <piliffe@mediaone.net>
Message-ID: <39BACDFB.1B22C982@mediaone.net>
Source record: 42024

I'm new to the Atari world so please excuse me if my question is
downright ridiculous.
I've an Atari 400 that I would like to give to my young son. I've been
trying to work out how to connect it to a modern Sony TV but can't seem
to tune it in. I've hooked up to the A/V video input slot but cant find
the channel anywhere. Can anybody tell me what's wrong ?
Thanks in advance

5708. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-09 23:59:45 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000909195945.05085.00000181@ng-fs1.aol.com>
Source record: 42025

>"Gork" fnu_lnu@worldnet.net remarked:

>I wrote a silly little program in BASIC to make typing all that stuff in a
>LITTLE easier... I would type in the data lines by keeping my fingers on
>the secondary home row (the number row), and instead of using the comma to
>separate values, I'd use the space bar, so I wouldn't have to keep moving my
>fingers around. My little program would add the commas in later. You know,
>it was a silly little program that saved a LOT of time! I should have put
>it on the market .. I'd be RICH today! :)

You might have sold it to one of the magazines of the period.

Antic published "Typer's Tool Box" in '83 or very early '84 which would do a lot of the housekeeping for you including automatic line numbering and a special data mode. The data mode added the "DATA " and the commas. Also, A.N.A.L.O.G. printed a pseudo key pad which re-assigned the letters below the "7 8 9" to give "4 5 6" and the next row for "1 2 3". When these were combined, you could do decimal data statements all with the right land and follow your place in the magazine with your left. Later we even built the check-sum algorithm into the code. Basically we never left any code as is; always added something or tweaked it a little to "improve" it. PC's were really personal in those days when you could write a lot of your own aps with a little help from some borrowed hacks.

-Ron

I don't have a solution but I admire the problem.

5709. Re: FS: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 00:11:44 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000909201144.05085.00000184@ng-fs1.aol.com>
Source record: 42026

>"Amiga WorkZ" ZaXXoN@nospam.nowhere offered:

> Got this old ATR 8000 here for sale.
> No Dox - No Software

Does this mean that working condition is unknown?

-Ron

I don't have a solution but I admire the problem.

5710. Help getting The Shattered Alliance to work

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 00:32:58 UTC
From: Stuart aka PCKid <stuartnich@one.net.au>
Message-ID: <zFAu5.13077$cr3.353290@ozemail.com.au>
Source record: 42027

I'm using the DOS Atari 800 emulator with Basic ROM activated. It goes through choosing players but when it starts to load the playfied it crashes. Anyone got any tips to get it working?

Stuart

5711. Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 00:34:35 UTC
From: Stuart aka PCKid <stuartnich@one.net.au>
Message-ID: <4HAu5.13078$cr3.354674@ozemail.com.au>
Source record: 42028

Can anyone point me to, or email me, an older version of Atari800win? I used to have a version that worked but all the latest ones just won't run.

Stuart

5712. Battlezone on Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 00:43:58 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <iPAu5.46564$6T.4325316@typhoon.we.rr.com>
Source record: 42029

What does the Battlezone cart for Atari computers look like? As in "in-game", not the cart itself. Is it the same as the unreleased 5200 version? I've played it on an emulator.

5713. Re: FS: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 00:53:34 UTC
From: Amiga WorkZ <ZaXXoN@nospam.nowhere>
Message-ID: <A2.32.f92GHefz3Mdp1gd.NR@nospam.nowhere>
Source record: 42030

Hey!

Unknown operating order.
Was working when last taken out of service years ago.
All my Atari computing is now done in emulation on me Amiga.

"R" == "RHamiIton5" writes:

R>
R> > Got this old ATR 8000 here for sale.
R> > No Dox - No Software
R>
R> Does this mean that working condition is unknown?
R>
--
---
primenet.com/~ZaXXoN ....at Amiga WorkZ

5714. Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 01:47:05 UTC
From: "Nathan A. Tarler" <tarlern@prodigy.net>
Message-ID: <39BAE818.2B3A9209@prodigy.net>
Source record: 42031

Hi

Is there a PC software program that emulates or is equal to the Atari
800 Star Raiders that will run on Win 9x?

Thank you
Nathan A. Tarler

5715. Re: Help: Atari 400 hook up to TV

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 02:14:02 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BAEECE.A9E478DC@earthlink.net>
Source record: 42032

Hi,
You need a r/f switch (also known as a tv/computer switch from the days when it was needed to hook up a computer to a television set) which would be available at radio shack for a couple of dollars. If it still has the two screw in ports (like for an antenna) you may need an ohm converter which will allow the prongs to screw in and go into your cable input jack.

As for the channel, make sure you have it set on 2 or 3 to pick up the signal, you can change it by using the little black switch marked "channel 2-3" next to the on/off button. Let me know if you need more help (like periphial sequence, etc if you intend to buy a diskdrive).

I feel that you made a good choice in giving the 400 to your son; if the keyboard is unaltered (still membrane as opposed to having a "real" keyboard), it is virtually kidproof. Using a joystick also improves the fine motor skills in a child's hand (I am assuming you are giving him some games as well) as well as hand-eye coordination.

Don't feel bad about not knowing, I was pretty dumb about certain things when I first got my 800; I was a nintendo user in the 80's and had no idea about the switch. Best of luck,

LykeWyse

Paul Iliffe wrote:

> I'm new to the Atari world so please excuse me if my question is
> downright ridiculous.
> I've an Atari 400 that I would like to give to my young son. I've been
> trying to work out how to connect it to a modern Sony TV but can't seem
> to tune it in. I've hooked up to the A/V video input slot but cant find
> the channel anywhere. Can anybody tell me what's wrong ?
> Thanks in advance

5716. Re: Help getting The Shattered Alliance to work

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 02:19:12 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BAF00C.D6D306D6@earthlink.net>
Source record: 42033

Hi,

I have had a much similar problem with A800Win, not on Shattered alliance, but on various other programs. Are you sure that you have a full download of it? I have found that I would get partial downloads if I was not careful while downloading .ATR's, etc. The only way I have found to get it to stop doing that is to restart the program mid operation. You may have a systemwide crash and get the bluescreen of death, or it will up and decide to work. Don't ask how. I have come to the conclusion that my PC is a semi organic lifeform that really really hates me...

LykeWyse

Stuart aka PCKid wrote:

> I'm using the DOS Atari 800 emulator with Basic ROM activated. It goes
> through choosing players but when it starts to load the playfied it crashes.
> Anyone got any tips to get it working?
>
> Stuart

5717. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 02:22:15 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BAF0C3.F934B2EF@earthlink.net>
Source record: 42034

Stuart,

Much sympathies! I understand... that would be much appreciated if someone would pass this on to me as well. That has attributed to many of my problems with A800Win. For some reason, my version will not load the ROMs that I have downloaded for it. Yes, I know how to load the ROMs from the last version which is now...long...gone...boo!`

LykeWyse

Stuart aka PCKid wrote:

> Can anyone point me to, or email me, an older version of Atari800win? I used
> to have a version that worked but all the latest ones just won't run.
>
> Stuart

5718. Re: FS: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 02:26:36 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BAF1C4.2C949EFD@earthlink.net>
Source record: 42035

Hey Amiga Man!

Poor Ron, he just can't get a working A8000. Too bad :).

BTW Ron, How is the project to get this thing working going thusfar? Any luck getting it fixed (other than being tempted to send it to the thief to only to find out he IS a thief...)?

LykeWyse

Amiga WorkZ wrote:

> Hey!
>
> Unknown operating order.
> Was working when last taken out of service years ago.
> All my Atari computing is now done in emulation on me Amiga.

5719. Re: FS: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 02:31:47 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BAF2F1.F66B22A8@earthlink.net>
Source record: 42036

Hi Amiga Man,

My suggestion would be to put it up for auction on eBay and see what it goes for. If you post on the newsgroup here and start the bid out reasonably, the public will usually determine the price. Sometimes you may be suprised at what some people will pay for this stuff. The A8000 is a neat little box and in demand at the moment and you should be able to get about what it is worth if not more. Just try it (if you like) and let us know when you post it.

LykeWyse

Amiga WorkZ wrote:

> Hey!
>
> Got this old ATR 8000 here for sale.
> No Dox - No Software
> Haven't the slightest Idea of what to ask.
>
> Offers!
>
> ZaXXoN at primenet dot com

5720. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 03:40:40 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BB0322.DE85ED7@earthlink.net>
Source record: 42039

Hi Nathan,

There are several out there. I would reccomend getting Atari800Win (freeware) and going around to several of the emulation sites and looking for Star Raiders. However, we have all complained about color differences in the emulation, like the shields are green on some units as opposed to blue, etc. One of us may be able to send you a copy by eMail if you download A800Win.

The emulation is not perfect but it is the closest you can get on the PC without buying one of those "Over 1000 Atari Games, only 1 cent" CD-RW's on eBay (and if you get to purchase it without eBay closing it down. SafeHarbor has been known to close auctions of this type due to copywright infringements).

Good luck on your quest.
LykeWyse

"Nathan A. Tarler" wrote:

> Hi
>
> Is there a PC software program that emulates or is equal to the Atari
> 800 Star Raiders that will run on Win 9x?
>
> Thank you
> Nathan A. Tarler

5721. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 05:09:34 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srm5qbomct699@corp.supernews.com>
Source record: 42040

Wll, it looks like I'm not the ONLY one who came up with that idea!
Figures... :) As I recall, my little program also added "DATA" in so your
fingers never had to leave the number row. I never did even think of the
pseudo key pad idea, though... We read A.N.A.L.O.G. and many of the other
Atari magazines of the time, but I don't recall seeing either of those
programs at all. I'm SURE we'd have taken the time to type them in if we
had!

I know what you mean about writing your own apps with some borrowed hacks...
It seems most of the programming tricks and techniques we learned weren't
from books, but rather, from other programs people had written, including
those in magazines. One of the tricks I learned, however, haunts me to this
day. I wrote a disk labeler program (a real nice one, if I do say so
myself) and used one of these "tricks" to disable the break key, and make it
so the program couldn't be LISTed. It seems like I saw, at one point, a way
to get around this using various POKEs and the like, but I don't know where
it was and never wrote it down or used it anywhere; I thought I had kept a
LISTable copy of my program. I hadn't, however, and I have no print-out or
anything of the "code" of my basic program. In addition, for some silly
reason, the first thing I had the program do was to make sure a printer was
hooked up. If a printer wasn't hooked up an error would show, and you
couldn't continue w/o hooking up a printer. So, not only can I read over
the code, I also can't even run the program (no printer) to bring back old
memories or anything! Ack!

--
-- Gork
... When you REALLY need one ...

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20000909195945.05085.00000181@ng-fs1.aol.com...

>
> You might have sold it to one of the magazines of the period.
>
> Antic published "Typer's Tool Box" in '83 or very early '84 which would do
a
> lot of the housekeeping for you including automatic line numbering and a
> special data mode. The data mode added the "DATA " and the commas. Also,
> A.N.A.L.O.G. printed a pseudo key pad which re-assigned the letters below
the
> "7 8 9" to give "4 5 6" and the next row for "1 2 3". When these were
combined,
> you could do decimal data statements all with the right land and follow
your

> place in the magazine with your left. Later we even built the check-sum
> algorithm into the code. Basically we never left any code as is; always
added
> something or tweaked it a little to "improve" it. PC's were really
personal in
> those days when you could write a lot of your own aps with a little help
from
> some borrowed hacks.
>
> -Ron
>
> I don't have a solution but I admire the problem.

5722. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 05:16:39 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BB19A0.7B411B70@earthlink.net>
Source record: 42041

That's why most disks have some sort of indication on the brand sticker.

LykeWyse

Russg wrote:

> OK. Apparently some DD 5 1/4 come without the hub ring.
> I believe most do have the hub ring. Now, how about the obverse,
> can we at least say if it has a hub ring it is DD for sure? It is probably
> safer, given an unknown 5 1/4" disk in your hand, that if it doesn't
> have a hub ring, it probably isn't DD, if it has a hub ring, it almost
> certainly is DD.
> Russg

5723. XEP80 Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 05:29:13 UTC
From: Ben Jirou <bluesky6@ix.netcom.com>
Message-ID: <kv6mrs0ekd3itmudb880h5qmc92nd6btpj@4ax.com>
Source record: 42042

Does anyone know if the XEP80 is compatible with the 65XE/130XE/XEGM?

Thanks.

Ben

5724. Re: Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 07:37:47 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <giemrsgudanh1r5fi1njcvejfefdpksms9@4ax.com>
Source record: 42043

On Sun, 10 Sep 2000 02:22:15 GMT, Jessica C
<beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
lap as he typed:

>Stuart,
>
>Much sympathies! I understand... that would be much appreciated if someone
>would pass this on to me as well. That has attributed to many of my problems
>with A800Win. For some reason, my version will not load the ROMs that I have
>downloaded for it. Yes, I know how to load the ROMs from the last version which
>is now...long...gone...boo!`
>
>LykeWyse

Strange that you should have these problems. I've had no trouble
getting all versions, up to the newest (2.6c) to work. What exactly
is it (not) doing when you try and load the ROMs?
--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5725. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 07:40:45 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <clemrs4u45fs96qosoh1bvp3njg7u0p1co@4ax.com>
Source record: 42044

On Sat, 09 Sep 2000 21:47:05 -0400, "Nathan A. Tarler"
<tarlern@prodigy.net> drooled an embarassing wet spot in his lap as he
typed:

>
>Hi
>
>Is there a PC software program that emulates or is equal to the Atari
>800 Star Raiders that will run on Win 9x?
>
>Thank you
>Nathan A. Tarler

Get an 8-bit emulator such as Atari800 (for DOS or Windows), or
XL-It!. Those two are the best around at the moment. You can get
either at www.vintagegaming.com or www.classicgaming.com. I also run
an FTP featuring an Atari section that borders on immense. (I was an
Atarian for about 14 years, from the 2600 on up through the ST line,
so naturally this is my specialty. :-) I've got the major
emulators, as well as disk images and single files for very nearly all
8-bit Atari programs.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5726. Software from 30p

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 09:29:24 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <39BB5474.F391961E@cyberpeeps.freeserve.co.uk>
Source record: 42046

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

5727. Re: XEP80 Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 09:37:36 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000910023548.8237A-100000@vtn1>
Source record: 42045

Yes, but you need software that will use it and the drivers
that came with the original unit (or later improved versions).

jkp

On Sat, 9 Sep 2000, Ben Jirou wrote:

> Does anyone know if the XEP80 is compatible with the 65XE/130XE/XEGM?
>
> Thanks.
>
> Ben
>
>

5728. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 10:17:23 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <qknmrscgpertug6t3lt0p2efv154v1o9nt@4ax.com>
Source record: 42048

The other Day Mindfield <mindfield@badgers.home.com> wrote:

>On Sun, 10 Sep 2000 02:22:15 GMT, Jessica C
><beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
>lap as he typed:
>
>>Stuart,
>>
>>Much sympathies! I understand... that would be much appreciated if someone
>>would pass this on to me as well. That has attributed to many of my problems
>>with A800Win. For some reason, my version will not load the ROMs that I have
>>downloaded for it. Yes, I know how to load the ROMs from the last version which
>>is now...long...gone...boo!`
>>
>>LykeWyse
>
>Strange that you should have these problems. I've had no trouble
>getting all versions, up to the newest (2.6c) to work. What exactly
>is it (not) doing when you try and load the ROMs?

I have had no probs except when I tried Window's ME on my system and I
got some sound stutter. So far it's running OK re the latest version,
can't say I have ever had mega probs apart from any known bugs that
Rich had fixed in the next release although I do know people who have
had probs with this new version who DON'T run ME.

Pass...

But for those wanting older versions I suggest a trip here.

http://homepages.ihug.co.nz/~aaronat/atari.html
--
Paul Irvine

Retro-gamer & old git

5729. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 10:23:28 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <3vnmrs4f43oinrb00a31rk92bljt9ea4v7@4ax.com>
Source record: 42049

The other Day Jessica C <beadsandbangles@earthlink.net> wrote:

>Hi Nathan,
>
>There are several out there. I would reccomend getting Atari800Win
>(freeware) and going around to several of the emulation sites and looking
>for Star Raiders. However, we have all complained about color
>differences in the emulation, like the shields are green on some units as
>opposed to blue, etc. One of us may be able to send you a copy by eMail
>if you download A800Win.

The colour differences are not emulation problems as such..They are TV
problems.

What you see as blue WAS meant to be green I believe.

Blame either countries TV systems (UK /US)
--
Paul Irvine

Retro-gamer & old git

5730. Re: Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 10:33:38 UTC
From: Stuart aka PCKid <stuartnich@one.net.au>
Message-ID: <HsJu5.13514$cr3.361111@ozemail.com.au>
Source record: 42047

I never get to the load roms problem. Mine just says it's failed loading Atri800win because there is an error in Atarti800win.exe. Then your only choice is to close which closes the half open window in the background. Does it generate a ini or log file? If it does maybe you could send me it. As far as the ROM problem it may need to have the path changed manually in the register.

"Mindfield" <mindfield@badgers.home.com> wrote in message news:giemrsgudanh1r5fi1njcvejfefdpksms9@4ax.com...
> On Sun, 10 Sep 2000 02:22:15 GMT, Jessica C
> <beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
> lap as he typed:
>
> >Stuart,
> >
> >Much sympathies! I understand... that would be much appreciated if
someone
> >would pass this on to me as well. That has attributed to many of my
problems
> >with A800Win. For some reason, my version will not load the ROMs that I
have
> >downloaded for it. Yes, I know how to load the ROMs from the last
version which
> >is now...long...gone...boo!`
> >
> >LykeWyse
>
> Strange that you should have these problems. I've had no trouble
> getting all versions, up to the newest (2.6c) to work. What exactly
> is it (not) doing when you try and load the ROMs?
> --
> Mindfield
>
> "Nothing works contrary to nature, only to what we know of it." -Scully
>
> Remove the badgers before E-Mailing.

5731. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 10:43:32 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <0bpmrs0ajl3r33430jv0l66tbvnp06mj1c@4ax.com>
Source record: 42050

The other Day Mindfield <mindfield@badgers.home.com> wrote:

>On Sun, 10 Sep 2000 02:22:15 GMT, Jessica C
><beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
>lap as he typed:
>
>>Stuart,
>>
>>Much sympathies! I understand... that would be much appreciated if someone
>>would pass this on to me as well. That has attributed to many of my problems
>>with A800Win. For some reason, my version will not load the ROMs that I have
>>downloaded for it. Yes, I know how to load the ROMs from the last version which
>>is now...long...gone...boo!`
>>
>>LykeWyse
>
>Strange that you should have these problems. I've had no trouble
>getting all versions, up to the newest (2.6c) to work. What exactly
>is it (not) doing when you try and load the ROMs?

I have had no probs except when I tried Window's ME on my system and I
got some sound stutter. So far it's running OK re the latest version,
can't say I have ever had mega probs apart from any known bugs that
Rich had fixed in the next release although I do know people who have
had probs with this new version who DON'T run ME.

Pass...

But for those wanting older versions I suggest a trip here.

http://homepages.ihug.co.nz/~aaronat/atari.html
--
Paul Irvine

Retro-gamer & old git

5732. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 10:48:34 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <tapmrs8mtdtg3mkoabig1504iu10lpbd9q@4ax.com>
Source record: 42051

The other Day Jessica C <beadsandbangles@earthlink.net> wrote:

>Hi Nathan,
>
>There are several out there. I would reccomend getting Atari800Win
>(freeware) and going around to several of the emulation sites and looking
>for Star Raiders. However, we have all complained about color
>differences in the emulation, like the shields are green on some units as
>opposed to blue, etc. One of us may be able to send you a copy by eMail
>if you download A800Win.

The colour differences are not emulation problems as such..They are TV
problems.

What you see as blue WAS meant to be green I believe.

Blame either countries TV systems (UK /US)
--
Paul Irvine

Retro-gamer & old git

5733. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 11:03:33 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <f0qmrss3ioghbdtd6dgr5um6r3v4e9ao16@4ax.com>
Source record: 42052

The other Day "Stuart aka PCKid" <stuartnich@one.net.au> wrote:

>I never get to the load roms problem. Mine just says it's failed loading
>Atri800win because there is an error in Atarti800win.exe. Then your only
>choice is to close which closes the half open window in the background. Does
>it generate a ini or log file? If it does maybe you could send me it. As far
>as the ROM problem it may need to have the path changed manually in the
>register.

Hmmm...Have you changed anything on your system and are the cards etc
real soundblasters etc and not compatible (which means they are not
normally)

ANd of course, you have DX7 on?
--
Paul Irvine

Retro-gamer & old git

5734. Excuse the double posts please.

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 11:06:17 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <ulqmrs0kdt5dl8kvgonbaphpsrbacnurst@4ax.com>
Source record: 42053

My ISP is shutting down their 24/7 access on the 30th and it seems
they are going to pot in between times with their servers.

Some things post, some don't and then say they have after it's been
sent twice :-(
--
Paul Irvine

Retro-gamer & old git

5735. Re: XEP80 Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 12:10:08 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <8pfq90sfp1@news.netvision.net.il>
Source record: 42054

YES They are!

NIR

"Ben Jirou" <bluesky6@ix.netcom.com> wrote in message
news:kv6mrs0ekd3itmudb880h5qmc92nd6btpj@4ax.com...
> Does anyone know if the XEP80 is compatible with the 65XE/130XE/XEGM?
>
> Thanks.
>
> Ben

5736. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 13:38:34 UTC
From: Stuart aka PCKid <stuartnich@one.net.au>
Message-ID: <2aMu5.13622$cr3.363723@ozemail.com.au>
Source record: 42055

Yeah I've got an SBLive, DX7 latest version, etc. An older version worked fine but the last few releases have caused this. Even after doing a brand new Win 98 install it still did this. Like I said maybe if I had an ini file that it creates (if it does) then I could get it going. I've looked in the registry and all paths etc seem correct.

"Paul Irvine" <mclane@btinternet.com> wrote in message news:f0qmrss3ioghbdtd6dgr5um6r3v4e9ao16@4ax.com...
> The other Day "Stuart aka PCKid" <stuartnich@one.net.au> wrote:
>
> >I never get to the load roms problem. Mine just says it's failed loading
> >Atri800win because there is an error in Atarti800win.exe. Then your only
> >choice is to close which closes the half open window in the background.
Does
> >it generate a ini or log file? If it does maybe you could send me it. As
far
> >as the ROM problem it may need to have the path changed manually in the
> >register.
>
> Hmmm...Have you changed anything on your system and are the cards etc
> real soundblasters etc and not compatible (which means they are not
> normally)
>
> ANd of course, you have DX7 on?
> --
> Paul Irvine
>
> *Retro-gamer & old git*

5737. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 13:56:01 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <di4nrs8tcnptqa50umsjjtv6pgmjr2jeuu@4ax.com>
Source record: 42056

The other Day "Stuart aka PCKid" <stuartnich@one.net.au> wrote:

>Yeah I've got an SBLive, DX7 latest version, etc. An older version worked
>fine but the last few releases have caused this. Even after doing a brand
>new Win 98 install it still did this. Like I said maybe if I had an ini file
>that it creates (if it does) then I could get it going. I've looked in the
>registry and all paths etc seem correct.

Removed the registry settings key (although I think that option is
built in the later editions)

If it's dying before it can fully launch the program then it's a bit
weird.

Try deleting the reg key anyway..It won't do any harm as long as you
only delete THAT key :-)

If not then try the link I sent for the older versions in the
newsgroup.
--
Paul Irvine

Retro-gamer & old git

5738. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 14:10:34 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <5i5nrs0rvd04dv6lk0rm0rteqa0qo68im2@4ax.com>
Source record: 42057

The other Day Paul Irvine <mclane@btinternet.com> wrote:

>The other Day "Stuart aka PCKid" <stuartnich@one.net.au> wrote:
>
>>Yeah I've got an SBLive, DX7 latest version, etc. An older version worked
>>fine but the last few releases have caused this. Even after doing a brand
>>new Win 98 install it still did this. Like I said maybe if I had an ini file
>>that it creates (if it does) then I could get it going. I've looked in the
>>registry and all paths etc seem correct.
>
>Removed the registry settings key (although I think that option is
>built in the later editions)

Remove, not removed...doh!
--
Paul Irvine

Retro-gamer & old git

5739. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 14:29:45 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BB9B3C.563366B9@earthlink.net>
Source record: 42058

It *is not* working! It is not loading the roms. I keep getting various errors about it like, "Rom not loaded, please load rom and try again" and "A fatal error occoured in Atari800Win, press enter to continue or ESC to abort." In other words, the blue screen of death.

LykeWyse

Mindfield wrote:

> Strange that you should have these problems. I've had no trouble
> getting all versions, up to the newest (2.6c) to work. What exactly
> is it (not) doing when you try and load the ROMs?
> --
> Mindfield
>
> "Nothing works contrary to nature, only to what we know of it." -Scully
>
> Remove the badgers before E-Mailing.

5740. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 14:46:11 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39BB9EB3.F0485381@earthlink.net>
Source record: 42059

Paul Irvine wrote:
>
> The other Day Jessica C <beadsandbangles@earthlink.net> wrote:
>
> >Hi Nathan,
> >
> >There are several out there. I would reccomend getting Atari800Win
> >(freeware) and going around to several of the emulation sites and looking
> >for Star Raiders. However, we have all complained about color
> >differences in the emulation, like the shields are green on some units as
> >opposed to blue, etc. One of us may be able to send you a copy by eMail
> >if you download A800Win.
>
> The colour differences are not emulation problems as such..They are TV
> problems.
>
> What you see as blue WAS meant to be green I believe.
>
> Blame either countries TV systems (UK /US)

Definitely not. Even the manual states that the screen should turn
blue, at least in the US version.

Mike

5741. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 14:47:24 UTC
From: Stuart aka PCKid <stuartnich@one.net.au>
Message-ID: <AaNu5.13697$cr3.365072@ozemail.com.au>
Source record: 42060

Your problem is different than mine. I did have this problem when I renamed the folder as the registry had the original name. So I went to the registry and corrected the path names then it found the roms.

"Jessica C" <beadsandbangles@earthlink.net> wrote in message news:39BB9B3C.563366B9@earthlink.net...
> It *is not* working! It is not loading the roms. I keep getting various errors
> about it like, "Rom not loaded, please load rom and try again" and "A fatal error
> occoured in Atari800Win, press enter to continue or ESC to abort." In other words,
> the blue screen of death.
>
> LykeWyse
>
> Mindfield wrote:
>
> > Strange that you should have these problems. I've had no trouble
> > getting all versions, up to the newest (2.6c) to work. What exactly
> > is it (not) doing when you try and load the ROMs?
> > --
> > Mindfield
> >
> > "Nothing works contrary to nature, only to what we know of it." -Scully
> >
> > Remove the badgers before E-Mailing.
>

5742. FA: Atari 800XL w/ XF551 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 14:48:49 UTC
From: Chad <nospam@bellsouth.net>
Message-ID: <sbNu5.351$5M.4163@news3.mia>
Source record: 42061

Check it out, at the following URL:

http://page.auctions.yahoo.com/auction/39366080

5743. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 14:50:34 UTC
From: Stuart aka PCKid <stuartnich@one.net.au>
Message-ID: <xdNu5.13707$cr3.364379@ozemail.com.au>
Source record: 42062

I went to Holmes page and got the Unofficial release version 2.5e and that one WORKS!!. It is the only one that does though. versions 2.5c and whatever the third one is on Holmes page both don't work. So at least it now works. Strange that the latest don't though.
I tried Rainbow and that works but it seems to be shareware and though I do buy shareware I am not going to lash out money on an Atari 800 shareware program if it's no better than the freeware ones around.

"Jessica C" <beadsandbangles@earthlink.net> wrote in message news:39BB9B3C.563366B9@earthlink.net...
> It *is not* working! It is not loading the roms. I keep getting various errors
> about it like, "Rom not loaded, please load rom and try again" and "A fatal error
> occoured in Atari800Win, press enter to continue or ESC to abort." In other words,
> the blue screen of death.
>
> LykeWyse
>
> Mindfield wrote:
>
> > Strange that you should have these problems. I've had no trouble
> > getting all versions, up to the newest (2.6c) to work. What exactly
> > is it (not) doing when you try and load the ROMs?
> > --
> > Mindfield
> >
> > "Nothing works contrary to nature, only to what we know of it." -Scully
> >
> > Remove the badgers before E-Mailing.
>

5744. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 14:58:06 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BBA1E6.1DF5267F@earthlink.net>
Source record: 42063

Here we are again complaining about the color. See what I mean?

LykeWyse

Mike Kohary wrote:

> Definitely not. Even the manual states that the screen should turn
> blue, at least in the US version.
>
> Mike

5745. Another Hasbro Lawsuit Link

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 15:43:13 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <srnatv1qct6119@corp.supernews.com>
Source record: 42064

http://www.fgnonline.com/news/15335.html

Nothing really new or provocative, just a list of names and games.

The funny thing is after reading the games and producers of the copyright infringers, I almost felt like looking them up and seeing if I could buy their games. Probably the exact opposite result Hasbro was looking for.

5746. Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 16:07:23 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srncbstpct6103@corp.supernews.com>
Source record: 42065

I am having difficulty with the sound in 2.5c. The sound is worse, but I don't really know how to explain what it sounds like. It doesn't sound right, first of all. The two "clicks" known to all Atarians when you first boot are elongated, and almost get a type of an "echo" to them, or better, they aren't just two simple clicks, but rather a set of clicks. It almost sounds like a short in a speaker or something. At one point the program actually shut off the sound because of a problem it was encoutering, I guess. I backed up to version 2.6a and have no problems with that version...

I'm using a SB AWE64 16 bit sound card on a 300 MHz P2 under Win 98 SE.

--
-- Gork
... When you REALLY need one ...

"Rich" <rich@cstone.net> wrote in message
news:1aluns4n02fb6vnoega4nrk7hn1sfp6ftj@4ax.com...
> http://www.cris.com/~Twist/atari800win
>
> http://www.cris.com/~Twist/atari800win/whatsnew.txt for what is new in
> this version.
>
> I am interested in what luck people are having in sound in this
> version...I have conflicting reports that the new sound is
> better/worse, just need to know some examples of worse.
>
> If you have such, send me the perceived difference in sound compared
> to 2.5c, what sound card you are running, speed of machine, version of
> OS you are running under. Thanks.

5747. Re: Help: Atari 400 hook up to TV

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 16:19:11 UTC
From: bostone1@aol.com
Message-ID: <20000910121911.04040.00000608@nso-cc.aol.com>
Source record: 42068

Even though that Atari 400 fits your A/V input perfectly, that's not where it goes. On newer TVs, it would have to connect with your cable TV input, which, of course, uses a different connection. :)
For best picture and sound quality, use a simple adapter that they sell at Radio Shack that allows you to connect directly to the cable TV input. It makes it messy to change back and forth for regular TV viewing, but those switch boxes can really degrade the picture and sound.

Bob Stone

5748. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 16:20:22 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <d5dnrs0sb07hrq73n366hq6qj43fjp37io@4ax.com>
Source record: 42066

The other Day Mike Kohary <mkohary@earthlink.net> wrote:

>Paul Irvine wrote:

>> What you see as blue WAS meant to be green I believe.
>>
>> Blame either countries TV systems (UK /US)
>
>Definitely not. Even the manual states that the screen should turn
>blue, at least in the US version.
>
>Mike

LOL..
--
Paul Irvine

Retro-gamer & old git

5749. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 16:20:40 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <d6dnrso5o126de53lm6999hg40n628nmlg@4ax.com>
Source record: 42067

The other Day Jessica C <beadsandbangles@earthlink.net> wrote:

>Here we are again complaining about the color. See what I mean?
>
>LykeWyse
>
>Mike Kohary wrote:
>
>> Definitely not. Even the manual states that the screen should turn
>> blue, at least in the US version.
>>
>> Mike

You started it :-)
--
Paul Irvine

Retro-gamer & old git

5750. Re: XEP80 Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 16:33:03 UTC
From: bostone1@aol.com
Message-ID: <20000910123303.27058.00000579@nso-ff.aol.com>
Source record: 42069

In article <kv6mrs0ekd3itmudb880h5qmc92nd6btpj@4ax.com>, Ben Jirou
<bluesky6@ix.netcom.com> writes:

>Does anyone know if the XEP80 is compatible with the 65XE/130XE/XEGM?

Yes, and I have the software for it if you need it.

Bob Stone

5751. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 16:33:53 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srndtg2bct6102@corp.supernews.com>
Source record: 42070

Something I just did that MIGHT be related... I upgraged to 2.6c a few days ago, and due to sound problems just visited Holmes to pick up an earlier version. I tried 2.6a, and it seemed to work just fine, at first. But, when I switched the hardware from atariosb to the atarixl ROM, the XL ROM would not load. I recieved an error telling me so, along with a box which asked if I wanted to view the error log. Every time I clicked on cancel (as in: no I don't want to view the log) my entire system froze up. I went through the same steps several times (with several reboots) before finding out that if I clicked on OK to view the log, my system didn't freeze up, and Atari800Win allowed me to change options. I went in and looked at the paths for the ROMs, and they were all correct. BUT, I still couldn't load them. I actually went into the window where it shows the pathway to each ROM for each individual machine, and used the browse button to point the program to the path and file which was already displayed in the box (which is the path for the ROM files on my computer). After I did this for each ROM, I have had no problems loading the ROMs with the program. Everything works fine now, in version 2.6a. Kind of weird, and I don't quite get it, but at least it works now! I guess it's a bug or sumthin'.

--
-- Gork
... When you REALLY need one ...

"Stuart aka PCKid" <stuartnich@one.net.au> wrote in message
news:4HAu5.13078$cr3.354674@ozemail.com.au...
> Can anyone point me to, or email me, an older version of Atari800win? I
used
> to have a version that worked but all the latest ones just won't run.
>
> Stuart
>
>

5752. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 16:53:23 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39BBBC83.3F816A1B@earthlink.net>
Source record: 42071

Jessica C wrote:
>
> Here we are again complaining about the color. See what I mean?
>
> LykeWyse
>
> Mike Kohary wrote:
>
> > Definitely not. Even the manual states that the screen should turn
> > blue, at least in the US version.
> >
> > Mike

Ok, I don't get it (yours and Paul's response). I've been around this group a long time, but sometimes read it infrequently, so I must have missed an in-joke or something. What is it?

Just to note, I wasn't complaining. I don't care that the screen turns green in emulators; the game still plays the same. But it isn't a TV problem, as was previously stated - the emulation is clearly wrong. Or am I making this funnier by saying all this? ;)

Mike

5753. Re: Another Hasbro Lawsuit Link

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 16:56:05 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39BBBD25.5DF12A47@earthlink.net>
Source record: 42072

Rick Cortese wrote:
>
> http://www.fgnonline.com/news/15335.html
>
> Nothing really new or provocative, just a list of names and games.
>
> The funny thing is after reading the games and producers of the copyright
> infringers, I almost felt like looking them up and seeing if I could buy
> their games. Probably the exact opposite result Hasbro was looking for.

Whatever happened to the Good Ol' Days (tm) when knock-offs of hit games were commonplace and not much thought of by the gaming companies. Oh sure, there was Atari sueing Sierra over Jawbreaker occasionally, but mostly everyone recognized the superiority of the originals, while still admiring the skill of the clone artists. Hey, there's no better programming exercise than to try and simulate a game that's already been made. :)

Mike

5754. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 17:20:38 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BBC34E.44462F59@earthlink.net>
Source record: 42073

Just a point old man, just a point.

LykeWyse

Paul Irvine wrote:

> You started it :-)
> --
> Paul Irvine
>
> *Retro-gamer & old git*

5755. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 17:24:15 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BBC421.CEE5D82C@earthlink.net>
Source record: 42074

Mike Kohary wrote:

> Ok, I don't get it (yours and Paul's response). I've been around this
> group a long time, but sometimes read it infrequently, so I must have
> missed an in-joke or something. What is it?

Ok, we have complained in this group many a'times about the color differences in the shields on Star Raiders on various TV sets, emulations, systems, etc. So, yea, you issed an in Joke.

> Just to note, I wasn't complaining. I don't care that the screen turns
> green in emulators; the game still plays the same. But it isn't a TV
> problem, as was previously stated - the emulation is clearly wrong. Or
> am I making this funnier by saying all this? ;)

I diddn't say you were. Just that we are off on this topic once again :)

Lyke

5756. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 17:25:42 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BBC47F.47FF68F5@earthlink.net>
Source record: 42075

Paul Irvine wrote:

> >Definitely not. Even the manual states that the screen should turn
> >blue, at least in the US version.
> >
> >Mike
>
> LOL..
> --

Go Mike and Paul :) lol. Told ya all so :) hehe.

Lyke

>
> Paul Irvine
>
> *Retro-gamer & old git*

5757. Re: Another Hasbro Lawsuit Link

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 17:27:38 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BBC4F2.9EBCB278@earthlink.net>
Source record: 42076

Mike Kohary wrote:

> Whatever happened to the Good Ol' Days (tm) when knock-offs of hit games
> were commonplace and not much thought of by the gaming companies. Oh
> sure, there was Atari sueing Sierra over Jawbreaker occasionally, but
> mostly everyone recognized the superiority of the originals, while still
> admiring the skill of the clone artists. Hey, there's no better
> programming exercise than to try and simulate a game that's already been
> made. :)
>
> Mike

Let's not forget the infamous suit that Atari had with Oddessy over Pac Man.

Lyke

5758. MIDI-Maze XE auction!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 17:41:57 UTC
From: Clay Halliwell <clay.FAKEMEAT.h@att.net>
Message-ID: <FJPu5.2263$6i1.199229@bgtnsc04-news.ops.worldnet.att.net>
Source record: 42077

I just stumbled on this in the auction section of atari.net. Some guy is apparently auctioning off a proto of the 8-bit version of MIDI-Maze. The auction has one day left with no bidders... I'd go for it myself, but all my 8-bit stuff is, sadly, packed up.

Has anyone here ever played the 8-bit version?

--
Clay Halliwell | ATARI XL/XE DO + THE
clay.FAKEMEAT.h@att.net | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
http://www.atarihq.com/jeo/ "Where do you want to play Atari today?"

5759. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 17:45:01 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <pthnrs4u93si742iucdi8ursjjj7agkn7j@4ax.com>
Source record: 42078

The other Day Paul Irvine <mclane@btinternet.com> wrote:

>The other Day Mike Kohary <mkohary@earthlink.net> wrote:
>
>>Paul Irvine wrote:
>
>>> What you see as blue WAS meant to be green I believe.
>>>
>>> Blame either countries TV systems (UK /US)
>>
>>Definitely not. Even the manual states that the screen should turn
>>blue, at least in the US version.
>>
>>Mike
Re the injoke Mike...

I'm saying in my bit that the colour is whatever the countries TV
shows and you said 'No', in my US version it say's it's blue..

Maybe on a US TV its showed blue and that's why they said so :-)
--
Paul Irvine

Retro-gamer & old git

5760. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 17:46:42 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <a5inrs46irneqi5b1suo1uagt247fb6s2i@4ax.com>
Source record: 42079

The other Day Jessica C <beadsandbangles@earthlink.net> wrote:

>
>
>Mike Kohary wrote:
>
>> Ok, I don't get it (yours and Paul's response). I've been around this
>> group a long time, but sometimes read it infrequently, so I must have
>> missed an in-joke or something. What is it?
>
>Ok, we have complained in this group many a'times about the color
>differences in the shields on Star Raiders on various TV sets, emulations,
>systems, etc. So, yea, you issed an in Joke.

Yep, and my other joke was with Jessica as she actually used the word
'complained' in her post (a few back)
>
>> Just to note, I wasn't complaining. I don't care that the screen turns
>> green in emulators; the game still plays the same. But it isn't a TV
>> problem, as was previously stated - the emulation is clearly wrong. Or
>> am I making this funnier by saying all this? ;)
>
>I diddn't say you were. Just that we are off on this topic once again :)

Yep...Tis nowt to worry about Mike :-)
--
Paul Irvine

Retro-gamer & old git

5761. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 18:01:50 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39BBCC8E.E5F962AC@earthlink.net>
Source record: 42080

Paul Irvine wrote:
>
> The other Day Paul Irvine <mclane@btinternet.com> wrote:
>
> >The other Day Mike Kohary <mkohary@earthlink.net> wrote:
> >
> >>Paul Irvine wrote:
> >
> >>> What you see as blue WAS meant to be green I believe.
> >>>
> >>> Blame either countries TV systems (UK /US)
> >>
> >>Definitely not. Even the manual states that the screen should turn
> >>blue, at least in the US version.
> >>
> >>Mike
> Re the injoke Mike...
>
> I'm saying in my bit that the colour is whatever the countries TV
> shows and you said 'No', in my US version it say's it's blue..
>
> Maybe on a US TV its showed blue and that's why they said so :-)

I see where my comment was funny in the context of responding to your comment. ;) What I actually meant to say was, at least in the US version *of the software*, not in regards to US TVs. I don't even know if there is a UK version of the software, but does it generally display as green on UK TVs?

Anyway, the software intends to display blue. Anyone care to argue that? ;)

Mike

5762. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 18:30:34 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <gpknrs41eug52cdvhcc9mt27tbd8ph9ke5@4ax.com>
Source record: 42081

The other Day Mike Kohary <mkohary@earthlink.net> wrote:

>Anyway, the software intends to display blue. Anyone care to argue
>that? ;)
>
>Mike

Define what you mean by blue ;-)
--
Paul Irvine

Retro-gamer & old git

5763. Re: Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 19:33:56 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <beonrscg9je297qn9snm1filggmlhcp7ic@4ax.com>
Source record: 42082

On Sun, 10 Sep 2000 11:17:23 +0100, Paul Irvine
<mclane@btinternet.com> drooled an embarassing wet spot in his lap as
he typed:

>I have had no probs except when I tried Window's ME on my system and I
>got some sound stutter. So far it's running OK re the latest version,
>can't say I have ever had mega probs apart from any known bugs that
>Rich had fixed in the next release although I do know people who have
>had probs with this new version who DON'T run ME.
>
>Pass...
>
>But for those wanting older versions I suggest a trip here.
>
>http://homepages.ihug.co.nz/~aaronat/atari.html

I have older versions from, I think, 2.4 or earlier. (Just too lazy
to delete 'em. :-) Anyhow, I run WinME and have had no problems.
FWIW, I believe the sound problems are related to DX7 rather than
WinME specifically. I've had sound problems (stuttering, especially
during disk access) with 98 and ME ever since I installed DX7; a lot
of people have complained about DX7 too, saying it's just a big pile
o' crap.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5764. Re: Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 19:48:55 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <nlonrssoekqvqltrmkriccluli8kvfo1mt@4ax.com>
Source record: 42083

On Sun, 10 Sep 2000 14:29:45 GMT, Jessica C
<beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
lap as he typed:

>It *is not* working! It is not loading the roms. I keep getting various errors
>about it like, "Rom not loaded, please load rom and try again" and "A fatal error
>occoured in Atari800Win, press enter to continue or ESC to abort." In other words,
>the blue screen of death.
>
>LykeWyse

A few possibilities.

1) It thinks there's is a cartrige ROM set to load in the
configuration, and that ROM is either not there, or corrupted.
2) Like 1), but with system ROMs.
3) It's failing on DirectSound or DirectDraw initialisation.

Solutions:

1 or 2) Delete all registry entries relating to Atari800Win. To do
this, perform the following steps:

A) Start->Run, enter REGEDIT
B) Delete the key located at HKEY_CURRENT_USER\Software\Atari800Win
(Click on the Atari800Win key and hit DELETE, then click YES)

Now, reload Atari800Win; it should load with all default options, and
you can reconfigure it from there.

Oh, and if you want zip support, make sure ZLIB.DLL is located the
Atari800Win directory. ZLIB.DLL can be found in the distribution
packages of earlier versions of Atari800Win.

For 3), either make sure you are running the latest version of DirectX
(DirectX 7.0a). If you already are, try re-installing it. If that
fails, try reverting to an earlier version and seeing if that helps.
If THAT fails, make sure you have all the most recently updated
drivers for your video and sound cards. (Unlikely that this is
causing a problem, but you never know)

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5765. Re: Re: Another Hasbro Lawsuit Link

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 19:54:32 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <7lpnrs0qktsu094ve5o33m08e6ngjm3dd2@4ax.com>
Source record: 42084

On Sun, 10 Sep 2000 17:27:38 GMT, Jessica C
<beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
lap as he typed:

>
>
>Mike Kohary wrote:
>
>> Whatever happened to the Good Ol' Days (tm) when knock-offs of hit games
>> were commonplace and not much thought of by the gaming companies. Oh
>> sure, there was Atari sueing Sierra over Jawbreaker occasionally, but
>> mostly everyone recognized the superiority of the originals, while still
>> admiring the skill of the clone artists. Hey, there's no better
>> programming exercise than to try and simulate a game that's already been
>> made. :)
>>
>> Mike
>
>Let's not forget the infamous suit that Atari had with Oddessy over Pac Man.

That was the KC Munchkin suit. But I think that all started way back
in the days of pong when Atari was sued by Magnavox (I think it was
them) for their ripoff of Magnavox's version of Pong (which DID come
first, but Atari's was more successful) and as a result, Atari had to
pay them royalties for every unit they sold, either through themselves
or Sears. I guess Atari held a grudge... :-)

>
>Lyke
>

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5766. Re: Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 19:56:24 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <fqpnrs42i0bpq996n8vg5qor8j6odf2k05@4ax.com>
Source record: 42085

On Sun, 10 Sep 2000 08:07:23 -0800, "Gork" <fnu_lnu@worldnet.net>
drooled an embarassing wet spot in his lap as he typed:

>I am having difficulty with the sound in 2.5c. The sound is worse, but I
>don't really know how to explain what it sounds like. It doesn't sound
>right, first of all. The two "clicks" known to all Atarians when you first
>boot are elongated, and almost get a type of an "echo" to them, or better,
>they aren't just two simple clicks, but rather a set of clicks. It almost
>sounds like a short in a speaker or something. At one point the program
>actually shut off the sound because of a problem it was encoutering, I
>guess. I backed up to version 2.6a and have no problems with that
>version...
>
>I'm using a SB AWE64 16 bit sound card on a 300 MHz P2 under Win 98 SE.

IIRC, Atari800Win versions post-2.6a use the DX7 DirectSound library,
and most people widely regard DX7 as utter crap, so I think the
problem isn't so much with Richard's emulator, but rather the
DirectSound library in DirectX 7.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5767. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 20:58:51 UTC
From: Russg <russg@en.com>
Message-ID: <39bc2cbe$0$35382$53a6afc1@news.erinet.com>
Source record: 41949

I'm missing Gork's post on this. Seems the reply came before the post.
I wrote a program to list 'unlistable' .BAS programs.
Jindrich Kubec has one on his site that runs on a pc, I think.
(http://www.asw.cz/~kubecj/asoft.htm) He says his programs aren't
on the site or something, so I don't know if it is just shown or what.
If you send me an unlistable, I'll see if I can list it for you.
My program is for the A8, and I don't think it works on emulators.
Russg

5768. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 21:34:56 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <pfvnrs4596uufi3dnk80qpekdd63jph05i@4ax.com>
Source record: 42086

The other Day Mindfield <mindfield@badgers.home.com> wrote:

>I've had sound problems (stuttering, especially
>during disk access) with 98 and ME ever since I installed DX7; a lot
>of people have complained about DX7 too, saying it's just a big pile
>o' crap.

I do know there are probs with it (as always with anything MS) so I
guess that version 8 might fix a few things (and kill others)
--
Paul Irvine

Retro-gamer & old git

5769. FS: Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 21:40:02 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <ScTu5.36098$58.4909472@typhoon.tampabay.rr.com>
Source record: 42087
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Lots of Atari games for sale on the Atari pages of my web site listed below.
Come and take a look.

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

5770. Re: Help: Atari 400 hook up to TV

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 22:48:56 UTC
From: Paul Iliffe <piliffe@mediaone.net>
Message-ID: <39BC0FD7.D5BE4F15@mediaone.net>
Source record: 42088

Just wanted to thank all you kind folks including those who went to the trouble of sending me emails. My Atari 400 is now up and running. Certainly brings back memories for me seeing those old games again. I bought the switchbox from Radio Shack and it works as you all said. My son is very happy with his new toy.
All the best
Paul

Bostone1 wrote:

> Even though that Atari 400 fits your A/V input perfectly, that's not where it
> goes. On newer TVs, it would have to connect with your cable TV input, which,
> of course, uses a different connection. :)
> For best picture and sound quality, use a simple adapter that they sell at
> Radio Shack that allows you to connect directly to the cable TV input. It makes
> it messy to change back and forth for regular TV viewing, but those switch
> boxes can really degrade the picture and sound.
>
> Bob Stone

5771. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 22:53:40 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000910185340.20276.00000128@ng-fs1.aol.com>
Source record: 42089

>"Gork" fnu_lnu@worldnet.net remarked:

>and used one of these "tricks" to disable the break key, and make it
>so the program couldn't be LISTed. It seems like I saw, at one point, a way
>to get around this using various POKEs and the like, but I don't know where
(snip)
There are no POKEs to undo the common method of altering the variable name
table and a line length pointer because those are LOADed with the program and
BASIC can't get to immediate mode after the LOAD because it can't locate the
end of the statement table and locks.

I had a utility which could fix many of those unLISTables around somewhere, but
I usually just fix it with a sector editor like Disk Tool and a little manual
disassembly of the BASIC tokens.

If you really want to access it, just e-mail me the .BAS file or an .ATR/.XFD
with it, or contact me for a mailing address; 99% probability we can unlock it.

(snip)
>it was and never wrote it down or used it anywhere; I thought I had kept a
>LISTable copy of my program. I hadn't, however, and I have no print-out or
>anything of the "code" of my basic program. In addition, for some silly
>reason, the first thing I had the program do was to make sure a printer was
>hooked up. If a printer wasn't hooked up an error would show, and you
>couldn't continue w/o hooking up a printer. So, not only can I read over
>the code, I also can't even run the program (no printer) to bring back old
>memories or anything! Ack!

-Ron

I don't have a solution but I admire the problem.

5772. Re: FS: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 22:57:55 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000910185755.20276.00000129@ng-fs1.aol.com>
Source record: 42090

> Jessica C beadsandbangles@earthlink.net asked:

>BTW Ron, How is the project to get this thing working going thusfar? Any
>luck getting it fixed (other than being tempted to send it to...

Brad Koda (Great Guy) with Best Electronics turned me on to a fellow out west
and we are corresponding... but nothing yet.

-Ron

I don't have a solution but I admire the problem.

5773. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 23:12:36 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000910191236.20276.00000131@ng-fs1.aol.com>
Source record: 42091

>"Russg" russg@en.com opined:

>It is probably safer, given an unknown 5 1/4" disk in your hand, that if it doesn't
>have a hub ring, it probably isn't DD, if it has a hub ring, it almost certainly is DD.

IF it is of recent vintage.. I have a few old SD & DD with no hub ring from yeeaars ago...

-Ron

I don't have a solution but I admire the problem.

5774. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 23:38:10 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BC1BD7.C1B3E990@earthlink.net>
Source record: 42092

Blue Green, aqua blue, sad blue, HAPPY blue....? Perhaps someone needs
to get out a hexadecimal scale and figure this one out.

LykeWyse

Paul Irvine wrote:

> Define what you mean by blue ;-)
> --
> Paul Irvine
>
> *Retro-gamer & old git*

5775. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 23:39:47 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BC1C38.55E014E8@earthlink.net>
Source record: 42093

Paul Irvine wrote:

> Yep, and my other joke was with Jessica as she actually used the word
> 'complained' in her post (a few back)

And frankly I could care less.

LykeWyse

5776. Re: Another Hasbro Lawsuit Link

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 23:43:28 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BC1D14.589D27B1@earthlink.net>
Source record: 42094

Mindfield wrote:

>That was the KC Munchkin suit.
Thanks, I was looking for the name..

>But I think that all started way back

> in the days of pong when Atari was sued by Magnavox (I think it was
> them) for their ripoff of Magnavox's version of Pong (which DID come
> first, but Atari's was more successful) and as a result, Atari had to
> pay them royalties for every unit they sold, either through themselves
> or Sears. I guess Atari held a grudge... :-)

To say the least...and which resulted in yunguns like myself never hearing of Magnavox ever releasing another home gaming product (probably for the best if they are going to get that p.oed about it).

Lyke

5777. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 23:56:17 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BC2016.C233CA19@earthlink.net>
Source record: 42095

Thanks! It is working now :).

Lyke

Mindfield wrote:

> On Sun, 10 Sep 2000 14:29:45 GMT, Jessica C
> <beadsandbangles@earthlink.net> drooled an embarassing wet spot in his
> lap as he typed:
>
> >It *is not* working! It is not loading the roms. I keep getting various errors
> >about it like, "Rom not loaded, please load rom and try again" and "A fatal error
> >occoured in Atari800Win, press enter to continue or ESC to abort." In other words,
> >the blue screen of death.
> >
> >LykeWyse
>
> A few possibilities.
>
> 1) It thinks there's is a cartrige ROM set to load in the
> configuration, and that ROM is either not there, or corrupted.
> 2) Like 1), but with system ROMs.
> 3) It's failing on DirectSound or DirectDraw initialisation.
>
> Solutions:
>
> 1 or 2) Delete all registry entries relating to Atari800Win. To do
> this, perform the following steps:
>
> A) Start->Run, enter REGEDIT
> B) Delete the key located at HKEY_CURRENT_USER\Software\Atari800Win
> (Click on the Atari800Win key and hit DELETE, then click YES)
>
> Now, reload Atari800Win; it should load with all default options, and
> you can reconfigure it from there.
>
> Oh, and if you want zip support, make sure ZLIB.DLL is located the
> Atari800Win directory. ZLIB.DLL can be found in the distribution
> packages of earlier versions of Atari800Win.
>
> For 3), either make sure you are running the latest version of DirectX
> (DirectX 7.0a). If you already are, try re-installing it. If that
> fails, try reverting to an earlier version and seeing if that helps.
> If THAT fails, make sure you have all the most recently updated
> drivers for your video and sound cards. (Unlikely that this is

> causing a problem, but you never know)
>
> --
> Mindfield
>
> "Nothing works contrary to nature, only to what we know of it." -Scully
>
> Remove the badgers before E-Mailing.

5778. Re: diskettes for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-10 23:59:25 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BC20D2.6C61CBD9@earthlink.net>
Source record: 42096

RHamiIton5 wrote:

> IF it is of recent vintage.. I have a few old SD & DD with no hub ring from
> yeeaars ago...

Oh yes, I have some from the late 70's as well with no hub rings. Miracuiously, they are still workring after all these years with maybe one or two suffering from data rot.

Lyke

5779. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 00:00:17 UTC
From: Arudzki <arudzki@mailbox.bellatlantic.net>
Message-ID: <39BC1FF7.54B3481F@mailbox.bellatlantic.net>
Source record: 41947

Jessica C wrote:

> Blue Green, aqua blue, sad blue, HAPPY blue....? Perhaps someone needs
> to get out a hexadecimal scale and figure this one out.
>
> LykeWyse
>
> Paul Irvine wrote:
>
> > Define what you mean by blue ;-)
> > --

Why it's shield-you-from-the-zylon-threat-blue......

tony

5780. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 00:03:31 UTC
From: Byron Followell <byronfollowell@hotmail.com>
Message-ID: <8ph7h5$7go$1@slb7.atl.mindspring.net>
Source record: 41948

I'm probably going to start a war here but, what would the address for that ftp site be. In advance, I am only looking for copies of some titles that I have been requesting, looking for and searching auctions for years and haven't had any luck. Please, let's not get the pirate controversy started again.

Sincerely,
- Byron Followell
byronfollowell@hotmail.com

Mindfield <mindfield@badgers.home.com> wrote in message news:clemrs4u45fs96qosoh1bvp3njg7u0p1co@4ax.com...
> On Sat, 09 Sep 2000 21:47:05 -0400, "Nathan A. Tarler"
> <tarlern@prodigy.net> drooled an embarassing wet spot in his lap as he
> typed:
>
> >
> >Hi
> >
> >Is there a PC software program that emulates or is equal to the Atari
> >800 Star Raiders that will run on Win 9x?
> >
> >Thank you
> >Nathan A. Tarler
>
> Get an 8-bit emulator such as Atari800 (for DOS or Windows), or
> XL-It!. Those two are the best around at the moment. You can get
> either at www.vintagegaming.com or www.classicgaming.com. I also run
> an FTP featuring an Atari section that borders on immense. (I was an
> Atarian for about 14 years, from the 2600 on up through the ST line,
> so naturally this is my specialty. :-) I've got the major
> emulators, as well as disk images and single files for very nearly all
> 8-bit Atari programs.
>
> --
> Mindfield
>
> "Nothing works contrary to nature, only to what we know of it." -Scully
>
> Remove the badgers before E-Mailing.

5781. THE GOONIES for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 01:24:02 UTC
From: � B�� ,�� �� <BLUE_0YSTER_CULT@hotmail.com>
Message-ID: <8phc74$q4i$1@nnrp1.deja.com>
Source record: 41950

I have a 5.25" floppy disk that goes to my COMMODORE 64, I've had it
for YEARS now, and I just now (I can't believe it) noticed that the B-
side of the disk says FOR USE ON THE ATARI HOME COMPUTER SYSTEM.

can anyone give me some info on this? I've never seen the atari home
computer unit, but I believe it was the Atari 800 system (I remember
using one in school "back in the day"). Are they available anywhere?
Also, where can I find the disks for them? This disk is damaged
(stepped on it one night - dammit!) so I'd like to find a working copy.

Thanks!

--

Religion is obsolete. It's a crutch for
people who can't deal with reality . . . .
It's time we kick people's crutch out
from under them and beat them with it.

KATHIE LEE SAY WOK FASTAH! DESE GUCCI
WALLETS GOTTA BE ONNA STREET OF NEW 'ORK
BY TWELVE NOON!

Sent via Deja.com http://www.deja.com/
Before you buy.

5782. Re: New Factory Seal Atari 2600-7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 02:51:14 UTC
From: starsaber@worldnet.att.net
Message-ID: <starsaber-1009002151400001@138.st-louis-105-110rs.mo.dial-access.att.net>
Source record: 41951
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit

In article <39B9929E.F929174E@earthlink.net>, Jessica C
<beadsandbangles@earthlink.net> wrote:

> the correct address is:
> http://www.oshealtd.com/
>
> Rick Cortese wrote:
>
> > "jt august" <starsaber@worldnet.att.net> wrote in message
> > news:starsaber-08090018275400001@84.st-louis-103-104rs.mo.dial-access.att.net
> > ...
> > > In article <O%Qt5.6031$V67.308880@newshog.newsread.com>, "Bubba"
> > > <sega_master_system@yahoo.com> wrote:
> > >
> > > > http://user.auctions.yahoo.com/user/sega_master_system
> > >
> > > Or you can go to http://www.osheasltd.com and buy many (if not most)
of these
> > > for $0.80 each.
> >
> > Went there, saw nothing.

Yup. I wasn't sure weather or not the ltd was supposed to be there. Got
lazy and didn't verify with my browser. Hit the correct URL to get many
of those games new in box for less than SMS's minimum bids. Please note
that I corrected the URL in the quote of my previous, erronous post to
reduce any further confusion.

--
The Starsabre is a British blade. Please reverse the r and e
to reply to me directly.

5783. Re: THE GOONIES for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 03:19:25 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BC4FA6.C853CEB2@earthlink.net>
Source record: 41952

Hey! So you are interested in the Atari...

Well, try eBay first of all for anything.

****

The Atari home coputer system covered the following computers:

400
800
600XL
800XL
1200XL
1400XL
65 XE
130 XE

****
Periphials (long List):

Disk Drives:
810
1050
XF551
(and more by percom, indus, etc.)

Program Recorders:
410
1010

Interface Module:
850

Printers:
820
1020
1025
1027...
...or any Epson-Compatible

Modems:
830
835 direct connect
1030...
...any modem when using the 850 interface (the most economical would be a
14.4 as the 850 maxes out at 9600 baud)

Of course, there are all those extras as well, Koala pad, numerial keypad,
etc...

****

eBay has a special section for all things Atari, including all the gamers.
Just go under Computers-Games-Atari-Sysetms and Accessories and you will
find several computers up for bids. If you are wanting to be really
nostalgic (seeing that your disk reffered to the "Atari Home Computer
System", as the 400/800 line was reffered to at the time) I would suggest a
400/800. Any of the computers will suit your needs.

As far as games/applications go, I would try eBay first but if you are
looking for specific titles you cannot find anywhere else, try the
following websites *(also chock full of hardware):

B&C ComputerVisions:
http://www.myatari.com

Best Electronics
http://www.best-electronics-ca.com

Video 61 and Atari Sales
http://www.atarisales.com

If you have any further questions, please contact me at
mailto:beadsandbangles@earthlink.net
I sort of specialize in helping newbies with questions and hardware
problems as I was sort of stuck in the naieve ages myself so do not
hesitate to contact me if need be.

Thanks,
LykeWyse

"ï¿½ Bï¿½ï¿½ï¿½ Ö¥ï¿½ï¿½ï¿½ ï¿½ï¿½ ï¿½" wrote:

> I have a 5.25" floppy disk that goes to my COMMODORE 64, I've had it
> for YEARS now, and I just now (I can't believe it) noticed that the B-
> side of the disk says FOR USE ON THE ATARI HOME COMPUTER SYSTEM.
>
> can anyone give me some info on this? I've never seen the atari home
> computer unit, but I believe it was the Atari 800 system (I remember
> using one in school "back in the day"). Are they available anywhere?
> Also, where can I find the disks for them? This disk is damaged
> (stepped on it one night - dammit!) so I'd like to find a working copy.
>
> Thanks!
>
> --
> --
> Religion is obsolete. It's a crutch for
> people who can't deal with reality . . . .
> It's time we kick people's crutch out
> from under them and beat them with it.

>
> KATHIE LEE SAY WOK FASTAH! DESE GUCCI
> WALLETS GOTTA BE ONNA STREET OF NEW 'ORK
> BY TWELVE NOON!
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

5784. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 05:24:24 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-6IRPCIL1QLgB@draco.ames.pacbell.net>
Source record: 41953

I think I go back as far as 2.2 on Atari800win, is that far enough? I
have to find it in a multitude of disks so be a couple days patieent,
ok?

Ken

On Sun, 10 Sep 2000 00:34:35, "Stuart aka PCKid"
<stuartnich@one.net.au> wrote:

> Can anyone point me to, or email me, an older version of Atari800win? I used
> to have a version that worked but all the latest ones just won't run.
>
> Stuart
>
>

5785. FA: eBay Various Atari Programming Books

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 05:43:41 UTC
From: Zari <zari@REMOVETOREPLYpacifier.com>
Message-ID: <6srorsk1p3q0u2oerpmp263qg8jd3qnh1d@4ax.com>
Source record: 41954

Greetings!

I have a variety of Atari programming books currently available on
eBay. They can be found at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=divageek

Some of the titles include:

* Dr. C. Wacko's Miracle Guide to Designing and Programming Your Own
Atari Computer Arcade Games
* Basic Atari BASIC
* De Re Atari - A Guide to Effective Programming
* Machine Language for Beginners

All auctions end Friday, September 15th.

Thanks!

Kim
divageek@REMOVETHISFIRSThotmail.com
zari@REMOVETHISFIRSTpacifier.com

5786. Atari800win2.6c solved the non working problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 06:16:17 UTC
From: Stuart aka PCKid <stuartnich@scom.net>
Message-ID: <AN_u5.52$6K3.7544@news0.optus.net.au>
Source record: 41955

Seems the latest fixed a few problems. Now works fine. Though it makes a nasty scratchy sound as it starts up.

Stuart

5787. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 08:00:30 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-HKjZkdu1dfst@port7.vdts.cab.cth.com.au>
Source record: 41956

On Sun, 10 Sep 3900 11:48:34, Paul Irvine <mclane@btinternet.com>
wrote:

> The other Day Jessica C <beadsandbangles@earthlink.net> wrote:
>
> >Hi Nathan,
> >
> >There are several out there. I would reccomend getting Atari800Win
> >(freeware) and going around to several of the emulation sites and looking
> >for Star Raiders. However, we have all complained about color
> >differences in the emulation, like the shields are green on some units as
> >opposed to blue, etc. One of us may be able to send you a copy by eMail
> >if you download A800Win.
>
> The colour differences are not emulation problems as such..They are TV
> problems.
>
> What you see as blue WAS meant to be green I believe.
>
> Blame either countries TV systems (UK /US)

It cannot be the tv. I have tried the same cart in an Ntsc and PAL
computer on the same tv. One was blue, the other is green. It is
either the chipset, or a feature of the program (there is a pal flag
in gtia). I was using the A/V out for the test. Maybe it has
something to do with the encoding of the a/v signal.

Just as a test (not sure if it will work) place a PAL gtia in place of
an NTSC one and see what happens.

James B

5788. Re: THE GOONIES for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 08:52:09 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <39BC9D39.26F012AD@agnld.uni-potsdam.de>
Source record: 41957

Jessica C wrote:

> Hey! So you are interested in the Atari...
>
> Well, try eBay first of all for anything.
>
> **
>
> The Atari home coputer system covered the following computers:
>
> 400
> 800
> 600XL
> 800XL
> 1200XL
> 1400XL
> 65 XE
> 130 XE

You forgot the 800XE.

5789. Re: Atari 800 Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 09:25:23 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <979prs8nv6gcl1qme9hia0hvs5gipi9hon@4ax.com>
Source record: 41958

The other Day Jessica C <beadsandbangles@earthlink.net> wrote:

>
>
>Paul Irvine wrote:
>
>> Yep, and my other joke was with Jessica as she actually used the word
>> 'complained' in her post (a few back)
>
>And frankly I could care less.
>
>LykeWyse

You are quite a serious young person ;-)
--
Paul Irvine

Retro-gamer & old git

5790. Re: THE GOONIES for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 09:48:21 UTC
From: &#65533; B&#65533;&#65533;&#65533; &#65533;&#65533;&#65533; &#65533;&#65533; &#65533; <BLUE_0YSTER_CULT@hotmail.com>
Message-ID: <8pi9p1$ql3$1@nnrp1.deja.com>
Source record: 41959

Thanks for the info!

I've been an avid commodore and atari fan for a long time now, but I
really focused more on the C64 than I did on the atari (Until now, all
I had in the way of Atari was the ill-fated 5200).

I'm also looking to get out of the C64 line and i'm *trying* to unload
my system(s) plus software. Know of anywhere I can sell this stuff
besides the CBM newsgroup and eBay? I don't have a credit card to use
on ebay and the CBM people don't seem too interested.

Thanks :-D

In article <39BC4FA6.C853CEB2@earthlink.net>,
Jessica C <beadsandbangles@earthlink.net> wrote:
> Hey! So you are interested in the Atari...
>
> Well, try eBay first of all for anything.
>
>
****
****
>
> The Atari home coputer system covered the following computers:
>
> 400
> 800
> 600XL
> 800XL
> 1200XL
> 1400XL
> 65 XE
> 130 XE
>
> **********
> Periphials (long List):
>
> Disk Drives:
> 810
> 1050
> XF551
> (and more by percom, indus, etc.)
>
> Program Recorders:
> 410

> 1010
>
> Interface Module:
> 850
>
> Printers:
> 820
> 1020
> 1025
> 1027...
> ...or any Epson-Compatible
>
> Modems:
> 830
> 835 direct connect
> 1030...
> ...any modem when using the 850 interface (the most economical would
be a
> 14.4 as the 850 maxes out at 9600 baud)
>
> Of course, there are all those extras as well, Koala pad, numerial
keypad,
> etc...
>
>
****
****
>
> eBay has a special section for all things Atari, including all the
gamers.
> Just go under Computers-Games-Atari-Sysetms and Accessories and you
will
> find several computers up for bids. If you are wanting to be really
> nostalgic (seeing that your disk reffered to the "Atari Home Computer
> System", as the 400/800 line was reffered to at the time) I would
suggest a
> 400/800. Any of the computers will suit your needs.
>
> As far as games/applications go, I would try eBay first but if you are
> looking for specific titles you cannot find anywhere else, try the
> following websites *(also chock full of hardware):
>
> B&C ComputerVisions:
> http://www.myatari.com
>
> Best Electronics
> http://www.best-electronics-ca.com
>
> Video 61 and Atari Sales

> http://www.atarisales.com
>
> If you have any further questions, please contact me at
> mailto:beadsandbangles@earthlink.net
> I sort of specialize in helping newbies with questions and hardware
> problems as I was sort of stuck in the naieve ages myself so do not
> hesitate to contact me if need be.
>
> Thanks,
> LykeWyse
>
> "□ B□□□ ¸□□□ □□ □" wrote:
>
> > I have a 5.25" floppy disk that goes to my COMMODORE 64, I've had it
> > for YEARS now, and I just now (I can't believe it) noticed that the
B-
> > side of the disk says FOR USE ON THE ATARI HOME COMPUTER SYSTEM.
> >
> > can anyone give me some info on this? I've never seen the atari
home
> > computer unit, but I believe it was the Atari 800 system (I remember
> > using one in school "back in the day"). Are they available
anywhere?
> > Also, where can I find the disks for them? This disk is damaged
> > (stepped on it one night - dammit!) so I'd like to find a working
copy.
> >
> > Thanks!
> >
> > --
> > ---------------------------------------
> > Religion is obsolete. It's a crutch for
> > people who can't deal with reality . . . .
> > It's time we kick people's crutch out
> > from under them and beat them with it.
> >
> > KATHIE LEE SAY WOK FASTAH! DESE GUCCI
> > WALLETS GOTTA BE ONNA STREET OF NEW 'ORK
> > BY TWELVE NOON!
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>

--

Religion is obsolete. It's a crutch for
people who can't deal with reality . . . .

It's time we kick people's crutch out
from under them and beat them with it.

KATHIE LEE SAY WOK FASTAH! DESE GUCCI
WALLETS GOTTA BE ONNA STREET OF NEW 'ORK
BY TWELVE NOON!

Sent via Deja.com http://www.deja.com/
Before you buy.

5791. Re: THE GOONIES for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 10:13:01 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <rd2v5.4316$gD2.134042@news1.online.no>
Source record: 41960

> > The Atari home coputer system covered the following computers:
> >
> > 400
> > 800
> > 600XL
> > 800XL
> > 1200XL
> > 1400XL
> > 65 XE
> > 130 XE
>
> You forgot the 800XE.
And XEGS

And the not released ones maybe ?
XEM (music thingy)
1450XLD
I am not too familiar with them, but I think that was the name.

5792. Re: Atari newspaper Article

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 10:38:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39bd2124@fmlynet.org>
Source record: 41969

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Boyd Staley <BoydStaley@att.net>
> Sage wrote:
>>
>> You'll probably be interested to hear that the article on
>> vintage Atari (and other) computers from the Dallas newspaper was
>> reprinted in our the Erie Morning News on 9/5. Nice article. Glad I got a
>> chance to see it!
> It was also run in the Fresno Bee this past weekend with a big color
> picture of Greg Goodwin (Dr. Clu). Congratulations Greg you're a
> celebrity. (of course the headline refered to our kind as "Techno
> Geeks")

Awesome!! So in the reprinted articles do you get a good view of the
Atari 800 in the background and the big pictures of the Jaguar and Commodore
64?

I'm just glad this article is getting good circulation. Unfortunately I
have not heard from as many people in Eire, New Jersey, and Fresno, but maybe
this will help stir some interest in some folks out there to dust off the Atari
machinery and have some fun with it. I know of a few who have gotton Atari
fever since. :)

That right there is the coolest part!

Truly,

Greg Goodwin / Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5793. Re: Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 11:15:59 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <0mfprs815avdpb66cosd0f6jlm1fcje74l@4ax.com>
Source record: 41961

On Sun, 10 Sep 2000 22:34:56 +0100, Paul Irvine
<mclane@btinternet.com> drooled an embarassing wet spot in his lap as
he typed:

>I do know there are probs with it (as always with anything MS) so I
>guess that version 8 might fix a few things (and kill others)

I won't hold my breath. Micros~1 aren't known for fixing the bugs of
the old before bringing in the bugs of the new...

But I can always hope, as I always do just before being disappointed.
:-)

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5794. Re: Re: THE GOONIES for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 11:18:14 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <jsfprsgg1q1bhk97h2ajmkp54k0ioqk0n9@4ax.com>
Source record: 41962

On Mon, 11 Sep 2000 10:52:09 +0200, Andre <stein@agnld.uni-potsdam.de>
drooled an embarassing wet spot in his lap as he typed:

>You forgot the 800XE.

Never actually released in any significant quantities IIRC; it became
the 65XE.

>
>

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5795. Re: Atari800win2.6c solved the non working problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 11:19:46 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <g0gprsgtfbqo40f347aq4ed34fn63nde9n@4ax.com>
Source record: 41963

On Mon, 11 Sep 2000 14:16:17 +0800, "Stuart aka PCKid"
<stuartnich@scom.net> drooled an embarassing wet spot in his lap as he
typed:

>Seems the latest fixed a few problems. Now works fine. Though it makes a
>nasty scratchy sound as it starts up.
>
>Stuart
>

Blame DirectX 7 for that... :-P

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5796. Re: Another Hasbro Lawsuit Link

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 12:17:25 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8piig7$3vn$1@nnrp1.deja.com>
Source record: 41964

Yo! Jessica, How's the Atari thang going, Keep those Atari's Humming

Anyway Re: Hasbro's Lawsuit Jobbie
What about Atari suing CBM over Jelly Monsters, or MS's rip of from Atari's SIO system (namely USB)
And Lest we forget, Atari after all pioneered Custom Designed H/W (the modern day equiv. being graphics/sound cards) and also pioneered the concept of plug and play, not not forgetting Plug in memory modules (modern day equiv. being SIMMs, DIPPs & DIMMs)
I seem to remember Lotus suing some s/w outfit over "the look and feel" of Lotus 123, perhaps this COULD apply to Atari's situation

Happy Atari'ng

Carmel A

No1 Ataridude in the UK!!

Sent via Deja.com http://www.deja.com/
Before you buy.

5797. paper article with Atari 800/Jaguar goes exponential !!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 12:35:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39bd444c@fmlynet.org>
Source record: 41975

FamilyNet HQ: Telnet:\\www.family-bbs.net

August 17th the Dallas Morning News readers found an Atari Jaguar on the front page of the newspaper with an article to go with it entitled "Megabytes of Memories". (That's the recap for those that may have been doing something else that week).

Since then we have heard of it being published in New Jersey, Eire, and Fresno. Unless I hear of any other sightings, this will probably be the last message on this, and you're about to find out why. I've hit a dead end... at least for now.

Remember that news article redistributing service I mentioned in the last posting about this? One called Knight Ridder? I managed to find out a little bit about them at:

http://www.kri.com/

Well, I have confirmed that they were the ones that redistributed the article out onto a news wire. I called up their business office about it, found out they sent it out on August 30th on the wire. I then asked which newspapers had picked up the article to which they answered, "With all the customers we have there is no way of telling."

Come to find out they have 350 customers. Each customer could represent a newspaper or some other sort of publication. All customers combined have a total POSSIBLE readership of 35 million people.

(Kewl!)

The gent at Knight Ridder mentioned that the customers that took the article off the wire on August 30th might sit on the article for a timely released (aka "nothing else to publish/space filler") :) and that about a month or so a person could do a search in the "Lexus Nexus" and find pings on various newspapers that published the article.

When asking what the "Lexus Nexus" was, he said he didn't know, since it was it's own entity in itself, and that such a search would be costly.

Of course my curiousity might make it worth the cost. :)

Anyway, just news that the ole cat (Jaguar) has left some paw prints in publications across the country. ;) (Along with GameFan and other publications)

With all this and everything else going on with the Jag and Nuon, this is a great time to be a Jag fan!

Truly,

Greg Goodwin / Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5798. Quest of the Space Beagle

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 14:56:36 UTC
From: ebaiz@skyenet.net
Message-ID: <Eo6v5.1310$kB1.2611@newsfeed.slurp.net>
Source record: 41965

Hello All,

I just happened to find this when I was rumaging through my son's closet.
It looks to be in good shape. I may just play it again as I had so much fun
with it the first time. This Avon Hill game is the sequel to an another
excellent game Jupiter Mission 1999 which I also played and still have. Ah,
those were the days....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5799. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 16:06:35 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srq0mbssct6105@corp.supernews.com>
Source record: 41966

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20000910185340.20276.00000128@ng-fs1.aol.com...
> If you really want to access it, just e-mail me the .BAS file or an
.ATR/.XFD
> with it, or contact me for a mailing address; 99% probability we can
unlock it.

"Russg" <russg@en.com> wrote in message
news:39bc2cbe$0$35382$53a6afc1@news.erinet.com...
> If you send me an unlistable, I'll see if I can list it for you.
> My program is for the A8, and I don't think it works on emulators.

Thank you BOTH! I appreciate the offer of help and have saved your
messages. I just moved into a new place and don't have a setup in place to
fire up the Atari. I also don't have a modem for the Atari, and don't have
a way to get my programs over to the PC. I hear about the SIO2PC (?) cable
everyone talks about, but I'm just not very mechanically inclined that way.
I've tried, a little, to look for someone who sells a package with a cable
and some software that will work FOR SURE, but until I find something
comfortable I'm kinda' stuck. I'm HOPING I'll get off my tuft and get
SOMETHING set up so I can hook up the 'ole XL to my PC though.

--
-- Gork
... When you REALLY need one ...

5800. Re: Re: Announce: New version of Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 16:13:26 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srq136rhct6124@corp.supernews.com>
Source record: 41967

"Mindfield" <mindfield@badgers.home.com> wrote in message
news:fqpnrs42i0bpq996n8vg5qor8j6odf2k05@4ax.com...
> IIRC, Atari800Win versions post-2.6a use the DX7 DirectSound library,
> and most people widely regard DX7 as utter crap, so I think the
> problem isn't so much with Richard's emulator, but rather the
> DirectSound library in DirectX 7.

In reading some of the other posts (mainly from YOU! :)) in the group
I've noticed comments regarding problems with DX7 from the PERFECT MS (ha!).
I indeed am using DX7. I'll just use Atari800Win 2.6a until that "perfect
company" fixes a little something, I 'spose...

--
-- Gork
... When you REALLY need one ...

5801. Re: Quest of the Space Beagle

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 16:14:28 UTC
From: Video61@webtv.net
Message-ID: <191-39BD04E4-7@storefull-173.iap.bryant.webtv.net>
Source record: 41970

those two games are awesome,not all of avalon hills stuff was great. but
the boxes were always first rate.
many hack jobs, and plain bad ripoffs, plus taking parts out of a game,
and making it into another.
lots of bad graphics on some, when they could have done much better, but
those 2 were awesome.
maxwells manor, and mission on thunderhead were also good ones.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5802. Re: THE GOONIES for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 16:17:11 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <39BD0586.94EF1138@agnld.uni-potsdam.de>
Source record: 41968

Mindfield wrote:

> On Mon, 11 Sep 2000 10:52:09 +0200, Andre <stein@agnld.uni-potsdam.de>
> drooled an embarassing wet spot in his lap as he typed:
>
> >You forgot the 800XE.
>
> Never actually released in any significant quantities IIRC; it became
> the 65XE.

Sorry to say that, but you're wrong. The 800XE was/is widespread in
eastern europe.

Andre

5803. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 16:54:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000911125421.19612.00000779@ng-bg1.aol.com>
Source record: 41971

>"Gork" fnu_lnu@worldnet.net replied:

>Thank you BOTH!
(snip)
> I also don't have a modem for the Atari, and don't have
>a way to get my programs over to the PC.

I will look for that breaker utility I had; if I locate it, maybe I can mail it
to you in 8 bit format...

-Ron

I don't have a solution but I admire the problem.

5804. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 17:11:27 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srq4g03dct692@corp.supernews.com>
Source record: 41972

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20000911125421.19612.00000779@ng-bg1.aol.com...
> I will look for that breaker utility I had; if I locate it, maybe I can
mail it
> to you in 8 bit format...

Talk about going the extra mile! Don't put yourself to much trouble over
it, but it would be GREATLY appreciated... Of course, any costs incurred
would be repaid...

kraygien@hotmail.com
--
-- Gork
... When you REALLY need one ...

5805. Re: For Auction: Atari 1020, 850, Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 17:24:05 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000911132405.19612.00000782@ng-bg1.aol.com>
Source record: 41973

>Atari 850 Interface Module
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=426956591
>

A great buy there; it is only up to $5.50...

-Ron

I don't have a solution but I admire the problem.

5806. Re: Another Hasbro Lawsuit Link

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 18:47:15 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <srqa2splct683@corp.supernews.com>
Source record: 41974

<carmel_andrews@my-deja.com> wrote in message
news:8piig7$3vn$1@nnrp1.deja.com...
> Yo! Jessica, How's the Atari thang going, Keep those Atari's Humming
>
> Anyway Re: Hasbro's Lawsuit Jobbie
> What about Atari suing CBM over Jelly Monsters, or MS's rip of from
> Atari's SIO system (namely USB)

I posted the link to the original Atari 8 bit patent a week or two back. The date on it was 1979 => If you wanted to clone the silicon and make an exact copy of an Atari 8 bit now you could because the patent has expired.

This was intentional and the way patents are supposed to work. A patent is nothing more then exclusive rights to an invention for a period of time in exchange for a complete and public disclosure of the technology involved.

Some things I don't agree with, like being able to copyright an OS vs having it part of a patent mean the damn copyrights run too long on them to be for the public good.

But if tomarow you wanted to duplicate the silicon on a POKEY chip *and* use the chip in a USB design, there is nothing Atari could do about it<'cept they may have copyrighted the silicon layout, ARRGHH!>. That is the deal you make with the patent department.

5807. Re: THE GOONIES for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 20:16:16 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BD3DFE.D3000480@earthlink.net>
Source record: 41976

Whoops...

Andre wrote:

> Jessica C wrote:
>
> > Hey! So you are interested in the Atari...
> >
> > Well, try eBay first of all for anything.
> >
> >
****
> >
> > The Atari home coputer system covered the following computers:
> >
> > 400
> > 800
> > 600XL
> > 800XL
> > 1200XL
> > 1400XL
> > 65 XE
> > 130 XE
>
> You forgot the 800XE.

5808. Re: THE GOONIES for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 20:17:20 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BD3E3F.F2B50D37@earthlink.net>
Source record: 41977

I was refering to actual COMPUTERS not gamers.

Lyke

And yes, I left out the 1450XLD. I don't think any of us are in the
market for a $1000 atari.

Vidar \"Hawk\" Olavesen wrote:

> > > The Atari home coputer system covered the following computers:
> > >
> > > 400
> > > 800
> > > 600XL
> > > 800XL
> > > 1200XL
> > > 1400XL
> > > 65 XE
> > > 130 XE
> > >
> > You forgot the 800XE.
> And XEGS
>
> And the not released ones maybe ?
> XEM (music thingy)
> 1450XLD
> I am not too familiar with them, but I think that was the name.

5809. Re: THE GOONIES for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 20:19:07 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BD3EA8.9091B9EF@earthlink.net>
Source record: 41978

Hey,
Try doing something in your local area like an ad in a newspaper or perhaps
a friend. Most of the online auction sites require a credit card. If you
have a debit card, you can try Yahoo!

Lyke

"ï¿½ Bï¿½ï¿½ï¿½ Ö¥ï¿½ï¿½ï¿½ ï¿½ï¿½ ï¿½" wrote:

> Thanks for the info!
>
> I've been an avid commodore and atari fan for a long time now, but I
> really focused more on the C64 than I did on the atari (Until now, all
> I had in the way of Atari was the ill-fated 5200).
>
> I'm also looking to get out of the C64 line and i'm *trying* to unload
> my system(s) plus software. Know of anywhere I can sell this stuff
> besides the CBM newsgroup and eBay? I don't have a credit card to use
> on ebay and the CBM people don't seem too interested.
>
> Thanks :-D
>
> In article <39BC4FA6.C853CEB2@earthlink.net>,
> Jessica C <beadsandbangles@earthlink.net> wrote:
> > Hey! So you are interested in the Atari...
> >
> > Well, try eBay first of all for anything.
> >
> >
> > **********
> > **********
> >
> > The Atari home coputer system covered the following computers:
> >
> > 400
> > 800
> > 600XL
> > 800XL
> > 1200XL
> > 1400XL
> > 65 XE
> > 130 XE
> >
> > **********
> > Periphials (long List):

> >
> > Disk Drives:
> > 810
> > 1050
> > XF551
> > (and more by percom, indus, etc.)
> >
> > Program Recorders:
> > 410
> > 1010
> >
> > Interface Module:
> > 850
> >
> > Printers:
> > 820
> > 1020
> > 1025
> > 1027...
> > ...or any Epson-Compatible
> >
> > Modems:
> > 830
> > 835 direct connect
> > 1030...
> > ...any modem when using the 850 interface (the most economical would
> be a
> > 14.4 as the 850 maxes out at 9600 baud)
> >
> > Of course, there are all those extras as well, Koala pad, numerial
> keypad,
> > etc...
> >
> >
> **********
> **********
> >
> > eBay has a special section for all things Atari, including all the
> gamers.
> > Just go under Computers-Games-Atari-Sysetms and Accessories and you
> will
> > find several computers up for bids. If you are wanting to be really
> > nostalgic (seeing that your disk reffered to the "Atari Home Computer
> > System", as the 400/800 line was reffered to at the time) I would
> suggest a
> > 400/800. Any of the computers will suit your needs.
> >
> > As far as games/applications go, I would try eBay first but if you are
> > looking for specific titles you cannot find anywhere else, try the
> > following websites *(also chock full of hardware):

> >
> > B&C ComputerVisions:
> > http://www.myatari.com
> >
> > Best Electronics
> > http://www.best-electronics-ca.com
> >
> > Video 61 and Atari Sales
> > http://www.atarisales.com
> >
> > If you have any further questions, please contact me at
> > mailto:beadsandbangles@earthlink.net
> > I sort of specialize in helping newbies with questions and hardware
> > problems as I was sort of stuck in the naieve ages myself so do not
> > hesitate to contact me if need be.
> >
> > Thanks,
> > LykeWyse
> >
> > "ï¿½ Bï¿½ï¿½ï¿½ Ö¥ï¿½ï¿½ï¿½ ï¿½ï¿½ ï¿½" wrote:
> >
> > > I have a 5.25" floppy disk that goes to my COMMODORE 64, I've had it
> > > for YEARS now, and I just now (I can't believe it) noticed that the
> B-
> > > side of the disk says FOR USE ON THE ATARI HOME COMPUTER SYSTEM.
> > >
> > > can anyone give me some info on this? I've never seen the atari
> home
> > > computer unit, but I believe it was the Atari 800 system (I remember
> > > using one in school "back in the day"). Are they available
> anywhere?
> > > Also, where can I find the disks for them? This disk is damaged
> > > (stepped on it one night - dammit!) so I'd like to find a working
> copy.
> > >
> > > Thanks!
> > >
> > > --
> > > ---------------------------------------
> > > Religion is obsolete. It's a crutch for
> > > people who can't deal with reality . . . .
> > > It's time we kick people's crutch out
> > > from under them and beat them with it.
> > >
> > > KATHIE LEE SAY WOK FASTAH! DESE GUCCI
> > > WALLETS GOTTA BE ONNA STREET OF NEW 'ORK
> > > BY TWELVE NOON!
> > >
> > > Sent via Deja.com http://www.deja.com/
> > > Before you buy.

> >
> >
>
> --
> --
> Religion is obsolete. It's a crutch for
> people who can't deal with reality . . . .
> It's time we kick people's crutch out
> from under them and beat them with it.
>
> KATHIE LEE SAY WOK FASTAH! DESE GUCCI
> WALLETS GOTTA BE ONNA STREET OF NEW 'ORK
> BY TWELVE NOON!
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

5810. Atari Clearout (Bristol - UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 21:30:39 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <39BD4EFF.E9E1842D@alma.demon.co.uk>
Source record: 41979

I recently have been having a spring clean. My old Atari stuff is taking up far too much room. Before I comdemn everything to the bin, I am offering various things free to whoever is prepared to collect them. This will probably only be of interest to any enthusiasts in England. I am located in Bristol.

Firstly I am getting rid of the following books and magazines:-

Compute! books - Mapping the Atari
Compute! books - Compute!'s Second Book of Atari
Compute! books - Compute!'s First Book of Atari Graphics
Compute! books - The Atari BASIC Source Book
Compute! books - Inside Atari DOS
The Analog Compendium
Atari 1050 Disk Drive Manuals
8:16 Atari Newsletter (several)
Atari Input/Ouput (2)
Atari Explorer (2)
Monitor (around 20)
Page 6 (several bound volumes)
Atari User (several bound volumes)

There will be more at a later date including my collection of Antic and Analog (includes some early issues). I also need to ratoinalise my hardware - I will keep some stuff. I have a couple of broken Atari 400's with 48k RAM packs and a working and a broken 1010(?) printer/plotter.

regards...

--Gary

5811. Atari800Win problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 21:34:52 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <39BD4FFC.3CCD44F8@alma.demon.co.uk>
Source record: 41980

I recently found and downloaded some of the various Atari 800 emulators.
If I can emulate my old favourite software then I can finally part with
all my Atari h/w and s/w disks.

I had great success with V2.6a with a couple of favourites including
Speluker and the submarine/depth charge game whose name escapes me at
the moment! With the latest version of the emulator both games are now
broken. The video of Spelunker is completely random (broken DL?). The
submarine in the other games explodes right from the start.

I know other people have reported problems. Any suggestions?

Can I feed back more details to the developers?

--Gary

5812. Re: Atari800Win problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 21:52:14 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <unkqrsc9p53adfrj6ipr0056au3cimji92@4ax.com>
Source record: 41981

The other Day Gary Morton <gary@alma.demon.co.uk> wrote:

>I recently found and downloaded some of the various Atari 800 emulators.
>If I can emulate my old favourite software then I can finally part with
>all my Atari h/w and s/w disks.
>
>I had great success with V2.6a with a couple of favourites including
>Speluker and the submarine/depth charge game whose name escapes me at
>the moment! With the latest version of the emulator both games are now
>broken. The video of Spelunker is completely random (broken DL?). The
>submarine in the other games explodes right from the start.
>
Spelunker broken??

It's always worked 100% (both versions) although the loading screen on
the hacked version didn't work if you selected basic by accident (did
this on emu and real)

Are you selecting 800B in the hardware menu and making sure BASIC
isn't booting in ?

I'll keep this post and have a look since I have both Spelunker
versions, if by any chance there is a problem you can email Rich BUT
bear in mind he is a busy man and Atari800win is a side project for
him so he may not reply instantly or maybe at all.
--
Paul Irvine

Retro-gamer & old git

5813. Re: Atari800Win problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 22:17:07 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <t9mqrso3ibg04p3rd77t0fch6u0nt7ca3k@4ax.com>
Source record: 41982

The other Day Paul Irvine <mclane@btinternet.com> wrote:

>The other Day Gary Morton <gary@alma.demon.co.uk> wrote:
>
>>I had great success with V2.6a with a couple of favourites including
>>Speluker and the submarine/depth charge game whose name escapes me at
>>the moment! With the latest version of the emulator both games are now
>>broken. The video of Spelunker is completely random (broken DL?). The
>>submarine in the other games explodes right from the start.
>>
>Spelunker broken??

>I'll keep this post and have a look since I have both Spelunker
>versions, if by any chance there is a problem you can email Rich BUT
>bear in mind he is a busy man and Atari800win is a side project for
>him so he may not reply instantly or maybe at all.

Just tried them both and Gary is right, the hacked Spelunker does
indeed crash out (graphically) on the 1st play screen BUT the full
version is fine..

Wonder what happened there?

I will try the Sub game if Gary tells me the name, got a feeling it's
the Adv Inc one by Russ Wetmore.
--
Paul Irvine

Retro-gamer & old git

5814. LUSH RETRO BBS GRAND OPENING!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-11 23:25:29 UTC
From: Jeff Hall <jhall2@home.com>
Message-ID: <JRdv5.133021$3E6.1237680@news1.alsv1.occa.home.com>
Source record: 41983
Cross-posted to: alt.bbs,alt.c64,comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

The newest Commodore BBS on the planet has just gone online!

Announcing!

LUSH RETRO BBS! 24/7!!

9 4 9 / 6 5 4 - 4 5 9 0

500+ Megz of games, utilities, and scene software!

Supporting other platforms such as Apple, TRS-80, Amiga, and other retro
platforms!

Comlink Networked messages!

ONLINE GAMES!

Yes, the internet has made BBSes obsolete, but who cares? If you're hankerin
to dust off that old modem, give us a call and make some new friends!

DR. VIDEO
Sysop of Lush Retro!

5815. Re: LUSH RETRO BBS GRAND OPENING!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 00:56:07 UTC
From: IMbeZOL <IMbeZOL@home.com>
Message-ID: <Hafv5.1282$Y7.18878@news1.rdc1.ab.home.com>
Source record: 41984
Cross-posted to: alt.bbs,alt.c64,comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

Cool... but where is it? Hard to judge LD charges without a location.

IMbeZOL

Jeff Hall <jhall2@home.com> wrote in message
news:JRdv5.133021$3E6.1237680@news1.alsv1.occa.home.com...
> The newest Commodore BBS on the planet has just gone online!
>
> Announcing!
>
> LUSH RETRO BBS! 24/7!!
>
> 9 4 9 / 6 5 4 - 4 5 9 0
>
> 500+ Megz of games, utilities, and scene software!
>
> Supporting other platforms such as Apple, TRS-80, Amiga, and other retro
> platforms!
>
> Comlink Networked messages!
>
> ONLINE GAMES!
>
> Yes, the internet has made BBSes obsolete, but who cares? If you're
hankerin
> to dust off that old modem, give us a call and make some new friends!
>
>
> DR. VIDEO
> Sysop of Lush Retro!
>
>

5816. Re: LUSH RETRO BBS GRAND OPENING!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 01:16:30 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1000911181600.6428B-100000@compass.oregonvos.net>
Source record: 41985
Cross-posted to: alt.bbs,alt.c64,comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

On Tue, 12 Sep 2000, IMbeZOL wrote:

| Cool... but where is it? Hard to judge LD charges without a location.
|
|IMbeZOL

I thought he was in Nevada?

5817. Re: LUSH RETRO BBS GRAND OPENING!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 01:25:42 UTC
From: Jeff Hall <jhall2@home.com>
Message-ID: <qCfv5.133236$3E6.1239576@news1.alsv1.occa.home.com>
Source record: 41986
Cross-posted to: alt.bbs,alt.c64,comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

IRVINE, CALIFORNIA.

I use the MCI 7 cent/min plan for my BBS calling... only 9 cents/min to call
europe on the weekend!

"IMbeZOL" <IMbeZOL@home.com> wrote in message
news:Hafv5.1282$Y7.18878@news1.rdc1.ab.home.com...
> Cool... but where is it? Hard to judge LD charges without a location.
>
> IMbeZOL
>
>
> Jeff Hall <jhall2@home.com> wrote in message
> news:JRdv5.133021$3E6.1237680@news1.alsv1.occa.home.com...
> > The newest Commodore BBS on the planet has just gone online!
> >
> > Announcing!
> >
> > LUSH RETRO BBS! 24/7!!
> >
> > 9 4 9 / 6 5 4 - 4 5 9 0
> >
> > 500+ Megz of games, utilities, and scene software!
> >
> > Supporting other platforms such as Apple, TRS-80, Amiga, and other retro
> > platforms!
> >
> > Comlink Networked messages!
> >
> > ONLINE GAMES!
> >
> > Yes, the internet has made BBSes obsolete, but who cares? If you're
> hankerin
> > to dust off that old modem, give us a call and make some new friends!
> >
> >
> > DR. VIDEO
> > Sysop of Lush Retro!
> >
> >
>
>

5818. Spare 8bit Hardware on eBay, Decent Prices

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 01:31:57 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BD87FA.47814BC8@earthlink.net>
Source record: 41987

If you are looking for hardware from the XL era, fell free to drop by my
eBay auctions this week. 3 Days left on all hardware and still some
great steals. Also have some great Star Trek auctions going as well.
Check it out at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=beadsandbangles&completed
=0&sort=0&since=-1

Thanks so much and feel free to bid if you want anything. eMail for
questions.
LykeWyse/Jessica Cornn

5819. Atari support bbs

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 01:33:19 UTC
From: Jeff Hall <jhall2@home.com>
Message-ID: <zJfv5.133280$3E6.1239702@news1.alsv1.occa.home.com>
Source record: 41988

Looking for atari modem fanatics... got my BBS online and I have a file area
for atari platforms..still working on it and am looking for anyone
interested in being the sub-op for this platform on my bbs.

If you still like to modem, please give it a ring (full access first call)

949.654.4590

Jeff

5820. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 02:41:11 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000911224111.15808.00000543@ng-ci1.aol.com>
Source record: 41989

>"Gork" fnu_lnu@worldnet.net answered:

>"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
>news:20000911125421.19612.00000779@ng-bg1.aol.com...
>> I will look for that breaker utility I had; if I locate it, maybe I can
>mail it
>> to you in 8 bit format...
>
>Talk about going the extra mile! Don't put yourself to much trouble over
>it, but it would be GREATLY appreciated... Of course, any costs incurred
>would be repaid...
>
>kraygien@hotmail.com

How much do you want to recover the code listing?
What resources do we have? Handy utilities like a sector editor?
How much of a programmer were you and do you know much about disk data
structure?

We may be able to recover the listing (working on a back-up copy) using NOTE
and POINT, a little ingenuity and e-mail...

-Ron

I don't have a solution but I admire the problem.

5821. Where to find SpartaDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 04:35:18 UTC
From: Stuart aka PCKid <stuartnich@scom.net>
Message-ID: <Voiv5.40$d26.5902@news0.optus.net.au>
Source record: 41990

Tried everywhere but not obviously where it is? :0)

Stuart

5822. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 05:31:56 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <39BDBFCC.619BF8C1@asw.cz>
Source record: 41991

RHamiIton5 wrote:
> We may be able to recover the listing (working on a back-up copy) using NOTE
> and POINT, a little ingenuity and e-mail...

Maybe the easiest way is to do that on PC using my ChkBas Atari Basic
decompiler.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

5823. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 06:43:19 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <srrk27knct6161@corp.supernews.com>
Source record: 41992

"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:39BDBFCC.619BF8C1@asw.cz...
> Maybe the easiest way is to do that on PC using my ChkBas Atari Basic
> decompiler

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20000911125421.19612.00000779@ng-bg1.aol.com...
> How much do you want to recover the code listing?
> What resources do we have? Handy utilities like a sector editor?
> How much of a programmer were you and do you know much about disk data
> structure?

I never did work with compilers very much, and don't know what they are able to do. The program is a relatively simple one, and is not very big. The method used to make the program unlistable was something I believe we found in one of the Atari magazines. It was a short and simple method and used a few pokes and something else that I don't recall. It may have been a short bridge from BASIC to machine languange using something other than POKEs. The program remains a small file on a floppy, and I don't believe the method did anything to the disk or any infomration actually written to the disk in the file. Granted, it has been 20 years since I did all this...

One of my biggest problems right now is I have no way of sending this program anywhere. I have not been able to get my Atari set up since I moved, and I currently have no way of getting the information onto my PC. I've been wanting to work towards something like that, but as I've said before I'm not very mechanically inclined as far as creating cables, and I'm afraid I don't really know the workings of such things. I, in fact, don't even own a soldering iron!

When I can whip out the Atari I'd be happy to mail a disk out via snail mail, but until I'm able to get into storage and all that, I'm kind of up the creek w/o a paddle. In addition to all this, it has actually been about 4 years since I had my Atari set up. :(Atari800Win has kind of "resparked an interest of old," and I have really wanted to try and get all my old software together and at LEAST get it transferred over to the PC. At best I'd like to get the machines hooked up together. It has been near 20 years since I've done any programming or the like on the Atari, and I've forgotten all but the simplest of things. I never did venture much outside the world of BASIC, in the Atari days, and therefore never really had to learn a lot of disk structure and the like, so never did. To the people who were serious into "programming," I would be considered as nothing more than a "dabbler," I'm afraid.

As far as how important this all is to me, it's something I've wanted a copy of only to be able to look at and remember an accomplishment that was very

important to me as a child. The program is nothing I would/ could really use now, or anything anyone else would even probably want to use. I'd like to be able to see it work (which I could do now), and would like to be able to change a few things in it. BASICally :) I would really like to have the information to remember some of what I knew regarding Atari BASIC back then, and due to "the memories" aspect of the program.

What resources do I have on the Atari? Honestly, I once had a lot of resources at my fingertips between me, my father, my cousin, and a few others. Now, I probably only have the very basic utilities, and some of those are probably on disks which no longer work. As I've said, it's been a long time.

--
-- Gork
... When you REALLY need one ...

5824. Demos and AMS Music

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 07:31:11 UTC
From: Dan & Jeri Williams <dwilliams@milwaukeepc.com>
Message-ID: <39bddba1$0$23898$39368dfe@news.twtelecom.net>
Source record: 41993

Hey!

When I was younger I had disks of Atari demos and also tons of A.M.S. Music disks. Does anybody else have these. I'm currently trying to get a good collection of software for my Atari 800 Xl and 130 XE. I am going to put it all onto real disks If I get ahold of some of this stuff. I'm also looking for a Boot Menu Maker program, I also used to have one of these, but all my software seems to have dissappeared. Thanks!!

Daniel Williams

5825. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 11:06:57 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_968756680@rtfm.mit.edu>
Source record: 41994
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 16, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Atari BBS's to telnet to:
Closer To Home (CTH), telnet://cth.tzo.com/
Atari Annex, telnet://atari.thebbs.org/
Nolan's Nest & SPACE, telnet://209.105.35.109/

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

5826. Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 11:07:34 UTC
From: DCM01@USA.NET
Message-ID: <39be0de9.1082707@news.CIS.DFN.DE>
Source record: 41995

This announces our weekly IRC chat for Atari 8bit enthusiasts.
It's scheduled for September 12th, 2000, 10:30 pm Eastern US
time.

Here are the corresponding times for some other
places, choose the one near you.

California: 7:30 pm. Colorado 8:30 pm. Texas 9:30 pm.
London, England: 4:30 AM. Berlin: 5:30 AM. Hong Kong:
11:30 AM.

The topic for the chat will be "The ATR Hunt: Finding Disk Images on
the Internet"

General Atari8 chat is also welcome. If 7 people show up, I
will provide a doorprize. The doorprize is a like new copy of Preppie
II by Russ Wetmore.

This will be a standard IRC chat. It is not a web-based
chat on your browser. You need an IRC client, such as
mIRC. The chat will be on Amiganet. Here are some
servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we
will be there waiting for you I hope!

5827. Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 11:34:37 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <555srss19j35pm1pvho19plplk86mrtre2@4ax.com>
Source record: 41996

On Tue, 12 Sep 2000 11:07:34 GMT, DCM01@USA.NET (Daniel Miller)
drooled an embarassing wet spot in his lap as he typed:

>This announces our weekly IRC chat for Atari 8bit enthusiasts.
>It's scheduled for September 12th, 2000, 10:30 pm Eastern US
>time.
>
>Here are the corresponding times for some other
>places, choose the one near you.
>
>California: 7:30 pm. Colorado 8:30 pm. Texas 9:30 pm.
>London, England: 4:30 AM. Berlin: 5:30 AM. Hong Kong:
>11:30 AM.
>
>The topic for the chat will be "The ATR Hunt: Finding Disk Images on
>the Internet"

Damn... sorry I missed that one. :-/ When it comes to emulation of
the 8-Bit I've practically made a career out of pooling resources and
collecting every little thing I could find. :-)

>
>General Atari8 chat is also welcome. If 7 people show up, I
>will provide a doorprize. The doorprize is a like new copy of Preppie
>II by Russ Wetmore.
>
>This will be a standard IRC chat. It is not a web-based
>chat on your browser. You need an IRC client, such as
>mIRC. The chat will be on Amiganet. Here are some
>servers that will get you there:
>
>irc.whiterose.net
>thule.no.amiganet.org
>linux.us.amiganet.org
>au, uk, se, no & us.amiganet.org
>
>Once you log onto a server type "/join #atari8" and we
>will be there waiting for you I hope!

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5828. Re: Demos and AMS Music

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 12:00:33 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <39BE1AE1.A15F747F@mb1.tu-chemnitz.de>
Source record: 41897

hi,

> When I was younger I had disks of Atari demos and also tons of A.M.S.
> Music disks. Does anybody else have these. I'm currently trying to get a
for demos try:

http://www.tu-chemnitz.de/~sgl/atari
http://www.atari-area.prv.pl/
ftp://matrix.ibb.waw.pl/pub/a8

ams musicdisks? sorry, don't know.

bye, sven.

5829. FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 12:36:09 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8pl7vprbk2@korweta.task.gda.pl>
Source record: 41898

If you want to connect PC and 8bit Atari - check it out, its well worth it:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=436115386

j131

5830. IMID program released!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 13:21:17 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <39BE2DCD.4097D2DB@asw.cz>
Source record: 41899

```
Hello!

I've released program called IMID on my homepage.

It's mainly for gamers and 'romz collectorz'. If you know so called
'GOODxxx' tools, this is something similar for collecting Atari 8 bit
stuff.
When run from commandline with pathname of your collection, it will go
thru all files and will try to identify the contens of the file.
This is the output of the program in the file report.rep (imid path
-report).

IMID v1.01 (c) 2000 Jindrich Kubec <kubecj@asw.cz>
Database compiled: Tue Sep 12 13:05:33 2000
Looking for 3988 known images.

E:/ATARI/SOFTWARE/8BIT/GAME/0/3dnought.prg/disk.atr
Found '3D-Noughts & Crosses' [game] in
E:/ATARI/SOFTWARE/8BIT/GAME/0/3dnought.prg/disk.atr(os/os/os/atr)
E:/ATARI/SOFTWARE/8BIT/GAME/0/3dtictac.prg/prg.r8
Found '3-D Tic-Tac-Toe' [game] in
E:/ATARI/SOFTWARE/8BIT/GAME/0/3dtictac.prg/prg.r8(os/os/os)
E:/ATARI/SOFTWARE/8BIT/GAME/0/3dtictac.prg/oth/tictacto.e3d
Found '3-D Tic-Tac-Toe' [game] in
E:/ATARI/SOFTWARE/8BIT/GAME/0/3dtictac.prg/oth/tictacto.e3d(os/os/os/os)
E:/ATARI/SOFTWARE/8BIT/GAME/0/3dtictac.prg/oth/3DTICTACTOE.ATR
Found '3-D Tic-Tac-Toe' [game] in
E:/ATARI/SOFTWARE/8BIT/GAME/0/3dtictac.prg/oth/3DTICTACTOE.ATR(os/os/os/os/atr)
E:/ATARI/SOFTWARE/8BIT/GAME/0/3dtictac.prg/oth/3dttt.atr
Found '3-D Tic-Tac-Toe' [game] in
E:/ATARI/SOFTWARE/8BIT/GAME/0/3dtictac.prg/oth/3dttt.atr(os/os/os/os/atr)
E:/ATARI/SOFTWARE/8BIT/GAME/0/180.prg/prg.axe
Found '180' [game] in
E:/ATARI/SOFTWARE/8BIT/GAME/0/180.prg/prg.axe(os/os/os)
E:/ATARI/SOFTWARE/8BIT/GAME/0/221baker.prg/case.atr
Found '221B Baker Street' (case disk) [game] in
E:/ATARI/SOFTWARE/8BIT/GAME/0/221baker.prg/case.atr(os/os/os/atr)
E:/ATARI/SOFTWARE/8BIT/GAME/0/221baker.prg/program.atr
Found '221B Baker Street' [game] in
E:/ATARI/SOFTWARE/8BIT/GAME/0/221baker.prg/program.atr(os/os/os/atr)

Files: 8. Checksums: 13. Found: 8.

The database is really incomplete, it contains only 3988 different image
identifiers :)
```

It will run thru XFD, SCP, DCM and ATR files. It will also dive into
DOS2, DOS3, Sparta Dos, MyDos images. It will also recognize those
K-boot images as normal exefiles and will test the checksums of the
files 'inside'. So if you have SOMETHING.EXE and SOMETHING.ATR created
by makeatr, it will recognize both as SOMETHING. It also understands
JonW and Howfen menus. So if you have boot-only game in menu and also in
bootsector of any disk, it will recognize it in both locations.

Now it doesn't contain identification of any 'useful program', just
games.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

5831. Got any atari game documentation

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 16:23:45 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <qolsrs4pm7p2iri2f3msicdscbdd6sf543@4ax.com>
Source record: 41900

Is there a repository for atari game instruction guides.
Im planning to sell my atari system on ebay shortly. (It's a fantastic system by the way. Still working on the description. I can't wait to see what happens.)

I have lots of bootlegged games on disks (see http://desktopservices.go.to/files/atari/gamelist.htm

) and would love to find documentation for some of these old games. Most arent too difficult to figure out but it would be nice to try to get the documentation together.

Is there any interest in creating a repository if none currently exists?

Cindy

5832. Re: LUSH RETRO BBS GRAND OPENING!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 16:47:20 UTC
From: salfter@salfter.ncc74656.dyndns.org
Message-ID: <968777584.28949@chakotay.ncc74656.org>
Source record: 41901
Cross-posted to: alt.bbs,alt.c64,comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <Pine.SUN.3.96.1000911181600.6428B-100000@compass.oregonvos.net>,
Matthew Montchalin <mmontcha@OregonVOS.net> wrote:
>On Tue, 12 Sep 2000, IMbeZOL wrote:
>
>| Cool... but where is it? Hard to judge LD charges without a location.
>|
>|IMbeZOL
>
>I thought he was in Nevada?

The phone number was in the original message, and the 949 area code is
definitely not in Nevada (area codes here are 702 (Clark County) and 775
(the rest of the state)).

_/_
/ v \
(IIGS( Scott Alfter (remove Voyager's hull number for email address)
\_^_/ http://salfter.dyndns.org
-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.2 (GNU/Linux)
Comment: For info see http://www.gnupg.org

iD8DBQE5vl9kVgTKos01OwkRAnD1AKCoQ7N3PERJRaj01yMVgeEUz+wW1QCfa57t
yIwT65qgq1dnRVNS2NwIJJM=
=SNRC
-----END PGP SIGNATURE-----
```

5833. FA: New/Boxed Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 17:56:29 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <_xuv5.3602$YG5.8871@tor-nn1.netcom.ca>
Source record: 41902
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

I have the following new/boxed Atari 400/800 etc. games up for auction on
Ebay.

Thanks for looking.

Richard.
Remove "NOSPAM" to reply via email if you have any questions.

Atari 400/800 AtariLab Starter Set
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434855849

Atari 400/800 AtariLab Light Module
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434863003

Atari 400/800 Crossfire
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434872598

Atari 400/800 Robotron 2084
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434879399

Atari 400/800 Final Legacy
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434890980

Atari 400/800 Football
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434902397

Atari 400/800 Atarimusic I Diskette
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434906876

Atari 400/800 Centipede
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434912001

Atari XL/XE Necromancer
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434918242

5834. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 18:37:26 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000912143726.17749.00000950@ng-fd1.aol.com>
Source record: 41903

> Jindrich Kubec kubecj@asw.cz replied:

>Maybe the easiest way is to do that on PC using my ChkBas Atari Basic
>decompiler.

Might very well be, BUT he currently has no SIO2PC oe equivalent....

-Ron

I don't have a solution but I admire the problem.

5835. Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 18:44:13 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <8busrsco0vf7r90ugsbiq6uafm8bpk6aqt@4ax.com>
Source record: 41904

The other Day Mindfield <mindfield@badgers.home.com> wrote:

>Damn... sorry I missed that one. :-/ When it comes to emulation of
>the 8-Bit I've practically made a career out of pooling resources and
>collecting every little thing I could find. :-)

Care to share it ;-)
--
Paul Irvine

Retro-gamer & old git

5836. Re: Got any atari game documentation

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 19:20:28 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000912152028.28028.00000194@ng-cq1.aol.com>
Source record: 41905

>Cynthia Agard cagard@olg.com

>I have lots of bootlegged games on disks (see
>http://desktopservices.go.to/files/atari/gamelist.htm
>

Apple Panic MAY not be "bad"; it runs out of joystick port #2... don't ask me
why.

-Ron

I don't have a solution but I admire the problem.

5837. Re: Got any atari game documentation

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 19:23:27 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39BE8328.CB7236A4@earthlink.net>
Source record: 41906

Hi Cindy,
You could try http://homepages.ihug.co.nz/~aaronat/atari.html The website has several manuals for downloading, including several lump downloads with about 500 manuals each. Surely you could find something useful.

LykeWyse

Cynthia Agard wrote:

> Is there a repository for atari game instruction guides.
> Im planning to sell my atari system on ebay shortly. (It's a fantastic
> system by the way. Still working on the description. I can't wait to
> see what happens.)
>
> I have lots of bootlegged games on disks (see
> http://desktopservices.go.to/files/atari/gamelist.htm
>
>) and would love to find documentation for some of these old games.
> Most arent too difficult to figure out but it would be nice to try to
> get the documentation together.
>
> Is there any interest in creating a repository if none currently
> exists?
>
> Cindy

5838. Re: LUSH RETRO BBS GRAND OPENING!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 19:23:58 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000912152358.28028.00000195@ng-cq1.aol.com>
Source record: 41907

>salfter@salfter.ncc74656.dyndns.org (Scott Alfter) answered:

>the 949 area code is definitely not in Nevada (area codes here are 702 (Clark
>County) and 775 (the rest of the state)).

It is Irvine, Laguna Beach, CA...

-Ron

I don't have a solution but I admire the problem.

5839. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 20:01:53 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000912160153.28028.00000203@ng-cq1.aol.com>
Source record: 41908

>"Gork" fnu_lnu@worldnet.net responded:

>The method used to make the program unlistable was something I believe we
> found in one of the Atari magazines. It was a short and simple method and
> used a few pokes and something else that I don't recall.

The most common way was to add a line at the VERY end like -
32000 POKE PEEK(138)+PEEK(139)*256+2,0:SAVE"D:NAME.BAS":NEW
Then type in immediate mode -
GOTO 32000

Now RUN"D:NAME.BAS will do like always, but LOAD"D:NAME.BAS will lock up tight
right after the "READY" prompt because BASIC has lost the pointer to where the
last line ends. BASIC needs this info because it stores immediate mode commands
(like LIST, RUN, SAVE"D:...) as line # 32768 ($8000) down at the very end. This
is why the maximum line number we can use is 32767 ($7FFF).

Some protection schemes also add lines:
31995 VNT=PEEK(130)+PEEK(131)*256:REM VARIABLE NAME TABLE
31997 VNTD=PEEK(132)+PEEK(133)*256:REM TABLE END
31999 FOR L=VNT TO VNTD:POKE L,125

This replaces all variable names with clear screen characters so a LISTing is
continually disrupted by a blank monitor. A LISTing to a printer is a little
better; just "}" as each variable makes tracing logic tricky. Using 155 in
place of 125 gives line feeds for an equally choppy LISTing.

-Ron

I don't have a solution but I admire the problem.

5840. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 20:09:44 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000912160944.28028.00000204@ng-cq1.aol.com>
Source record: 41909

> "Gork" fnu_lnu@worldnet.net remarked:

>One of my biggest problems right now is I have no way of sending this
>program anywhere. I have not been able to get my Atari set up since I moved,

No sweat; when you get the 8-bit going and want a project, give a hollar. We can supply the long distance guidance to make it LISTable again with just BASIC, a disk drive, and a few lines of code with NOTE and POINT that you can easily type.

-Ron

I don't have a solution but I admire the problem.

5841. Re: Where to find SpartaDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 20:47:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000912164724.05501.00000513@ng-cq1.aol.com>
Source record: 41910

>"Stuart aka PCKid" stuartnich@scom.net requested:

>Tried everywhere but not obviously where it is? :0)

Try:
http://www.newbreedsoftware.com/xlsearch/
look under FTE (Fine Tooned Engineering) for the F & G shareware 3.2 versions.

-Ron

I don't have a solution but I admire the problem.

5842. Re: Where to find SpartaDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 20:51:18 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000912165118.05501.00000514@ng-cq1.aol.com>
Source record: 41911

>Stuart aka PCKid" stuartnich@scom.net begged:

>Tried everywhere but not obviously where it is? :0)

Try Thunderdome:
http://www7.ewebcity.com/atari/a8men.htm
under Downloads there are many Sparta versions fro the XL, 800 versions are
kinda scarce...

-Ron

I don't have a solution but I admire the problem.

5843. Re: Demos and AMS Music

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 21:16:36 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000912171636.25827.00000347@ng-cq1.aol.com>
Source record: 41912

>"Dan & Jeri Williams" dwilliams@milwaukeepc.com asked:

>I'm also looking for a Boot Menu Maker program, I also used to have one
> of these, but all my software seems to have dissappeared. Thanks!!

Are you referring to the 3 sector boot program which reads the directory and
allows one key loading of .EXE files?

-Ron

I don't have a solution but I admire the problem.

5844. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-12 22:37:43 UTC
From: Russg <russg@en.com>
Message-ID: <39bee6e9$0$35386$53a6afc1@news.erinet.com>
Source record: 41917

(Ron and Gork talking about making a listable BASIC out of a
BASIC prog. that has made unloadable/unlistable.)
It has been a long time since I wrote my programs to decompile
unlistable BASIC programs. I have no idea how you can fix
a prog. using NOTE and POINT.
I do remember I wrote my programs because of the BASIC B
bug. You save about a dozen times and it becomes unlistable.
So I wrote the program to recover my own 'work'.
I ended up writing two versions. One to list a programs that
just has too many bytes added at the end and one to list programs
that have the Variable Name Table wiped out. The second one
supplies variable names (V1, V2, etc.).
I don't know if Jindroush's pc program will work with VNT wiped out,
probably, haven't tried it. With J. Kubec's program, I think you
have to delete some stuff with a text editor to acutally make a real
LIST file. I know you have to delete some stuff at the end with mine.
Russg

5845. Atari 400 keyboard pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 00:00:00 UTC
From: mikemac@mikemac.com
Message-ID: <m%Sv5.195$F93.89211@typhoon.aracnet.com>
Source record: 41921

Does anyone know what the pinout on the Atari 400's keyboard is? There are 8 and 12 bit connectors. Is it actually a 8x12 matrix or what?

Mike McDonald
mikemac@mikemac.com

5846. Re: New Atari 2600-7800 Games For Sale @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 00:00:00 UTC
From: RoBearBellie@aol.com
Message-ID: <1egwswd.qfx78j1xxukqeN@mimi1pool1-a108.mill.tds.net>
Source record: 41922
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Uh-oh

Better head to the bomb shelter. ;-)

5847. Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 00:00:00 UTC
From: njc@CC47532-A.ewndsr1.nj.home.com
Message-ID: <slrn8s01el.o3t.njc@CC47532-A.ewndsr1.nj.home.com>
Source record: 41923

On Wed, 13 Sep 2000 17:04:11 +0100, Paul Irvine wrote:
>The other Day Mindfield <mindfield@badgers.home.com> wrote:

>No probs...I also made a cd that some peeps in here got a long while
>ago. I'd think that whatever was on that which was new has filtered
>out to the sites by now.
>
>I always do, the Omnimon docs were OCR'ed by myself and many a person
>has had their mailbox made brighter with a nice image amongst other
>things :-)

My ATR8000 just arrived and my friend is dumping his Atari stuff on me. I was just thinking about burning a CD with my Atari stuff (800 - ST). The SIO2PC via Linux is going to be a very cool addition. BTW in addition to all the normal docs everyone has I also have various docs on the XL for programming, the various Omnimon (for the 800 and XL) stuff and a few other odds and ends. When the garage is cleaned I'll have room to setup shop. I just finished repairing my ASM and I'm wating for a burn of a 32 byte PROM to finish the job. The Atari to SIO2PC will be via the terminal server. I'll be able to share all my software via the Linux server at the same time! Hmmm, anyone need an interface from a PC keyboard to Atari.

Now to figure out where the to put the Vax 3300 and 8600!

Keeper of antiquated technology.

--
Linux Home Automation Neil Cherry ncherry@home.net
http://members.home.net/ncherry (Text only)
http://meltingpot.fortunecity.com/lightsey/52 (Graphics)
http://linuxha.sourceforge.net/ (SourceForge)

5848. Re: Another Hasbro Lawsuit Link

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ss0cvci1ct662@corp.supernews.com>
Source record: 41924

"William Moeller" <af332@freenet.hamilton.on.ca> wrote in message
news:8pp8l8otm4@mohawk.hwcn.org...
> carmel_andrews@my-deja.com wrote:
>
> : I seem to remember Lotus suing some s/w outfit over "the look and feel"
> : of Lotus 123, perhaps this COULD apply to Atari's situation
>
> .....which is pretty funny considering that Lotus 123, had the "look and
> feel" of Visicalc of which it was a work-a-like.
>
> Visicalc came first, but Lotus took over the market, similar to Nintendo
> grabbing the term "video game" from Atari.
>

More opinion then fact about what happened. I was using Visicalc at the time 123 came out and quite frankly after a week of using 123 I wouldn't have gone back to Visicalc for love or money.

It was an extremely popular program compared to Visicalc and once it came out they made so much money off of it then ended up buying Vision On<?> and hiring the programmers who did Visicalc.<Brickand? and someone else>

So it wasn't exactly like they just copied the look and feel. They came out with something much better then bought out anyone that could give them trouble. Kind of like MS kicking down $1 mil to DRI for stealing parts of CP/M.

5849. re

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39c227dc@fmlynet.org>
Source record: 41925

FamilyNet HQ: Telnet:\\www.family-bbs.net

You know, it may be a copy of visicalc but you never see it anymore :). Just like you never see Atari except for that sham known as Hasbro Intractive. Innivation never seems to get us much of anywhere anymore...
LykeWyse

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5850. Re: Got any atari game documentation

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 00:34:07 UTC
From: admnelson@my-deja.com
Message-ID: <8pmi1u$u8d$1@nnrp1.deja.com>
Source record: 41913

Try:www.cyou.com/~richard/atari-docs.html

Sent via Deja.com http://www.deja.com/
Before you buy.

5851. Re: Where to find SpartaDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 00:49:57 UTC
From: admnelson@my-deja.com
Message-ID: <8pmivf$v8d$1@nnrp1.deja.com>
Source record: 41914

In article <Voiv5.40$d26.5902@news0.optus.net.au>,
"Stuart aka PCKid" <stuartnich@scom.net> wrote:
> Tried everywhere but not obviously where it is? :0)
>
> Stuart

If you need the older versions (i.e. ver.1.1 or 2.3) send me an
E-mail (edshepherd@address.com) and I'll send it as a .DCM file.

Sent via Deja.com http://www.deja.com/
Before you buy.

5852. Re: Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 01:28:26 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <gultrsodu02kq3smffqjdteouikqsrnrkr@4ax.com>
Source record: 41915

On Tue, 12 Sep 2000 19:44:13 +0100, Paul Irvine
<mclane@btinternet.com> drooled an embarassing wet spot in his lap as
he typed:

>The other Day Mindfield <mindfield@badgers.home.com> wrote:
>
>>Damn... sorry I missed that one. :-/ When it comes to emulation of
>>the 8-Bit I've practically made a career out of pooling resources and
>>collecting every little thing I could find. :-)
>
>Care to share it ;-)

Erm ... sure. Whatcha want? URLs? Sites? I don't keep lots around,
but I keep good ones (i.e. ones with good resources, links, a sizeable
image library, etc. Then of course I also run an FTP site with all
things Atari, and a good bit besides. :-)

Right now I'm trying to collect nostalgia material -- old commercials,
historical information (timelines, notable breakthroughs and patents,
etc.) and stuff like that. One day i'd like to put together the
ultimate Atari CD collection that's got everything you ever wanted to
know -- and play -- about Atari but only had a dialup connection. :-)

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5853. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 01:35:58 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000912213558.09989.00000184@ng-cq1.aol.com>
Source record: 41916

> "Gork" fnu_lnu@worldnet.net remarked:

>The method used to make the program unlistable was something I believe we
>found in one of the Atari magazines. It was a short & simple method and used
a
>few pokes and something else that I don't recall. It may have been a short
bridge
>from BASIC to machine languange using something other than POKEs. The
>program remains a small file on a floppy, and I don't believe the method did
>anything to the disk or any information actually written to the disk in the
file.

It does write the file to disk with the altered pointer whic causes BASIC to lock at the READY prompt; that is how it prevents LISTability.

I did some research on the structure of the SAVEd BASIC file since the last posting. It starts with fourteen (14) bytes containing most of what you need to know to reconstruct the file; bytes 11 & 12 are the Current Statement pointer reflecting the offset to the "POKE PEEK(138)..." line which was executing during the SAVE.

The third byte of this line is the line length token that was set to zero and the fourth byte is the statement length token for the first statement. The statement length tokens are counted from the start of the line to the end of the statement; so the final statement length token is the same as the line length token.

So, OPEN the .BAS file for update (,12,0); (byte 11 + 256*byte 12) minus 256 is the offset from byte 15 to the beginning of the affected line; GET the 2 line number bytes and NOTE the location of the bad byte; GET and save the length byte; GET those bytes and check end of statement (token 20) or end of line (token 22); when you get end of line - take the last length byte; POINT back to the bad byte; and PUT the length byte in its place.

Now it is unlocked with only the Variable Name Table in question; if it requires rebuilding, byte 3 + 256*byte 4 minus 256 is the offset from byte 15 to the VNT. Byte 7 + 256*byte 8 minus 256 is the offset from byte 15 to the Variable Value Table which can identify each variable as $tring, array or scalar. You can also POKE this info directly using PEEK(130-131) and PEEK(134-135) afted loading the file since it is now unlocked.

-Ron

I don't have a solution but I admire the problem.

5854. Re: Need old version of Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 03:43:49 UTC
From: Paul Mills <paul.mills@worldnet.att.net>
Message-ID: <VJCv5.5093$6i1.450184@bgtnsc04-news.ops.worldnet.att.net>
Source record: 41918

Try closing _all_ other programs. I found recently that when McAfee Guard Dog is running on my system, Atari800win 2.6 locks my system up.

Paul

Stuart aka PCKid <stuartnich@one.net.au> wrote in message news:xdNu5.13707$cr3.364379@ozemail.com.au...
> I went to Holmes page and got the Unofficial release version 2.5e and that
> one WORKS!!. It is the only one that does though. versions 2.5c and whatever
> the third one is on Holmes page both don't work. So at least it now works.
> Strange that the latest don't though.
> I tried Rainbow and that works but it seems to be shareware and though I do
> buy shareware I am not going to lash out money on an Atari 800 shareware
> program if it's no better than the freeware ones around.
>
> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> news:39BB9B3C.563366B9@earthlink.net...
> > It *is not* working! It is not loading the roms. I keep getting various
> errors
> > about it like, "Rom not loaded, please load rom and try again" and "A
> fatal error
> > occoured in Atari800Win, press enter to continue or ESC to abort." In
> other words,
> > the blue screen of death.
> >
> > LykeWyse
> >
> > Mindfield wrote:
> >
> > > Strange that you should have these problems. I've had no trouble
> > > getting all versions, up to the newest (2.6c) to work. What exactly
> > > is it (not) doing when you try and load the ROMs?
> > > --
> > > Mindfield
> > >
> > > "Nothing works contrary to nature, only to what we know of it." -Scully
> > >
> > > Remove the badgers before E-Mailing.
> >
>
>

5855. ATR800, Atari 800, Linux & networking

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 03:48:19 UTC
From: njc@CC47532-A.ewndsr1.nj.home.com
Message-ID: <slrn8rtukq.3e5.njc@CC47532-A.ewndsr1.nj.home.com>
Source record: 41919

OK, I'm waiting very patiently as an ATR8000 (w/Atari 800) is to arrive at my door (9/13). I'll have to get the parts and build several SIO cables so that I can hook this up to Linux box. I may extend the SIO2PC prog so that I can hook it up to a terminal server or a TINI board (networked connected to a daemon running on the Linux server).

I'm also about to get 3 more drives (2 810's one with Happy one with something else and 1 1050 with a 6502 mod board we built). An 800 with autobanking Omnimon, software, 850, printer a TRS 80 (how'd that get in there ;-) etc. .

One question I have is does anyone have the source code to Omnimon or Omnimon XL? I seemed to recall that the author (Dave ?) released it a number of years ago.

I guess that I'll now have to sort through all my Atari stuff and get it all working properly. :-)

--
Linux Home Automation Neil Cherry ncherry@home.net
http://members.home.net/ncherry (Text only)
http://meltingpot.fortunecity.com/lightsey/52 (Graphics)
http://linuxha.sourceforge.net/ (SourceForge)

5856. Re: Looking for these two games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 05:21:19 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <39BF0ECF.E64E7B4B@asw.cz>
Source record: 41920

Russg wrote:
> I don't know if Jindroush's pc program will work with VNT wiped out,
> probably, haven't tried it.

Yes, it works and it creates dummy variable names. (I think :-)

> With J. Kubec's program, I think you
> have to delete some stuff with a text editor to acutally make a real
> LIST file. I know you have to delete some stuff at the end with mine.

I've added a switch later which puts 'the real Atari' list file (even
with 155 as line break character), so that it could be 'ENTERed' from
the emu.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

5857. Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 10:39:47 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <dvlursgjfptkecphml76vsjjd71tke251g@4ax.com>
Source record: 41926

The other Day Mindfield <mindfield@badgers.home.com> wrote:

>Erm ... sure. Whatcha want? URLs? Sites? I don't keep lots around,
>but I keep good ones (i.e. ones with good resources, links, a sizeable
>image library, etc. Then of course I also run an FTP site with all
>things Atari, and a good bit besides. :-)

I was keen to try and find anything unusual or rare that's not on the
normal FTP sites. (as we all are)

Like the floods on the misc group that we know only to well, there are
bits that pop up that just are no where else. Mail me the site if you
like (or not) :-)
>
>Right now I'm trying to collect nostalgia material -- old commercials,
>historical information (timelines, notable breakthroughs and patents,
>etc.) and stuff like that. One day i'd like to put together the
>ultimate Atari CD collection that's got everything you ever wanted to
>know -- and play -- about Atari but only had a dialup connection. :-)

Join the club...

I'm going to pick up around a 1000 UK discs in a month or so, this guy
collected anything and everything (so he says) so I hope to find a few
tit bits that are new.

God, I wish I had all my disks still...I really did have pretty much
everything. If it moved I collected it..
--
Paul Irvine

Retro-gamer & old git

5858. Re: Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 11:06:21 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <j1nurssbefq7pqo5vi5t06qbkt39hik7g8@4ax.com>
Source record: 41927

On Wed, 13 Sep 2000 11:39:47 +0100, Paul Irvine
<mclane@btinternet.com> drooled an embarassing wet spot in his lap as
he typed:

>I was keen to try and find anything unusual or rare that's not on the
>normal FTP sites. (as we all are)
>
>Like the floods on the misc group that we know only to well, there are
>bits that pop up that just are no where else. Mail me the site if you
>like (or not) :-)

Well, I've tried to keep up with everything I could find. I havn't
gone and weeded out duplicates, but at the moment I'm still in
collector mode, so until I'm satisfied that I have virtually
everything there is to get, I'll probably keep it that way. Currently
I have my own collection of stuff, plus a mirror of Closer to Home. I
also have a CD full of stuff a friend over your way mailed me, but
he's asked me not to share yet -- but there are some things there that
aren't in any archive I've seen. I'll see if I can get his permission
to put at least those rarer titles on my archive.

In the mean time, my archive can be found here:

ftp://atari8:archive@ftp.mindfield.dyndns.org:2026
- The 8-bit archive. Quite large and growing whenever I can find
new stuff.
ftp://atari16:archive@ftp.mindfield.dyndns.org:2026
- Still very much in the building stage. I'm currently working to
dump my ST disk collection for TOSEC to include in their next
ABEM flood.
ftp://atari:consoles@ftp.mindfield.dyndns.org:2026
- 2600, 5200, 7800, Jaguar, Lynx. It's all here and as complete as
possible.
ftp://emulation:roms@ftp.mindfield.dyndns.org:2026
- The generic emulation account. Everything but current-gen
consoles and ROMs/images available here. This is where anyone
can upload, as well.

Everyone here is welcome, but don't spread it about. While I've no
problem with fellow Atarians and former Atarians logging in, I'd
rather keep the all-encompassing emulation community to a minimum to
keep bandwidth available. :-)

Oh, and the site's running on my home PC, so it may go down from time
to time. If it's down, just try a little later.

>Join the club...
>
>I'm going to pick up around a 1000 UK discs in a month or so, this guy
>collected anything and everything (so he says) so I hope to find a few
>tit bits that are new.

Sounds good! Hope you do find some new tidbits ... should you care to
share I'm sure we'd all be the richer for it. :-)

>God, I wish I had all my disks still...I really did have pretty much
>everything. If it moved I collected it..

Same here. My only consolation is that I still have my ST disk
collection (which I'm having less than stellar success dumping to ST
images so far). I've managed to rescue a few of my old MODs and
shareware/freeware programs. (Er, okay, one shareware program, one
utterly crap first-attempt at a demo. I havn't lifted the second,
equally crap demo yet... :-)
--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5859. Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 11:09:44 UTC
From: DCM01@USA.NET
Message-ID: <39bf5f06.1749015@news.CIS.DFN.DE>
Source record: 41928

On Wed, 13 Sep 2000 11:39:47 +0100, Paul Irvine
<mclane@btinternet.com> wrote:
>I'm going to pick up around a 1000 UK discs in a month or so, this guy
>collected anything and everything (so he says) so I hope to find a few
>tit bits that are new.

Some of those disks may be unique, so you should convert them to ATR's
if you can.

I think Yogi was the first to clue into the fact that the floppy media
is failing, and that putting an image on a website doesn't kill the
software (some still called it piracy) but actually allows the
software (which is art after all) to survive.

We had a good chat and gave away the door prize finally, after getting
7 chatters.

Some of the good sites for images we talked about were www.umich.edu
and www.farago.com.

5860. New Atari 2600-7800 Games For Sale @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 15:47:03 UTC
From: Bubba <bubba_biff_barney@bubba.com>
Message-ID: <XjNv5.1247$Uc.52571@monger.newsread.com>
Source record: 41929
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

http://user.auctions.yahoo.com/user/sega_master_system

5861. Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 15:53:18 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <7d8vrs0rba17l5piqnp7apci0umblvs43f@4ax.com>
Source record: 41930

The other Day DCM01@USA.NET (Daniel Miller) wrote:

>On Wed, 13 Sep 2000 11:39:47 +0100, Paul Irvine
><mclane@btinternet.com> wrote:
>>I'm going to pick up around a 1000 UK discs in a month or so, this guy
>>collected anything and everything (so he says) so I hope to find a few
>>tit bits that are new.
>
>Some of those disks may be unique, so you should convert them to ATR's
>if you can.
>
That was the plan :-)

>I think Yogi was the first to clue into the fact that the floppy media
>is failing, and that putting an image on a website doesn't kill the
>software (some still called it piracy) but actually allows the
>software (which is art after all) to survive.

I was around at the time when Yogi was getting stick for his archive, every group has it diehard keep it real people of which I support BUT unlike most other older machines the Atari folk tend to go ape (sorry Steve) about having archives.

I know some people still sell stuff, others sell stuff repacked that used to belong to other people (with blessing) etc but these archives are not there for making cash.
>
>We had a good chat and gave away the door prize finally, after getting
>7 chatters.

I can't really join the chats these days as my daughter is 8months old and I need all the sleep I can get so 4:30 in the morning is rather early for me :-)

--
Paul Irvine

Retro-gamer & old git

5862. Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-13 16:04:11 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <go8vrs4qquuf5q27acsm28mt9gqtug9sfe@4ax.com>
Source record: 41931

The other Day Mindfield <mindfield@badgers.home.com> wrote:

>Well, I've tried to keep up with everything I could find. I havn't
>gone and weeded out duplicates, but at the moment I'm still in
>collector mode, so until I'm satisfied that I have virtually
>everything there is to get, I'll probably keep it that way.

Ha ha..Someone after my own heart.

>Currently
>I have my own collection of stuff, plus a mirror of Closer to Home. I
>also have a CD full of stuff a friend over your way mailed me, but
>he's asked me not to share yet -- but there are some things there that
>aren't in any archive I've seen. I'll see if I can get his permission
>to put at least those rarer titles on my archive.
>
No probs...I also made a cd that some peeps in here got a long while
ago. I'd think that whatever was on that which was new has filtered
out to the sites by now.

>In the mean time, my archive can be found here:

Snip...Many thanks..

Will not abuse said account :-)

>>I'm going to pick up around a 1000 UK discs in a month or so, this guy
>>collected anything and everything (so he says) so I hope to find a few
>>tit bits that are new.
>
>Sounds good! Hope you do find some new tidbits ... should you care to
>share I'm sure we'd all be the richer for it. :-)

I always do, the Omnimon docs were OCR'ed by myself and many a person
has had their mailbox made brighter with a nice image amongst other
things :-)

>>God, I wish I had all my disks still...I really did have pretty much
>>everything. If it moved I collected it..
>
>Same here. My only consolation is that I still have my ST disk
>collection (which I'm having less than stellar success dumping to ST
>images so far). I've managed to rescue a few of my old MODs and
>shareware/freeware programs. (Er, okay, one shareware program, one
>utterly crap first-attempt at a demo. I havn't lifted the second,
>equally crap demo yet... :-)

LOL...We all have or little bits out there, somewhere there is a 2 drive 8bit copier by myself, a couple of menu programs that a couple of us knocked together (Mostly an old mate called Steve) and the odd crack , trainer and my fave...A redone Sidewinder which auto loads a great new set of levels, released as Rescue at Libya or somesuch. :-)

I feel a Spelunker or Jumpman session coming on :-)
--
Paul Irvine

Retro-gamer & old git

5863. Re: ase read - Buyer Beware] Digital Data Factory (Edward Will...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24126-39C0FC2D-15@storefull-173.iap.bryant.webtv.net>
Source record: 41847

teresa,
i do not have the schematics for those boards, my hardware guy has them,
and will not give them up till he is done with some projects, there is
only one schematic availible, sorry.
exactly what project are you attempting, those boards are not a easy
board for anything, they entail a lot of work.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5864. FA: ZORK I by INFOCOM for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: bozokitty@mindspring.com
Message-ID: <39c11614.29539431@news.mindspring.com>
Source record: 41848
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I have a complete ZORK I by Infocom for Atari 400/800/XL/XE series
for auction on eBay.

If you're interested, check out:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=438077465

Thanks.

/___/\
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=(_)=
U

bozokitty@mindspring.com

5865. FA: Atari XF551 Disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Chad <nospam@bellsouth.net>
Message-ID: <Fabw5.13512$f_3.742682@news4.mco>
Source record: 41849

I am auctioning off my XF551 disk drive, starting at $25.00, check it out
and bid on it,

http://page.auctions.yahoo.com/auction/40137748

Thanks for your time.

5866. Re: ATR800, Atari 800, Linux & networking

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000914173829.18423.00000705@ng-cl1.aol.com>
Source record: 41850

>njc@CC47532-A.ewndsr1.nj.home.com (Neil Cherry) requested:

>does anyone have the source code to Omnimon or Omnimon XL?
>I seemed to recall the author (Dave ?) released it a number of years ago.

I never heard about Mr Young releasing it, but I certainly would like to see
the code for the XL version...

-Ron

I don't have a solution but I admire the problem.

5867. Re: ATR800, Atari 800, Linux & networking

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: njc@CC47532-A.ewndsr1.nj.home.com
Message-ID: <slrn8s2khp.14q.njc@CC47532-A.ewndsr1.nj.home.com>
Source record: 41851

On 14 Sep 2000 21:38:29 GMT, RHamiIton5 wrote:
>>njc@CC47532-A.ewndsr1.nj.home.com (Neil Cherry) requested:
>
>>does anyone have the source code to Omnimon or Omnimon XL?
>>I seemed to recall the author (Dave ?) released it a number of years ago.
>
>I never heard about Mr Young releasing it, but I certainly would like to see
>the code for the XL version...

These are the things I remember being replease (not necessarily into
the public domain): Atari 800 OS, 1050 drive OS (or one of the 3rd
party derivatives) and omnimon and omnimon xl. Unfortunately I can't
find the code and I know I d/l'd it. It's with the drive code so when
I find one I find the rest.

--
Linux Home Automation Neil Cherry ncherry@home.net
http://members.home.net/ncherry (Text only)
http://meltingpot.fortunecity.com/lightsey/52 (Graphics)
http://linuxha.sourceforge.net/ (SourceForge)

5868. Re: ATR800, Atari 800, Linux & networking

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000914190600.29312.00000011@ng-fr1.news.cs.com>
Source record: 41852

>>I seemed to recall the author (Dave ?) released it a number of years ago. >>

TTBOMK, the rights to Omnimon and the other items originally from C. David Young belong to Wes Newell.

Larry

5869. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ps55a$g13$1@user2.teleport.com>
Source record: 41853
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5870. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ps5ct$ip9$1@user2.teleport.com>
Source record: 41854
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

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to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5871. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ps5mvjos1@user2.teleport.com>
Source record: 41855
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

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Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

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FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5872. Re: ase read - Buyer Beware] Digital Data Factory (Edward

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39c227dc@fmlynet.org>
Source record: 41856

FamilyNet HQ: Telnet:\\www.family-bbs.net

Ed,

Allow me to forward your rebutal to the Atari 8-bit newsgroup since I have yet to see it there. It's only fair.

You've had mundane issues, and we've talked amoungst all this. I've been very patient with you amoungst the 16 months that I've waited for this. I moved onto other projects, and took on other projects. I started applying the breaks on all this by February when I saw that this was swiftly approaching a year. Set an April deadline. That past, and after that, so did other appointments to meet me at the First Saturday Sidewalk Sale, my house, etc. In early August after so many broken appointments and promises I gave you my final ultimatium to return the parts. You made arrangements to do so before the date, and again, broke that promise.
Granted, you live in another state, but there is mail afteral.

Ed, it was a sad day when I had to post this message. The cartridge boards really didn't matter to me. The six pack cartridges were iffy to be begin with, but you wanted them, I made a deal with you in exchange for your time, and in the end, I was even willing to give you half the cartridge boards for ATTEMPTING to put them together and your time spent TRYING to contact Video 61 for the cartridge plans. Being that you are the old associate that you are to me, being from my original days (the eighties) when I was first in the Atari scene, you had a special place in my memory. I wanted you to succeed in getting those parts together or if nothing else, getting them back to me when I started to request that. That's why I gave you as long as I did.

Like I said in my final message to you, if they were not to me by September 1st, you could keep the cartridges since you would probably have enough grief from the
Atari community over me warning them about you. That was the choice I gave you... the cartridges or your reputation in the Atari community. I extended this deadline to September 2nd to give you a chance to show at the First Saturday Sidewalk Sale, and to September 3rd and 4th to allow to extra business days in the events you sent it in the mail at the last minute. The only other choices I had were to:

1) continue to wait and receive additional broken promises 2) write it off 3) write it off and warn others so the same didn't happen to them.

Ask anyone here... ask yourself. If you made a deal with someone to fix something, and then time passed with no results, you would get a little impatient. I've heard some on here say they would have done what I did after as little as three to four months.

So that person doesn't fix the device in a timely manner. That's cool.
So how would you feel when that person says he will return the item, and after six months of broken promises "I'll meet you", "I'll send it", etc, what would you think then?

Ed, I'm sorry to say this, but look over the last 16 months... many
chances
many promises, packages that were never sent, appointments not kept. I've only made this known to the newsgroups as a fair warning to everyone else.

Like I said, the cartridges in the end didn't matter to me, and in the end the greatest damage is that I now know that an old associate has shown himself untrustworthy. With Atari hobbyists being as rare as they are, as helpful as you have been in the past, this is a painful fact to live with. More painful is the thought of someone else having to go through this.

You have three choices at this time. You can seek to restore what was lost with myself and those here. I'm not above forgiveness, and life is too short not to. The message to the various newsgroups was written as a last resort and warning to others. If this is something that means something to you, I'm also not above letting all those I warned have an update to let everyone know all was settled.
You can walk away from this as I have. In time, perhaps others here would have forgotten what has transpired here. In time you can show others through your actions that I was quite wrong.
You can retaliate against me. Of course I've already gone through pain knowing I have an old assocaite I can no longer trust. You in turn will only cause yourself pain in the long run by doing more.

I'll leave it that, and leave it up to you,

Greg Goodwin
@>-->---------------

> From: "Teresa Williams" <Teresa@jam.rr.com>
> To: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
> Attention:
> to all that have read this Thread!
> Greg is mistaken there was not an Atari Item at issue.
> There were the six pack cartridges 20 of them of which
> 10 were to be returned to Greg, and I was to retain 10.
> the items I received from Greg were 20 bare boards and
> 20 blank cases.
> There was no time limit set and no payment arranged.
> the deal was on my free time I was to assemble the carts,
> I do not have nor have had any schematics for these cartridges.
> I asked Lance at Video 61 for Schematics over a year ago and
> he has better things to do, than to help someone with these
> carts. For one, he said they don't fit the cases (without serious labor
> intensive work) and they are not easy to write programs for "Ask Lance".
> So everything has been trial and error. As for as Theft of his
> Atari Item I deny any intentional act. First, Last summer I was in an

> auto accident and Greg knew this. Second, My contract with IBM was over
> and I had to look for a new job Greg knew this as well. With the
> work on these cartridges taking up to 3 hours each to solder and trim the
> cases involved and me supplying the sockets and EPROM's, I think that
> to put me on a time table after the fact is poor business on Greg's part.
> Greg, you may pick up your cartridges at my attorneys office in Dallas in
> about two weeks.
> Thank you
> Edward Williams
> ----------
>> From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
>> Newsgroups: comp.sys.atari.8bit
>> Subject: ase read - Buyer Beware] Digital Data Factory (Edward Williams)
>> Date: Wed, Sep 6, 2000, 9:10 AM
>>
>> FamilyNet HQ: Telnet:\\www.family-bbs.net
>>
>> [Please read - Buyer Beware] Digital Data Factory (Edward Williams)
>>
>>
>> To the Atari community,
>>
>> It is with a heavy heart that I give the following message. I normally
>> like to stay fairly upbeat in my writings, but I feel it neccessary to warn
>> many good Atari hobbyists and users of a wolf in lamb's clothing in our
> midst.
>> This message comes after 16 months of broken appointments, and broken
> promises
>> reguarding an agreement on an Atari item.
>>
>> It was over a year ago that Edward Williams was accused by someone on the
>> Atari 8-bit newsgroup of being little more than a thief. I stood up to
> defend
>> his honor since he was a fellow member of AUNT, and a long time Atari
> associate
>> from back when I was into Atari the first time around back in the 80's. I
> must
>> now sadly apologize for my stance on his behalf.
>>
>> Information on this individual is as follows:
>>
>> Digital Data Factory (Edward Williams) 200 Crestview Dr Apt 62
>> Jacksonville AR 72076-4068
>> USA
>> (501) 985-2082
>> Used hardware
>> Repair Shop.
>>
>> (This information found online at...)
>> http://www.faqs.org/faqs/atari-8-bit/vendev/

>>
>>
>> Mr. Williams was notified on August 3rd that this message would be sent
> to
>> all Atari channels if he did not return the Atari item we had agreed on for
> him
>> to work on. Naturally a few additional days were given to allow for labour
> day
>> and the postal delivery day in case he sent it by mail.
>> And as said before, the firm deadline I placed came after 16 months of
>> many arrangements made, missed appointments, packages that were promised on
>> being shipped, you know the drill.
>>
>> I have been an Atari hobbyist and trader since November of 1998. Made
>> many transactions, met many people. I like to fulfill my trading
> transactions
>> with quickness and efficiency. When I came back from my nine year absence
> from
>> Atari computing, it was good to see a familiar face like Ed's. He and I go
> way
>> back. It was fun hanging with him and AUNT. His actions seemed sincere
> enough
>> then. I'll remember that part fondly.
>> But for some reason he has chosen not honor his deal with me, and from
>> what I've seen I am not the first.
>>
>> I hope that my actions on the newsgroups are respectable enough that you
>> will know I would not post this without just cause.
>>
>> My thanks to the other good folk here that make this hobby such a blast.
>> It is for your sake that this letter was written.
>>
>> Sincerely,
>>
>> Greg Goodwin aka "Doctor Clu"
>> @>-->----------------
>>
>> FamilyNet <> Internet Gated Mail
>> http://www.fmlynet.org
>>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5873. ne Atari chat time

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.39c227dc@fmlynet.org>
Source record: 41857

FamilyNet HQ: Telnet:\\www.family-bbs.net

A good Thursday to everyone,

Looks like we have made it through yet another week quite well.

Like so many, I'm looking forward to tonight's 8 pm CST Atari chat
session at...

http://stargate.cs.swau.edu/atari

Much to talk about like, like how to get a JUGS system working for
the Jaguar, and the fact that the article about our club has been
reprinted four times so far throughout the country. :)
Gotta love it.

And check out the newly updated club website when you get a
chance...

http://www.geocities.com/lady-aramis/index.html

We've added a mission statement, a section on how to find Atari stuff
in the Dallas/ Fort Worth area, how to connect an Atari to a Newton
MessagePad, and Dallas Atari support BBS's (to name a few).

Take care and see all of ya'll at the chat tonight!

Greg Goodwin / Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5874. Re: ase read - Buyer Beware] Digital Data Factory (Edward

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.39c227dc@fmlynet.org>
Source record: 41858

FamilyNet HQ: Telnet:\\www.family-bbs.net

It is really sad that Atarians have one fewer of the people that we can trust
to follow through with trade transactions. I have encountered a few; few and
far between fortunately. But, we cannot help but follow
through with the transaction even though there are the bad seeds out there...
PLEASE have the respect to follow through with a trade transaction before even
offering. Most of us are patient; just don't take an extremely long period of
time to respond.
</rant>
LykeWyse

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5875. ne Atari chat time

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006.39c227dc@fmlynet.org>
Source record: 41859

```
FamilyNet HQ: Telnet:\\www.family-bbs.net

Clu,
Got the JUGS working? Alrite!! Outta sight man...see you @chat tonite...
Oh BTW...thanx for updating the club site...the for sale section is helping
with christmas presents...
LykeWyse

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org
```

5876. Re: ase read - Buyer Beware] Digital Data Factory (Edward

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c.39c227dc@fmlynet.org>
Source record: 41860

FamilyNet HQ: Telnet:\\www.family-bbs.net

> It is really sad that Atarians have one fewer of the people that we can
> trust to follow through with trade transactions. I have encountered a
> few; few and far between fortunately. But, we cannot help but follow
> through with the transaction even though there are the bad seeds out
> there... PLEASE have the respect to follow through with a trade
> transaction before even offering. Most of us are patient; just don't
> take an extremely long period of time to respond.
> </rant>
> LykeWyse

To Ed William's credit, he was always good at returning E-mail and making
arrangements to do something. No long wait time in this case a good lot of
the time for replies.

Greg

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5877. Re: ase read - Buyer Beware] Digital Data Factory (Edward

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d.39c227dc@fmlynet.org>
Source record: 41861

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Video61@webtv.net (Lance Ringquist)
> teresa,
> i do not have the schematics for those boards, my hardware guy has them,
> and will not give them up till he is done with some projects, there is
> only one schematic availible, sorry.
> exactly what project are you attempting, those boards are not a easy
> board for anything, they entail a lot of work.
> thanks,
> lance
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Well Lance, actually that was Ed Williams writing from Teresa's E-mail account. Probably checking newsgroups from another account other than his usual provider.

It was some cartridge boards (made by Bill Williams) that Ed was going to assemble for me. He's saying that he tried contacting you to get the schematics so he could build those for me. However this is immaterial at the moment. I've known for a good while that he was unable to get this from you. After April/May this was no longer an issue, as by then I was asking him to wrap it up or ship/bring it back by that point in time.

Thanks though,

Greg

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5878. Re: Atari800Win problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Werner <cwh@solucoes.com.br>
Message-ID: <39c0bc9a@news.terra.com.br>
Source record: 41939

The name of the game is Sea Dragon and the sub explodes right in the
beginning, no matter what you do with the joystick. As far as I remember,
the same happened with older versions of Atari800dos, not only with
Atari800win 2.6a.

No problems with Spellunker.

Werner
Brazil

"Paul Irvine" <mclane@btinternet.com> wrote in message
news:t9mqrso3ibg04p3rd77t0fch6u0nt7ca3k@4ax.com...
> The other Day Paul Irvine <mclane@btinternet.com> wrote:
>
> >The other Day Gary Morton <gary@alma.demon.co.uk> wrote:
> >
> >>I had great success with V2.6a with a couple of favourites including
> >>Speluker and the submarine/depth charge game whose name escapes me at
> >>the moment! With the latest version of the emulator both games are now
> >>broken. The video of Spelunker is completely random (broken DL?). The
> >>submarine in the other games explodes right from the start.
> >>
> >Spelunker broken??
>
> >I'll keep this post and have a look since I have both Spelunker
> >versions, if by any chance there is a problem you can email Rich BUT
> >bear in mind he is a busy man and Atari800win is a side project for
> >him so he may not reply instantly or maybe at all.
>
> Just tried them both and Gary is right, the hacked Spelunker does
> indeed crash out (graphically) on the 1st play screen BUT the full
> version is fine..
>
> Wonder what happened there?
>
> I will try the Sub game if Gary tells me the name, got a feeling it's
> the Adv Inc one by Russ Wetmore.
> --
> Paul Irvine
>
> *Retro-gamer & old git*

5879. Preserving for Posterity

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8pqg8rgio1@nnrp1.deja.com>
Source record: 41940

Hi, Any help appreciated..

After finding my 130xe and software the other day and finding that it all works !!, I've been thinking about backing up my old software for posterity. I've read various options for connecting my 1050 to my pc, but all seem to involve building your own cable, which I'm not that confident about doing, also if I remember correctly I had a us doubler? eprom put in the drive, will this affect it.

Is there anywhere/anyone I can order a ready made cable from in the uk ?

All my discs are compilation double sided boot disks with homemade front menu's, grouped into game type, will I be able to image the entire disk and run it as normal from the menu's, or will I have to return each program to and individual disk.

I have over 40 double sided disks to work through at least 25 disks are going to have 8+ games / side = 400+ games and the rest are 2 games / disk / complete boot disks, I'm bound to have something interesting tucked away in there somewhere for anyone that can help me...:-)I'll start compiling a listing.

Mark

Sent via Deja.com http://www.deja.com/
Before you buy.

5880. Re: Atari800Win problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <ss1hk76rct6176@corp.supernews.com>
Source record: 41941

For what it's worth, I have two versions (different cracks, I suppose) of
Sea Dragon, and have no problems with either one, running Atari800Win, 2.6a.
I believe they both came from one of Yogi's compilation disks...

--
-- Gork
... When you REALLY need one ...

"Werner" <cwh@solucoes.com.br> wrote in message
news:39c0bc9a@news.terra.com.br...
> The name of the game is Sea Dragon and the sub explodes right in the
> beginning, no matter what you do with the joystick. As far as I remember,
> the same happened with older versions of Atari800dos, not only with
> Atari800win 2.6a.
>
> No problems with Spellunker.
>
> Werner
> Brazil
>
> "Paul Irvine" <mclane@btinternet.com> wrote in message
> news:t9mqrso3ibg04p3rd77t0fch6u0nt7ca3k@4ax.com...
> > The other Day Paul Irvine <mclane@btinternet.com> wrote:
> >
> > >The other Day Gary Morton <gary@alma.demon.co.uk> wrote:
> > >
> > >>I had great success with V2.6a with a couple of favourites including
> > >>Speluker and the submarine/depth charge game whose name escapes me at
> > >>the moment! With the latest version of the emulator both games are now
> > >>broken. The video of Spelunker is completely random (broken DL?). The
> > >>submarine in the other games explodes right from the start.
> > >>
> > >Spelunker broken??
> >
> > >I'll keep this post and have a look since I have both Spelunker
> > >versions, if by any chance there is a problem you can email Rich BUT
> > >bear in mind he is a busy man and Atari800win is a side project for
> > >him so he may not reply instantly or maybe at all.
> >
> > Just tried them both and Gary is right, the hacked Spelunker does
> > indeed crash out (graphically) on the 1st play screen BUT the full
> > version is fine..
> >
> > Wonder what happened there?
> >

> > I will try the Sub game if Gary tells me the name, got a feeling it's
> > the Adv Inc one by Russ Wetmore.
> > --
> > Paul Irvine
> >
> > *Retro-gamer & old git*
>
>

5881. FA: AtariLab Starter Kit and Light Module

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <WA5w5.5375$YG5.10780@tor-nn1.netcom.ca>
Source record: 41942
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

I have an AtariLab Starter kit, and an AtariLab Light Module up for auction on Ebay. These kits are new. They allow the user to perform interesting experiments. Great fun for kids for science projects.

AtariLab Starter Kit:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434855849

AtariLab Light Module
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434863003

Thanks for looking,

Richard.
(Remove the "NOSPAM" from my email address when replying).

5882. Re: Atari800Win problems

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <8rp1ssgd8247q70ias5pafs7ti179eru86@4ax.com>
Source record: 41943

The other Day "Werner" <cwh@solucoes.com.br> wrote:

>The name of the game is Sea Dragon and the sub explodes right in the
>beginning, no matter what you do with the joystick. As far as I remember,
>the same happened with older versions of Atari800dos, not only with
>Atari800win 2.6a.
>
>No problems with Spellunker.

You mean the Spelunker with the into...The other one does die
--
Paul Irvine

Retro-gamer & old git

5883. Re: Preserving for Posterity

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39C0F44C.D915769C@siemens.at>
Source record: 41944

mark__e wrote:
> After finding my 130xe and software the other day and finding that it
> all works !!, I've been thinking about backing up my old software for
> posterity. I've read various options for connecting my 1050 to my pc,
> but all seem to involve building your own cable, which I'm not that
> confident about doing, also if I remember correctly I had a us doubler?
> eprom put in the drive, will this affect it.
>
> Is there anywhere/anyone I can order a ready made cable from in the uk ?

US doubler should be no problem. I have one drive with a Happy and
one with a Speedy enhancement in it. But they work with a real
Atari and therefore work with a PC which sends the same commands too.
Being in a similar situation as you I bought a 1050-2-PC cable from
Nick Kennedy. With the cable he sends you a disk with the latest
version of his SIO2PC software. Under MSDOS in works great, under
windows there are problems, but my w98 lets me boot with MSDOS so
if you know it that's no problems. Best to send Nick an email at
nkennedy@tcainternet.com and ask him if he's willing to make you
a cable.

> All my discs are compilation double sided boot disks with homemade
> front menu's, grouped into game type, will I be able to image the
> entire disk and run it as normal from the menu's, or will I have to
> return each program to and individual disk.

If they are 128 byte/sector formatted there should be no problem.
However I have some disks SIO2PC can't read and suspect they are
the special formatted 256 byte/sector disks but I'm not sure
about that. Maybe I'll verify that after I finished saving all
the other disks to atr images.

Gerhard

5884. Re: Preserving for Posterity

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8pquqk$3du$1@nnrp1.deja.com>
Source record: 41945

Many thanks Janka,

I'll drop him a note, I'm getting quite excited about the whole
project, it would be a shame to see it all disappear.
I know a lot of the software will be out there, but it's those personal
touches I want to preserve..., Any sort after stuff I should keep an
eye out for, I seem to remember having all sorts of interesting things
(well at the time they were anyway :-))

Mark

In article <39C0F44C.D915769C@siemens.at>,
Janka Gerhard <gerhard.janka@siemens.at> wrote:
Best to send Nick an email at
> nkennedy@tcainternet.com and ask him if he's willing to make you
> a cable.

Sent via Deja.com http://www.deja.com/
Before you buy.

5885. Re: Preserving for Posterity

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000914122532.27877.00000195@ng-bg1.aol.com>
Source record: 41946

>mark__e mark__e@my-deja.com asked:

>I've been thinking about backing up my old software for posterity. I've read
>various options for connecting my 1050 to my pc, but all seem to involve
>building your own cable,

IF you do have the USDoubler and IF you have a 5.25 on the PC, then there is a European (German?) written utility which can transfer to & from the PC with MyDOS format DD diskettes; it works at the file level so would require DisComm to move a complete disk image. Another utility claims to do entire sides, but gave me no success. You could also convert a SD disk directly to an .ATR or .XFD file on a DD diskette for transfer.

>will I be able to image the entire disk and run it as normal from the menu's,
>or will I have to return each program to an individual disk?

Once transferred, the images will function normally on an emulator unless they have some really really exotic code.

>I had a us doubler? eprom put in the drive, will this affect it?

The doubler chip should not interfere with SIO2PC cable operation.

>Is there anywhere/anyone I can order a ready made cable from in the uk ?

I can be NO help here! I'm about 8 or 9 time zones away...

-Ron

I don't have a solution but I admire the problem.

5886. Re: Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 00:24:50 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <0360sskppfulvkaq23i16aevpstmhbmgp6@4ax.com>
Source record: 41932

On Wed, 13 Sep 2000 17:04:11 +0100, Paul Irvine
<mclane@btinternet.com> drooled an embarassing wet spot in his lap as
he typed:

>The other Day Mindfield <mindfield@badgers.home.com> wrote:
>
>
>>Well, I've tried to keep up with everything I could find. I havn't
>>gone and weeded out duplicates, but at the moment I'm still in
>>collector mode, so until I'm satisfied that I have virtually
>>everything there is to get, I'll probably keep it that way.
>
>Ha ha..Someone after my own heart.

I can but try. I'm a bit anal about my emulation collection. I hate
burning stuff to CD only to find there are a few more loose ends. I'd
rather get it all and then burn. Then it's all there in a nice tidy
package. :-)

>No probs...I also made a cd that some peeps in here got a long while
>ago. I'd think that whatever was on that which was new has filtered
>out to the sites by now.

Most likely. But I know there are still some images I'm missing.
Several people asked for particular games in the mostly-dead
alt.binaries.emulators.atari8bit, and searching my collection revealed
I didn't have a one of 'em. So ... still I hunt. :-)

>Snip...Many thanks..
>
>Will not abuse said account :-)

You're welcome to it, as are others here. If I can be of assistance
to those who also worship the great and powerful Fuji, then I'm happy
to provide. Plus, there's always the chance that someone notices
something I don't have and uploads it. :-)

>I always do, the Omnimon docs were OCR'ed by myself and many a person
>has had their mailbox made brighter with a nice image amongst other
>things :-)

Sadly, I don't think I have a single shred of 8-bit paraphenalia left.
About all I've been able to find are a few really old BBS logs, a map
I drew of AR: The City back when I was disgustingly addicted to it,
and some other miscellaneous paper bits full of notes 'n stuff.

>LOL...We all have or little bits out there, somewhere there is a 2
>drive 8bit copier by myself, a couple of menu programs that a couple
>of us knocked together (Mostly an old mate called Steve) and the odd
>crack , trainer and my fave...A redone Sidewinder which auto loads a
>great new set of levels, released as Rescue at Libya or somesuch. :-)

Heh... the stuff I wrote for the 8-bit probably never got beyond the few local BBSs I uploaded them to. Let's see... there's Dog Gone, a really badly written Atari Basic game I wrote and was going to submit to Antic before I came to my senses and realized my code could be used for an article on how NOT to program. (It was my first attempt at writing a game using redefined character sets, and one single player sprite. It was the whole player. One red strip along the left side of the screen, and other than a contrived excuse for adding it to the game (a "Safe Zone") its sole reason for existence is because I'd just figured out how to do it in the first place. :-) Then there's Nibbler, named after the arcade game of the same name, but shamelessly ripped off (but enhanced) from the Antic (Analog?) type-in called Darkstar. It was also the first and only compiled Turbo Basic program I wrote.

Chances of finding those: 0%. :-)

>I feel a Spelunker or Jumpman session coming on :-)

Jumpman ... that was the first casette game I ever got, for the first 810 casette data recorder I ever got. It took forever to load with all that annoying beeping, but at the time, there was nothing sweeter. :-) I got lots of mileage out of Spelunker, too. Still do. :-)
--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5887. Re: Another Hasbro Lawsuit Link

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 01:12:08 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8pp8l8otm4@mohawk.hwcn.org>
Source record: 41935

carmel_andrews@my-deja.com wrote:

: I seem to remember Lotus suing some s/w outfit over "the look and feel"
: of Lotus 123, perhaps this COULD apply to Atari's situation

.....which is pretty funny considering that Lotus 123, had the "look and
feel" of Visicalc of which it was a work-a-like.

Visicalc came first, but Lotus took over the market, similar to Nintendo
grabbing the term "video game" from Atari.

5888. Re: New Atari 2600-7800 Games For Sale @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 01:23:50 UTC
From: Otter <otter@oz.net>
Message-ID: <8pp9b6eau0@216.39.130.111>
Source record: 41933
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

<publicservice macro #3>
http://www.oshealtd.com
Kershrunkled 2600 and 7800 games for 80 cents.
</publicservice macro #3>

-- Otter
(Had ta say it. I just had to.)

RoBearBellie wrote:
>
> Uh-oh
>
> Better head to the bomb shelter. ;-)

5889. Re: New Atari 2600-7800 Games For Sale @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 01:27:43 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39C029FF.CBD1AA60@earthlink.net>
Source record: 41934
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Hee hee, I agree. Still have those around from the 50's, anyone?

RoBearBellie wrote:

> Uh-oh
>
> Better head to the bomb shelter. ;-)

5890. Atari Auctions; Less Than 24hrs left!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 02:16:37 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39C03578.7C13860@earthlink.net>
Source record: 41936

Hi,
Check out my eBay auctions for some last minute Atari deals. Less than 24hrs left on all Atari items. I have an Atari 1200XL, 1027, 1050, 1010, and a 1030 going right now as well as some interesting guatemalan silver necklaces and TONS of Star Trek items and self help books. Check it out here:

http://members.ebay.com/aboutme/beadsandbangles

Click on the link at the bottom of the page to access my current auctions and feedback;
LykeWyse

5891. Re: ase read - Buyer Beware] Digital Data Factory (Edward Williams)

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 03:27:55 UTC
From: Teresa Williams <Teresa@jam.rr.com>
Message-ID: <%AXv5.6830$RJ.31005@typhoon.austin.rr.com>
Source record: 41937

Attention:
to all that have read this Thread!
Greg is mistaken there was not an Atari Item at issue.
There were the six pack cartridges 20 of them of which
10 were to be returned to Greg, and I was to retain 10.
the items I received from Greg were 20 bare boards and
20 blank cases.
There was no time limit set and no payment arranged.
the deal was on my free time I was to assemble the carts,
I do not have nor have had any schematics for these cartridges.
I asked Lance at Video 61 for Schematics over a year ago and
he has better things to do, than to help someone with these
carts. For one, he said they don't fit the cases (without serious labor
intensive work) and they are not easy to write programs for "Ask Lance".
So everything has been trial and error. As for as Theft of his
Atari Item I deny any intentional act. First, Last summer I was in an
auto accident and Greg knew this. Second, My contract with IBM was over
and I had to look for a new job Greg knew this as well. With the
work on these cartridges taking up to 3 hours each to solder and trim the
cases involved and me supplying the sockets and EPROM's, I think that
to put me on a time table after the fact is poor business on Greg's part.
Greg, you may pick up your cartridges at my attorneys office in Dallas in
about two weeks.
Thank you
Edward Williams

In article <0000.39b6748d@fmlynet.org>, "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> [Please read - Buyer Beware] Digital Data Factory (Edward Williams)
>
>
> To the Atari community,
>
> It is with a heavy heart that I give the following message. I normally
> like to stay fairly upbeat in my writings, but I feel it neccessary to warn
> many good Atari hobbyists and users of a wolf in lamb's clothing in our midst.
> This message comes after 16 months of broken appointments, and broken promises
> reguarding an agreement on an Atari item.
>
> It was over a year ago that Edward Williams was accused by someone on the
> Atari 8-bit newsgroup of being little more than a thief. I stood up to defend

> his honor since he was a fellow member of AUNT, and a long time Atari
associate
> from back when I was into Atari the first time around back in the 80's. I
must
> now sadly apologize for my stance on his behalf.
>
> Information on this individual is as follows:
>
> Digital Data Factory (Edward Williams) 200 Crestview Dr Apt 62
> Jacksonville AR 72076-4068
> USA
> (501) 985-2082
> Used hardware
> Repair Shop.
>
> (This information found online at...)
> http://www.faqs.org/faqs/atari-8-bit/vendev/
>
>
> Mr. Williams was notified on August 3rd that this message would be sent
to
> all Atari channels if he did not return the Atari item we had agreed on for
him
> to work on. Naturally a few additional days were given to allow for labour
day
> and the postal delivery day in case he sent it by mail.
> And as said before, the firm deadline I placed came after 16 months of
> many arrangements made, missed appointments, packages that were promised on
> being shipped, you know the drill.
>
> I have been an Atari hobbyist and trader since November of 1998. Made
> many transactions, met many people. I like to fulfill my trading transactions
> with quickness and efficiency. When I came back from my nine year absence
from
> Atari computing, it was good to see a familiar face like Ed's. He and I go
way
> back. It was fun hanging with him and AUNT. His actions seemed sincere
enough
> then. I'll remember that part fondly.
> But for some reason he has chosen not honor his deal with me, and from
> what I've seen I am not the first.
>
> I hope that my actions on the newsgroups are respectable enough that you
> will know I would not post this without just cause.
>
> My thanks to the other good folk here that make this hobby such a blast.
> It is for your sake that this letter was written.
>
> Sincerely,
>

> Greg Goodwin aka "Doctor Clu"
> @>-->----------------
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

5892. Re: ATR800, Atari 800, Linux & networking

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-14 05:19:48 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <39C05FF4.F01728AA@ti.com>
Source record: 41938

Neil Cherry wrote:

> OK, I'm waiting very patiently as an ATR8000 (w/Atari 800) is to
> arrive at my door (9/13). I'll have to get the parts and build several
> SIO cables so that I can hook this up to Linux box. I may extend the
> SIO2PC prog so that I can hook it up to a terminal server or a TINI
> board (networked connected to a daemon running on the Linux server).
>

Not related to your Omnimon question, but.....

I was planning on connecting my 130XE to my Linux Server via an 850
interface and use it as a dumb terminal when I am not playing games on
it. I have one question: is there a way to run a dumb term via the SIO2PC

cable? What is the TINI board? (Okay, 2 questions....)

Thanks,
Chris

--
Chris Martin
Hacked-Up Radio
http://www.hackedup.com

5893. Re: Preserving for Posterity

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8psjai$1nh$1@nnrp1.deja.com>
Source record: 41864

Many thanks for your help Ron, another avenue to pursue!, I'll have to
dig around to see if I can find an old drive and give it a go.

Mark

In article <20000914230420.17293.00001330@ng-fs1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
>
> Here is a method description near the bottom of this page:
> http://ch.its.tudelft.nl/~sidney/atari/
>
> They claim it works - nor for me yet...
>
> -Ron
>
> I don't have a solution but I admire the problem.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5894. Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8psjnckie1@kohl.informatik.uni-bremen.de>
Source record: 41865

Paul Irvine <mclane@btinternet.com> wrote:
> I was around at the time when Yogi was getting stick for his archive,
> every group has it diehard keep it real people of which I support BUT
> unlike most other older machines the Atari folk tend to go ape (sorry
> Steve) about having archives.

Heh. Look at the Amiga community... it's even worse there.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www.tmeyer.de/

5895. Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <pvm3ss80houdsdpvn6lpsfg47402nres20@4ax.com>
Source record: 41866

The other Day Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:

>Paul Irvine <mclane@btinternet.com> wrote:
>> I was around at the time when Yogi was getting stick for his archive,
>> every group has it diehard keep it real people of which I support BUT
>> unlike most other older machines the Atari folk tend to go ape (sorry
>> Steve) about having archives.
>
>Heh. Look at the Amiga community... it's even worse there.
>
>Thomas

Too true Thomas, although some of the older companies like Factor 5
(Hi there Julian, finally looked at Masterblazer ;-) have gave their
blessing to download their old Amiga titles.

Not as many companies as I'd like to see but that has never stopped
me having an archive of my own :-)
--
Paul Irvine

Retro-gamer & old git

5896. Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8psor4kie9@kohl.informatik.uni-bremen.de>
Source record: 41867

Paul Irvine <mclane@btinternet.com> wrote:
>>Heh. Look at the Amiga community... it's even worse there.

> Too true Thomas, although some of the older companies like Factor 5
> (Hi there Julian, finally looked at Masterblazer ;-) have gave their
> blessing to download their old Amiga titles.

Yes, cheers to them! :) But it seems to me that the fans are worse
than the companies...

> Not as many companies as I'd like to see but that has never stopped
> *me* having an archive of my own :-)

Ts, ts, ts. You don't happen to have an eyepatch over one eye and
a bottle of rum in your hand? ;)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www.tmeyer.de/

5897. Re: Atari 8bit Chat Tonight (Tuesday, 12 Sep.) Topic: Disk Image Hunting

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <opq3ss4gd9hjcgh40borln9sd3544atskv@4ax.com>
Source record: 41868

The other Day Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:

>Paul Irvine <mclane@btinternet.com> wrote:

>> Not as many companies as I'd like to see but that has never stopped
>> *me* having an archive of my own :-)
>
>Ts, ts, ts. You don't happen to have an eyepatch over one eye and
>a bottle of rum in your hand? ;)
>
Do you know how hard it is to get parrot crap off your clothes!!
--
Paul Irvine

Retro-gamer & old git

5898. Re: ATR800, Atari 800, Linux & networking

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000915052725.24765.00000487@ng-fr1.news.cs.com>
Source record: 41869

>>the rights to Omnimon and the other items originally from C. David Young belong to Wes Newell. <<

>and then sold to Mike of FTE ?<

No, I don't *think* so. I believe that the rights to the products were not transferred to FTE -- only an arrangement to distribute.
Larry

5899. Re: ATR800, Atari 800, Linux & networking

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ss42m0a8dc638@corp.supernews.com>
Source record: 41870

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20000915052725.24765.00000487@ng-fr1.news.cs.com...
> >>the rights to Omnimon and the other items originally from C. David Young
> belong to Wes Newell. <<
>
> >and then sold to Mike of FTE ?<
>
> No, I don't *think* so. I believe that the rights to the products were
not
> transferred to FTE -- only an arrangement to distribute.
> Larry

I think Wes made a statement, something to the effect that FTE was not able to hold up its part of the bargain<contract?> so the rights reverted to him.

Not sure where I saw it, but I thought some of the plans for things like the Newel 1 meg upgrade were made availible by him on a web page somewhere. I never saw the source code for Omnimon, but knowing how things seem to go, it could be it does not exist in a usuable form anywhere.

5900. Anybody Selling An Atari 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: Feddeck@hotmail.com
Message-ID: <8pu3t2peh1@nnrp1.deja.com>
Source record: 41871

Hi, I am looking to buy an Atari 600XL in good condition with the power supply. Anybody have one for sale? Thanks.

-Fred
Feddeck@hotmail.com

Do You Know Dylan Murphy?
www.geocities.com/brothersofsteel

Sent via Deja.com http://www.deja.com/
Before you buy.

5901. CCAG 2001 update

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <39c29337$1_1@athena.netset.com>
Source record: 41872

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 23rd, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

Setup: 22nd, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:

Please visit this site:
http://tomheroes.com/ccag.htm

As of 9/15/2000
User Groups:
TI Chips
Cleveland Classic Atari Group

Vendors:
Retropolis
Songbird Productions

Video Game Connection
Ramcharged Computers

People/Organizations:
Tom Zjaba
Tim Snider
Curt Vendel(Atari Historical Society)

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room-MAME, etc. We are hoping for some people with arcade systems to bring them-will probably need a small generator for that.

See ya at the CCAG!

5902. Re: Atari & electronics Swap & Sale, Columbus, OH 9/9/2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: Steve Breech <sbreech1@atarist.com>
Message-ID: <PRww5.8047$lc.93828@typhoon.columbus.rr.com>
Source record: 41873

Man, this show was pretty cool! I had never been to one before, but I
enjoyed it, and introduced a friend to the new world of ATARI! Of course, I
spent about 100 bucks and went home empty pocketed, but.....WOO WOOO!
that's life!
"R. Wayne Arenz" <rarenz@columbus.rr.com> wrote in message
news:J0Qs5.3318$W4.83802@typhoon.columbus.rr.com...
> The Atari Computer Enthusiasts of Columbus still exist and will be holding
> their annual Swap & Sale 9/9/2000 in Columbus, OH USA. 9 a.m.- 3 p.m.
EDT.
> Sellers: note only $6 per table, which also gives you the normally $4
> admission for one. (Entire families may attend for max of $8). Please
> respond this address for further info., or check "news" on www.icwhen.com
> for map, etc.
>
>

5903. Where to get a decent joystick...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: Eric Thomas <ethomas@best.net>
Message-ID: <8pu6j6$q1j$1@nntp1.ba.best.com>
Source record: 41874

Okay, I've given up - for now - on the notion of converting one of the original Atari joysticks for use on my P.C. (too complicated), but I'd really like to play with some of the old games, now that I've got them successfully transferred.
However, all I see for sale these days are those "Gorf"-style joysticks that are so favored for flight simulators/combat games - but they stink for classic and older titles! Can you imagine trying to play "Action Quest" with one of those? Give me a break!
So the point is: does anyone know where in the San Francisco Bay Area, California, I can go to buy a plain ol' normal, decent joystick for use with a standard PC game connector?
Prefer to buy retail, as opposed to mail-order or online.
Thanks for your input.

Regards,

-Eric

5904. Re: Atari & electronics Swap & Sale, Columbus, OH 9/9/2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10009152113190.16520-100000@moose.erie.net>
Source record: 41875

Well, don't keep us in suspense, what did you buy? :)

On Fri, 15 Sep 2000, Steve Breech wrote:

> Man, this show was pretty cool! I had never been to one before, but I
> enjoyed it, and introduced a friend to the new world of ATARI! Of course, I
> spent about 100 bucks and went home empty pocketed, but.....WOO WOOO!
> that's life!
> "R. Wayne Arenz" <rarenz@columbus.rr.com> wrote in message
> news:J0Qs5.3318$W4.83802@typhoon.columbus.rr.com...
> > The Atari Computer Enthusiasts of Columbus still exist and will be holding
> > their annual Swap & Sale 9/9/2000 in Columbus, OH USA. 9 a.m.- 3 p.m.
> EDT.

5905. g some Atari Christmas shopping...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39c2facc@fmlynet.org>
Source record: 41876

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hi everyone,
I am doing some Atari christmas shopping and I need the following items.
email me at jessica.cornn@fmlynet.org if you can help:
FOR THE COUSIN THAT IS GETTING NOSTALGIC- Atari 2600 system, no games please
(unless you can spare a copy of Pitfall). System Must be
working and in good condition. (games will be purchased At O'Shea Ltd.)
FOR MY FRIEND THE COMMODORE USER- Commie games, hardware, software, anything.
She is sort of a big fan of the commie system and I will buy anything as long
as it works and as long as Casey does not have a duplicate somewhere.
FOR MY COMMIE FRIEND WHO JUST BOUGHT A PC- Old version of windoze, on 3 1/2 or
5 1/4 media. DOS games helpful as well. FOR MY MOM- Old Atari games reissued
by Hasbro. (We already have something like 700 ROMS for Stella) FOR MY
NINTENDO USING COUSIN- SNES games, any.
****
PLEASE IF YOU HAVE ANY OF THESE ITEMS YOUW OULD LIKE TO PART WITH, EMAIL ME!
lYKEwYSE

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5906. Re: ATR800, Atari 800, Linux & networking

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 02:49:23 UTC
From: itzjustmike@aol.com
Message-ID: <20000914224923.18081.00000590@ng-cj1.aol.com>
Source record: 41862

>the rights to Omnimon and the other items originally from C. David
>Young belong to Wes Newell.

and then sold to Mike of FTE ?

5907. Re: Preserving for Posterity

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-15 03:04:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000914230420.17293.00001330@ng-fs1.aol.com>
Source record: 41863

> mark__e mark__e@my-deja.com asked:

>I've read various options for connecting my 1050 to my pc, but all seem
> to involve building your own cable, which I'm not that confident about doing,
> also if I remember correctly I had a us doubler? eprom put in the drive,
> will this affect it?

Here is a method description near the bottom of this page:
http://ch.its.tudelft.nl/~sidney/atari/

They claim it works - nor for me yet...

-Ron

I don't have a solution but I admire the problem.

5908. status of BASIC and OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Arudzki <arudzki@mailbox.bellatlantic.net>
Message-ID: <39C3FC0C.E2A833BC@mailbox.bellatlantic.net>
Source record: 41747

Does anyone know the official status of Atari BASIC and the 400/800 OS?
have they been released into the Public Domain?

tony

5909. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39C40117.87A74F9@earthlink.net>
Source record: 41748

You make it bad for those who really are...but...hey, it is a WONDERFUL
excuse...!
Jessica

Rick Cortese wrote:

> "Jessica C" <beadsandbangles@earthlink.net> wrote in message
> news:39C3E8BA.13877F91@earthlink.net...
> > What, did you go into a clinical depression that you did not imply in your
> > post.
>
> HEY! That is my excuse! I wouldn't want to see the field get any more
> crowded then it is.

5910. Re: status of BASIC and OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39c4124b$0$34970$53a6afc1@news.erinet.com>
Source record: 41749

(Atari BASIC and OSes).
No, they're almost certainly not PD.
I would guess the 8-bit OSes are Hasbro's now.
Hasbro has allowed something, forget what, but it allows continued
development for the Jaguar, I think.
Atari BASIC was never owned by Atari, it was licensed from Bill
Wilkinson or OSS, if I'm not mistaken.
Then OSS sold to ICD. Then ICD sold OSS stuff to FTe.
So, my guess is the elusive Mike Hohman (Holman?) owns the rights to Atari
BASIC. Lots of guessing/maybes here. Correct me if you know better.
Interesting question. For practical purposes, only XFormer got permission
to use the A8 OS, and maybe BASIC too, I dunno.

5911. Re: Where to get a decent joystick...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c01fb9$767713a0$8f244bd5@microsof>
Source record: 41879

Eric Thomas <ethomas@best.net> schreef in artikel
<8pu6j6$q1j$1@nntp1.ba.best.com>...

> Okay, I've given up - for now - on the notion of converting one of the
> original Atari joysticks for use on my P.C. (too complicated),

I bought a very nice adapter from a Belgian person (forgot the name, but
could look it up for you), and still use my CX-40's on my PC :-)

Works great! Maybe somebody else remembers the person I'm talking about?

Richard

5912. Re: ATR800, Atari 800, Linux & networking

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: itzjustmike@aol.com
Message-ID: <20000916055425.28653.00000189@ng-ft1.aol.com>
Source record: 41880

I seem to recall hearing that there was some problems with FTE and non payments as well. I don't recall if a full outcome was ever posted here. I will say this though; around the time of the Newell / FTE deal, I received a box Atari equipment, Disks, parts, etc. from Wes, its been a long while since I've looked (5 years) but I seem to recall seeing at least some version of OSNXL and FastChip Sources on those disks.

Wes Newell's site for schematis is
<A HREF="http://users.ticnet.com/newell/">Welcome to My Home</A>

5913. Re: Atari & electronics Swap & Sale, Columbus, OH 9/9/2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Steve Breech <sbreech1@atarist.com>
Message-ID: <rTJw5.8245$lc.104167@typhoon.columbus.rr.com>
Source record: 41881

OK, OK....here's what I got...
STuff: Atari 520ST with 4 megs ram, Megafile 30 upgraded to over 100megs, SM124 hi res monitor, 2 ST mice, Spectre GCR 3.0, NeoChrome, and a Winnie The Pooh game for my daughter (Everything is MINT CONDITION after a little Windex and elbow grease) and all cables.
8 bit stuff: AtariArtist, Joust, Microsoft Basic II, Basic XE, Gato, Robotron 2084, Hardball, and Mario Bros cartridges, as well as an Atari 1020 Printer

I think I made out pretty good...considering it was a little UNDER 100 buckos that I spent, including the entry fee into the show! I didn't really want a monitor, but the package ST deal was too good to pass up. The 2 mice are fabulous. I have been trying to get a megafile 30 meg hard drive off ebay for a long time now, but the price always shoots WAY up past the 60 smackers I spent on this entire ST system. If anyone ever gets a chance to hit an Atari computer show, DO IT!!! It was a blast! Oh well, off to the MarketPro computer show I go!
cheers
Steve.
"Sage" <sagedm@erie.net> wrote in message
news:Pine.BSI.4.05L.10009152113190.16520-100000@moose.erie.net...
>
> Well, don't keep us in suspense, what did you buy? :)
>
>
>
> On Fri, 15 Sep 2000, Steve Breech wrote:
>
> > Man, this show was pretty cool! I had never been to one before, but I
> > enjoyed it, and introduced a friend to the new world of ATARI! Of
course, I
> > spent about 100 bucks and went home empty pocketed, but.....WOO WOOO!
> > that's life!
> > "R. Wayne Arenz" <rarenz@columbus.rr.com> wrote in message
> > news:J0Qs5.3318$W4.83802@typhoon.columbus.rr.com...
> > > The Atari Computer Enthusiasts of Columbus still exist and will be
holding
> > > their annual Swap & Sale 9/9/2000 in Columbus, OH USA. 9 a.m.- 3 p.m.
> > EDT.
>

5914. FA: Planetfall and Zork III for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: "Jason W. Ramsey" <JasonXRamsey@bigfoot.com>
Message-ID: <39c383ef@wsnews.worldshare.net>
Source record: 41882
Cross-posted to: comp.sys.atari.8bit,rec.games.int-fiction

I have Planetfall and Zork III for the Atari 8-bit for auction on eBay.

Planetfall: http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=438829734
Zork III: http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=438837819

The disks were successfully.

Please email me with any questions, replacing the X with W in my email address.

5915. Re: ase read - Buyer Beware] Digital Data Factory (Edward Will...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Teresa Williams <Teresa@jam.rr.com>
Message-ID: <2xLw5.5001$3y3.112634@typhoon.austin.rr.com>
Source record: 41883

Lance,
This is Ed, Teresa is my wife It's a long story
sorry to bring you name into it.
Greg is a flake...
Thanks
Edward Williams

In article <24126-39C0FC2D-15@storefull-173.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:

> teresa,
> i do not have the schematics for those boards, my hardware guy has them,
> and will not give them up till he is done with some projects, there is
> only one schematic availible, sorry.
> exactly what project are you attempting, those boards are not a easy
> board for anything, they entail a lot of work.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

5916. Re: Preserving for Posterity

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C389BD.F4FAF90C@earthlink.net>
Source record: 41884

mark__e wrote:
>
> Hi, Any help appreciated..
>
> After finding my 130xe and software the other day and finding that it
> all works !!, I've been thinking about backing up my old software for
> posterity. I've read various options for connecting my 1050 to my pc,
> but all seem to involve building your own cable, which I'm not that
> confident about doing, also if I remember correctly I had a us doubler?
> eprom put in the drive, will this affect it.
>
> Is there anywhere/anyone I can order a ready made cable from in the uk ?
>
> All my discs are compilation double sided boot disks with homemade
> front menu's, grouped into game type, will I be able to image the
> entire disk and run it as normal from the menu's, or will I have to
> return each program to and individual disk.
>
> I have over 40 double sided disks to work through at least 25 disks are
> going to have 8+ games / side = 400+ games and the rest are 2 games /
> disk / complete boot disks, I'm bound to have something interesting
> tucked away in there somewhere for anyone that can help me...:-)I'll
> start compiling a listing.

I can't believe no one told him about APE (Atari Peripheral Emulator).
http://www.nacs.net/~classics/ Forget all those other solutions - this
is your one-stop-shopping, cable and software.

Mike

5917. Re: Atari & electronics Swap & Sale, Columbus, OH 9/9/2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C38A11.3AC72A5@earthlink.net>
Source record: 41885

Steve Breech wrote:
>
> OK, OK....here's what I got...
> STuff: Atari 520ST with 4 megs ram, Megafile 30 upgraded to over 100megs,
> SM124 hi res monitor, 2 ST mice, Spectre GCR 3.0, NeoChrome, and a Winnie
> The Pooh game for my daughter (Everything is MINT CONDITION after a little
> Windex and elbow grease) and all cables.
> 8 bit stuff: AtariArtist, Joust, Microsoft Basic II, Basic XE, Gato,
> Robotron 2084, Hardball, and Mario Bros cartridges, as well as an Atari 1020
> Printer
>
> I think I made out pretty good...considering it was a little UNDER 100
> buckos that I spent, including the entry fee into the show! I didn't really
> want a monitor, but the package ST deal was too good to pass up. The 2 mice
> are fabulous. I have been trying to get a megafile 30 meg hard drive off
> ebay for a long time now, but the price always shoots WAY up past the 60
> smackers I spent on this entire ST system. If anyone ever gets a chance to
> hit an Atari computer show, DO IT!!! It was a blast! Oh well, off to the
> MarketPro computer show I go!

Sounds cool. I don't suppose there are ever any shows like this in the
Seattle metro area?

Mike

5918. Re: Where to get a decent joystick...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Roy E Dean <rdean@fix.net>
Message-ID: <BZLw5.1$b2.678@news.callamer.com>
Source record: 41886

There is a real neat joystick out called STICKIT. Used mostly for MAME arcade emulation, but should work okay for the 8bits. Very expensive, I believe the web site is www.stickit.com good luck

RoyE..

5919. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C38D93.2155C06C@earthlink.net>
Source record: 41887

Teresa Williams wrote:
>
> Lance,
> This is Ed, Teresa is my wife It's a long story
> sorry to bring you name into it.
> Greg is a flake...

Well, I wasn't going to say anything until that last line there. As an outsider, reading both Greg's post and yours, and making an unbiased judgement - sounds to me that Greg has some real legitimate gripes, and you offered up a lot of excuses. Got things occupying your life? Don't we all - that's no excuse to not spend the hour or two it would have taken to box all his stuff back up and send it to him. Your entire post was riddled with excuses:

"I do not have nor have had any schematics for these cartridges. I asked Lance at Video 61 for Schematics over a year ago and he has better things to do, than to help someone with these carts."

Did you tell Greg this as soon as you found out? Did it really take a year to figure this out?

"As for as Theft of his Atari Item I deny any intentional act."

Right, you unintentionally kept his stuff for almost 2 years and were non-responsive about the whole thing on accident.

"First, Last summer I was in an auto accident and Greg knew this."

How did this affect your ability to return his stuff? How is this Greg's problem?

"Second, My contract with IBM was over and I had to look for a new job Greg knew this as well."

How did this affect your ability to return his stuff? How is this Greg's problem? The fact is, you made it his problem. *You* made it his problem.

"With the work on these cartridges taking up to 3 hours each to solder and trim the cases involved and me supplying the sockets and EPROM's, I think that to put me on a time table after the fact is poor business on Greg's part."

What is poor business is to write off a week's worth of work to two years worth of excuses.

"Greg, you may pick up your cartridges at my attorneys office in Dallas in about two weeks."

I'll be honest - I don't know who you are, what you do or what your history with the Atari community is. Apparently a number of people here have dealt with you satisfactorily over the years. That's fine. But after reading this recent exchange, I would personally never deal with you - you sound like a man loathe to accept responsibility, shunning accountability like it was going out of style. You offer up excuse after excuse, and then call the plaintiff a "flake". Why in the hell does he have to pick up his stuff from your attorney's office in Dallas, almost 2 years after the fact? No post office nearby? Lost your legs recently?

It's pretty clear who the flake is around here. Your posts have been utterly pathetic - it's people like you that seriously piss me off, because it's people like you that affect other people's lives without consideration, refusing to accept accountability all the while. Everything is everyone else's fault in your life, isn't it? Loser. You owe Greg big-time, and should be grateful he doesn't sue your ass or have you arrested for theft. Wouldn't be too hard to prove his case, I don't think.

Now get off your lazy, non-accountable ass, box up his stuff, and send it back to him. Can you be man enough to at least do that?

Mike

5920. Re: Where to get a decent joystick...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: "RoyE.." <rdean@fix.net>
Message-ID: <weMw5.2$b2.709@news.callamer.com>
Source record: 41888

There is a real neat joystick out called STICKIT. Used mostly for MAME arcade emulation, but should work okay for the 8bits. Very expensive, I believe the web site should be http://www.arcadecontroller.com/ instead of my previous post..

RoyE..

5921. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <39C3B43D.8ABFBF5@erols.comX>
Source record: 41889

Ok,

Ill addd my $0.02 to make things more confusing.

From what I remember a few years back when PP was getting back into AR I read a msg from him talking about the past and him getting screwed out of any money. But, it was also in the contract that after a certain period if no other software related to AR (or if the series wasnt finished in a certain time) all software copyrights reverted back to him. So I believe he owns the AR trademark/software? He may have sold some of this to get Monoliths help in the PC version. That contract ended with PP packing up and moving back to Hawaii where he was going to finish off some contracting work he had and then would devote full time to the ARO stuff.

Thats the last I heard. Nice screenshots but nothing ever produced.

Never heard the story that he was done but couldn't publish. That sounds fishy since we could've had 'Other Reality The Urban Area' vs 'Alternate Reality the City' :)

I only wish the series would be revived or finished since it was one of my favorites.

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

dr_ovid@my-deja.com wrote:

> In article <20000902161210.01418.00001088@ng-mg1.news.cs.com>,
> llpwhite@cs.com (LLpwhite) wrote:
> > Does any know if either G. Gilbertson or P. Price maintain a web
> site? (I
> > presume not, since it didn't surface in this thread, but...)
> > Larry
> >
>
> Several months ago, I tried Mr. Price's E-mail address and got no
> response, which I am guessing means that it still works but he either
> didn't check it or didn't care to respond. I was asking of the
> likelihood of ARO surviving and was also offering some ideas. Has
> ANYONE heard from either Mr. Price or Mr. Gilbertson lately?
>

> Dr. O
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

5922. Re: Alternate Reality: City 1985 - 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ss7ed890h3t158@corp.supernews.com>
Source record: 41890

"Stephen Knox" <gooch@erols.comX> wrote in message
news:39C3B43D.8ABFBF5@erols.comX...
> Ok,
>
> Ill addd my $0.02 to make things more confusing.
Bring that up to .03
> Thats the last I heard. Nice screenshots but nothing ever produced.

The screenshots were very nice. They indicated two positive things to me, that they had a very talented artist on board and that the atmosphere was going to have the look and feel of the earlier versions.

But the down side it the pictures appeared to be done in a static drawing program vs 3d modeling.

IOW: Didn't even get to the drawing board with the 3d modeler AFAICS.

Kind of a shame Phil does find work as a game designer with one of the big online game companies like Blizard or EA. His ideas are just too big for a lone cowboy.

5923. Re: ATR800, Atari 800, Linux & networking

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ss7eknckh3t142@corp.supernews.com>
Source record: 41891

"ItzjustMike" <itzjustmike@aol.com> wrote in message
news:20000916055425.28653.00000189@ng-ft1.aol.com...
> I seem to recall hearing that there was some problems with FTE and non
payments
> as well. I don't recall if a full outcome was ever posted here. I will
say
> this though; around the time of the Newell / FTE deal, I received a box
Atari
> equipment, Disks, parts, etc. from Wes, its been a long while since I've
looked
> (5 years) but I seem to recall seeing at least some version of OSNXL and
> FastChip Sources on those disks.

I recall some of the stuff too, something like 1 or 2 versions of the
RAMDISK handler for using RAMBO with MYDOS or something. This was very early
on, before Tim Patrick wrote one that would recognize just about every
hardware mod there was automatically.
>
> Wes Newell's site for schematis is
> <A HREF="http://users.ticnet.com/newell/">Welcome to My Home</A>
>
>

5924. Re: New Atari 2600-7800 Games For Sale @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: "Mr. Lee" <sega_man@yahoo.com>
Message-ID: <KoNw5.58$Bd.18558@monger.newsread.com>
Source record: 41892
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Otter the ASS Kisser

"Otter" <otter@oz.net> wrote in message news:8pp9b6eau0@216.39.130.111...
> <publicservice macro #3>
> http://www.oshealtd.com
> Kershrunkled 2600 and 7800 games for 80 cents.
> </publicservice macro #3>
>
> -- Otter
> (Had ta say it. I just had to.)
>
> RoBearBellie wrote:
> >
> > Uh-oh
> >
> > Better head to the bomb shelter. ;-)

5925. Re: paper article with Atari 800/Jaguar goes exponential !!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <ss7hp08mh3t148@news.supernews.com>
Source record: 41893

In article <0000.39bd444c@fmlynet.org>, Greg.Goodwinp0.f2.n8.z8@fmlynet.org says...
> The gent at Knight Ridder mentioned that the customers that took the >article off the wire on August 30th might sit on the article for a timely >released (aka "nothing else to publish/space filler") :) and that about a >month or so a person could do a search in the "Lexus Nexus" and find pings on >various newspapers that published the article.
>
> When asking what the "Lexus Nexus" was, he said he didn't know, since it >was it's own entity in itself, and that such a search would be costly.

We have Lexis-Nexis Academic Universe at work (Carleton College), I'll do a search and see what's there, if I can remember..

-Michael

5926. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39C3E8BA.13877F91@earthlink.net>
Source record: 41894

Mike Kohary wrote:

> Well, I wasn't going to say anything until that last line there. As an
> outsider, reading both Greg's post and yours, and making an unbiased
> judgement - sounds to me that Greg has some real legitimate gripes, and
> you offered up a lot of excuses. Got things occupying your life? Don't
> we all - that's no excuse to not spend the hour or two it would have
> taken to box all his stuff back up and send it to him.

I have spoken with Dr Clu several times within the past year, enough to consider him a friend of mine, and I KNOW that he has a multitude of things to do with his life besides sitting around and tinkering with hardware (though he enjoys it deeply). However, he has the respect to bring immdiate attention to pending trade transactions and if it is beyond what he can comprehend, he will send it back, within a week in fact.

From experience, I ALSO KNOW that Greg is a patient individual in regards to waiting for an item. He can understand having the lack of time, money, etc. for whatever the trade transaction entails. But, he waits. As he has said to me before, "I usually have the feds banging down the door after 6 months." I think this is fair enough.

> Your entire post
> was riddled with excuses:
>
> "I do not have nor have had any schematics for these cartridges. I
> asked Lance at Video 61 for Schematics over a year ago and he has better
> things to do, than to help someone with these carts."
>
> Did you tell Greg this as soon as you found out? Did it really take a
> year to figure this out?

I am sure Lance Ringuist attends to giving a yay or nay to a project much faster than a year from asking. Why should you wait such a long time?

> "As for as Theft of his Atari Item I deny any intentional act."
>
> Right, you unintentionally kept his stuff for almost 2 years and were
> non-responsive about the whole thing on accident.

Ditto here.

> "First, Last summer I was in an auto accident and Greg knew this."
>
> How did this affect your ability to return his stuff? How is this
> Greg's problem?

My car was stolen last summer and I had major surgery then following October. Sure, the bills may be horrendous but you could always ask a friend or relative to ship the package for you. I am absolutely sure Dr. Clu would have been understanding within a month or two of the incident; a year or two is really ridiculous.

> "Second, My contract with IBM was over and I had to look for a new job
> Greg knew this as well."
>
> How did this affect your ability to return his stuff? How is this
> Greg's problem? The fact is, you made it his problem. *You* made it
> his problem.

What, did you go into a clinical depression that you did not imply in your post. My father and my family all know about contracts being up, etc. but you could have always scraped up the funds to ship it, even bookrate (Clu thought it was a really smooth trick when I shipped my SuperSalt diagnostic to him bookrate).

> "With the work on these cartridges taking up to 3 hours each to solder
> and trim the cases involved and me supplying the sockets and EPROM's, I
> think that to put me on a time table after the fact is poor business on
> Greg's part."
>
> What is poor business is to write off a week's worth of work to two
> years worth of excuses.

Let's see here... enough for 20 carts... 20 X 3= 60 hours. Many people (myself included with education, volunteer work, selling on eBay, etc.) spend that much time at a job every week. Would it have hurt to make this a weekend project spread out over a couple or three weeks?

> "Greg, you may pick up your cartridges at my attorneys office in Dallas
> in about two weeks."
>
> I'll be honest - I don't know who you are, what you do or what your
> history with the Atari community is. Apparently a number of people here
> have dealt with you satisfactorily over the years. That's fine.

Clu has dealt with him many times over the years, friends from the BBS scene, trade partners, etc. He had good cause to trust you.

> But
> after reading this recent exchange, I would personally never deal with
> you - you sound like a man loathe to accept responsibility, shunning
> accountability like it was going out of style. You offer up excuse
> after excuse, and then call the plaintiff a "flake". Why in the hell
> does he have to pick up his stuff from your attorney's office in Dallas,
> almost 2 years after the fact? No post office nearby? Lost your legs
> recently?

This sounds like you are hiding behind an attorney because you fear or dread what the plaintiff will say or imply about you. It was your mistake to wait nearly two years, perhaps more if Clu had not taken action, you brought

yourself into this situation. You are the only one in charge of your destiny, please recognize that.

> It's pretty clear who the flake is around here. Your posts have been
> utterly pathetic - it's people like you that seriously piss me off,
> because it's people like you that affect other people's lives without
> consideration, refusing to accept accountability all the while.
> Everything is everyone else's fault in your life, isn't it? Loser. You
> owe Greg big-time, and should be grateful he doesn't sue your ass or
> have you arrested for theft. Wouldn't be too hard to prove his case, I
> don't think.

You should be very lucky Dr. Clu is the type of man he is. I think that he would have really sued you out of house and home if he would have liked to, but, of course, he does not want to do that. He instead took the community notice route and perhaps made the water ripple more to the benefit of everyone instead of to just him and the Dallas/Ft. Worth area.

LykeWyse
--Going Philosophical

5927. Re: Have I told you I get paid to surf the Web?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <elp7sssfsujn0i2lotcsr6tfj7m41q5d70@4ax.com>
Source record: 41895

The other Day Chris<christopher_99999@hotmail.com> wrote:

>Hi :
>
>Have I ever told you about AllAdvantage.com?

Nope...But any points you HAD have gone..

Don't spam...Keep it to a sig or lose your points every time!
--
Paul Irvine

Retro-gamer & old git

5928. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ss7ush5h3t63@corp.supernews.com>
Source record: 41896

"Jessica C" <beadsandbangles@earthlink.net> wrote in message
news:39C3E8BA.13877F91@earthlink.net...
> What, did you go into a clinical depression that you did not imply in your
> post.

HEY! That is my excuse! I wouldn't want to see the field get any more
crowded then it is.

5929. Software from 30p

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 02:13:02 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <39C2D72D.DE86F83B@cyberpeeps.freeserve.co.uk>
Source record: 41877

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

5930. Re: Where to get a decent joystick...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-16 03:32:35 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <vdq5sskj9b5vg7cfssqmme8kommab9v3h2@4ax.com>
Source record: 41878

On Fri, 15 Sep 2000 15:10:01 -0700, "Eric Thomas" <ethomas@best.net>
drooled an embarassing wet spot in his lap as he typed:

>Okay, I've given up - for now - on the notion of converting one of the
>original Atari joysticks for use on my P.C. (too complicated), but I'd
>really like to play with some of the old games, now that I've got them
>successfully transferred.
>However, all I see for sale these days are those "Gorf"-style joysticks that
>are so favored for flight simulators/combat games - but they stink for
>classic and older titles! Can you imagine trying to play "Action Quest" with
>one of those? Give me a break!
>So the point is: does anyone know where in the San Francisco Bay Area,
>California, I can go to buy a plain ol' normal, decent joystick for use with
>a standard PC game connector?
>Prefer to buy retail, as opposed to mail-order or online.
>Thanks for your input.

I don't personally know of any decent digital sticks for the PC; they
all seem to be analog, and I really don't like analog sticks. I use
an MS Sidewinder joypad, and it's a little annoying (as most joypads
are) but it's pretty solid and works well enough.

>
>Regards,
>
>-Eric
>
>

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5931. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C494C8.5BA832F8@earthlink.net>
Source record: 41750

Jessica C wrote:
>
> Mike Kohary wrote:
>
> > Well, I wasn't going to say anything until that last line there. As an
(snip)
>
> I have spoken with Dr Clu several times within the past year, enough to
> consider him a friend of mine,

Who is Dr Clu? Is he involved in this?

> > after excuse, and then call the plaintiff a "flake". Why in the hell
> > does he have to pick up his stuff from your attorney's office in Dallas,
> > almost 2 years after the fact? No post office nearby? Lost your legs
> > recently?
>
> This sounds like you are hiding behind an attorney because you fear or dread
> what the plaintiff will say or imply about you.

This was a little surreal, reading a post in reply to me that seems to
be addressing the third party that I was responding to in the first
place. :) Just wanted to clarify that...seems you agree with me.

Mike

5932. Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C49654.5A3FF264@earthlink.net>
Source record: 41751

I'm in the process of preserving all my old Atari data, transferring disks to my PC, etc. I've come across a problem: I have 7 tapes with data on them, and an Atari 410 data recorder. The problem is that the recorder's counter doesn't work, so there is no way for me to recover all the programs on a given tape, since I don't know where the programs begin and end.

One solution would be to buy a new recorder off of Ebay or something. But I was wondering if there are any utilities available for the Atari that would be helpful in my case? For example, a utility that transfers tape directly to disk would be very useful. Can anyone think of something that might help me out here?

Thanks,

Mike

5933. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <yF1x5.2051$mq2.33666@news1.online.no>
Source record: 41752

But you can hear where they start and end. Just takes a little time. I think you can POKE 54018,52 to turn motor on and POKE 54018,60 to turn it off again.

Just play it and try to load it. The problem would be if the previous one had more stages, but then just keep on going until you find the start of the next file.

"Mike Kohary" <mkohary@earthlink.net> skrev i melding news:39C49654.5A3FF264@earthlink.net...
> I'm in the process of preserving all my old Atari data, transferring
> disks to my PC, etc. I've come across a problem: I have 7 tapes with
> data on them, and an Atari 410 data recorder. The problem is that the
> recorder's counter doesn't work, so there is no way for me to recover
> all the programs on a given tape, since I don't know where the programs
> begin and end.
>
> One solution would be to buy a new recorder off of Ebay or something.
> But I was wondering if there are any utilities available for the Atari
> that would be helpful in my case? For example, a utility that transfers
> tape directly to disk would be very useful. Can anyone think of
> something that might help me out here?
>
> Thanks,
>
> Mike

5934. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <8q2d24$b52$1@nnrp1.deja.com>
Source record: 41753

In article <39C49654.5A3FF264@earthlink.net>,
Mike Kohary <mkohary@earthlink.net> wrote:
> I'm in the process of preserving all my old Atari data, transferring
> disks to my PC, etc. I've come across a problem: I have 7 tapes with
> data on them, and an Atari 410 data recorder. The problem is that the
> recorder's counter doesn't work, so there is no way for me to recover
> all the programs on a given tape, since I don't know where the
programs
> begin and end.
>
> One solution would be to buy a new recorder off of Ebay or something.
> But I was wondering if there are any utilities available for the Atari
> that would be helpful in my case? For example, a utility that
transfers
> tape directly to disk would be very useful. Can anyone think of
> something that might help me out here?
>
> Thanks,
>
> Mike
>
Say...what utility are you using to do this,Mike and where can I find
a copy? I can't get the one from the U.Mich archive to work.Thanks

Sent via Deja.com http://www.deja.com/
Before you buy.

5935. I just posted my atari system on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <kli9ss89i8afmfbp41hksujg8a7tr4067f@4ax.com>
Source record: 41754

Let me know what you think.
Isn't it a great system.
I hope it finds a good home
What a trip it was getting it ready for sale. I'm very sentimental
about it.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=440791695

Follow the links to see my detailed description

Cindy

5936. Re: status of BASIC and OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39c4f50e@fmlynet.org>
Source record: 41755

FamilyNet HQ: Telnet:\\www.family-bbs.net

It's a mess, to say the least. Perhaps someone would like to do offical
research on this topic?
LykeWyse

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5937. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39c4f50e@fmlynet.org>
Source record: 41756

FamilyNet HQ: Telnet:\\www.family-bbs.net

Dr. Clu is the other name that Greg Goodwin goes by. Therefore, they are the same person and he is involved. LykeWyse

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5938. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <92q9ss0mf9hblaka189gav54s2j0r4juuh@4ax.com>
Source record: 41757

The other Day "Jessica Cornn" <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
wrote:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>Dr. Clu is the other name that Greg Goodwin goes by. Therefore, they are the
>same person and he is involved. LykeWyse

Now I understand why Mike was confused.. :-)

I'd have written

Dr Clu = Greg Goodwin

I think you see what I mean..
--
Paul Irvine

Retro-gamer & old git

5939. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C4F811.DF237998@earthlink.net>
Source record: 41758

admnelson@my-deja.com wrote:
>
> In article <39C49654.5A3FF264@earthlink.net>,
> Mike Kohary <mkohary@earthlink.net> wrote:
> > I'm in the process of preserving all my old Atari data, transferring
> > disks to my PC, etc. I've come across a problem: I have 7 tapes with
> > data on them, and an Atari 410 data recorder. The problem is that the
> > recorder's counter doesn't work, so there is no way for me to recover
> > all the programs on a given tape, since I don't know where the
> programs
> > begin and end.
> >
> > One solution would be to buy a new recorder off of Ebay or something.
> > But I was wondering if there are any utilities available for the Atari
> > that would be helpful in my case? For example, a utility that
> transfers
> > tape directly to disk would be very useful. Can anyone think of
> > something that might help me out here?
> >
> > Thanks,
> >
> > Mike
> >
> Say...what utility are you using to do this,Mike and where can I find
> a copy? I can't get the one from the U.Mich archive to work.Thanks

Well, I was simply trying to cload programs from the tape, and then save to disk. Unfortunately, I've found that most of my tapes have the first program saved badly, hence my dilemma. (I'm sure you all remember how unreliable tape was; I saved each program 2-3 times in a row, but I've found that the first copy on each side of my tapes is bad.)

Mike

5940. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <_m7x5.3053$m8.615319@news1.telusplanet.net>
Source record: 41759
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed email address rather than your reply button. Dealer enquiries are welcome.

- Last Updated 09/17/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25 - Only a couple left

** Atari Jaguar Accessories - New**
==========
- Jaguar unit alone (No power supply, controller or accessories) $20
- Team Tap (4 Player adapter) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

5941. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C50BDB.FCA3A70B@earthlink.net>
Source record: 41760

```
Vidar \"Hawk\" Olavesen wrote:
>
> But you can hear where they start and end. Just takes a little time. I think
> you can POKE 54018,52 to turn motor on and POKE 54018,60 to turn it off
> again.
>
> Just play it and try to load it. The problem would be if the previous one
> had more stages, but then just keep on going until you find the start of the
> next file.

Ok, I hadn't really thought about that. Thanks for the tip,

Mike
```

5942. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39C514CC.466DF5D1@earthlink.net>
Source record: 41761

Oh, shove it!

Paul Irvine wrote:

> The other Day "Jessica Cornn" <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
> wrote:
>
> >FamilyNet HQ: Telnet:\\www.family-bbs.net
> >
> >Dr. Clu is the other name that Greg Goodwin goes by. Therefore, they are the
> >same person and he is involved. LykeWyse
>
> Now I understand why Mike was confused.. :-)
>
> I'd have written
>
> Dr Clu = Greg Goodwin
>
> I think you see what I mean..
> --
> Paul Irvine
>
> *Retro-gamer & old git*

5943. I just posted my atari system on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39c53b5e@fmlynet.org>
Source record: 41762

FamilyNet HQ: Telnet:\\www.family-bbs.net

It needs a good home, I think it will find one. You did a great
discription but the starting bid of $100 is not going to catch too many
people's fancies. Anyway, if it does not sell now, lower the bid to
$10 and i promise you that you will coupe $100 out of it; not too many
bidders would like to start that hig (though If I had the cash right now, I
would).
Female Atarian,.
Lykewyse

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5944. Sparta Dos Manual

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Steve Breech <sbreech1@atarist.com>
Message-ID: <gj9x5.8566$lc.120894@typhoon.columbus.rr.com>
Source record: 41763

Does anyone have a scanned in copy of the SpartaDos manual that they could
send me?
Thanks,
Steve B.

5945. Re: Re: status of BASIC and OS

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <st9asscrr37pfrrtr1kcbos42qo2mkrjts@4ax.com>
Source record: 41764

On Sat, 16 Sep 2000 20:44:12 -0000, "Russg" <russg@en.com> drooled an
embarassing wet spot in his lap as he typed:

>(Atari BASIC and OSes).
>No, they're almost certainly not PD.
>I would guess the 8-bit OSes are Hasbro's now.
>Hasbro has allowed something, forget what, but it allows continued
>development for the Jaguar, I think.

They released all Jaguar properties to the public domain. (Meaning
games, BIOS, dev tools, etc.)

>Atari BASIC was never owned by Atari, it was licensed from Bill
>Wilkinson or OSS, if I'm not mistaken.
>Then OSS sold to ICD. Then ICD sold OSS stuff to FTe.
>So, my guess is the elusive Mike Hohman (Holman?) owns the rights to Atari
>BASIC. Lots of guessing/maybes here. Correct me if you know better.
>Interesting question. For practical purposes, only XFormer got permission
>to use the A8 OS, and maybe BASIC too, I dunno.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5946. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000917170011.22987.00000010@ng-cl1.aol.com>
Source record: 41765

>Mike Kohary mkohary@earthlink.net asked:

> I have 7 tapes with data on them, and an Atari 410 data recorder. The
> problem is that the recorder's counter doesn't work, so there is no way
> for me to recover all the programs on a given tape, since I don't know
> where the programs begin and end.

IIRC the Atari/410 stopped on their own when a CLOAD, LOAD"C:, or other tape operation was completed.

>I was wondering if there are any utilities available for the Atari
>that would be helpful in my case? For example, a utility that transfers
>tape directly to disk would be very useful. Can anyone think of
>something that might help me out here?

There were some old ones called COPYCASS.BAS which would read any single section of tape code and write it back out to tape or to a disk file and CAS2DISK.BAS which could convert single stage boot tape to a boot disk. Neither could handle multi stage boot tapes like Zaxxon... Both used a large $tring as a storage buffer and either CIO or Resident Disk Handler to do the writes.

CopyCass could read right down a tape sequentially sending one program after another to a disk file, stopping only to ask for a filespec.

-Ron

I don't have a solution but I admire the problem.

5947. Re: I just posted my atari system on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000917171604.22987.00000011@ng-cl1.aol.com>
Source record: 41766

>Cynthia Agard cagard@olg.com left herself open...

>Let me know what you think.

Your openning bid request is much too high!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=440791695

>Follow the links to see my detailed description

The items you list as "cassette" are actually cartridges instead of cassette
tapes which might confuse some...

-Ron

I don't have a solution but I admire the problem.

5948. Re: Sparta Dos Manual

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000917172534.22987.00000012@ng-cl1.aol.com>
Source record: 41767

>"Steve Breech" sbreech1@atarist.com asked:

>Does anyone have a scanned in copy of the SpartaDos manual that they
> could send me?

The X manual is here:
http://www.celebritybase.net/atari8/SpartaDOSXManual/

All I have is a photocopy of the 1.1/2.3 version; lots of pages, but I can send
you .jpg's if you find nothing better.

-Ron

I don't have a solution but I admire the problem.

5949. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <n3eassk8k0g3ona9gfdq3gjaafq18icash@4ax.com>
Source record: 41768

The other Day Jessica C <beadsandbangles@earthlink.net> wrote:

>Oh, shove it!

Are you naturally rude?
--
Paul Irvine

Retro-gamer & old git

5950. Is there an ATARI 2600 newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: JJ <coleman@netdoor.com>
Message-ID: <39C53F0A.2B3F404C@netdoor.com>
Source record: 41769

LMK--I have just sold my N64 system and bought 3-2600 sys. with game and looking for mor info on them,--Thanks Phil
BRING BACK THE GOOD OLD DAYS!

5951. Re: I just posted my atari system on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <9gjasscmcbjhmpq284nrob6bi3a2lmccrj@4ax.com>
Source record: 41770

```
O
>The items you list as "cassette" are actually cartridges instead of cassette
>tapes which might confuse some...
>
>-Ron
Thanks Ron,
I'll make the correction
```

5952. batty builders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: joey frohikey <frohikey@rawthings.com>
Message-ID: <8q2ud9$c10$1@ns.felk.cvut.cz>
Source record: 41771

hello everybody,
your dreams came true. yep "batty builders" is available on http://msg.sk/8b
(probably the only place where to get it) use my "wish list" feature. i
wanna fulfil your
wildest dreams ;D

---
joey frohikey

5953. Re: Current vendors?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <39C566EC.1F971BB5@usa.net>
Source record: 41772

Check this out: http://www.faqs.org/faqs/atari-8-bit/vendev/

Mike Kohary wrote:

> Are there any current vendors of Atari 8-bit products on the web?
>
> Thanks,
>
> Mike

5954. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39c581ae@fmlynet.org>
Source record: 41773

FamilyNet HQ: Telnet:\\www.family-bbs.net

Re to your comment, yes I am when I really really want to be.... Besides, I was joking :)

5955. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-17 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C5B47E.20099673@earthlink.net>
Source record: 41774

RHamiIton5 wrote:
>
> >Mike Kohary mkohary@earthlink.net asked:
>
> > I have 7 tapes with data on them, and an Atari 410 data recorder. The
> > problem is that the recorder's counter doesn't work, so there is no way
> > for me to recover all the programs on a given tape, since I don't know
> > where the programs begin and end.
>
> IIRC the Atari/410 stopped on their own when a CLOAD, LOAD"C:, or other tape
> operation was completed.

The problem is, I can't seem to successfully load the first program from
any of my tapes. Hence, the CLOAD errors out in the middle, and I can't
count forward to the next attempt (I saved most programs 2 or 3 times in
a row, due to the unreliability of tape saving). For all I know, the
tapes are no good at all, but I have to try. :)

> There were some old ones called COPYCASS.BAS which would read any single
> section of tape code and write it back out to tape or to a disk file and
> CAS2DISK.BAS which could convert single stage boot tape to a boot disk. Neither
> could handle multi stage boot tapes like Zaxxon... Both used a large $tring as
> a storage buffer and either CIO or Resident Disk Handler to do the writes.

My tapes are all just BASIC programs, so I have no worries about multi
stage boots, etc.

> CopyCass could read right down a tape sequentially sending one program after
> another to a disk file, stopping only to ask for a filespec.

Bingo! This is what I want - it sounds perfect. Anyone know where I
can get a listing for it (to type in, just like the old days)?

Thanks,

Mike
--
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
Mike Kohary Seattle, WA http://www.kohary.com
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½

5956. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <t6obss4om7doooo8ha4m6peq6ult7kr8aa@4ax.com>
Source record: 41780

On Mon, 18 Sep 2000 01:23:31 -0500, "w_a_lang" <w_a_lang@willinet.net>
drooled an embarassing wet spot in his lap as he typed:

>
>Hello Everybody,
>
>I was wondering what your favorite Atari 8-bit
>video game happens to be?

Alternate Reality (both City and Dungeon)
The first game to have 3D texture mapping (albeit
predrawn), a full musical score, and what would
have been an epic, ongoing storyline. (Ultima and
kin were just different episodes of the same idea)
Plus, it just kicked ass. I still haven't found an RPG
that beats it for playability, addictiveness, immersiveness,
and atmosphere.

All Lucasfilm games
Well, what more can be said? Lucas Arts had their
act together from the get-go, and they never failed to
produce polished, highly playable games with stunning
graphics and sound.

Alley Cat
Well, hell, this is just a true classic. The 8-bit
version was the best, and it had some very clever sound
and excellent graphics, plus lots of variety wrapped around
solid gameplay. It was worth the minor irritation of having to
use a translator disk to play it on the XL/XE machines.

Spelunker
The quintessential platformer.

I could go on and on -- I had so _many_ favourites, but these spring
readily to mind.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

5957. Re: THE GOONIES for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39C5F642.53D6EEAA@mail.uni-mainz.de>
Source record: 41781

Mindfield schrieb:
>
> On Mon, 11 Sep 2000 10:52:09 +0200, Andre <stein@agnld.uni-potsdam.de>
> drooled an embarassing wet spot in his lap as he typed:
>
> >You forgot the 800XE.
>
> Never actually released in any significant quantities IIRC; it became
> the 65XE.
>
Mindfield

Not true !! The 800XE was released in big quantities (many hundred thousand pieces) in eastern europe. Besides, both the PAL versions of the 65XE and 800XE do have a CART+ECI slot. I own both XE`s although I am living in (western) Germany... -Andreas

5958. Re: Looking for LK Avalon 6 Mirage history

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39C5F726.574C44D5@mail.uni-mainz.de>
Source record: 41782

"Mr.Bacardi" schrieb:
>
> Hi everybody !
> I'm looking for someone who knows something about the history of the
> polish firms LK Avalon and Mirage Software. What happend to them, how
> did they start ?
> I want to put the history on my homepage :
> http://people.freenet.de/mrbacardi/
>
> I hope you can help me ...
>
> Bye,
> - Mr. Bacardi -

Besides: When did they end to support the A8 ?? And what are they doing
now ?? Where have the copyrights gone ??? (Most polish games are
avaiable on the net, but I believe they are pirated.) -Andreas

5959. Re: SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39C5FA79.5D02F311@mail.uni-mainz.de>
Source record: 41783

Rick Cortese schrieb:
>
> "rja" <no@spam.please> wrote in message
> news:39b503b9$1@rpc1284.daytonoh.ncr.com...
> >
> > I'm trying to get SIO2PC working with my PC and Atari 800xl, but
> > am having some problems, possibly with the timing settings.
> >
> > FYI It's an Atari 800xl on the one side, and a AMD K6/3-400 on the
> > other side. I'm running Windows 98 (though I tried it from both within
> > Windows and from pure DOS mode).
> >
Well,
I own a SIO2PC with manual. And the manual says (maybe true, maybe not)
that SIO2PC merely works in pure (!) DOS mode i.e. MS-DOS 1.0 - 6.22; it
does not work with any Windows based OS (95/98/NT/2k) and it even does
not work with the DOS under Windows (DOS 7.0 or later) since Windows
installs some things (drivers, etc.) at boot-up time which the SIO2PC
does not like at all. When you enter the DOS command line from Windows
these things (drivers) are stil there and thus SIO2PC still does not
work...

In short word: You need a DOS machine to use SIO2PC without errors. A
DOS machine means pure DOS. My PC is a 486 machine with MS DOS 6.22 and
SIO2PC works fine here... -Andreas

P.S.: I have not yet seen anyone who got SIO2PC to work with Windows
(not even the DOS under Windows)...

5960. Re: Demos and AMS Music

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39C5FCDB.B11D4C92@mail.uni-mainz.de>
Source record: 41784

Sven Gleich schrieb:
>
> hi,
>
> > When I was younger I had disks of Atari demos and also tons of A.M.S.
> > Music disks. Does anybody else have these. I'm currently trying to get a
> for demos try:
>
> http://www.tu-chemnitz.de/~sgl/atari
> http://www.atari-area.prv.pl/
> ftp://matrix.ibb.waw.pl/pub/a8
>
> ams musicdisks? sorry, don't know.
>
> bye, sven.

For AMS sounds try to find XL-Search or Umich or buy the Pooldisk CD ROM
2 from Bo and Ernest Schreurs. There you should find at least 26
double-sided disks (26 because ranging from A-Z) with such sounds...
-Andreas

5961. Re: Portfolio??

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39C5FDDE.7402026A@mail.uni-mainz.de>
Source record: 41785
Cross-posted to: comp.sys.atari.8bit,ctdl.sys.atari8,de.comp.sys.atari,maus.computer.atari.talk

Wolf Drechsel schrieb:
>
> Hallo Welt,
>
> jaja, ich weiß, eigentlich macht man das nicht. Aber in Anbetracht des
> ehrwürdigen Alters des behandelten Gegenstandes hoffe ich, daß mir das
> Crossgeposte ausnahmsweise mal nachgesehen wird.
>
> Ich habe einen Atari Portfolio geerbt.
>
> In welcher Gruppe wird denn dieses Gerät diskutiert?
>
> Dank und Grüße
>
> WD
>
For english readers: Is there any newsgroup / discussion board for
Atari portfolio ??

5962. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <ud3cssos5dlsrrvp0iarrmn66rrqa2p1fg@4ax.com>
Source record: 41786

```
The other Day "Jessica Cornn" <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
wrote:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>Re to your comment, yes I am when I really really want to be.... Besides, I was
>joking :)

Minus the smiley hence the comment from me ;-)
--
Paul Irvine

*Retro-gamer & old git*
```

5963. Re: re

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8q53u8$a8h$1@nnrp1.deja.com>
Source record: 41787

I seem to remember a very good c64/amiga game called "giana sisters"
being released, Nintendo got upset because it
played like mario (shit game anyway) and promptly sued the programmers
Rainbow Arts, who inturn were involved in the Katakis/Denarius =Rtype
Debacle... Why oh why, why doesn't Atari sue everyone over the invention
of videogames... Or does that priveledge go to some bloke called willy
higginbotham ... any ideas
>

Anyway Happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

5964. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39C610A8.F2C16FEE@mail.uni-mainz.de>
Source record: 41788

Mark Bedingfield schrieb:
>
> What happened to Derek Fern?
>
> Mark Bedingfield
>
Yeah,
what happened to Micro-Discount, the copyright owner of most (all?)
Zeppelin-Games and many more A8 games ??? Besides, what happened to Les
Ellingham and New Atari User ?? Subscribed for the last 6 issues, but
never got them... UK distributors where are you all ??? -Andreas

5965. Re: SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39c626cf$0$35386$53a6afc1@news.erinet.com>
Source record: 41789

(Getting sio2pc to work.)
I haven't tried sio2pc, actually.
I use APE 1.17. With this and my APE cable (1489 chip), I can
use it in from DOS prompt or reboot to command line only, using
a Win 95 computer. It works fine, except I can't get the modem
options to work.
I haven't heard much about the Win 98 version of APE, but it
will work with Win98.
Russg

5966. Re: I just posted my atari system on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <ao5css86kfteg0n0v2acni910k0j0gstst@4ax.com>
Source record: 41790

On Sat, 17 Sep 2000 13:45:52 , "Jessica Cornn"
<Jessica.Cornnp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>It needs a good home, I think it will find one. You did a great
>discription but the starting bid of $100 is not going to catch too many
>people's fancies. Anyway, if it does not sell now, lower the bid to
>$10 and i promise you that you will coupe $100 out of it; not too many
>bidders would like to start that hig (though If I had the cash right now, I

I would be ill if it went for under $100. That's why I thought to
start at $100. It seemed like a respectable bid
Perhaps you're right and I should have started it at seventy five . I
might be able to change that.
>would).
>Female Atarian,.
>Lykewyse
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

5967. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <8q5dfn$e9a$1@nnrp1.phx.gblx.net>
Source record: 41791

Well, it would have to be...

Airball

This game took graphics to a peak on this platform, I thought. In addition, it had some extremely deep gameplay and adventure. The controls can be a little touchy, but you get used to them and master them if you persist, and it pays off in many hours of fun! Some really weird rooms to explore, some passages seem to go on forever, and dead end on you with no reason. I even found some walls that look solid but let you pass through.

Ultima 3 and 4

No explanation needed. These were "Real" role playing video games, not like this anime/final fantasy crap. (in my opinion, do not take offense please)

Mario Bros.

Strange that the XE cart of this game is way better than the 5200 or the 7800 versions. It looks and plays so close to the arcade, and really shows off this system well. It seems to be completely re-written from the ground up exclusively for the XE. What was Atari thinking, though, releasing Atari 8-bit computer games in 1988, when everyone had a Nintendo and a Genesis, not to mention an Amiga and an ST, by this time. Weird.

Pitfall II

This version has a whole second game, which is not included on the 2600 version. Complete the game, and it starts over again with a whole new HUGE world to complete, completely different from the first one.

Battlezone

For the time, this was the best version of the game available. Gameplay is pretty darned good, even if the framerate is a little choppy by todays standards. It was surprising too, all the way into 1987, when Atari actually released new cartridges for this system, which was pretty much over the hill by then. I remember buying it new and thinking it would be worth a lot someday. Well, it isn't really worth much, but it is still fun to play.

w_a_lang wrote in message ...
>
>Hello Everybody,
>
>I was wondering what your favorite Atari 8-bit
>video game happens to be?
>
>"Deluxe Invaders" by Roklan Corporation

> (This was the BEST version of classic
> "Space Invaders" for any Atari system.)
>
>"Pac-Man" by DataSoft
> (This was basically a retooling of the
> Atari 8-bit version that added those
> classic intermissions from the Atari
> 5200 SuperSystem.)
>
>"Astro Chase" by First Star Software
> (The most difficult to play yet graphically
> pleasing science-fiction video game for
> the Atari 8-bit computer system.)
>
>Wally
>
>
>

5968. Re: SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <8q5eg0ndn1@nnrp1.deja.com>
Source record: 41792

In article <39c626cf$0$35386$53a6afc1@news.erinet.com>,
"Russg" <russg@en.com> wrote:
> (Getting sio2pc to work.)
> I haven't tried sio2pc, actually.
> I use APE 1.17. With this and my APE cable (1489 chip), I can
> use it in from DOS prompt or reboot to command line only, using
> a Win 95 computer. It works fine, except I can't get the modem
> options to work.
> I haven't heard much about the Win 98 version of APE, but it
> will work with Win98.
> Russg
>
> That is the best thing about 486 PCs being so cheap.
I have a 486,running PCXformer 3.8, permanently connected to one of
my 130XEs,with a null-modem cable.An A-B switch from the 850 and I
I can connect to the modem or PC.With OmniTerm I can connect to the
Web,using a shell account through the local library,with my 8 bit!

Atari Forever!

Sent via Deja.com http://www.deja.com/
Before you buy.

5969. Re: 1.44,mico-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <10100-39C63795-13@storefull-171.iap.bryant.webtv.net>
Source record: 41793

those games might not be copyrighted, and there might have been some
trouble over them.
many were made behind the iron curtain, and we did not recognize there
rights, and vice versa.
when the curtain was lifted the original authors stepped forward, and
started to make a fuss.
that is when derek fern dissapered along with micro-discount.
there was a time when they wanted us(what few u.s.a. dealers left) to
quite selling them, but if they were not copyrighted we have everyright
to, and we told them so.
if they wanted to take us to court, fine.
but without copyrights they had no case.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5970. Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-DCD4C0.10433518092000@news.northcoast.com>
Source record: 41794
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

The Digital Antic Project (http://www.atarimagazines.com) is proud to announce that the full text of every issue of Antic Magazine is now available on the Web. Devoted to the Atari 8-bit and ST computers, Antic magazine published 88 issues from April 1982 through July 1990.

This site launched with two issues on July 27, 1996. More than four years later, the project's volunteers uploaded the final issue. The site includes 1,700 articles, 2,400 images, and 1,600 downloadable program files, using more than 100 MB of disk space. More than 30 volunteers have contributed time to the project.

Although the Digital Antic Project has reached an important milestone, the effort is far from over. The volunteers have already begun digitizing two more magazines published by Antic Publishing: STart, which focuses on Atari ST computers; and Antic Amiga Plus, which focuses on the Amiga platform. (People interested in donating time or magazines to the cause are encouraged to send e-mail to savetz@northcoast.com.)

--Kevin Savetz
Curator of the Digital Antic Project
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

5971. Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-0730CB.10485718092000@news.northcoast.com>
Source record: 41795
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

The Digital Antic Project is proud to announce that the full text of every issue of Antic Magazine is now available on the Web. Devoted to the Atari 8-bit and ST computers, Antic magazine published 88 issues from April 1982 through July 1990.

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Although the Digital Antic Project has reached an important milestone, the effort is far from over. The volunteers have already begun digitizing two more magazines published by Antic Publishing: STart, which focuses on Atari ST computers; and Antic Amiga Plus, which focuses on the Amiga platform. (People interested in donating time or magazines to the cause are encouraged to send e-mail to savetz@northcoast.com.)

--Kevin Savetz
Curator of the Digital Antic Project
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

5972. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Greg Menke <menkesjg@xyz.erols.com>
Message-ID: <854s3dtta5.fsf@quahog.gsfc.nasa.gov>
Source record: 41796

"Satcom2" <svenhard@primenet.com> writes:

>
> Ultima 3 and 4
>
> No explanation needed. These were "Real" role playing video games, not like
> this anime/final fantasy crap. (in my opinion, do not take offense please)

Well, whats wrong with a little partisanship? (Not that I disagree
with you though....) ;)

> Mario Bros.
>
I think I have a genetic defect in that I have despised all Mario
games from the first to the last. Yet, 'despised' is too strong a
word- perhaps more accurately, I've found them so completely
irrelevant to be not merit any consideration whatsoever. Sort of like
the olympics...

>
> Pitfall II
>
> This version has a whole second game, which is not included on the 2600
> version. Complete the game, and it starts over again with a whole new HUGE
> world to complete, completely different from the first one.

Sort of like the precursor to Diablo...lol

> Battlezone
>
> For the time, this was the best version of the game available. Gameplay is
> pretty darned good, even if the framerate is a little choppy by todays
> standards. It was surprising too, all the way into 1987, when Atari actually
> released new cartridges for this system, which was pretty much over the hill
> by then. I remember buying it new and thinking it would be worth a lot
> someday. Well, it isn't really worth much, but it is still fun to play.

I always wanted a good Bluemax (not the fly diagonally, bomb and
strafe one), but the arcade vector graphics one. Similar vintage to
Battlezone. There was even a Bluemax 2....

RainbowWalker

Some of the neatest scrolling & color effects around. Granted its a
Qbert derivative, but it was always fun to play (still is...)

Archon 1 & 2

Best 2 person game around. My roommate and I spent hours playing both, plumbing the furthest extremities of human competition.

Gregm

5973. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-1lwgbl4XDFIe@localhost>
Source record: 41797
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,comp.sys.atari.8bit

Hi Kevin,
I would like to thank you AND all the volunteers for this heroic
effort and the repository you all created.

Ken

On Mon, 18 Sep 2000 17:48:57, Kevin Savetz <savetz@northcoast.com>
wrote:

> The Digital Antic Project is proud to announce that the full text of
> every issue of Antic Magazine is now available on the Web. Devoted to
> the Atari 8-bit and ST computers, Antic magazine published 88 issues
> from April 1982 through July 1990.
>
> This site launched with two issues on July 27, 1996. More than four
> years later, the project\'s volunteers uploaded the final issue. The
> site includes 1,700 articles, 2,400 images, and 1,600 downloadable
> program files, using more than 100 MB of disk space. More than 30
> volunteers have contributed time to the project.
>
> Although the Digital Antic Project has reached an important milestone,
> the effort is far from over. The volunteers have already begun
> digitizing two more magazines published by Antic Publishing: STart,
> which focuses on Atari ST computers; and Antic Amiga Plus, which focuses
> on the Amiga platform. (People interested in donating time or magazines
> to the cause are encouraged to send e-mail to savetz@northcoast.com.)
>
> --Kevin Savetz
> Curator of the Digital Antic Project
> --
> Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce -- Atari computer news

5974. FA: Huge collection of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Rob <rob@SPAMFREEfirststopdvd.com>
Message-ID: <39c67816@news.parrett.net>
Source record: 41798

FA: Huge collection of Antic magazines

I have a huge collection of Antic magazines for auction. Many early, rare, and sought after issues are included. Some bound/hardcover volumes as well.

Prices range from cheap to reasonable. Will be adding more over the next few days..

The current auctions can be viewed at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=nicheware

5975. us doubler 1050 drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <10100-39C680C7-58@storefull-171.iap.bryant.webtv.net>
Source record: 41799

we now have us doubler 1050 drives in stock.
just go to our web site at,
www.atarisales.com
click on the new cart list for the 8-bit,scroll to the bottom under
hardware,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5976. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <8q61tf$g4j$1@nnrp1.deja.com>
Source record: 41800
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hey Ken!
Think you'll ever start on A.N.A.L.O.G.? :)
>
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5977. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <39c6a0f0.12581620@news.wxs.nl>
Source record: 41801

On Sun, 17 Sep 2000 03:00:52 -0700, Mike Kohary
<mkohary@earthlink.net> wrote:

>I'm in the process of preserving all my old Atari data, transferring
>disks to my PC, etc. I've come across a problem: I have 7 tapes with
>data on them, and an Atari 410 data recorder. The problem is that the
>recorder's counter doesn't work, so there is no way for me to recover
>all the programs on a given tape, since I don't know where the programs
>begin and end.
>
>One solution would be to buy a new recorder off of Ebay or something.
>But I was wondering if there are any utilities available for the Atari
>that would be helpful in my case? For example, a utility that transfers
>tape directly to disk would be very useful. Can anyone think of
>something that might help me out here?
>
>Thanks,
>
>Mike

Hi Mike. My solution is not a utility for the Atari, but I am sure
you can find a PC with sound card somewhere. I wrote a set of
utilities to process .wav audio files. Put the tape in a standard
audio tape deck and hook it up to your sound card. Then record the
sound to a .wav file and then you can use my PC programs.

I have a program that will read the .wav file and produce the data
that is encoded on the tape in a .cas file. Even if the data is
damaged and won't load, the program will still be able to recover
portions, and at least you can try and make some sense out of the
damaged parts, to see what is on the tape, and if you would want to
recover it. Give it a try, the programs are free of charge! And if
you have a SIO2PC or APE cable, you can even load the tapes from your
PC without the need for a 410 recorder. My progams are at the Umich
archives, but also on my home page:
http://home.planet.nl/~ernest

Keep those Atari's buzzing.
Regards, Ernest.

5978. Re: SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <ssdhv0d5telj48@corp.supernews.com>
Source record: 41802

"Russg" <russg@en.com> wrote:
> I have a 486,running PCXformer 3.8, permanently connected to one of
> my 130XEs,with a null-modem cable.An A-B switch from the 850 and I
> I can connect to the modem or PC.With OmniTerm I can connect to the
> Web,using a shell account through the local library,with my 8 bit!

As I've been looking into possibilities, of late, of acquiring an SIO2PC cable, I've been wondering about an option such as this. What kind of a program is PCXformer? And, is there a site on the net I could read about/ purchase the program? I, too, have an 850 interface... Are there any disadvantages to using the null-modem cable and the serial connection over using a SIO2PC connection? I'd assume SPEED *may* be an issue??

--
-- Gork
... When you REALLY need one ...

<admnelson@my-deja.com> wrote in message news:8q5eg0ndn1@nnrp1.deja.com...
> In article <39c626cf$0$35386$53a6afc1@news.erinet.com>,
> "Russg" <russg@en.com> wrote:
> > (Getting sio2pc to work.)
> > I haven't tried sio2pc, actually.
> > I use APE 1.17. With this and my APE cable (1489 chip), I can
> > use it in from DOS prompt or reboot to command line only, using
> > a Win 95 computer. It works fine, except I can't get the modem
> > options to work.
> > I haven't heard much about the Win 98 version of APE, but it
> > will work with Win98.
> > Russg
> >
> > That is the best thing about 486 PCs being so cheap.
> I have a 486,running PCXformer 3.8, permanently connected to one of
> my 130XEs,with a null-modem cable.An A-B switch from the 850 and I
> I can connect to the modem or PC.With OmniTerm I can connect to the
> Web,using a shell account through the local library,with my 8 bit!
>
> Atari Forever!
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

5979. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Cruiser 7 <dr.ovid@spamsucks.com>
Message-ID: <39C6CE51.8BE78F0C@despamsucksja.com>
Source record: 41803

Oh yeah, one of my favorite subjects. Here goes:

Alternate Reality (City and Dungeon). Simply the best role playing game ever. System Shock 2 is the only game I have ever seen that comes close to the combination of feelings of desperation, immersive atmosphere, and sense of purpose. The fact that this series, and ARO, have been squelched is truly one of the biggest tragedies in video game history.

Star Raiders - Space combat the way it should be. It's just you vs. all of them. And you WILL win. Doggone Zylons.

Ali Baba/Return of Herakles: This was multiplayer co-op back in the days before Doom and Unreal Tournament. The chance to play characters of lore in fantastic situations was, and still is, unparalleled.

Jumpman: Before coins and toadstools and hedgehogs appeared in platformers, there was this wonderful game that combined platform jumping, ladder climbing, bullet avoiding fun with a dose of puzzle solving. Any guy who can defuse a bomb while falling on his head is ok in my book.

Ultima II: Another great role player that was actually quite sprawling for it's day. Remembering creeping around in those dungeons and towers late at night still gives me the heebie-jeebies.

Boulder Dash: This game always seemed like sheer insanity from beginning to end. And Rockford (I think that was his name) was the first character who seemed to have some real personality.

Pharaoh's Curse: Great, if somewhat simple, puzzle game. I used to wonder how that bat or buzzard or whatever it was could carry around full grown people (and a fully dead mummy), but such is not for us mortals to ponder, I guess.

Karateka: Game play was repetitive and almost boring, but it was one of the most fluid and best looking games at the time. And punching that evil bird into a cloud of feathers was pretty cool.

Archon: This is such an entertaining game that I didn't mind the fact that I usually got my butt beaten for the first few months I played it. Nailing a goblin square in the face with a unicorn bolt always made me feel better.

Those are probably my all around favorites. The "Apshai" games, Preppie, Picnic Paranoia, Repton, Bandits, Lode Runner, Choplifter, Caverns of Mars I and II, Bruce Lee, Shamus, and many, many more all have a special place in this game player's heart.

Cruiser 7

5980. Re: Got any atari game documentation - Holmes replies....

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <ogjdssot64cv12dnvesvh18n7pt4v350ed@4ax.com>
Source record: 41804

>
>I have over several hundred manuals to scan, and had been scanning
>them into Adobe Acrobat 4 (*.PDF), but I've kinda changed my
>mind now as to what format to keep them in. I think individual
>picture files might be better....hmmm???? JPG?
>What format would be best anyone?

Awesome amount of work.

Do I understand it correctly. You've been using scanner, converting
them to text - ocr translation (i may be using wrong term - I have a
scanner but have never used the convert to text ability) - Do you have
to do much editing to get it into a decent format.

With .jpg, as I understand what you are saying, you'de have to
picture insert each scanned jpg page graphic into your pdf document
else you have a bunch of pages in separate .jpg files.

As long as the scan has a high enough resolution that you can read it
properly that would be adequate. I don't know how much more or less
space is involved.

Wish you had some hocus pocus. Where is Harry Potter when you need
him?

>

5981. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <rjkdsso9tgp7gn43ten7nuj7jv25s5120l@4ax.com>
Source record: 41805

How about baseball, The graphics were great on it. It was a riot to play with a friend. Loved the national anthem

Also Miner 2049er was a fun game.

My kid loved Temple of Apshai until it got corrupted. (That was a long time ago)

5982. FA [Melb,Au]: Atari XE system on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:00:00 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <39c55d55@pan.izone.net.au>
Source record: 41806

On eBay.com.au:

Atari XE system with keyboard, light run, carts, joysticks (c.1985):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=435988245

Australian Old Computer Supply.

5983. atari magazines

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 00:04:50 UTC
From: "W. Kimbelton" <wlkim@home.com>
Message-ID: <C_cx5.39359$Z4.1226510@news1.rdc1.tn.home.com>
Source record: 41775

I hate to do this, but I need to clear out some space...

Is there anybody in the Cincinnati area who would like a fair number
of
Atari magazines? (Analog and Antic)

If so, drop me an email.

Bill

5984. Re: Where to get a decent joystick...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 02:59:21 UTC
From: Blair Bingham <bebing@bellatlantic.net>
Message-ID: <39C58550.479D6961@bellatlantic.net>
Source record: 41776

Eric Thomas wrote:

> Okay, I've given up - for now - on the notion of converting one of the
> original Atari joysticks for use on my P.C. (too complicated), but I'd
> really like to play with some of the old games, now that I've got them
> successfully transferred.
> However, all I see for sale these days are those "Gorf"-style joysticks that
> are so favored for flight simulators/combat games - but they stink for
> classic and older titles! Can you imagine trying to play "Action Quest" with
> one of those? Give me a break!
> So the point is: does anyone know where in the San Francisco Bay Area,
> California, I can go to buy a plain ol' normal, decent joystick for use with
> a standard PC game connector?
> Prefer to buy retail, as opposed to mail-order or online.
> Thanks for your input.
>
> Regards,
>
> -Eric

What about one of those nintendo-style game pads?

5985. Tuesday Night (19 Sep 00) Chat at #atari8 with topic Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 03:46:29 UTC
From: DCM01@USA.NET
Message-ID: <39c48995.764178@news.CIS.DFN.DE>
Source record: 41777

This announces our weekly IRC chat for Atari 8bit enthusiasts.
It's scheduled for September 19th, 2000, 10:30 pm Eastern US
time.

Here are the corresponding times for some other
places, choose the one near you.

California: 7:30 pm. Colorado 8:30 pm. Texas 9:30 pm.
London, England: 4:30 AM. Berlin: 5:30 AM. Hong Kong:
11:30 AM.

The topic for the chat will be "Alternate Reality: Legend and
Legalities." I hope to get into an interesting discussion of the
copyrights involved. Should authors own their own work forever, or
should a software company with a contract get it, no matter what.

General Atari8 chat is also welcome. We awarded the doorprize last
week because we got 7 participants. Maybe we can get another doorprize
to award, but I need some help with the Atari quiz because the
questions should have been better thought-out last time, and there was
some controversy.

This will be a standard IRC chat. It is not a web-based
chat on your browser. You need an IRC client, such as
mIRC. The chat will be on Amiganet. Here are some
servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we
will be there waiting for you I hope!

5986. Re: Got any atari game documentation - Holmes replies....

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 05:07:02 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8q47lc$1vk$1@news.ihug.co.nz>
Source record: 41778

Jess, Yep, My site (url below) does have some manuals etc.

I've been very busy lately and havent had time to scan, or OCR
my remaining manuals. I have a large amount not online, due to
the web space required by scanned manuals. I do make these
available on cdrom along with huge amounts of ATR files (5000+),
please contact me for details if anyone is interested.

I have over several hundred manuals to scan, and had been scanning
them into Adobe Acrobat 4 (*.PDF), but I've kinda changed my
mind now as to what format to keep them in. I think individual
picture files might be better....hmmm???? JPG?
What format would be best anyone?
But as usual, it's always a factor of time, or lack thereof.

Anyone that has any manuals scanned that arent currently online,
and wish to donate them to Holmes Atari 8bit Archive. Feel free
to contact me.

Regards
Aaron aka.Holmes
http://homepages.ihug.co.nz/~aaronat/atari.html

PS - I'm looking for someone reliable with time on their hands to
take over the updating of Atari news on my site, and other things.
If you think you'd like to do it for at least 6 months, please let me
know.

Jessica C <beadsandbangles@earthlink.net> wrote in message
> You could try http://homepages.ihug.co.nz/~aaronat/atari.html The website
> has several manuals for downloading, including several lump downloads with
> about 500 manuals each. Surely you could find something useful.
>
> Cynthia Agard wrote:
> > Is there a repository for atari game instruction guides.
> > Im planning to sell my atari system on ebay shortly. (It's a fantastic
> > system by the way. Still working on the description. I can't wait to
> > see what happens.)

5987. What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-18 06:23:31 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <ssbda7dl9q0a29@corp.supernews.com>
Source record: 41779

Hello Everybody,

I was wondering what your favorite Atari 8-bit
video game happens to be?

"Deluxe Invaders" by Roklan Corporation
(This was the BEST version of classic
"Space Invaders" for any Atari system.)

"Pac-Man" by DataSoft
(This was basically a retooling of the
Atari 8-bit version that added those
classic intermissions from the Atari
5200 SuperSystem.)

"Astro Chase" by First Star Software
(The most difficult to play yet graphically
pleasing science-fiction video game for
the Atari 8-bit computer system.)

Wally

5988. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8q750n$5b4$1@news.ihug.co.nz>
Source record: 41811
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Thank You Kevin and your great team for keeping this up for so long.
It is so hard to find Antic magazines now, And your webpages fill the
gaps in my collection, allowing access to those mags, I probably never
will ever find.
The effort gone into the archiving of Antic is very much appreciated
by myself, and I know it is appreciated by many others too.

Thanks again,

Aaron
Holmes Atari 8bit Games
http://homepages.ihug.co.nz/~aaronat/atari.html

Kevin Savetz <savetz@northcoast.com> wrote in
> The Digital Antic Project (http://www.atarimagazines.com) is proud to
> announce that the full text of every issue of Antic Magazine is now
> available on the Web. Devoted to the Atari 8-bit and ST computers, Antic
> magazine published 88 issues from April 1982 through July 1990.
>
> This site launched with two issues on July 27, 1996. More than four
> years later, the project's volunteers uploaded the final issue. The site
> includes 1,700 articles, 2,400 images, and 1,600 downloadable program
> files, using more than 100 MB of disk space. More than 30 volunteers
> have contributed time to the project.

5989. Re: Complete Antic Magazine library now on the Web-ATARI USER Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8q750p$5b4$2@news.ihug.co.nz>
Source record: 41812
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

As Antic is now finished, Is there anyone interested in starting on the UK Mag Atari User, or Page 6(New Atari User) ??

I'd be happy to help with the issues I have of these mags.

Aaron
Holmes Atari 8bit Games
http://homepages.ihug.co.nz/~aaronat/atari.html

5990. Re: SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <8q789qrtp1@nnrp1.deja.com>
Source record: 41813

In article <ssdhv0d5telj48@corp.supernews.com>,
"Gork" <fnu_lnu@worldnet.net> wrote:
> "Russg" <russg@en.com> wrote:

about/
> purchase the program? I, too, have an 850 interface... Are there any
> disadvantages to using the null-modem cable and the serial connection
over
> using a SIO2PC connection? I'd assume SPEED *may* be an issue??
>
> --
> -- Gork
> ... When you REALLY need one ...
>

> !
> >
> >Gork:
I haven't used SIO2PC because I have been too lazy to make
the cable and my setup works well.

I have a lot of older PC parts left from a former PC
repair and upgrade business (now moribund)

My setup consists of:

A 486 DX-66 PC,8megs ram,428meg HD,sound card,4xCD,
(Dos 6.22 only,no Windoze!)
and a 28.8k internal modem on COMM4
permanently connected by COMM2 to A: port of an AB
switch
A 9600k external modem connected to B: port of
the AB switch

The Atari 130XE is connected,by the 850 to the common
port of the AB switch.

I switch to B and connect to the 'Net,using a shell account from the
local library (the library provides
access with the Lynx browser)running OmniComm on the
Atari 8bit.I use OmniComm (I sometimes forget and call it
OmniTerm!)because Lynx requires VT100 emulation,
80 columns,and Kermit transfers.

I power down, switch to A,reboot,and transfer files
between the PC and the 8 bit using OmniComm on the 8bit and ProComm
on the PC.I transfer files using Kermit,to avoid the bit padding of

other protocols,
and because Kermit will do batch transfers.
(BTW-you must read the docs and customize OmniComm
for 9600k.)

You will need PCXformer 3.8 (available at
www.emulators.com)Be sure to E-mail Daerek Milhocka
thank him for making this GREAT program PD!
I suggest you get ARCE.COMM and ARCV.COM from the
U.MICH MS-DOS archive and should have IMAGEMAN.EXE
{but I can't remember from where :(}

This works great for me and save wear and tear on my
valued Atari hardware.The only problem so far,is that
I can't get SpartaDos to work {although Darek assures
me it will.Obviously operator error :(}

Good Luck! ......Ed

Sent via Deja.com http://www.deja.com/
Before you buy.

5991. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_969362099@rtfm.mit.edu>
Source record: 41814
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 16, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Atari BBS's to telnet to:
Closer To Home (CTH), telnet://cth.tzo.com/
Atari Annex, telnet://atari.thebbs.org/
Nolan's Nest & SPACE, telnet://209.105.35.109/

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

5992. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8q7jpi$85k$1@nnrp1.deja.com>
Source record: 41815
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <39c6e248.414711@news.CIS.DFN.DE>,
DCM01@USA.NET (Daniel Miller) wrote:
> Way to go!
>
> And the C64 crowd will just have to suffer
> 'cause all their magazines rotted!
>
But they have their own magazine archives :-)

Greetings,
Matthias

Sent via Deja.com http://www.deja.com/
Before you buy.

5993. Olympics

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: spamless@Nil.nil
Message-ID: <39c75e90$1@news.inch.com>
Source record: 41816

The box in which my Atari 800XL came had a note that it was:

"The Official Home Computer of the Olympics" (in 1984)

(Was that just pre-Tramiel and did he, as he did with so many contracts,
just blow that away when he took over Atari?)

5994. Re: GUI for atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8q7o15$a3j$1@nets3.rz.RWTH-Aachen.DE>
Source record: 41817

Howdy folks

>>I once started to code a GUI, if there is an interest and other freax to
>>help me, I could start up again.
>>One thing is, who will use it?
>>
>>But I think a "fake"-GUI in GRAPHICS 0 which can replace the DUP.SYS for ALL
>>DOSses (ATARI DOS, MyDOS, ..)
>>would be a usefull thing, cause I can implemnent some sort of
>>memory-management for extended RAM, which everybody has.
>
>I would use a graphical program launcher, where the files would appear
>as icons you can click on, and then if there were some way to exit the
>launched files back to the GUI that would be great.

Before you guys start reinventing the wheel, look at Tom Hunt's Desktop
Construction Set (DCS) at his site. IIRC cth.tzo.com under CC65 stuff I
believe (but it will run without the CC65 stuff)

There are so many other things we need first:

- fax software
- JPEG viewer
- and the rest of the cool stuff that has been done on the C64 (which runs at
almost half the speed of the Atari)

CU Mathy van Nisselroy

5995. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: spamless@Nil.nil
Message-ID: <39c76833$1@news.inch.com>
Source record: 41818

BoulderDash (fun, frantic, good graphics, good use of the atari scrolling screen, interesting puzzles).

5996. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <39C76E14.9884D56B@ataritimes.com>
Source record: 41819
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Kevin Savetz wrote:

> The Digital Antic Project is proud to announce that the full text of
> every issue of Antic Magazine is now available on the Web.

Awesome work guys! I never thought the DAP road would ever have an end! Man, I
can't wait to read all those articles I missed when I was 10!

--Greg

^^
^ ||| LATEST ATARI NEWS: TAT's BATTLESPHERE DRAWING! ^
^ ||| Enter the BattleSphere drawing! ^
^ / | \ http://www.ataritimes.com/online/issue13/bs_drawing.html ^
^ ATARI ^
^ ~~~~~~~~~~~~~~~~~~ ^
^ Visit the NEW Atari Times Website! ^
^ http://www.ataritimes.com ^
^^

5997. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <IfLx5.20344$4d.2879076@news02.optonline.net>
Source record: 41820
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Kevin,

A grateful community thanks you and your volunteers. I happen to know at
least one of them, and they and you deserve all the kudos we can muster!

Alan

"Kevin Savetz" <savetz@northcoast.com> wrote in message
news:savetz-0730CB.10485718092000@news.northcoast.com...
> The Digital Antic Project is proud to announce that the full text of
> every issue of Antic Magazine is now available on the Web. Devoted to
> the Atari 8-bit and ST computers, Antic magazine published 88 issues
> from April 1982 through July 1990.
>
> This site launched with two issues on July 27, 1996. More than four
> years later, the project\'s volunteers uploaded the final issue. The
> site includes 1,700 articles, 2,400 images, and 1,600 downloadable
> program files, using more than 100 MB of disk space. More than 30
> volunteers have contributed time to the project.
>
> Although the Digital Antic Project has reached an important milestone,
> the effort is far from over. The volunteers have already begun
> digitizing two more magazines published by Antic Publishing: STart,
> which focuses on Atari ST computers; and Antic Amiga Plus, which focuses
> on the Amiga platform. (People interested in donating time or magazines
> to the cause are encouraged to send e-mail to savetz@northcoast.com.)
>
> --Kevin Savetz
> Curator of the Digital Antic Project
> --
> Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce -- Atari computer news

5998. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Greg Menke <menkesjg@xyz.erols.com>
Message-ID: <85snqwwedz.fsf@quahog.gsfc.nasa.gov>
Source record: 41821

> Those are probably my all around favorites. The "Apshai" games,

My dialout box in the basement is named Apshai. Its sort of a
gateway too....

Gregm

5999. Re: Where to get a decent joystick...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <8q8f21aed1@nnrp1.deja.com>
Source record: 41822

Richard and Eric,
That would be none other than Emmanuel Fernandes. He also has the schematic up on his website if you feel you have the skills to solder it all together. His website is:

http://users.swing.be/atari/joystick.html

He made one for me a couple of years ago, and it's still working like new.
Isaac
isaac@dontforgetthemilk.com

In article <01c01fb9$767713a0$8f244bd5@microsof>,
"Richard Douwes" <rdouwes@hetnet.nl> wrote:
> Eric Thomas <ethomas@best.net> schreef in artikel
> <8pu6j6$q1j$1@nntp1.ba.best.com>...
>
> > Okay, I've given up - for now - on the notion of converting one of the
> > original Atari joysticks for use on my P.C. (too complicated),
>
> I bought a very nice adapter from a Belgian person (forgot the name, but
> could look it up for you), and still use my CX-40's on my PC :-)
>
> Works great! Maybe somebody else remembers the person I'm talking about?
>
> Richard
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6000. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000919154831.06048.00000752@ng-fs1.aol.com>
Source record: 41823

>Mike Kohary mkohary@earthlink.net

>> CopyCass could read right down a tape sequentially sending one program
>after
>> another to a disk file, stopping only to ask for a filespec.
>
>Bingo! This is what I want - it sounds perfect. Anyone know where I
>can get a listing for it (to type in,

It is on the way, check your mail...

-Ron

I don't have a solution but I admire the problem.

6001. Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000919160821.06048.00000754@ng-fs1.aol.com>
Source record: 41824

Can anyone offer some suggestions on Bounty Bob?

I have tried at least seven (7) different versions of it based on format and byte count with no success; some are boot .ATR's and others were load and go .EXE's. I have ported them to real 8-bits (800, 800XL, 800XL-XLBoss, 800XL-Omniview, 800XL-Omnimon, 800XL-FixXL - TransA -TransB -HomeMadeTrans) and most emulators (XL-it 0.20, XFormer 3.8, XFormer 2000, A800Dos, A800Win, RainbowW95), all to no avail.

I have been wanting to try Scraper Caper since playing Miner2049er in 1984 and I assume that Bounty Bob Strikes Back may be that sequel. What is its secret?

TIA

-Ron

I don't have a solution but I admire the problem.

6002. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000919161823.06048.00000755@ng-fs1.aol.com>
Source record: 41825

>"w_a_lang" w_a_lang@willinet.net asked:

>I was wondering what your favorite Atari 8-bit video game happens to be?

Could never limit it to just one, most played were:

Lode Runner & Championship

JumpMan

Miner2049er

MrDo

BoulderDash

These all presented some form of puzzle to ponder mentally in addition to testing the joystick reflexes.

-Ron

I don't have a solution but I admire the problem.

6003. Re: Complete Antic Magazine library now on the Web-ATARI USER Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000919165108.06048.00000757@ng-fs1.aol.com>
Source record: 41826

>"Aaron Wheeler" aaronat@ihug.co.nz remarked:

>As Antic is now finished, Is there anyone interested in starting on the UK
>Mag Atari User, or Page 6(New Atari User) ??

I would like to have them available, but I have never had any in my possession;
I have actually seen the odd Page 6 at user group meetings...

-Ron

I don't have a solution but I admire the problem.

6004. Re: Anybody Selling An Atari 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: witchy <witchy@binarydinosaurs!co!uk>
Message-ID: <tkpfsskd87m7mms9pcnbd7tskhltu7ugnp@4ax.com>
Source record: 41827

You are in an empty room with Feddeck@hotmail.com. There's a rock in
the middle with "Y2" written on. A hollow voice says:

>Hi, I am looking to buy an Atari 600XL in good condition with the power
>supply. Anybody have one for sale? Thanks.

I've got a mint boxed one, but its bust.......I'm waiting to get
another 600XL to make a complete set. Not much help really :)
--
Adrian/Witchy
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
Remove bangs from header's email address to reply.

6005. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C7EA76.CC443D5A@earthlink.net>
Source record: 41828

Thanks!

Mike

RHamiIton5 wrote:
>
> >Mike Kohary mkohary@earthlink.net
>
> >> CopyCass could read right down a tape sequentially sending one program
> >after
> >> another to a disk file, stopping only to ask for a filespec.
> >
> >Bingo! This is what I want - it sounds perfect. Anyone know where I
> >can get a listing for it (to type in,
>
> It is on the way, check your mail...
>
> -Ron
>
> I don't have a solution but I admire the problem.

--
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Mike Kohary Seattle, WA http://www.kohary.com
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6006. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C7EB85.41084FF9@earthlink.net>
Source record: 41829

Ernest R. Schreurs wrote:
>
> Hi Mike. My solution is not a utility for the Atari, but I am sure
> you can find a PC with sound card somewhere. I wrote a set of
> utilities to process .wav audio files. Put the tape in a standard
> audio tape deck and hook it up to your sound card. Then record the
> sound to a .wav file and then you can use my PC programs.
>
> I have a program that will read the .wav file and produce the data
> that is encoded on the tape in a .cas file.

Get...out. </seinfeld> :) This sounds like magic - thanks for the
great tip! Question: I have a good dual cassette deck, but I happen to
know that each player plays at a slightly different speed (and I think
that most cassette players are not 100% standard). Does this affect the
outcome of your programs? Also, what format are the resulting .cas
files (i.e. are they text? Something else?)

> Even if the data is
> damaged and won't load, the program will still be able to recover
> portions, and at least you can try and make some sense out of the
> damaged parts, to see what is on the tape, and if you would want to
> recover it. Give it a try, the programs are free of charge! And if
> you have a SIO2PC or APE cable, you can even load the tapes from your
> PC without the need for a 410 recorder. My progams are at the Umich
> archives, but also on my home page:
> http://home.planet.nl/~ernest

This sounds awesome - perfect solution.

Thanks!

Mike
--
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Mike Kohary Seattle, WA http://www.kohary.com
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6007. Re: Current vendors?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C7EBB3.9CB55E13@earthlink.net>
Source record: 41830

Carolyn Hoglin wrote:
>
> Check this out: http://www.faqs.org/faqs/atari-8-bit/vendev/

Thanks; great list!

Mike
--
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Mike Kohary Seattle, WA http://www.kohary.com
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6008. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C7ED03.D0BEEE66@earthlink.net>
Source record: 41831
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,comp.sys.atari.8bit

kenames@pacbell.net wrote:
>
> Hi Kevin,
> I would like to thank you AND all the volunteers for this heroic
> effort and the repository you all created.
>
> Ken

Agreed and seconded. This is one of the greatest achievements of
preservation in the emulation scene, hands down. I think I feel a tear
coming on....<sniffle> My heartfelt thanks to everyone who worked on
it.

Now we just need to work on an Analog archive. :)

Mike
--
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Mike Kohary Seattle, WA http://www.kohary.com
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6009. Re: Complete Antic Magazine library now on the Web-ATARI USER Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C7ED8C.D3FD84D4@earthlink.net>
Source record: 41832
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Aaron Wheeler wrote:
>
> As Antic is now finished, Is there anyone interested in starting on the UK
> Mag Atari User, or Page 6(New Atari User) ??
>
> I'd be happy to help with the issues I have of these mags.

I don't have of those, but I'd like to echo the sentiment for Analog,
which ranked right up there as a top-notch Atari magazine for many, many
years. I have about half the collection myself (40-50 mags, and growing
through Ebay - my goal is to get them all) and a scanner, and would be
happy to help.

Mike
--
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Mike Kohary Seattle, WA http://www.kohary.com
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6010. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <8q8r2qdid1@brokaw.wa.com>
Source record: 41833

Hey Ron,

I have a solution, and I don't admire the problem.

here's how I got a copy to work:
First, you cannot boot the game from DOS, you need an appropriate loader.
You can use my copy of bounty bob if you like... its got a loader installed
and is all ready to go.
http://www.halcyon.com/danver/atari/BountyBob.zip
now, here's the trick for this version. The game will run only on an 800XL.
I have tested this ATR on Atari800Win 2.6c and it runs only in 800XL mode.
Also I have tested the code on real hardware, and it works only 800XLs (NOT
130XEs!!!). Anyhow, at least its consistent.
If anyone has a better idea, or a better version that works on 1200XLs and
130XEs, you better be following up this post.
see ya,
-Dan

6011. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Arudzki <arudzki@mailbox.bellatlantic.net>
Message-ID: <39C7F226.3FC73C86@mailbox.bellatlantic.net>
Source record: 41834

>
> well, you have to built one yourself or buy some extra hardware to use
> it.
> First, you can upgrade your XF551 easily for 720k. Just change some
> bytes in the OS

Which bytes? Everyone seems to be saying a couple of bytes, but is there some documentation somewhere?

Thanks

tony

6012. Re: Complete Antic Magazine library now on the Web-ATARI USER Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Ben Jirou <bluesky6@ix.netcom.com>
Message-ID: <a5qfsssa4140qkii1i7ddjhhsbjtr9hhff@4ax.com>
Source record: 41835
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Yes, please, yes, please. Atari User was a great mag.

Ben

"Aaron Wheeler" <aaronat@ihug.co.nz> wrote:

%As Antic is now finished, Is there anyone interested in starting on
the UK
%Mag Atari User, or Page 6(New Atari User) ??
%
%I'd be happy to help with the issues I have of these mags.
%
%Aaron
%Holmes Atari 8bit Games
%http://homepages.ihug.co.nz/~aaronat/atari.html
%
%
%
%

6013. Re: Complete Antic Magazine library now on the Web-ATARI USER Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-D72EA6.16414719092000@news.northcoast.com>
Source record: 41836
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Someone has started an ANALOG archive -- it's at
http://www.cyberroach.com/analog/default.htm but only a few issues
are there, and it hasn't seen much activity lately. I have e-mailed the
curator asking if he intends to keep things moving.

--Kevin Savetz

In article <39C7ED8C.D3FD84D4@earthlink.net>, Mike Kohary
<mkohary@earthlink.net> wrote:
> Aaron Wheeler wrote:
> >
> > As Antic is now finished, Is there anyone interested in starting on the
> > UK
> > Mag Atari User, or Page 6(New Atari User) ??
> >
> > I'd be happy to help with the issues I have of these mags.
>
> I don't have of those, but I'd like to echo the sentiment for Analog,
> which ranked right up there as a top-notch Atari magazine for many, many
> years. I have about half the collection myself (40-50 mags, and growing
> through Ebay - my goal is to get them all) and a scanner, and would be
> happy to help.
>
> Mike
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

6014. Re: Anybody Selling An Atari 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Chad <nospam@bellsouth.net>
Message-ID: <NxTx5.5320$7g.187931@news3.mia>
Source record: 41837

I have one that I am willing to part with, it works but is missing the
screws for the case. nothing a tie wrap around the thing won't fix, heheh.
Or good ole duct tape.

Email me if interested, replace nospam with wagnerch

I was going to auction it off, but wanted to put some screws in it. I have
an 800 too, but I am afraid it will cost someone their unborn child to ship
it <grin>.

"witchy" <witchy@binarydinosaurs!co!uk> wrote in message
news:tkpfsskd87m7mms9pcnbd7tskhltu7ugnp@4ax.com...
> You are in an empty room with Feddeck@hotmail.com. There's a rock in
> the middle with "Y2" written on. A hollow voice says:
>
> >Hi, I am looking to buy an Atari 600XL in good condition with the power
> >supply. Anybody have one for sale? Thanks.
>
> I've got a mint boxed one, but its bust.......I'm waiting to get
> another 600XL to make a complete set. Not much help really :)
> --
> Adrian/Witchy
> www.snakebiteandblack.co.uk - Goth and alternative 80's disco
> www.binarydinosaurs.co.uk - home of the 80's Computer Collection
> Remove bangs from header's email address to reply.

6015. FA: Atari items

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 00:00:00 UTC
From: Chad <nospam@bellsouth.net>
Message-ID: <ThUx5.632$dr3.51003@news1.mia>
Source record: 41838

I have the following items up for auction on Yahoo! Auction, click the URL
on the item your interested in and check them out.

1. Atari 800 XL w/ power supply $20
http://page.auctions.yahoo.com/auction/40492226
2. Atari 600 XL (64K mod) w/ PS $10
http://page.auctions.yahoo.com/auction/40491816

6016. Re: ase read - Buyer Beware] Digital Data Factory (EdwardWill...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 01:53:51 UTC
From: Jessica C <beadsandbangles@earthlink.net>
Message-ID: <39C6C7AF.91C28869@earthlink.net>
Source record: 41807

Uh, ok...

Paul Irvine wrote:

> The other Day "Jessica Cornn" <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
> wrote:
>
> >FamilyNet HQ: Telnet:\\www.family-bbs.net
> >
> >Re to your comment, yes I am when I really really want to be.... Besides, I was
> >joking :)
>
> Minus the smiley hence the comment from me ;-)
> --
> Paul Irvine
>
> *Retro-gamer & old git*

6017. Re: SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 02:09:20 UTC
From: llpwhite@cs.com
Message-ID: <20000918220920.16235.00000017@ng-fg1.news.cs.com>
Source record: 41808

>In short word: You need a DOS machine to use SIO2PC without errors. A DOS machine means pure DOS. My PC is a 486 machine with MS DOS 6.22 and SIO2PC works fine here...<

Just tried it, and 4.19 works fine using a Dos Window under W98 SE, at least as far as disk access goes (I've never used a modem under SIO2PC). I run a K62-500 on an ASUS P5A-B board. Evidently, relatively fast machines can do it. Actually, I'm not sure that 500 MHz is even "relatively fast" anymore! :-)
Larry

6018. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 03:53:41 UTC
From: DCM01@USA.NET
Message-ID: <39c6e248.414711@news.CIS.DFN.DE>
Source record: 41809
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Way to go!

400 years from now, our descendants will load the data into their holograph machines, walking into a virtual room to pull a copy from the shelf of 88 mags. And the C64 crowd will just have to suffer 'cause all their magazines rotted!

On Mon, 18 Sep 2000 10:48:57 -0700, Kevin Savetz <savetz@northcoast.com> wrote:

>The Digital Antic Project is proud to announce that the full text of
>every issue of Antic Magazine is now available on the Web. Devoted to
>the Atari 8-bit and ST computers, Antic magazine published 88 issues
>from April 1982 through July 1990.

6019. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-19 05:44:06 UTC
From: admnelson@my-deja.com
Message-ID: <8q6uf3gjd1@nnrp1.deja.com>
Source record: 41810
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <39c6e248.414711@news.CIS.DFN.DE>,
DCM01@USA.NET (Daniel Miller) wrote:
> Way to go!
>
> 400 years from now, our descendants will load the data into their
> holograph machines, walking into a virtual room to pull a copy from
> the shelf of 88 mags. And the C64 crowd will just have to suffer
> 'cause all their magazines rotted!
>
> Well said,Dan!

And a tip of the hat and a huge thanks to Ken and his dedicated
group of volunteers for an outstanding achievement!

Sent via Deja.com http://www.deja.com/
Before you buy.

6020. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8q9orojag3@kohl.informatik.uni-bremen.de>
Source record: 41700
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,comp.sys.atari.8bit

In comp.sys.atari.8bit Mike Kohary <mkohary@earthlink.net> wrote:
> Now we just need to work on an Analog archive. :)

Exactly what I was thinking. ;) I loved Analog. Really.

Still, the Antic archive is a big acievement. Congrats.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www.tmeyer.de/

6021. Re: Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <ul_x5.4336$mq2.71031@news1.online.no>
Source record: 41701

> And also the very first floppy disk game I bought -- several months
> before I actually got the drive. :-) (Well, it was BDCS really, but
> same thing)

Same thing ? No way! I think BD is much better than BDCS. I don't know what it is, but I feel both BD2 and BDCS is running slower than BD. At least the versions I have.

6022. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <JL_x5.4340$mq2.70809@news1.online.no>
Source record: 41702

I have one that must be loaded from DOS and it works on 800XL and 130XE. Not tested on 1200XL, but I don't believe it works on XEGS.

"Dan Vernon" <danver@halcyon.com> skrev i melding news:8q8r2qdid1@brokaw.wa.com...
> Hey Ron,
>
> I have a solution, and I don't admire the problem.
>
> here's how I got a copy to work:
> First, you cannot boot the game from DOS, you need an appropriate loader.
> You can use my copy of bounty bob if you like... its got a loader installed
> and is all ready to go.
> http://www.halcyon.com/danver/atari/BountyBob.zip
> now, here's the trick for this version. The game will run only on an 800XL.
> I have tested this ATR on Atari800Win 2.6c and it runs only in 800XL mode.
> Also I have tested the code on real hardware, and it works only 800XLs (NOT
> 130XEs!!!). Anyhow, at least its consistent.
> If anyone has a better idea, or a better version that works on 1200XLs and
> 130XEs, you better be following up this post.
> see ya,
> -Dan
>
>

6023. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <oN_x5.4344$mq2.71059@news1.online.no>
Source record: 41703

> Actually, BBSB is nothing to do with the Miner games -- at least, it
> doesn't appear to have much in common with them, other than that you
> have to wander about collecting "treasures" (?) and avoiding various
> baddies. You don't even play the same character. It's still a very
> fun game, though; fast-paced. i've had no trouble getting it to work
> under Atari800Win and XL-It!.

Hmmm. Written by Bill Hogue, same man, same paint the floor. Of course BBSB
has something to do with the Miner 2049'er game. Are you talking Manic Miner
here or what ?

6024. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <938hssse7jkofa3dji7qtlns8k4atavjsi@4ax.com>
Source record: 41704

The other Day Mindfield <mindfield@badgers.home.com> wrote:

>It's still a very fun game, though; fast-paced.

>i've had no trouble getting it to work under Atari800Win and XL-It!.
>
Some people did have problems and it was to do with the machine being
set to NTSC and not PAL in the emulator...

Hacked one of course..
--
Paul Irvine

Retro-gamer & old git

6025. FA: ATARI 1050 Disk Drive for Atari XL/XE - MIB

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Graham Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <39C8B8AF.2FE176F1@ln.ssw.abbott.com>
Source record: 41705

Just wanted to let you know, I have a mint-in-the-box Atari 1050 disk
drive
to sale on eBay right now. If you are interested, here is the link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=442573545

Thanks

Graham

6026. Re: Re: Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <sdehss8a3t0eula4380382jm6jncp5arqi@4ax.com>
Source record: 41706

On Wed, 20 Sep 2000 10:40:37 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> drooled an embarassing wet spot in his lap as he
typed:

>> And also the very first floppy disk game I bought -- several months
>> before I actually got the drive. :-) (Well, it was BDCS really, but
>> same thing)
>
>Same thing ? No way! I think BD is much better than BDCS. I don't know what
>it is, but I feel both BD2 and BDCS is running slower than BD. At least the
>versions I have.
>
>

Actually I thought they ran quite the same. Heck, they pretty much
were the same with a few changes here and there.

They were all fun, though. :-)
--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6027. Re: Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <nkehss458appr1rlcghslqr7p4m0nlrhd8@4ax.com>
Source record: 41707

On Wed, 20 Sep 2000 10:45:51 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> drooled an embarassing wet spot in his lap as he
typed:

>Hmmm. Written by Bill Hogue, same man, same paint the floor. Of course BBSB
>has something to do with the Miner 2049'er game. Are you talking Manic Miner
>here or what ?

I just meant that the gameplay is vastly different. In the Miner
games, you jumped around platforms, slid down slides, jumped on
elevators, and grabbed various tools to kill baddies for a period of
time while collecting little things off the floor. It was all
relatively sedately paced and each level was one screen. In BBSB,
there are no tools or any way to kill the baddies (except the
"mushroom" things that appear from time to time out of the objects on
the floor that allow you to pass through them), there are no slides or
elevators, no ladders to climb, and the things you collect are on the
foor rather than in, and the game is vertically scrolling and extends
quite some way. (I've never made it down to the bottom... :-)

They just seem like two very different games with little in common
with each other besides the same author.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6028. Re: Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <erehsscnds7cb0d30dfjchdpm0i5aejd8n@4ax.com>
Source record: 41708

On Wed, 20 Sep 2000 12:35:37 +0100, Paul Irvine
<mclane@btinternet.com> drooled an embarassing wet spot in his lap as
he typed:

>The other Day Mindfield <mindfield@badgers.home.com> wrote:
>
>>It's still a very fun game, though; fast-paced.
>
>>i've had no trouble getting it to work under Atari800Win and XL-It!.
>>
>Some people did have problems and it was to do with the machine being
>set to NTSC and not PAL in the emulator...
>
>Hacked one of course..

Ah, that might make sense. I've always run it in NTSC.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6029. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Greg Menke <menkesjg@xyz.erols.com>
Message-ID: <85d7hzunjq.fsf@quahog.gsfc.nasa.gov>
Source record: 41709

> On 18 Sep 2000 14:05:38 -0500, Greg Menke <menkesjg@xyz.erols.com>
> drooled an embarassing wet spot in his lap as he typed:
>
> >Archon 1 & 2
> >
> >Best 2 person game around. My roommate and I spent hours playing
> >both, plumbing the furthest extremities of human competition.
>
> As much as I was never into strategy games that much, I loved these
> two. The PC sequel to those two (Archon Ultima) kinda sucked, tho.
>

I never played it on PC, I started with games there with the various
early/mid 90's flight sims and Doom.

Gregm

6030. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Mark Stracey <Mark.Stracey@futuretv.com>
Message-ID: <39C8D6A8.B5020D30@futuretv.com>
Source record: 41710

Ignoring the beautiful girl, Mindfield turned to his computer and wrote:
>
> I just meant that the gameplay is vastly different. In the Miner
> games, you jumped around platforms, slid down slides, jumped on
> elevators, and grabbed various tools to kill baddies for a period of
> time while collecting little things off the floor. It was all
> relatively sedately paced and each level was one screen. In BBSB,
> there are no tools or any way to kill the baddies (except the
> "mushroom" things that appear from time to time out of the objects on
> the floor that allow you to pass through them), there are no slides or
> elevators, no ladders to climb, and the things you collect are on the
> foor rather than in, and the game is vertically scrolling and extends
> quite some way. (I've never made it down to the bottom... :-)
>
> They just seem like two very different games with little in common
> with each other besides the same author.
>

I think your thinking of a different game entirely, whose name
completely escapes me (damn fickle memory) where you start at the top
and work down through different screens, avoiding swooping 'things' and
an irritating spider that spins webs to slow you down... (Something to
do with diamonds? There was a very large one at the end - the whole
purpose is to get to it.)

BBSB is very, very like Miner, only on a much grander scale.

--
Mark

6031. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <39c8d82b.2422690@news.CIS.DFN.DE>
Source record: 41711

On Wed, 20 Sep 2000 16:24:24 +0100, Mark Stracey
<Mark.Stracey@futuretv.com> wrote:

>I think your thinking of a different game entirely, whose name
>completely escapes me (damn fickle memory) where you start at the top
>and work down through different screens, avoiding swooping 'things' and
>an irritating spider that spins webs to slow you down... (Something to
>do with diamonds? There was a very large one at the end - the whole
>purpose is to get to it.)

Mountain King, I presume?

I actually do need assistance with Miner 2049er. I can't make it past
the third screen. I can kill all the mutants and get all the floors
painted except for a bit in the center of the screen that you must
jump to. The jump is too far and BB dies.

Is there a way to use the elevators? I could not figure out how.

6032. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Mark Stracey <Mark.Stracey@futuretv.com>
Message-ID: <39C8E002.8DBBAC0D@futuretv.com>
Source record: 41712

Daniel Miller responed loudly:
>
> Mountain King, I presume?
>

Nope, Dan Strikes Back (The English Software Company) Good old memory,
got there in the end.

>
> I actually do need assistance with Miner 2049er. I can't make it past
> the third screen. I can kill all the mutants and get all the floors
> painted except for a bit in the center of the screen that you must
> jump to. The jump is too far and BB dies.
>
> Is there a way to use the elevators? I could not figure out how.

I do remember there was a jump you had to get perfectly, but this is
going back some (I haven't played this game since sometime in the 80s)

--
Mark

6033. Re: UnLISTable BASIC; Was: Re: Looking for two..

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <sshodgj06jbqb2@corp.supernews.com>
Source record: 41713

Talk about taking an idea and running with it! I'm working hard on getting stuff set up so I can heed your efforts. And thanks, once again, for taking the time... I wonder if anyone else out there could use this solution too?! I hope to soon join those who have "the cable..."

--
-- Gork
... When you REALLY need one ...

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message news:20000919222923.09521.00000522@ng-fd1.aol.com...
> Just about finished coding the re-lister program with NOTE & POINT and the 7
> offsets in the top of the BASIC file; only remains the logic to rebuild a
> variable table when more than 26 are present...
>
> Stumbled across an old TACE newsletter with an interesting idea in a really
> clumsily written program; it POKEs a deferred vertical blank interrupt routine
> into the bottom of the stack at 256 to 320, POKEs 764,255 and then LOADs the
> unLISTable file. The VBI looks for the Start key and then inserts the bytes for
> a new line 32768 into the locations referenced by (138-139); they are $00 $80
> $06 $06 $21 $16 which deTokens to "32768 RAD". I haven't tested it yet, but it
> seemed rather brilliant; if you pressed "Start" after "Ready" appeared and
> before entering any commands at the keyboard, it should avoid lock-up and LIST.
> It would still be unreadable, however, if the variable name table is full of
> clear screen characters.
>
> -Ron
>
> >Was: Re: Looking for two games from: "Gork" fnu_lnu@worldnet.net
>
> >One of the tricks I learned, however, haunts me to this
> >day. I wrote a disk labeler program (a real nice one, if I do say so
> >myself) and used one of these "tricks" to disable the break key, and make it
> >so the program couldn't be LISTed. It seems like I saw, at one point, a way

> >to get around this using various POKEs and the like, but I don't know
where
> >it was and never wrote it down or used it anywhere; I thought I had kept
a
> >LISTable copy of my program. I hadn't, however, and I have no print-out
or
> >anything of the "code" of my basic program. In addition, for some silly
> >reason, the first thing I had the program do was to make sure a printer
was
> >hooked up. If a printer wasn't hooked up an error would show, and you
> >couldn't continue w/o hooking up a printer. So, not only can I read over
> >the code, I also can't even run the program (no printer) to bring back
old
> >memories or anything! Ack!
> > -- Gork
>
> -Ron
>
> I don't have a solution but I admire the problem.

6034. Re: SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <sshoqjehbjfs54@corp.supernews.com>
Source record: 41714

Ahh... Thank you for clarifying... Transferring programs via a term
program. MUCH easier! And, too lazy to put together an SIO2PC cable?
Hmm... Now that's something *I* would NEVER understand! ;) Sounds like
you've got a good setup going. Thanks again for the info!

--
-- Gork
... When you REALLY need one ...

<admnelson@my-deja.com> wrote in message news:8q789qrtp1@nnrp1.deja.com...
> In article <ssdhv0d5telj48@corp.supernews.com>,
> "Gork" <fnu_lnu@worldnet.net> wrote:
> > "Russg" <russg@en.com> wrote:
>
> about/
> > purchase the program? I, too, have an 850 interface... Are there any
> > disadvantages to using the null-modem cable and the serial connection
> over
> > using a SIO2PC connection? I'd assume SPEED *may* be an issue??
> >
> > --
> > -- Gork
> > ... When you REALLY need one ...
> >
>
> !
> > >
> > >Gork:
> I haven't used SIO2PC because I have been too lazy to make
> the cable and my setup works well.
>
> I have a lot of older PC parts left from a former PC
> repair and upgrade business (now moribund)
>
> My setup consists of:
>
> A 486 DX-66 PC,8megs ram,428meg HD,sound card,4xCD,
> (Dos 6.22 only,no Windoze!)
> and a 28.8k internal modem on COMM4
> permanently connected by COMM2 to A: port of an AB
> switch
> A 9600k external modem connected to B: port of
> the AB switch
>
> The Atari 130XE is connected,by the 850 to the common

> port of the AB switch.
>
> I switch to B and connect to the 'Net,using a shell account from the
> local library (the library provides
> access with the Lynx browser)running OmniComm on the
> Atari 8bit.I use OmniComm (I sometimes forget and call it
> OmniTerm!)because Lynx requires VT100 emulation,
> 80 columns,and Kermit transfers.
>
> I power down, switch to A,reboot,and transfer files
> between the PC and the 8 bit using OmniComm on the 8bit and ProComm
> on the PC.I transfer files using Kermit,to avoid the bit padding of
> other protocols,
> and because Kermit will do batch transfers.
> (BTW-you must read the docs and customize OmniComm
> for 9600k.)
>
> You will need PCXformer 3.8 (available at
> www.emulators.com)Be sure to E-mail Daerek Milhocka
> thank him for making this GREAT program PD!
> I suggest you get ARCE.COMM and ARCV.COM from the
> U.MICH MS-DOS archive and should have IMAGEMAN.EXE
> {but I can't remember from where :(}
>
> This works great for me and save wear and tear on my
> valued Atari hardware.The only problem so far,is that
> I can't get SpartaDos to work {although Darek assures
> me it will.Obviously operator error :(}
>
> Good Luck! ......Ed
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

6035. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <sshpo5j1ecabc9@corp.supernews.com>
Source record: 41715

Yogi compilation disk #21 contains "Bounty Bob Strikes Back," and it works
on my PC using Atari800Win in 800XL mode with no problems. Check the
binaries newsgroup for the disk image files...

--
-- Gork
... When you REALLY need one ...

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20000919160821.06048.00000754@ng-fs1.aol.com...
> Can anyone offer some suggestions on Bounty Bob?
>
> I have tried at least seven (7) different versions of it based on format
and
> byte count with no success; some are boot .ATR's and others were load and
go
> .EXE's. I have ported them to real 8-bits (800, 800XL, 800XL-XLBoss,
> 800XL-Omniview, 800XL-Omnimon, 800XL-FixXL -
TransA -TransB -HomeMadeTrans) and
> most emulators (XL-it 0.20, XFormer 3.8, XFormer 2000, A800Dos, A800Win,
> RainbowW95), all to no avail.
>
> I have been wanting to try Scraper Caper since playing Miner2049er in 1984
and
> I assume that Bounty Bob Strikes Back may be that sequel. What is its
secret?
>
> TIA
>
> -Ron
>
> I don't have a solution but I admire the problem.

6036. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <sshpu3a963p32b@corp.supernews.com>
Source record: 41716

The number keys corresponding to the number on the transporters operate the transporters... Sorry if I'm not on the same wavelength, this is from memory...

--
-- Gork
... When you REALLY need one ...

"Daniel Miller" <DCM01@USA.NET> wrote in message news:39c8d82b.2422690@news.CIS.DFN.DE...
> On Wed, 20 Sep 2000 16:24:24 +0100, Mark Stracey
> <Mark.Stracey@futuretv.com> wrote:
>
> >I think your thinking of a different game entirely, whose name
> >completely escapes me (damn fickle memory) where you start at the top
> >and work down through different screens, avoiding swooping 'things' and
> >an irritating spider that spins webs to slow you down... (Something to
> >do with diamonds? There was a very large one at the end - the whole
> >purpose is to get to it.)
>
> Mountain King, I presume?
>
> I actually do need assistance with Miner 2049er. I can't make it past
> the third screen. I can kill all the mutants and get all the floors
> painted except for a bit in the center of the screen that you must
> jump to. The jump is too far and BB dies.
>
> Is there a way to use the elevators? I could not figure out how.
>
>

6037. Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <0rrhss82u2mg61fofend21eilhcuucgtu6@4ax.com>
Source record: 41717

Got a bidder from Germany who is interested in my atari system.
See http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=440791695

He cannot use the power supplies as is though. He will have to use his
own special power adapters to convert from 220v to the atari input
volt.

I think all I have to do is record what the atari power
characteristics are. I read

Computer 9 VAC, 15.3 VA
Disk Drive 9 VAC, 31 VA
Program Recorder -- standard us power cord is attached
Printer 9.5 VAC, 40 VA

Anything else he needs to know?

6038. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000920132430.14573.00000034@ng-fq1.aol.com>
Source record: 41718

>"Dan Vernon" danver@halcyon.com answered:

>First, you cannot boot the game from DOS, you need an appropriate loader.

Attempted both several DOS's (option L & Autorun.sys) and a few of those
3-sector loaders...

>The game will run only on an 800XL.
>Also I have tested the code on real hardware, and it works only 800XLs
> (NOT 130XEs!!!)

Does that mean STOCK 800XL's? Mine has the 256 mod and is somewhat 130
compatible. Givin' it a try - thanks!

-Ron

I don't have a solution but I admire the problem.

6039. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000920133135.14573.00000037@ng-fq1.aol.com>
Source record: 41719

> DCM01@USA.NET (Daniel Miller) remarked:

>I actually do need assistance with Miner 2049er. I can't make it past
>the third screen. I can kill all the mutants and get all the floors
>painted except for a bit in the center of the screen that you must
>jump to. The jump is too far and BB dies.
>
>Is there a way to use the elevators? I could not figure out how.

I will have to check level 3; can't picture the center bit off the top of my
head...

The elevators work from the keyboard; get it and press the floor number (1,2,3)
up on your top row... zoom!

-Ron

I don't have a solution but I admire the problem.

6040. Re: Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000920134147.14573.00000040@ng-fq1.aol.com>
Source record: 41720

>Cynthia Agard cagard@olg.com asked:

>bidder from Germany who is interested in my atari system.
>He will have to use his own special power adapters to convert from 220v
> to the atari input volt.

>Computer 9 VAC, 15.3 VA
>Disk Drive 9 VAC, 31 VA
>Program Recorder -- standard us power cord is attached
>Printer 9.5 VAC, 40 VA
>
>Anything else he needs to know?

I think they are better equiped to manage the necessary adapters over there
than we are in the US; voltages are easy - main thing is we are 60 cycle and I
believe they are 50! Plus the matter of the NTSC vs PAL Antic chip in the 800.
This time I really don't have the answer, but I still appreciate the challenge!

-Ron

I don't have a solution but I admire the problem.

6041. Re: Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <BA7y5.4716$mq2.76495@news1.online.no>
Source record: 41721

> I just meant that the gameplay is vastly different. In the Miner
> games, you jumped around platforms, slid down slides, jumped on
> elevators, and grabbed various tools to kill baddies for a period of
> time while collecting little things off the floor. It was all
> relatively sedately paced and each level was one screen. In BBSB,
> there are no tools or any way to kill the baddies (except the
> "mushroom" things that appear from time to time out of the objects on
> the floor that allow you to pass through them), there are no slides or
> elevators, no ladders to climb, and the things you collect are on the
> foor rather than in, and the game is vertically scrolling and extends
> quite some way. (I've never made it down to the bottom... :-)
>
> They just seem like two very different games with little in common
> with each other besides the same author.

Are you playing the same Bounty Bob Strikes Back as me ? Mine is almost identical to Miner 2049'er, except there's more to the jumping technique in BBSB than M2049'er, like jump right up and start moving the joystick when you want to time the jump for shorter jumps. M2049'er jump right up, left or right. My BBSB has sliders, ladders, baddies which can be killed with much of the same items as M2049'er. Please let me know what game you are talking about. Dan Strikes Back or something perhaps ?

6042. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <39ca25ba.2578919@news.wxs.nl>
Source record: 41722

On Tue, 19 Sep 2000 15:41:09 -0700, Mike Kohary
<mkohary@earthlink.net> wrote:

>Ernest R. Schreurs wrote:
>>
>> I have a program that will read the .wav file and produce the data
>> that is encoded on the tape in a .cas file.
>
>Get...out. </seinfeld> :) This sounds like magic - thanks for the
>great tip! Question: I have a good dual cassette deck, but I happen to
>know that each player plays at a slightly different speed (and I think
>that most cassette players are not 100% standard). Does this affect the
>outcome of your programs? Also, what format are the resulting .cas
>files (i.e. are they text? Something else?)

Tape speed is not really important. Atari engineers also stated this
in all sorts of documentation. Anyway, everything you want to know
about tapes, and even everything that you do *not* want to know
about tapes is included in the documentation that comes with the
program. Also the 'C' source code is included.

The .cas file is some sort of special format, sort of similar to the
.ATR format, but different. There are no conversion tools yet, since
most people do not really need them. They could be written though.
I currently have little time to do so, and if nobody needs them real
bad, I will spend my time on other things.

Keep those XL's/XE's humming.
Regards, Ernest.

6043. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <8qb9s1$mc8$1@brokaw.wa.com>
Source record: 41723

Ron...
sorry, but this version works on stock 800XLs only. I suspect it would work
on a stock 65XE as well, but have never tried. Probably the flaw in the
code is assuming a 64k memory size.

>
> Does that mean STOCK 800XL's? Mine has the 256 mod and is somewhat 130
> compatible. Givin' it a try - thanks!
>
> -Ron
>
> I don't have a solution but I admire the problem.

6044. Re: UnLISTable BASIC; Was: Re: Looking for two..

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009201745170.85-100000@TT030>
Source record: 41724

I made such a tool for gfa basic on the ST. Just take one of many
basic de-tokenizer programs and modify it. The names are missing
but the tokens are just numbers, which reference the names.
With a little modification you could easily have it generate
dummy names, like var1, var2, var3, str1$, str2$, and so
on. I also have a detokenizer for BASIC and TurboBasic I
wrote for the ST so I could port 8bit BASIC to the ST. At the time I
didn't think to have it detokenize protected listings. If you cannot get
it sorted, maybe I can unprotect for you and mail it back.

On 20 Sep 2000, RHamiIton5 wrote:

> Just about finished coding the re-lister program with NOTE & POINT and the 7
> offsets in the top of the BASIC file; only remains the logic to rebuild a
> variable table when more than 26 are present...
>
> Stumbled across an old TACE newsletter with an interesting idea in a really
> clumsily written program; it POKEs a deferred vertical blank interrupt routine
> into the bottom of the stack at 256 to 320, POKEs 764,255 and then LOADs the
> unLISTable file. The VBI looks for the Start key and then inserts the bytes for
> a new line 32768 into the locations referenced by (138-139); they are $00 $80
> $06 $06 $21 $16 which deTokens to "32768 RAD". I haven't tested it yet, but it
> seemed rather brilliant; if you pressed "Start" after "Ready" appeared and
> before entering any commands at the keyboard, it should avoid lock-up and LIST.
> It would still be unreadable, however, if the variable name table is full of
> clear screen characters.
>
> -Ron
>
> >Was: Re: Looking for two games from: "Gork" fnu_lnu@worldnet.net
>
> >One of the tricks I learned, however, haunts me to this
> >day. I wrote a disk labeler program (a real nice one, if I do say so
> >myself) and used one of these "tricks" to disable the break key, and make it
> >so the program couldn't be LISTed. It seems like I saw, at one point, a way
> >to get around this using various POKEs and the like, but I don't know where
> >it was and never wrote it down or used it anywhere; I thought I had kept a
> >LISTable copy of my program. I hadn't, however, and I have no print-out or
> >anything of the "code" of my basic program. In addition, for some silly
> >reason, the first thing I had the program do was to make sure a printer was
> >hooked up. If a printer wasn't hooked up an error would show, and you
> >couldn't continue w/o hooking up a printer. So, not only can I read over
> >the code, I also can't even run the program (no printer) to bring back old
> >memories or anything! Ack!
> > -- Gork

>
> -Ron
>
> I don't have a solution but I admire the problem.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6045. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <39C93908.D312D099@ataritimes.com>
Source record: 41725
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Mindfield wrote:

> Congrats! Antic was definitely my Atari resource way back. I did buy
> Analog from time to time, but Antic had that warm 'n fuzzy feel to it
> that Analog lacked, and it had game type-ins that were much more fun.
> Particularily those by J.D. Castin

I totally agree with you, especially about J.D. Casten! He my favorite Antic game programmer. I never did finish Escape from Epsilon! And Max B. was very clever.

Anyone know what he's doing these days? I didn't see his name in the "Where are they now?" on the DAP site. I sure hope that he's working in the games industry somewhere. He sure had a talent for it!

--Greg

^^
^ ||| LATEST ATARI NEWS: TAT's BATTLESPHERE DRAWING! ^
^ ||| Enter the BattleSphere drawing! ^
^ / | \ http://www.ataritimes.com/online/issue13/bs_drawing.html ^
^ ATARI ^
^ ~~~~~~~~~~~~~~~~~~ ^
^ Visit the NEW Atari Times Website! ^
^ http://www.ataritimes.com ^
^^

6046. Re: Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000920165353.26590D-100000@vtn1>
Source record: 41726

On Wed, 20 Sep 2000, Cynthia Agard wrote:

> Got a bidder from Germany who is interested in my atari system.
> See http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=440791695
>
> He cannot use the power supplies as is though. He will have to use his
> own special power adapters to convert from 220v to the atari input
> volt.
>
You don't need to worry about Atari input voltages; all he needs is
a 220 to 110 volt converter to use the existing power supplies.
The Atari stuff doesn't care what goes into its power supplies, only
what comes out.

> I think all I have to do is record what the atari power
> characteristics are. I read
>
> Computer 9 VAC, 15.3 VA
> Disk Drive 9 VAC, 31 VA
> Program Recorder -- standard us power cord is attached
> Printer 9.5 VAC, 40 VA
>

Unless (possibly) you're talking about a 800, the computer (XL/XE)
requires +5VDC at around 1.5 amps. Your disk drive spec sounds about
right and the printer will depend on the model--what you've quoted
will probably work with a 1027. But, I reiterate, North American power
supplies will work fine as long as your buyer has a 220 to 110 volt
transformer between the mains and the Atari PS'.

jkp

6047. Re: Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <1psiss86ujcfi83651ufcdvknsiabrotj0@4ax.com>
Source record: 41727

>than we are in the US; voltages are easy - main thing is we are 60 cycle and I
>believe they are 50! Plus the matter of the NTSC vs PAL Antic chip in the 800.
What do you mean NTSC vs PAL Antic chip
What is it ?
How might it be a problem

I am facinated that someone from Germany might buy my computer. I'de
never have thunk it.

6048. Re: Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <fbtiss8u8agiijo3q45k63kt8jo15e3og3@4ax.com>
Source record: 41728

>You don't need to worry about Atari input voltages; all he needs is
>a 220 to 110 volt converter to use the existing power supplies.
>The Atari stuff doesn't care what goes into its power supplies, only
>what comes out.
>
I don't know if i posted this. My post didn't seem to transmit
properly so if i am reposting i apologize,

He doesn't want me to ship the adapters. They weigh a lot. So doesn't
that mean he has to convert from his 220 volt or whatever they use in
Germany to Each Atari Device's power input requirements.

I'll be shipping him USPS parcel post. I gather there's a lot of paper
work. I've never done that before. But it is mailable. That's what
they tell me and he says it's much more expensive for him to ship to
us than it is for us to ship to him. (That is where by us I mean
those of us who live in the us and him being he who lives in Germany)

See: http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=440791695

6049. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 01:00:30 UTC
From: Steve Breech <sbreech1@atarist.com>
Message-ID: <O_Tx5.9187$lc.153785@typhoon.columbus.rr.com>
Source record: 41839

Hmmm...I would have to say:
1.)Jumpman (Epyx)
2.)The Nightmare (Epyx)
3.)Crypt of the Undead (Epyx)
4.)The Eidolon (Epyx)
5.)Hardball (?)

But, I'll tell you all what....I like WAY TOO MANY games on the 8 bit Atari.
These computers rely upon FUN GAMEPLAY rather than catchy graphics and
sounds. I don't know how many games I have bought for my win machine
because the caught my eye, only to realize that the game just isn't any fun.
Oh well, that's my 2 cents worth.
Steve.

6050. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 01:50:10 UTC
From: admnelson@my-deja.com
Message-ID: <8q954c$4qf$1@nnrp1.deja.com>
Source record: 41841

In article <20000919154831.06048.00000752@ng-fs1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> >Mike Kohary mkohary@earthlink.net
>
> >> CopyCass could read right down a tape sequentially sending one
program
> >after
> >> another to a disk file, stopping only to ask for a filespec.
> >
> >Bingo! This is what I want - it sounds perfect. Anyone know where I
> >can get a listing for it (to type in,
>
> It is on the way, check your mail...
>
> -Ron
>
>Ron,
Could I please have a copy of copycass.bas?
Thank you very much.
BTW....I could not get castodsk.exe from U.Mich to work.

Sent via Deja.com http://www.deja.com/
Before you buy.

6051. UnLISTable BASIC; Was: Re: Looking for two..

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 02:29:23 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000919222923.09521.00000522@ng-fd1.aol.com>
Source record: 41844

Just about finished coding the re-lister program with NOTE & POINT and the 7 offsets in the top of the BASIC file; only remains the logic to rebuild a variable table when more than 26 are present...

Stumbled across an old TACE newsletter with an interesting idea in a really clumsily written program; it POKEs a deferred vertical blank interrupt routine into the bottom of the stack at 256 to 320, POKEs 764,255 and then LOADs the unLISTable file. The VBI looks for the Start key and then inserts the bytes for a new line 32768 into the locations referenced by (138-139); they are $00 $80 $06 $06 $21 $16 which deTokens to "32768 RAD". I haven't tested it yet, but it seemed rather brilliant; if you pressed "Start" after "Ready" appeared and before entering any commands at the keyboard, it should avoid lock-up and LIST. It would still be unreadable, however, if the variable name table is full of clear screen characters.

-Ron

>Was: Re: Looking for two games from: "Gork" fnu_lnu@worldnet.net

>One of the tricks I learned, however, haunts me to this
>day. I wrote a disk labeler program (a real nice one, if I do say so
>myself) and used one of these "tricks" to disable the break key, and make it
>so the program couldn't be LISTed. It seems like I saw, at one point, a way
>to get around this using various POKEs and the like, but I don't know where
>it was and never wrote it down or used it anywhere; I thought I had kept a
>LISTable copy of my program. I hadn't, however, and I have no print-out or
>anything of the "code" of my basic program. In addition, for some silly
>reason, the first thing I had the program do was to make sure a printer was
>hooked up. If a printer wasn't hooked up an error would show, and you
>couldn't continue w/o hooking up a printer. So, not only can I read over
>the code, I also can't even run the program (no printer) to bring back old
>memories or anything! Ack!
> -- Gork

-Ron

I don't have a solution but I admire the problem.

6052. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 02:32:16 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8q93qf$2pt$1@perki.connect.com.au>
Source record: 41840
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Kevin Savetz <savetz@northcoast.com> wrote in message
news:savetz-0730CB.10485718092000@news.northcoast.com...
> The Digital Antic Project is proud to announce that the full text of
> every issue of Antic Magazine is now available on the Web. Devoted to
> the Atari 8-bit and ST computers, Antic magazine published 88 issues
> from April 1982 through July 1990.
>
> This site launched with two issues on July 27, 1996. More than four
> years later, the project\'s volunteers uploaded the final issue. The
> site includes 1,700 articles, 2,400 images, and 1,600 downloadable
> program files, using more than 100 MB of disk space. More than 30
> volunteers have contributed time to the project.
>
> Although the Digital Antic Project has reached an important milestone,
> the effort is far from over. The volunteers have already begun
> digitizing two more magazines published by Antic Publishing: STart,
> which focuses on Atari ST computers; and Antic Amiga Plus, which focuses
> on the Amiga platform. (People interested in donating time or magazines
> to the cause are encouraged to send e-mail to savetz@northcoast.com.)
>
Excellent work, would you consider providing copies of the mag's on CDRom?
Might make a couple of quid for your hard work.

Mark Bedingfield

6053. Re: Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 03:21:45 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <0bbgssgq10a6gkm9r38u4d335t3jljve2v@4ax.com>
Source record: 41842

On 19 Sep 2000 09:20:51 -0400, spamless@Nil.nil drooled an embarassing
wet spot in his lap as he typed:

>BoulderDash (fun, frantic, good graphics, good use of the atari scrolling
>screen, interesting puzzles).

And also the very first floppy disk game I bought -- several months
before I actually got the drive. :-) (Well, it was BDCS really, but
same thing)

So, yes, that one also has a special place.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6054. Re: Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 03:24:40 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ocbgssgl07s6474fldsq4ph6igol869h8l@4ax.com>
Source record: 41843

On Mon, 18 Sep 2000 08:49:09 -0700, "Satcom2" <svenhard@primenet.com>
drooled an embarassing wet spot in his lap as he typed:

>Ultima 3 and 4
>
> No explanation needed. These were "Real" role playing video games, not like
>this anime/final fantasy crap. (in my opinion, do not take offense please)

I never got into 3 much, but 4 captivated me for months on end. I
almost finished it, too. I had all the virtues down pat, I just
couldn't get to the last bit...

>Pitfall II
>
>This version has a whole second game, which is not included on the 2600
>version. Complete the game, and it starts over again with a whole new HUGE
>world to complete, completely different from the first one.

Ah, another of my faves. Great music, great gameplay... a little
frustrating, but basically cool.

>Battlezone
>
>For the time, this was the best version of the game available. Gameplay is
>pretty darned good, even if the framerate is a little choppy by todays
>standards. It was surprising too, all the way into 1987, when Atari actually
>released new cartridges for this system, which was pretty much over the hill
>by then. I remember buying it new and thinking it would be worth a lot
>someday. Well, it isn't really worth much, but it is still fun to play.

Shame about the PC version, which I actually bought. It had utterly
nothing to do with the original, except that you drove a tank and shot
things. Good game on its own merits, but it should never have been
associated with the original.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6055. Re: Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 03:26:41 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ojbgsscn37sl2t6jdiitbl3dh4n0u9b8o5@4ax.com>
Source record: 41845

On 18 Sep 2000 14:05:38 -0500, Greg Menke <menkesjg@xyz.erols.com>
drooled an embarassing wet spot in his lap as he typed:

>Archon 1 & 2
>
>Best 2 person game around. My roommate and I spent hours playing
>both, plumbing the furthest extremities of human competition.

As much as I was never into strategy games that much, I loved these
two. The PC sequel to those two (Archon Ultima) kinda sucked, tho.

>
>Gregm
>
>
>
>
>

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6056. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 03:30:23 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <nobgssoq9jbe5bpc7bg8rpud37fcjrafr3@4ax.com>
Source record: 41846
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Mon, 18 Sep 2000 10:48:57 -0700, Kevin Savetz
<savetz@northcoast.com> drooled an embarassing wet spot in his lap as
he typed:

>The Digital Antic Project is proud to announce that the full text of
>every issue of Antic Magazine is now available on the Web. Devoted to
>the Atari 8-bit and ST computers, Antic magazine published 88 issues
>from April 1982 through July 1990.
>
>This site launched with two issues on July 27, 1996. More than four
>years later, the project\'s volunteers uploaded the final issue. The
>site includes 1,700 articles, 2,400 images, and 1,600 downloadable
>program files, using more than 100 MB of disk space. More than 30
>volunteers have contributed time to the project.
>
>Although the Digital Antic Project has reached an important milestone,
>the effort is far from over. The volunteers have already begun
>digitizing two more magazines published by Antic Publishing: STart,
>which focuses on Atari ST computers; and Antic Amiga Plus, which focuses
>on the Amiga platform. (People interested in donating time or magazines
>to the cause are encouraged to send e-mail to savetz@northcoast.com.)
>
>--Kevin Savetz
>Curator of the Digital Antic Project

Congrats! Antic was definitely my Atari resource way back. I did buy
Analog from time to time, but Antic had that warm 'n fuzzy feel to it
that Analog lacked, and it had game type-ins that were much more fun.
Particularily those by J.D. Castin -- Rebound was probably the best
type-in I spent hours doing, followed by its construction set. I had
loads of fun with those...

Then there was mini-golf and its construction set... ah, the memories.
:-)

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6057. Re: Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 03:33:26 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ttbgssckom3vb64i6m47d3b08l4o9bp36k@4ax.com>
Source record: 41697
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Mon, 18 Sep 2000 21:36:49 GMT, admnelson@my-deja.com drooled an
embarassing wet spot in his lap as he typed:

>Hey Ken!
>Think you'll ever start on A.N.A.L.O.G.? :)

The Digital A.N.A.L.O.G. Archive already has a start by a different
group of fans. The scans are sort of low quality, and the site is
still in its fledgeling stages, but you can have a look through
several complete issues and a few incompletes by pointing your browser
at http://www.cyberroach.com/analog/default.htm

>>
>>
>>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6058. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 03:37:54 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <06cgsssph3mno70k8tfap7nh41vif6714q@4ax.com>
Source record: 41698

On 19 Sep 2000 20:08:21 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
drooled an embarassing wet spot in his lap as he typed:

>Can anyone offer some suggestions on Bounty Bob?
>
>I have tried at least seven (7) different versions of it based on format and
>byte count with no success; some are boot .ATR's and others were load and go
>.EXE's. I have ported them to real 8-bits (800, 800XL, 800XL-XLBoss,
>800XL-Omniview, 800XL-Omnimon, 800XL-FixXL - TransA -TransB -HomeMadeTrans) and
>most emulators (XL-it 0.20, XFormer 3.8, XFormer 2000, A800Dos, A800Win,
>RainbowW95), all to no avail.
>
>I have been wanting to try Scraper Caper since playing Miner2049er in 1984 and
>I assume that Bounty Bob Strikes Back may be that sequel. What is its secret?

Actually, BBSB is nothing to do with the Miner games -- at least, it
doesn't appear to have much in common with them, other than that you
have to wander about collecting "treasures" (?) and avoiding various
baddies. You don't even play the same character. It's still a very
fun game, though; fast-paced. i've had no trouble getting it to work
under Atari800Win and XL-It!.

>
>TIA
>
>-Ron
>
>I don't have a solution but I admire the problem.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6059. Re: Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-20 03:39:25 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <hbcgss4s03jm7sk0aaptj9jm6sqcojnto2@4ax.com>
Source record: 41699

On Tue, 19 Sep 2000 16:01:24 -0700, "Dan Vernon" <danver@halcyon.com>
drooled an embarassing wet spot in his lap as he typed:

>Hey Ron,
>
>I have a solution, and I don't admire the problem.
>
>here's how I got a copy to work:
>First, you cannot boot the game from DOS, you need an appropriate loader.
>You can use my copy of bounty bob if you like... its got a loader installed
>and is all ready to go.
>http://www.halcyon.com/danver/atari/BountyBob.zip
>now, here's the trick for this version. The game will run only on an 800XL.
>I have tested this ATR on Atari800Win 2.6c and it runs only in 800XL mode.
>Also I have tested the code on real hardware, and it works only 800XLs (NOT
>130XEs!!!). Anyhow, at least its consistent.
>If anyone has a better idea, or a better version that works on 1200XLs and
>130XEs, you better be following up this post.
>see ya,
>-Dan
>

I had the original (er, well, pirated) boot disk on my 8-bit, and it
ran fine on both the 65XE and 130XE (expanded to 320k).
--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6060. Re: Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39CAD4D6.485F3342@qnet.com>
Source record: 41647

Cynthia Agard wrote:

> >
> >I hate to burst your bubble but, shipping to Germany is not cheap. That
> >package your going to send we most likely cost about $150 USD thru UPS and
> >about $100USD thru USPS.
>
>
> My post master told me 1 week for air parcel post, 4-6 weeks surface
> parcel post to Germany.

He may have told you 4-6 weeks but once it leaves the US the package is out of their hands and they have NO control over the package. I just mailed a monitor from CA to MA thru USPS they told me 8 days Im on day 11 and the monitor has yet to be received. And mind you this is in the US.

>
>
> I asked ups and they can't handle used equipment.

Ive been told this too but, Ive sent used computers thru UPS with out problems. Well there was the on time they broke a 19" Atari monitor I sent to Canada. Seems Canadian Customs likes to open up packages.

>
>
> For 40lbs that is $50 for surface and $100 for air
> Not bad really

Not bad for us but, you need to do the conversion. $20 cheaper than it was to Austria.

>
>
> I sent him this page and told him what my post master told me but if
> you think my post master was clueless about times perhaps I should
> call another local post master.
>
> Tell me what am i missing beside a lot of paper work?

Paper work is really not that much its one sheet if using USPS. UPS is the one with all the paper work. Also watch the gerth of the package as it only can be 108" if its over that the price goes UP.

Don

6061. Re: Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <2poisssgfdthaaeskodgjuti5ac3kh0ocq@4ax.com>
Source record: 41729
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Wed, 20 Sep 2000 22:28:39 GMT, "Gregory D. George"
<greg@ataritimes.com> drooled an embarassing wet spot in his lap as he
typed:

>I totally agree with you, especially about J.D. Casten! He my favorite Antic
>game programmer. I never did finish Escape from Epsilon! And Max B. was very
>clever.

Escape was an excellent game, too, and another I enjoyed immensely.
He may have used redefined character sets, but his games *always* had
fantastic gameplay -- and replay value. I played Rebound not too long
ago, and for the first time in may years, and it seems my reflexes
have slowed down since the first time I played them, 'cos frankly, I
suck at that game, now. :-) But it's still lots of fun.

Another of my favourites was Uncle Henry's Nuclear Waste Dump, which I
thought was really very clever. I was working on an updated ST
version of that years ago. I got as far as having done all of the
graphics, animations, and some basic code down for displaying things
and moving the crane around before I unfortunately left the ST scene.
I'd still like to remake it, though...

>Anyone know what he's doing these days? I didn't see his name in the "Where
>are they now?" on the DAP site. I sure hope that he's working in the games
>industry somewhere. He sure had a talent for it!

It's funny, but I seem to recall hearing something years ago, but I
can't remember what. (my mind, as well as my reflexes, has degraded
since then, too. :-)

>
>--Greg
>
>^^
>^ ||| LATEST ATARI NEWS: TAT's BATTLESPHERE DRAWING! ^
>^ ||| Enter the BattleSphere drawing! ^
>^ / | \ http://www.ataritimes.com/online/issue13/bs_drawing.html ^
>^ ATARI ^
>^ ~~~~~~~~~~~~~~~~~~ ^
>^ Visit the NEW Atari Times Website! ^
>^ http://www.ataritimes.com ^
>^^
>

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6062. Re: Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <04piss8bhs4tde043pt689p75c28b83t5f@4ax.com>
Source record: 41730

On Wed, 20 Sep 2000 16:24:24 +0100, Mark Stracey
<Mark.Stracey@futuretv.com> drooled an embarassing wet spot in his lap
as he typed:

>I think your thinking of a different game entirely, whose name
>completely escapes me (damn fickle memory) where you start at the top
>and work down through different screens, avoiding swooping 'things' and
>an irritating spider that spins webs to slow you down... (Something to
>do with diamonds? There was a very large one at the end - the whole
>purpose is to get to it.)
>
>BBSB is very, very like Miner, only on a much grander scale.

Damn! Y'know, you're right ... the game I'm thinking of was Dan
Strikes Back.

<shakes head, rattles marbles> Okay, I think I've gotta get a grip
here, 'cos my mind must have partially turned to porridge lately. :-)

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6063. Re: SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <8qbstl$c0h$1@nnrp1.deja.com>
Source record: 41731

In article <sshoqjehbjfs54@corp.supernews.com>,
"Gork" <fnu_lnu@worldnet.net> wrote:
> Ahh... Thank you for clarifying... Transferring programs via a term
> program. MUCH easier! And, too lazy to put together an SIO2PC cable?
> Hmm... Now that's something *I* would NEVER understand! ;) Sounds
like
> you've got a good setup going. Thanks again for the info!
>
> --
> -- Gork
> ...
> Not really too lazy,Gork..but I read Sanskrit better than I solder :)
Now you know the horrible truth! (Otherwise one of my XLs would have
256k..I have a bucketful or RAM chips)

Sent via Deja.com http://www.deja.com/
Before you buy.

6064. FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8qc8rt$it9$1@korweta.task.gda.pl>
Source record: 41732

If you want to connect PC and 8bit Atari - check it out, its well worth it:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=443025373

j131

6065. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <8kojssc7t844a8j61430pr74shbnn2miam@4ax.com>
Source record: 41733

The other Day Mindfield <mindfield@badgers.home.com> wrote:

>Damn! Y'know, you're right ... the game I'm thinking of was Dan
>Strikes Back.
>
><shakes head, rattles marbles> Okay, I think I've gotta get a grip
>here, 'cos my mind must have partially turned to porridge lately. :-)

Good grief....DSB mistaken for BBSB!!!

Nurse, take this person to a secure installation!!
--
Paul Irvine

Retro-gamer & old git

6066. Re: SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <ssjv12aic9md30@corp.supernews.com>
Source record: 41734

<admnelson@my-deja.com> wrote in message news:8qbstl$c0h$1@nnrp1.deja.com...
>Not really too lazy,Gork..but I read Sanskrit better than I solder :)

You read Sanskrit too? :)
--
-- Gork
... When you REALLY need one ...

> In article <sshoqjehbjfs54@corp.supernews.com>,
> "Gork" <fnu_lnu@worldnet.net> wrote:
> > Ahh... Thank you for clarifying... Transferring programs via a term
> > program. MUCH easier! And, too lazy to put together an SIO2PC cable?
> > Hmm... Now that's something *I* would NEVER understand! ;) Sounds
> like
> > you've got a good setup going. Thanks again for the info!
> >
> > --
> > -- Gork
> > ...
> Now you know the horrible truth! (Otherwise one of my XLs would have
> 256k..I have a bucketful or RAM chips)
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

6067. Re: UnLISTable BASIC; Was: Re: Looking for two..

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <ssjvaaj6bsgr8a@corp.supernews.com>
Source record: 41735

"Lonny Pursell" <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10009201745170.85-100000@TT030...
> didn't think to have it detokenize protected listings. If you cannot get
> it sorted, maybe I can unprotect for you and mail it back.

Thanks for your offer of assistance! I have now placed an order for an
SIO2PC cable, and that should make this entire operation run a lot more
smoothly. That is, IF I'm able to get it all to work...

--
-- Gork
... When you REALLY need one ...

6068. Re: Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39ca1eed@fmlynet.org>
Source record: 41736

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hi JKP,
she is referring to an 800, good old clunky beige 800. .
LykeWyse
-Recently convicted of four counts of Backstreet Boys bashing

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6069. ATTN: XEP80 owners - FA: PGS MAX-15 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.1433d503fb2a0acf9897e6@news.prodigy.net>
Source record: 41737

The starting bid on this item is $4. I have listed it before and received no bids, so if you want it, it appears there is a good chance you could win it for the minimum bid.

There is more info, including pics, video input pinouts, etc. in the listing at eBay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=444453112

I thought this item might be of interest to XEP80 owners as it is a MONOCHROME multisync monitor that handles either composite or TTL input. Use you XEP80 in composite mode, and get a view on a larger than average monochrome screen. If you use or have used the TTL XEP80 conversion published in Atari Classics, you can use the monitor's TTL input for a sharper picture.

For those of you who may also have an Atari ST, TT, Falcon, Amiga, or other system, this monitor handles 15 - 36KHz scan rates, and supports TTL (MDA/CGA/EGA) and analog signals. Both a DB-9 (for TTL modes) and HDB-15 (for VGA) cables are included.

--
==========
lonniemcclure@prodigy.net

6070. Re: Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39CA33DA.233D0EDF@qnet.com>
Source record: 41738

Cynthia Agard wrote:

> Got a bidder from Germany who is interested in my atari system.
> See http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=440791695
>
>
>
>

Cynthia,

I hate to burst your bubble but, shipping to Germany is not cheap. That package your going to send we most likely cost about $150 USD thru UPS and about $100USD thru USPS. So I hope you have told the guy the weight of the package and the cost. This usually changes their mind really quick. Ive done this several times on Ebay. The last one I sent to Austria cost $70 thru USPS but, it took 7 weeks for delivery and it was only 2-800s nothing else.

This package including the auction will cost the guy over $550 DM. So I would be sure to tell him the shipping costs.

Don

6071. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Matthias Luedtke <luedtke@pixelpark.com>
Message-ID: <8qdj44$fl6$15$1@news.t-online.com>
Source record: 41739

Hi,

i remember that i had a (cracked) version that only runs @ original 800XL
(no memory upgrades), i patched it when when i upgraded my memory.
Btw. it was a PAL comp.

Bye
Matthias

"RHamiIton5" <rhamiiton5@aol.comedy.com> schrieb im Newsbeitrag
news:20000919160821.06048.00000754@ng-fs1.aol.com...
> Can anyone offer some suggestions on Bounty Bob?
>
> I have tried at least seven (7) different versions of it based on format
and
> byte count with no success; some are boot .ATR's and others were load and
go
> .EXE's. I have ported them to real 8-bits (800, 800XL, 800XL-XLBoss,
> 800XL-Omniview, 800XL-Omnimon, 800XL-FixXL -
TransA -TransB -HomeMadeTrans) and
> most emulators (XL-it 0.20, XFormer 3.8, XFormer 2000, A800Dos, A800Win,
> RainbowW95), all to no avail.
>
> I have been wanting to try Scraper Caper since playing Miner2049er in 1984
and
> I assume that Bounty Bob Strikes Back may be that sequel. What is its
secret?
>
> TIA
>
> -Ron
>
> I don't have a solution but I admire the problem.

6072. Re: UnLISTable BASIC; Was: Re: Looking for two..

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009211519040.84-100000@TT030>
Source record: 41740

On Thu, 21 Sep 2000, Gork wrote:

> "Lonny Pursell" <atari@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10009201745170.85-100000@TT030...
> > didn't think to have it detokenize protected listings. If you cannot get
> > it sorted, maybe I can unprotect for you and mail it back.
>
> Thanks for your offer of assistance! I have now placed an order for an
> SIO2PC cable, and that should make this entire operation run a lot more
> smoothly. That is, IF I'm able to get it all to work...

Always glad to help, plus I am more or less a BASIC freak. ;-)
Now that I think about it that detokenizer is not on my website
for download and it could come in handy for other ST users
who wish to port 8bit BASIC.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6073. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000921153344.23603.00000233@ng-fd1.aol.com>
Source record: 41741

>Mindfield mindfield@badgers.home.com responded:

>i've had no trouble getting it to work
>under Atari800Win and XL-It!.

Maybe I'm getting bad images... Got another D/L of Yogi's #21 and it wouldn't load on XL-It! When I put it in PAL mode with -lock50, even Yogi's DosMenu froze so solid that I needed cold start on the PC.

-Ron

I don't have a solution but I admire the problem.

6074. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000921154104.23603.00000234@ng-fd1.aol.com>
Source record: 41742

>"Dan Vernon" danver@halcyon.com responded:

> The game will run only on an 800XL.
>I have tested this ATR on Atari800Win 2.6c and it runs only in 800XL mode.
>Also I have tested the code on real hardware, and it works only 800XLs (NOT
>130XEs!!!). Anyhow, at least its consistent.

Are those NTSC or PAL 800XL's? I am testing all of the suggestions and
downloading new copies with no improvement.

-Ron

I don't have a solution but I admire the problem.

6075. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <8qdvm5$4dg$1@brokaw.wa.com>
Source record: 41743

Ron,

I have tested this version of BBSB on a stock NTSC 800XL and it works perfectly.

However, I did try it on another 800XL I have with a Rambo upgrade and the game crashed during loading. It does the same thing with my 130XE. Sorry, but I don't have any PAL machines to test it.

-Dan

> Are those NTSC or PAL 800XL's? I am testing all of the suggestions and
> downloading new copies with no improvement.
>

6076. Re: Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <o74lss4mq66kvj1gfiop20cvje5bq58svg@4ax.com>
Source record: 41744

On Thu, 21 Sep 2000 11:28:58 +0100, Paul Irvine
<mclane@btinternet.com> drooled an embarassing wet spot in his lap as
he typed:

>Good grief....DSB mistaken for BBSB!!!
>
>Nurse, take this person to a secure installation!!

Yeah, I know. The name's what threw me off. DSB was one of those
games I played frequently, while the Miner games didn't see a lot of
play from me on the 8-bit, so DSB sticks in my mind more readily. :-)

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6077. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <39CAAA6E.E5854358@erols.comX>
Source record: 41745

Greg,

I seem to remember you playing Koronis Rift and Ball Blazer alot ;)

Greg Menke wrote:

> > On 18 Sep 2000 14:05:38 -0500, Greg Menke <menkesjg@xyz.erols.com>
> > drooled an embarassing wet spot in his lap as he typed:
> >
> > >Archon 1 & 2
> > >
> > >Best 2 person game around. My roommate and I spent hours playing
> > >both, plumbing the furthest extremities of human competition.
> >
> > As much as I was never into strategy games that much, I loved these
> > two. The PC sequel to those two (Archon Ultima) kinda sucked, tho.
> >
>
> I never played it on PC, I started with games there with the various
> early/mid 90's flight sims and Doom.
>
> Gregm

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

6078. Re: Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <vvblssch2bcvfbcqcbtvmonpoepo78bff0@4ax.com>
Source record: 41746

>
>I hate to burst your bubble but, shipping to Germany is not cheap. That
>package your going to send we most likely cost about $150 USD thru UPS and
>about $100USD thru USPS.

Nuh uh!! Here are the facts.

References:
http://pe.usps.gov/cpim/ftp/manuals/imm/immicl/immicleg.pdf (See
page 57)

See also
http://www.usps.gov/cpim/ftp/pubs/pub51.pdf (Page 32)

My post master told me 1 week for air parcel post, 4-6 weeks surface
parcel post to Germany.

I asked ups and they can't handle used equipment.

For 40lbs that is $50 for surface and $100 for air
Not bad really

I sent him this page and told him what my post master told me but if
you think my post master was clueless about times perhaps I should
call another local post master.

Tell me what am i missing beside a lot of paper work?

>the package and the cost. This usually changes their mind really quick.
>Ive done this several times on Ebay. The last one I sent to Austria cost
>$70 thru USPS but, it took 7 weeks for delivery and it was only 2-800s
>nothing else.
>
> This package including the auction will cost the guy over $550 DM. So I
>would be sure to tell him the shipping costs.
>
>Don

6079. UK FA: Atari 800xl & Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-21 23:12:27 UTC
From: Paul <paul01234@hotmail.com>
Message-ID: <5Jwy5.2136$6b2.36707@news6-win.server.ntlworld.com>
Source record: 41648

Atari 800xl:

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=442348640

Atari 130XE:

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=444124052

6080. Re: UnLISTable BASIC; Was: Re: Looking for two..

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39CB1291.D5C331D3@siemens.at>
Source record: 41649

```
Lonny Pursell wrote:
>
> On Thu, 21 Sep 2000, Gork wrote:
>
> > "Lonny Pursell" <atari@SYNTAX.ERROR> wrote in message
> > news:Pine.MNT.4.10.10009201745170.85-100000@TT030...
> > > didn't think to have it detokenize protected listings. If you cannot get
> > > it sorted, maybe I can unprotect for you and mail it back.
> >
> > Thanks for your offer of assistance! I have now placed an order for an
> > SIO2PC cable, and that should make this entire operation run a lot more
> > smoothly. That is, IF I'm able to get it all to work...
>
> Always glad to help, plus I am more or less a BASIC freak. ;-)
> Now that I think about it that detokenizer is not on my website
> for download and it could come in handy for other ST users
> who wish to port 8bit BASIC.

One project I've been thinking about for years but never got
started is porting Fortress ( the SSI game, not the shareware one )
and/or Rails West to the ST. One of the reasons why I never
started was the need to unprotect them first. You think your
utility could take me over this first step ?

Gerhard
```

6081. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8qf5nj$rs6$1@user2.teleport.com>
Source record: 41650
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6082. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8qf5up$s5o$1@user2.teleport.com>
Source record: 41651
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6083. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8qf698shn1@user2.teleport.com>
Source record: 41652
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6084. Re: batty builders

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8qfielkfs1@nnrp1.deja.com>
Source record: 41653

>I Believe you can download batty builders from any half decent atari archive on the www, I actually have the original on an english software compilation, whatever you do, don't load it thru the pc version of the M.E.S.S emulator (a800pal) as it won't work, I haven't tried it with a800windows or xformer...

Happoy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6085. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <ssmihsr7a88ncd@corp.supernews.com>
Source record: 41654

> >"Dan Vernon" danver@halcyon.com responded:
> >I have tested this ATR on Atari800Win 2.6c and it runs only in 800XL
mode.

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20000921154104.23603.00000234@ng-fd1.aol.com...
> Are those NTSC or PAL 800XL's? I am testing all of the suggestions and
> downloading new copies with no improvement.

If it helps, I'm using Atari800Win 2.6a in NTSC mode.

--
-- Gork
... When you REALLY need one ...

6086. Re: UnLISTable BASIC; Was: Re: Looking for two..

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <39CB4F41.50DF39E@asw.cz>
Source record: 41655

Janka Gerhard wrote:
> One project I've been thinking about for years but never got
> started is porting Fortress (the SSI game, not the shareware one)
> and/or Rails West to the ST. One of the reasons why I never
> started was the need to unprotect them first. You think your
> utility could take me over this first step ?

Look, you could do it easy on the PC. Using my ADIR utility you can
extract 'BUILD' file from the ATR image. Using my CHKBAS utility you can
produce the basic source.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

6087. Re: Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <39CB6D3D.772B@volcano.net>
Source record: 41656

Cynthia Agard wrote:
>
> Got a bidder from Germany who is interested in my atari system.
> See http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=440791695

Ahhh... the wonders of eBay. Maybe you should have set the minimum at
$500! ;-)

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

6088. unloading stuff at nyc flea market

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Paul <trailblazer@usadaughtcom>
Message-ID: <6somsssbn4e4bl9fhkvg74d05midi1nbb4@4ax.com>
Source record: 41657

I'll be unloading a few atari computers, as well as several vintage
game systems and accessories at the Greenflea flea market this Sunday.
It's at 77th and Columbus in Manhattan.

This is stuff that would sell on eBay, but it's nothing incredibly
rare or exciting. If you're new to collecting this stuff and want to
save on shipping, here' s what I've got...

I'm pretty sure I have the following systems:

800
800xl
600xl
1200xl

printer, disk drive, trackball, cabling.

I also have some other old computers, and several game systems
(including about a dozen atari game systems).

Not sure if everything works, I'm trying to get the stuff tested this
week. I've got a monitor and electricity at the flea market, so I'll
also have the ability to test stuff there too.

If you happen to be in the area on Sunday, stop by and say hi.

Thanks,

Paul

6089. Re: ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <VHLy5.15960$ks.620598@newsread1.prod.itd.earthlink.net>
Source record: 41658
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

Ben, you keep making commercial posts to a non commercial newsgroup. The frequency is extremely high, about once a week, but the 3 separate posts is borderline spamming. Could you please combine the 3 posts a week into a single post?

"Benjamin Smith" wrote in message
news:8qf698shn1@user2.teleport.com...
> For faster service, Please direct all replies through E-Mail to Ben at:
> atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
> am swamped and I find it hard to keep up with reading the NewsGroups.
>
> For News not mentioned in this Ad about +NEW in the BOX Games and other
> Software? Jump to my WebSite! Or keep reading this Ad for more News!
>
>
Click for WebSite!

>
> Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari
> Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving
> Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get
> your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or
> more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just
> GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE!
> Not Just Games! To find NEW Items, search my Catalogs/Text files for
> the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking,
> check out my +NEW in BOX HardWare as well as some not so new HardWare,
> SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64
> Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line!
> Act fast! Sale ends without !WARNING! To take advantage of my Insanity!
> (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars!
> Get New Catalogs, Request them in E-Mail or Download from my WebSite!
> So for my Free Atari catalogs read on!
>
>
e-mail: atari@benjamin.net

>
> ***FREE*** Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
> 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
> View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
> to my FTP site linked to my WebSite so you can Download Free Catalogs
> or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If

> you can't get Catalogs that way, Feel free to Request catalogs through
> E-Mail. Really, it's not an inconvenience. I do ask that you specify
> Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
> by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
> attach text files to your E-Mail. Catalogs are just regular ASCII text
> files so you can download them into your text editor & view them, edit
> them or print them out! It would make things easier for me if you take
> my Catalogs, load them into your text editor, delete what you don't
> want to order and E-Mail me the rest of what you do want to order! To
> expedite things, include your complete Mailing address so I can figure
> Shipping/Postage and Handling. I'll be back after the weekend.
>
> So if you don't come see me, I can't save you any money! ;-(
>
> Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
> atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
> Web info in my Signature attached to the bottom of any of my messages!
> --
> Atari 8 Bit, ST & Jaguar Hardware, Software, Books &
Accessories(503)256-9974
> DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite
at
> http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain
at
> http://www.atari.benjamin.net Catalogs Requested by & Received Through
E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or
Jaguar!
>

6090. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8qg571$c7b$1@nnrp1.deja.com>
Source record: 41659

Heelo there Ernest, hows the Atari thang going, Keep those Atari's humming, thats what i say

Anyway: re, Tape to disk:

If the originator of this posting still has access to real 8bit h/w and tapes/disks, just tell him to use a proggie called howfendos v3.8 or 4.0, and howfen tape to disk... Alternately s/he can use Transdisk xl or Transdisk4 xe, to convert single/multi stage tapes to disk (unfortunately these proggies only read standard load, they cannot read files like EA, English Software and certain Ocean/Imagine titles, in other words any boot tapes that refer to dcb usage i.e 300h-30bh, and not iocb usage which is normally 34xh, 35xh, or 38xh, these are the standard iocb areas that standard boot tapes uses

If the originator of this posting uses built in omnimon with the a8, jsut load in the loader routine as soon as it load the first record of the main program (which follows the loader) hold down select or option select and then press reset, and provided the machine hasn't vectored to coldstart routine you should be able to start scanning different areas of RAM, just start scanning from 400h for 60h (which if memory serves me right is the ml code for jmp i think, but look for the first jmp instruction from 400h on, and back track till the first used byte of ram,]this is where the loader sits in ram, just do a scan for either the iocb location as indicated above/ or do a scan for 308/309h, if 308/9h shows nothing then the program uses iocb, if not it uses dcb load the usable area of ram for scanning is usually 400h to bfffh

Anyway once he/she has converted the tape prog to disk (a8) just use anadisk/deanna or the software that comes with sio-pc/ape pro s/w to convert the a8 disk to pc atr format (which is used on all pop. a8 emulators incl. M.E.S.S)

If are trying to convert non standard boot tapes (anything that uses dcb vectors) the only programs i know of that will handle this type are either The Impossible (CSS), The Freezer (Digicomm), The Freezer (German s/w), Taskmaster (DGS/Rambit) or if you have the os controller card, a h/w upgrade for xl/xe or qmeg/speedy os (qmeg/speedy o/s has a built in c.sim s/w) the os controller card had a program with it called superdump and superdump 4, basically it allowed you to dump up to 48k to boot disk, regardless of tape format (standard/ non stnd'd, basic & ML,etc)

Once you have converted to disk, please refer to converting a8 disk to pc

I Hope this helps

Happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6091. FA: 3 Wico Command Control devices for 5200

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Paul <trailblazer@usadaughtcom>
Message-ID: <5a9nsss7flhh45mlodn7auq9nhgaekmkps@4ax.com>
Source record: 41660

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=444385720

Thanks,

Paul

6092. Re: Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <imdnss4no7uf1f53kh6gsvd9jgusc0r71u@4ax.com>
Source record: 41661

Thanks for info

6093. WTB in UK aerial lead unit for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: all4nowt@aol.com
Message-ID: <20000922154701.08242.00000135@ng-cm1.aol.com>
Source record: 41662

Hi all.

Anyone have any aerial leads for the 130XE?

Please help!

Many thanks

John

6094. Re: Got a bidder for my atari system!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <epdnss0tsj1mv7qi021piqmcf82k7f6tud@4ax.com>
Source record: 41663

On Fri, 22 Sep 2000 07:31:25 -0700, The Maverick
<themaverick@volcano.net> wrote:

>Cynthia Agard wrote:
>>
>> Got a bidder from Germany who is interested in my atari system.
>> See http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=440791695
>
>Ahhh... the wonders of eBay. Maybe you should have set the minimum at
>$500! ;-)

You know what, I think. Old Atari prices will only go up. It was a
classic in the beginning of personal computers. There is a lot of
facinating history and it worked extremely well.
>
>the Mav

6095. Re: UnLISTable BASIC; Was: Re: Looking for two..

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009221838430.81-100000@TT030>
Source record: 41664

On Fri, 22 Sep 2000, Janka Gerhard wrote:

> Lonny Pursell wrote:
> >
> > On Thu, 21 Sep 2000, Gork wrote:
> >
> > > "Lonny Pursell" <atari@SYNTAX.ERROR> wrote in message
> > > news:Pine.MNT.4.10.10009201745170.85-100000@TT030...
> > > > didn't think to have it detokenize protected listings. If you cannot get
> > > > it sorted, maybe I can unprotect for you and mail it back.
> > >
> > > Thanks for your offer of assistance! I have now placed an order for an
> > > SIO2PC cable, and that should make this entire operation run a lot more
> > > smoothly. That is, IF I'm able to get it all to work...
> >
> > Always glad to help, plus I am more or less a BASIC freak. ;-)
> > Now that I think about it that detokenizer is not on my website
> > for download and it could come in handy for other ST users
> > who wish to port 8bit BASIC.
>
> One project I've been thinking about for years but never got
> started is porting Fortress (the SSI game, not the shareware one)
> and/or Rails West to the ST. One of the reasons why I never
> started was the need to unprotect them first. You think your
> utility could take me over this first step ?

Well gfa-basic for the ST was coded by the same author who
made turbo-basic. I have made a tool to unproctect gfa
listing as they are protected exactly the same way, in fact
the var names are missing, and they auto run when loaded into
the gfa editor. If you stop them, you get a screen full
garbage which cannot be edited.

I have a BASIC/TurboBasic detokenizer that I can probably
tweak for that purpose, given a little time. It's been a
while since I've messed with the stuff. All I can say
is I am willing to give it a try.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6096. Re: UnLISTable BASIC; Was: Re: Looking for two..

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009221844480.81-100000@TT030>
Source record: 41665

On Fri, 22 Sep 2000, Jindrich Kubec wrote:

> Janka Gerhard wrote:
> > One project I've been thinking about for years but never got
> > started is porting Fortress (the SSI game, not the shareware one)
> > and/or Rails West to the ST. One of the reasons why I never
> > started was the need to unprotect them first. You think your
> > utility could take me over this first step ?
>
> Look, you could do it easy on the PC. Using my ADIR utility you can
> extract 'BUILD' file from the ATR image. Using my CHKBAS utility you can
> produce the basic source.

If that will work on protected programs, it sounds like
good idea.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6097. Re: SIO2PC settings?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Nick Kennedy <nkennedy@tcainternet.com>
Message-ID: <sso18rth6grna1@corp.supernews.com>
Source record: 41666

> > >
> Well,
> I own a SIO2PC with manual. And the manual says (maybe true, maybe not)
> that SIO2PC merely works in pure (!) DOS mode i.e. MS-DOS 1.0 - 6.22; it
> does not work with any Windows based OS (95/98/NT/2k) and it even does
> not work with the DOS under Windows (DOS 7.0 or later) since Windows
> installs some things (drivers, etc.) at boot-up time which the SIO2PC
> does not like at all. When you enter the DOS command line from Windows
> these things (drivers) are stil there and thus SIO2PC still does not
> work...
>

I don't remember saying all that. But I do remember saying that Windows likes to interfere with serial programs (not just SIO2PC) when they are running in a DOS window. Windows 3.1 would allow you to give the DOS program highest priority and that helped. I don't W95 would allow that. I don't know about W98. I do think SIO2PC runs best in DOS, but it doesn't have to be an old version of DOS--with the newer versions of Windows, you can typically run (start up) in DOS mode and SIO2PC will be OK.

I don't think it has anything to do with drivers. Windows likes to time slice and steal time from running applications. When SIO2PC is running in a box and there's no keyboard activity going on, Windows figures the application must not be doing much of anything so it steals more of its time, enough to make serial communicaions at 19.2 KB impossible. I've actually been able to make SIO2PC run OK in a DOS box by banging on keys (ones with no function associated). That seemed to keep windows at bay.

Regards,

Nick Kennedy
SIO2PC Programmer

6098. Re: unloading stuff at nyc flea market

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-22 00:00:00 UTC
From: Paul <trailblazer@usadaughtcom>
Message-ID: <sso1nhtbm2f77e@news.supernews.com>
Source record: 41667

Everything works great. I actually have two 600xls, and no 1200xl.

Thanks,

Paul

In article <6somsssbn4e4bl9fhkvg74d05midi1nbb4@4ax.com>, Paul
<trailblazer@usadaughtcom> wrote:
> I'll be unloading a few atari computers, as well as several vintage game
> systems and accessories at the Greenflea flea market this Sunday. It's
> at 77th and Columbus in Manhattan.
>
> This is stuff that would sell on eBay, but it's nothing incredibly rare
> or exciting. If you're new to collecting this stuff and want to save on
> shipping, here' s what I've got...
>
> I'm pretty sure I have the following systems:
>
> 800
> 800xl
> 600xl
> 1200xl
>
> printer, disk drive, trackball, cabling.
>
> I also have some other old computers, and several game systems
> (including about a dozen atari game systems).
>
> Not sure if everything works, I'm trying to get the stuff tested this
> week. I've got a monitor and electricity at the flea market, so I'll
> also have the ability to test stuff there too.
>
> If you happen to be in the area on Sunday, stop by and say hi.
>
> Thanks,
>
> Paul

6099. Re: Calling all Drive Gurus

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-23 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8qhnot$69m$1@nnrp1.deja.com>
Source record: 41670

In article <20000923004713.03173.00000600@ng-fv1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> First the encouraging news, Brad Koda of Best Electronics
> http://www.best-electronics-ca.com/ (a really great guy!) directed
me to a
> fellow in San Jose with some knowledge of the ATR8000. We are
attempting to
> diagnose it via email and only time will tell; he does the thinking
and I do
> some poking around.
>
> Now the questions; I am currently using a Percom master drive to
control the
> old ATR generic 360 floppies. These old PC refugees have little
jumpers to
> set the drive numbers, but I have a slightly newer 5+1/4 which has
not yet
> presented an easily locatable drive selector device. How could I use
this
> drive as a slave to the ATR or the Percom with control over drive
number, and
> how do the PC's use that little twist in part of the cable to
configure their
> drive designation?
>
> TIA
>
> -Ron
>
> I don't have a solution but I admire the problem.
>
The IBM method of madness only works because selectable drives are shipped with their jumpers set to be the second drive (drive b). The twist causes a reversing of the signal such that the drive plugged onto the end connector responds as the first drive (drive a).

The jumper block for drive selection is usually four pairs of pins right next to the 34 pin connector. They are usually numbered 0-3 indicating drive 1-4 or a-d, but ATR might have had a better idea than IBM and used their own scheme which means - try it till it works. Best of luck.

Sent via Deja.com http://www.deja.com/
Before you buy.

6100. Software from 30p

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-23 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <39CC6DDC.481F3508@cyberpeeps.freeserve.co.uk>
Source record: 41671

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6./ 32 Meg. EDO 72
pin. Sims ï¿½25 UKP. all inclusive of U.K. Postage.

6101. FA: Compute!'s First Book of Atari Graphics

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-23 00:00:00 UTC
From: four3rds@my-deja.com
Message-ID: <8qi969$n8u$1@nnrp1.deja.com>
Source record: 41672

I have a copy of Compute!'s First Book of Atari Graphics for auction on eBay until tomorrow. See it at http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=438858007.

Sent via Deja.com http://www.deja.com/
Before you buy.

6102. Re: unloading stuff at nyc flea market

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-23 00:00:00 UTC
From: Michael Burkhart <burkhart@phri.nyu.edu>
Message-ID: <01c02573$04d35780$8bf410ac@mike-s-comp.phri.nyu.edu>
Source record: 41673

> > I'll be unloading a few atari computers, as well as several vintage
game
> > systems and accessories at the Greenflea flea market this Sunday. It's
> > at 77th and Columbus in Manhattan.
> >
Hi Paul. I am really interested, particularly in the Atari game
systems. I've got a couple of 800's and 800XL's at the moment, so what
I'm looking for is a 6-switch 2600 w/ a power supply. The trouble is
I will be in Philly on Sunday, so I was excited and disapointed at the
same time when I read your post. Anyway, I live on the Upper West Side,
so please let me know if you intend to visit the flea market again. Or,
if you have anything left over, let me know if you would still like to
sell. Thanx, Mike (burkhart@phri.nyu.edu)

6103. FS: Original Disks, Cassettes, Roms, Books ...

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-23 00:00:00 UTC
From: paul <paul@stillavailable.co.uk>
Message-ID: <3f4z5.5753$He3.104814@news2-win.server.ntlworld.com>
Source record: 41674

Atari 8-bit items for sale; all originals with boxes/instructions.
Prices in GB Pounds.
I'm based in the UK but I can ship them overseas if necessary (please add
postage cost)
paul@stillavailable.co.uk

ROM Cartridges:

BALLBLAZER Atari 4.00
BLUE MAX Atari 4.00
DAVID'S MIDNIGHT MAGIC Atari 4.00
DESERT FALCON Atari 4.00
FOOD FIGHT Atari 4.00
ONE-ON-ONE BASKETBALL Atari 4.00

Disks:

ACE OF ACES US Gold 2.50
BOMB Ke-Soft 2.00
BOMBI Power-Per-Post 2.00
BOP 'N WRESTLE Mindscape 8.00
DARG B.Ware 1.50
DIGI-STUDIO DGS (4 disks) 4.00
EUREKA ANG Software 2.00
EUROPEAN SUPER SOCCER Tynesoft 2.50
FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
GLAGGS IT Power-Per-Post 2.00
HANS KLOSS Avalon 2.00
HUMANOID Sonix 2.00
KE-COMMANDER Ke-Soft 2.00
KULT Tiger Dev 2.00
LASER HAWK Red Rat 2.50
LITTLE DEVIL Red Rat 2.50
LIZARD Tiger Dev 2.00
MAXWELL'S DEMON/MEMORY MANIA Gentry (Tatty Box) 1.00
MIDNIGHT Mirage 2.00
MINES ANG 2.00
MINESWEEPER Power-Per-Post 2.00
MISSION ZIRCON Tiger Dev 2.00
QUICK + QUICK SUPPORT DISK Power-Per-Post (A4 manual) 3.00
QUICK ED Power-Per-Post 2.00
ROBOMASH TWAUG 2.00
RUBBER BALL Power-Per-Post 2.00
SAM BUDGET Power Per Post (Requires SAM) 2.00
SAM DESIGNER Power Per Post (Requires SAM) 2.00

SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
SAPER Ke-Soft 2.00
SAPER CONSTRUCTOR ANG 2.00
SARGON III CHESS Hayden 5.00
SEXVERSI Mirage 2.00
SPINDIZZY Electric Dreams 3.00
STAR RAIDERS II Atari (Tatty Box) 1.00
TAIPEI R&E Software 2.00
THINKER ANG 2.00
THINX ANG 2.00
WHOOPS 2 ANG 2.00
ZAXXON Datasoft 3.00
ZOLTAN ESCAPE B.Ware 1.50

Full Price Cassettes:

ATARI COMPILATION TAPE Atari 2.00
BRIAN CLOUGH'S FOOTBALL FORTUNES CDS 4.00
COLOSSUS CHESS 3.0 English 2.50
COLOSSUS CHESS 4.0 CDS 2.50
COLOURSPACE Llamasoft 1.00
DRUID Firebird 2.00
ELEKTRAGLIDE English 2.00
HEARTACHE Atari 2.00
KENNY DALGLISH SOCCER MANAGER Cognito 2.00
POLE POSITION US Gold 2.00
RAMPAGE Activision 2.00
RESCUE ON FRACTALUS Activision 2.00
SLINGSHOT Atari 2.00
SOLO FLIGHT US Gold 2.00
SPACE LOBSTERS Red Rat 2.00

Budget Price Cassettes: all @ 50p each

180 Mastertronic
AMERICAN ROAD RACE Silverbird
BMX SIMULATOR Codemasters
BOMBFUSION Mastertronic (2)
CASTLE TOP Alternative
CHIMERA Firebird
COPS N' ROBBERS Atlantis
COSMIC PIRATE Byte Back
CRACK-UP Atlantis
DAYLIGHT ROBBERY Atlantis
DESPATCH RIDER Mastertronic
DREADNAUGHT Byte Back
ENCOUNTER Atlantis
ESCAPE FROM DOOMWORLD Byte Back
EXPLODING WALL Byte Back (2)
FEUD Bulldog (2)
FRENESIS Mastertronic

FRUIT MACHINE SIMULATOR Codemasters
GREEN BERET Hit Squad
GUN LAW Mastertronic
GUNFIGHTER Atlantis
HEAD OVER HEELS Hit Squad
ENRY'S HOUSE Mastertronic (2)
INVASION Bulldog (2)
JET-BOOT JACK Byte Back
JOE BLADE Players
KENNY DALGLISH SOCCER MGR. Zeppelin
KIKSTART Mastertronic
LASER HAWK Byte Back
LAST V8 Mastertronic
LEAGUE CHALLENGE Atlantis
LEAPSTER Alternative
LOS ANGELES SWAT Mastertronic (2)
MAD JAX Byte Back
MASTER CHESS Mastertronic
MERCENARY Novagen
MILK RACE Mastertronic (2)
MISSING... ONE DROID Bug-Byte
MISSION SHARK Zeppelin
MOUNTAIN BIKE RACER Zeppelin
NINJA COMMANDO Zeppelin
ON CUE Mastertronic
ONE MAN AND HIS HIS DROID Mastertronic
PANIK Atlantis
PANTHER Mastertronic
PERISCOPE UP Atlantis
POGOTRON Gamebusters
POTHOLE PETE Atlantis
POWERDOWN Mastertronic
PRO GOLF Atlantis
PROTECTOR Mastertronic (2)
RED MAX Codemasters
REVENGE II Mastertronic (2)
ROCKFORD/CRYSTAL RAIDER Mastertronic
ROGUE Mastertronic
ROULETTE SIMULATOR Byte Back (2)
SPEED ZONE Mastertronic (2)
SPOOKY CASTLE Atlantis
SPY VS SPY III Hi Tec
STACK-UP Zeppelin
STEEPLE JACK English
STRATOSPHERE Players
SURVIVORS Atlantis
TIMESLIP Byte Back
TITAN Atlantis (2)
TOMAHAWK Byte Back
TRANSMUTER Codemasters

UNIVERSAL HERO Mastertronic (2)
VIDEO CLASSICS Silverbird
WINTER WALLY Alternative
WORLD SOCCER Zeppelin

"APX" Cassettes (note these do not include any printed documentation)

BLACKJACK CASINO APX 0.30
BLOCK APX 0.30
CODECRACKER APX 0.30
COUNTER 1 APX 0.30
DECISION MAKER APX 0.30
DICE POKER APX 0.30
DSEMBLER APX 0.30
EXTENDED WSFN (TURTLE) APX 0.30
INSTEDIT 2.0 APX 0.30
MEMORY MATCH APX 0.30
MORSE CODE TUTOR APX 0.30
PHOBOS APX 0.30
SOUND EDITOR APX 0.30
T: TEXT DISPLAY DEVICE APX 0.30
TACK TREK APX 0.30
TERMINAL EMULATOR APX 0.30
TYPO ATTACK 1.1 APX 0.30
ULTIMATE RENUMBER UTILITY APX 0.30

"APX" Disks (note these do not include any printed documentation)

BLACKJACK TUTOR 2.0 APX 0.30
BLIS 2.0 APX 0.30
COUNTER APX 0.30
DSEMBLER APX 0.30
ENHANCEMENTS TO GRAPH-IT APX 0.30
FAMILY CASH FLOW APX 0.30
GRAPHICS/SOUND APX 0.30
INSTEDIT 2.0 APX 0.30
MATH TIC-TAC-TOE APX 0.30
PRESCHOOL GAMES APX 0.30
ULTIMATE RENUMBER UTILITY APX 0.30

Antic Disks (note these contain documentation files on disk)

INTERLISP/65 Antic (docs on disk) 0.50
PUZZLER Antic (docs on disk) 0.50
MEMOREASE Antic (docs on disk) 0.50
SPEEDREAD+ Antic (docs on disk) 0.50
WEAKON Antic (docs on disk) 0.50

Atari Books (mint condition)

Atari Adventures by Tony Bridge 4.00
Writing Strategy Games on your Atari Computer by John White 4.00
Computer Animation Primer offers??

6104. Re: UnLISTable BASIC; Was: Re: Looking for two..

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-23 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000923123127.02569.00000414@ng-bg1.aol.com>
Source record: 41675

Completed coding and testing of the re-lister program with NOTE & POINT and the 7 offsets in the top of the unLISTable BASIC file. This BASIC program patches a copy of the unlistable program directly on a diskette; it corrects the zero line length lock-up and, if necessary, re-constructs a variable name table in minimal space which will not encroach on other data. It puts in a single letter up to 26 numerics, arrays or strings and then it goes to double letters (AA, AB, AC...) for each as far as they need to go. You can then use a text processor on a LISTed copy to replace the variables with meaningful names like FILE$ and SCORES(.

Anyone interested in having it, just make it known. Also, where can we put it that will be available to others when needed? Who controls the archives? Maybe we can convince Dr Clu to put it in the download section of his JYBOLAC bbs.

>"Gork" fnu_lnu@worldnet.net remarked:

>One of the tricks I learned, however, haunts me to this
>day. I wrote a disk labeler program (a real nice one, if I do say so
>myself) and used one of these "tricks" to disable the break key, and make it
>so the program couldn't be LISTed. It seems like I saw, at one point, a way
>to get around this using various POKEs and the like, but I don't know where
>it was and never wrote it down or used it anywhere; I thought I had kept a
>LISTable copy of my program. I hadn't, however, and I have no print-out or
>anything of the "code" of my basic program. In addition, for some silly
>reason, the first thing I had the program do was to make sure a printer was
>hooked up. If a printer wasn't hooked up an error would show, and you
>couldn't continue w/o hooking up a printer. So, not only can I read over
>the code, I also can't even run the program (no printer) to bring back old
>memories or anything! Ack!
> -- Gork

-Ron

I don't have a solution but I admire the problem.

6105. CCAG 2001!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-23 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <39cd3592$1_2@athena.netset.com>
Source record: 41676

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 23rd, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

Setup: 22nd, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 9/22/2000
User Groups:
Erie PA Atari Group
TI Chips
Cleveland Classic Atari Group

Vendors:
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
Thomas Mclaren
Andy Frueh
Tim Snider
Curt Vendel(Atari Historical Society)

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room-MAME, etc. We are hoping for some people with arcade systems to bring them-will probably need a small generator for that.

See ya at the CCAG!

6106. Re: UnLISTable BASIC; Was: Re: Looking for two..

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-23 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39cd78bd@fmlynet.org>
Source record: 41677

FamilyNet HQ: Telnet:\\www.family-bbs.net

Ron,

6107. Calling all Drive Gurus

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-23 04:47:13 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000923004713.03173.00000600@ng-fv1.aol.com>
Source record: 41668

First the encouraging news, Brad Koda of Best Electronics http://www.best-electronics-ca.com/ (a really great guy!) directed me to a fellow in San Jose with some knowledge of the ATR8000. We are attempting to diagnose it via email and only time will tell; he does the thinking and I do some poking around.

Now the questions; I am currently using a Percom master drive to control the old ATR generic 360 floppies. These old PC refugees have little jumpers to set the drive numbers, but I have a slightly newer 5+1/4 which has not yet presented an easily locatable drive selector device. How could I use this drive as a slave to the ATR or the Percom with control over drive number, and how do the PC's use that little twist in part of the cable to configure their drive designation?

TIA

-Ron

I don't have a solution but I admire the problem.

6108. atari educational system

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-23 06:35:17 UTC
From: christianscott@webtv.net
Message-ID: <1763-39CC4F25-100@storefull-106.iap.bryant.webtv.net>
Source record: 41669

i don't usually post in this group because i don't collect atari computers, i'm a video game guy basically. i was at goodwill today and i found box full of atari educational tapes. there were at least a dozen boxes, many of them still shrinkwrapped on subjects such as basic electronics, history and statistics. if any of you collect these send me an email and we can work out a trade or something. i picked up the educational system master cart and a few manuals plus a copy of atari connection (spring 83). i also found a big atari power brick (part no. co 61982).
all of these items are up for trade.
thanks

6109. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Thomas Bruss <bruss@uni-duesseldorf.de>
Message-ID: <39CDC1E6.BE01EC74@uni-duesseldorf.de>
Source record: 41680

Hi,

I tried this version below and it works fine.

The only thing is, once I make it to level 6 (Grain Elevators),
the emulator does crash :-(((((((and I have to restart the
ATARI.

These "elevators" do not appear in levels before, so I guess
that is the reason for the crash. I assume that a player or
or missiles are used for the elevator, but I cannot imagine,
that this should really be a problem, because that games
uses them for Bob, the birds and so on in other parts, which
do not crash.

Any idea how to track down that problem ? If somebody needs
help to get to level 6, please let me know.

BTW I have my old PAL 800XL with 320KB and the disk I
have does work on it w/o any problem and the game does not
crash at all; a friend of mine made it through all levels.

-- Thomas

Mindfield wrote:

[...]

> >here's how I got a copy to work:
> >First, you cannot boot the game from DOS, you need an appropriate loader.
> >You can use my copy of bounty bob if you like... its got a loader installed
> >and is all ready to go.
> >http://www.halcyon.com/danver/atari/BountyBob.zip
> , here's the trick for this version. The game will run only on an 800XL.

[...]

6110. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-vgq7d1CBTd5h@localhost>
Source record: 41681

On Thu, 1 Jan 1970 01:59:59, "Dan Vernon" <danver@halcyon.com> wrote:

> Ron,
>
> I have tested this version of BBSB on a stock NTSC 800XL and it works
> perfectly.
>
> However, I did try it on another 800XL I have with a Rambo upgrade and the
> game crashed during loading. It does the same thing with my 130XE. Sorry,
> but I don't have any PAL machines to test it.
>

Big clue here. Perhaps BBSB Playes around with bits in PORTB that it
shouldn't, ie enable extra ram and the code that was there is suddenly
gone.

James B

6111. Re: Calling all Drive Gurus

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-VWdOUsjWTQk9@port25.vdts.cab.cth.com.au>
Source record: 41682

On Sun, 24 Sep 3900 00:12:34, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> > melee5@my-deja.com answered:
>
> >The IBM method of madness only works because selectable drives are
> >shipped with their jumpers set to be the second drive (drive b). The
> >twist causes a reversing of the signal such that the drive plugged onto
> >the end connector responds as the first drive (drive a).
> >
> >The jumper block for drive selection is usually four pairs of pins
> >right next to the 34 pin connector. They are usually numbered 0-3
> >indicating drive 1-4 or a-d, but ATR might have had a better idea than IBM
> >and used their own scheme which means - try it till it works. Best of luck.
>
> I never did have a manual when the ATR8000 was alive, but I found one ocr'd
> online; its cable is described as follows:
>
> 1. Ground 18. Direction Select
> 2. N.C. (3.5" 1.44meg det) 19. gnd
> 3. gnd 20. Step
> 4. N.C. (poss. 3.5" 2.88meg det) 21. gnd
> 5. gnd 22. Write Data
> 6. Drive Sel 4 23. gnd
> 7. gnd 24. Write Gate
> 8. Index 25. gnd
> 9. gnd 26. Track 00
> 10. Drive Sel 1 27. gnd
> 11. gnd 28. Write Protect
> 12. Drive Sel 2 29. gnd
> 13. gnd 30. Read Data
> 14. Drive Sel 3 31. gnd
> 15. gnd 32. Side Sel
> 16. Motor On 33. gnd
> 17. gnd 34. N.C.
>
> The Percom Master must be the same, because it controls the drive identically
> except for some things like 80 track and double sided capability.
>
> Thanks to all who responded; the drive was an '88 Teac FD-55BR-100-U and I
> found the little jumpers on the bottom, in the back, partially obscured by the
> power connection, D0 thru D3. Does anyone know what the "U0" - "U1" jumpers do?
>
> According to the pin-out above, twisting #10 thru #16 would swap Drive 1 select

> with Motor on and Drive 2 select with Drive 3 select so the PC must route
> differently.
>

In fact, each drive has 2 motor on's and 2 drive selects. ordered
something like this.
MO2, DS1,DS2,MO1. where the twist part is. as you can see. Twisting
the cable will use
a different set of MO and DS. Anything after the twist will be drive
A. Therefore, you
cannot place 2 drives before or after the twist, One must be each side
of the twist. Only
2 drives can be used this way. Most if not all drives these days do
not have jumpers on
them. A lot of older drives must be jumpered to D1 (D2 depending on
where it starts counting from) Pin 34 does something as well. Must
find out.

James B

6112. Re: Calling all Drive Gurus

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <Gwoz5.35636$4d.5061382@news02.optonline.net>
Source record: 41683

Teac probably still has this info on its web site. I was there recently.

I was working with a donated '486 at my volunteer site when a 3.5" floppy
came out of an Epson "combo" drive with half of its label torn off and
subsequent floppies put into the drive wouldn't work. I called my MIS and
he said that he had another combo drive, removed from another donated '486
of the same vintage. But this drive was a Teac (although older, it had
much better construction than the Epson, I must say!) Try as I could,
though, I couldn't get Windows 95 to recognize both the 5.25" and 3.5" units
in the drive. So, I took it home, logged on to Teac's site, plugged in the
model and serial numbers, and got what I needed to set the _JUMPERS_ (yes,
it had them!) properly. That Teac site really went back a long time. You
should be able to find the info you need there.

BTW, I also took the Epson drive apart and got that piece of label out.
It's now also back in service.
"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20000923201234.00273.00000213@ng-cp1.aol.com...
> > melee5@my-deja.com answered:
>
> >The IBM method of madness only works because selectable drives are
> >shipped with their jumpers set to be the second drive (drive b). The
> >twist causes a reversing of the signal such that the drive plugged onto
> >the end connector responds as the first drive (drive a).
> >
> >The jumper block for drive selection is usually four pairs of pins
> >right next to the 34 pin connector. They are usually numbered 0-3
> >indicating drive 1-4 or a-d, but ATR might have had a better idea than
IBM
> >and used their own scheme which means - try it till it works. Best of
luck.
>
> I never did have a manual when the ATR8000 was alive, but I found one
ocr'd
> online; its cable is described as follows:
>
> 1. Ground 18. Direction Select
> 2. N.C. (3.5" 1.44meg det) 19. gnd
> 3. gnd 20. Step
> 4. N.C. (poss. 3.5" 2.88meg det) 21. gnd
> 5. gnd 22. Write Data
> 6. Drive Sel 4 23. gnd
> 7. gnd 24. Write Gate
> 8. Index 25. gnd
> 9. gnd 26. Track 00

> 10. Drive Sel 1 27. gnd
> 11. gnd 28. Write Protect
> 12. Drive Sel 2 29. gnd
> 13. gnd 30. Read Data
> 14. Drive Sel 3 31. gnd
> 15. gnd 32. Side Sel
> 16. Motor On 33. gnd
> 17. gnd 34. N.C.
>
> The Percom Master must be the same, because it controls the drive
identically
> except for some things like 80 track and double sided capability.
>
> Thanks to all who responded; the drive was an '88 Teac FD-55BR-100-U and I
> found the little jumpers on the bottom, in the back, partially obscured by
the
> power connection, D0 thru D3. Does anyone know what the "U0" - "U1"
jumpers do?
>
> According to the pin-out above, twisting #10 thru #16 would swap Drive 1
select
> with Motor on and Drive 2 select with Drive 3 select so the PC must route
> differently.
>
> -Ron
>
> I don't have a solution but I admire the problem.

6113. Re: Calling all Drive Gurus

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sss6jkjun3u6f8@corp.supernews.com>
Source record: 41684

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-VWdOUsjWTQk9@port25.vdts.cab.cth.com.au...
> On Sun, 24 Sep 3900 00:12:34, rhamiiton5@aol.comedy.com (RHamiIton5)
> wrote:
> In fact, each drive has 2 motor on's and 2 drive selects. ordered
> something like this.
> MO2, DS1,DS2,MO1. where the twist part is. as you can see. Twisting
> the cable will use
> a different set of MO and DS. Anything after the twist will be drive
> A. Therefore, you
> cannot place 2 drives before or after the twist, One must be each side
> of the twist. Only
> 2 drives can be used this way. Most if not all drives these days do
> not have jumpers on
> them. A lot of older drives must be jumpered to D1 (D2 depending on
> where it starts counting from) Pin 34 does something as well. Must
> find out.

Yes but since the ATR is natively set up to hand 4 drives w/o a twist. IMO:
Better off just biting the bullet and not trying to do a lot of custom work.

When I first set mine up with two drives, I just removed the connector from
an IBM type drive cable and put it back on before the cut/twist.

When I moved to 4 drives it was in a box that was set up for 2X2 side by
side drives, so I couldn't find a cable long enough and ended up making one
up. It couldn't have been much easier, just ~3' of 34 conductor ribbon cable
and five 34 pin edge card connectors.

6114. speech synthesiser for atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Count Zero <kf6ddt@nospam.concentric.net>
Message-ID: <8ql9rr$r46@dispatch.concentric.net>
Source record: 41685

Hi all, it's been a long while since i posted in here. I'm looking for a speech synthesiser for the atari 8-bit systems, I believe it was called the speech box or something, and it was produced by a company called Alien Group. I was corresponding with one of you quite a while back who had one of these and was willing to part with it, however my isp decided to terminate my unix account without warning so I lost the email address. In any case, if anyone has one of these and is willing to part with it let me know.

Best regards,

Tom

6115. Re: Novaterm & source freely available

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <essz5.715$9p6.16004@typhoon.sonic.net>
Source record: 41686

I've been hanging out in comp.sys.cbm because I want to write a
Linux/Windows clone of this game my brother had for this C=64 and
noticed this...

Perhaps the guru Atarians out there might have some use for this...

-bill!

Nick Rossi <nick@exitlight.com> wrote:
: Hi all,

: I just wanted everyone to know that I'm no longer developing or supporting
: Novaterm. This is probably not a surprise as I've been out of touch for a
: while!I've made Novaterm 9.6, the last beta version of Novaterm 10, and all
: source code freely available on my FTP site:
: ftp://ftp.exitlight.com/Novaterm/ All software and source code can be
: freely copied and distributed.

<snip>

: Here is how I last left development of Novaterm 10: It has a fully
: functional TCP/IP stack using SLIP (though not without bugs), a Telnet
: application, and the beginnings of an FTP module. I completely rewrote
: everything in 100% assembly. Most of the original features from version 9.6
: are ported (phone book, buffer, multiple devices, etc.) Every module
: (except for the bootstrapper) is written as dynamically relocatable code,
: assembled with a special assembler that I wrote for the purpose of
: generating relocation data along with the code itself. The special
: assembler is written in C++ and also supports 6502 extended opcodes and the
: 65816 instruction set (i.e. it can assemble native code for the SuperCPU).
: All of the source code for version 10, version 9.6, and the assembler is in
: one big tgz (tar-gzip) file. It's meant to be unpacked on a Linux system,
: which is where I did all the development.

: The source is freely available for any use; copy it, plagiarize it, study
: it, learn from it. I won't have time to answer detailed questions about it
: (in fact I remember very little about it), but I believe it will still have
: value nonetheless.

<snip>

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

6116. I'm getting rid of my ST stuff. FREE

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39ce545b$0$35383$53a6afc1@news.erinet.com>
Source record: 41687
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sept. 24, 2000
I'm getting rid of my ST stuff. If nobody wants it in about
two weeks, it goes out to trash.
I don't want to ship it. It is too heavy and probably I
wouldn't get enough to cover my costs and trouble.
If anyone wants to pick the stuff up, they're welcome to it.
I have a 1 meg 520 ST, a stock 520 ST, both work. Two dbl.
sided floppy drives, one doesn't work. Some single sided
drives that I think work. Two SC1224 monitors, both work.
Some software and books. All power supplies and cables.
One ST mouse, it works. If you want ALL this stuff, and can
make a time to pick it up, it's yours. I'm in the Cleveland,
Ohio area.
Russg

6117. Re: Calling all Drive Gurus

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <gLsz5.21737$jD2.2702274@typhoon.we.rr.com>
Source record: 41688

You know what annoys me? I was building a PC from spare parts I had lying around, and I couldn't get the 3.5 floppy to work. Turns out, my 2 floppy drives had some pins missing which were missing so that you couldn't put the cable in backwards I guess. But my floppy and IDE card wanted ALL the pins there, including in the cable (my cables also had a pin or 2 blocked out). The cables and drives even had their own different cables with blocked out pins, like pin 3 could be blocked out or pin 2. I had to eventually take out the floppy cable from my newer computer (I had put in a 5.25 with a older cable) and stick it in the other PC. I guess they changed industry standards in the middle 90's and started blocking out different pins on the drives and cables, so that idiots making a computer wouldn't have to do the process of elimination when installing floppys.

6118. FFT on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <8qll0l$323$1@usenet.nau.edu>
Source record: 41689

Anybody know how I can write an FFT program in basic to analyze low frequency (<30hz) signals over the paddle input?

Thanks,

Pat

6119. FA: Huge collection of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Rob <rob@SPAMFREEfirststopdvd.com>
Message-ID: <39ce6330@news.parrett.net>
Source record: 41690

FA: Huge collection of Antic magazines

I have a huge collection of Antic magazines for auction. Many early, rare, and sought after issues are included. Some bound/hardcover volumes as well.

Prices range from cheap to reasonable. Will be adding more over the next few days..

The current auctions can be viewed at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=nicheware

6120. Re: FFT on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sssqvgnvottq59@corp.supernews.com>
Source record: 41691

"Patrick Robbins" <Probb26666@usa.net> wrote in message
news:8qll0l$323$1@usenet.nau.edu...
> Anybody know how I can write an FFT program in basic to analyze low
> frequency (<30hz) signals over the paddle input?
>
> Thanks,
>
> Pat

If you don't get a suggestion here, try comp.dsp since that is where they live. You may have to specify basic vs C, but I am sure there is someone there that has done it.

BTW: Paddles are only updated at 60 Hz, so you will get more then a bit of noise if your signal is anywhere near 30 Hz. You may need to put the pots in their fast scan mode.

6121. 8 bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Cabell <cabellSPAMOFF@richmond.infi.net>
Message-ID: <8qmgaadub1@nw003t.infi.net>
Source record: 41692

I've got my BBS running on the net now. It runs from 12am-6am Eastern Time.
The URL is:

telnet://cabell.tzo.com

I suggest you get a copy of Tom Hunt's AT-TELNET program so you can logon in
ATASCII for best results.

Check it out...

6122. Re: I'm getting rid of my ST stuff. FREE

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000924203651.14282B-100000@vtn1>
Source record: 41693
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 24 Sep 2000, Russg wrote:

> Sept. 24, 2000
> I'm getting rid of my ST stuff. If nobody wants it in about
> two weeks, it goes out to trash.

Good move. Just keep the real (8-bit) Atari stuff :)

jkp

6123. Re: 2600VCS portable!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39CED7A0.C4E016AB@earthlink.net>
Source record: 41694

Ben Corr wrote:
>
> Have you guys sen this?
>
> http://www.geocities.com/funmazer/index.html
>
> A home made hand held 2600 VCS.
>
> Great hack.....

I was about to post this. Make sure to read the "Making Of" story -
very funny stuff, and also very informative.

Mike
--
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
Mike Kohary Seattle, WA http://www.kohary.com
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
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6124. Re: 2600VCS portable!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Alex Chamberlain <octopus@aracnet.com>
Message-ID: <39CEE2E1.E4F2FA4F@aracnet.com>
Source record: 41695

Neat, but wasn't there already a Japanese pirate portable 2600 with a
hundred or so built-in games? I remember seeing them for sale on eBay.
So the idea isn't entirely new. Looks cool, though. Very authentic.

Ben Corr wrote:
>
> Have you guys sen this?
>
> http://www.geocities.com/funmazer/index.html
>
> A home made hand held 2600 VCS.
>
> Great hack.....
>
> --
> Ben Corr
> bjcorr@sonic.net

--

octopus@aracnet.com
http://www.aracnet.com/~octopus

6125. I'm getting rid of my ST stuff. FREE

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.39cf4fd4@fmlynet.org>
Source record: 41696

FamilyNet HQ: Telnet:\\www.family-bbs.net

Russg,

6126. Re: Calling all Drive Gurus

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 00:12:34 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000923201234.00273.00000213@ng-cp1.aol.com>
Source record: 41678

> melee5@my-deja.com answered:

>The IBM method of madness only works because selectable drives are
>shipped with their jumpers set to be the second drive (drive b). The
>twist causes a reversing of the signal such that the drive plugged onto
>the end connector responds as the first drive (drive a).
>
>The jumper block for drive selection is usually four pairs of pins
>right next to the 34 pin connector. They are usually numbered 0-3
>indicating drive 1-4 or a-d, but ATR might have had a better idea than IBM
>and used their own scheme which means - try it till it works. Best of luck.

I never did have a manual when the ATR8000 was alive, but I found one ocr'd online; its cable is described as follows:

1. Ground 18. Direction Select
2. N.C. (3.5" 1.44meg det) 19. gnd
3. gnd 20. Step
4. N.C. (poss. 3.5" 2.88meg det) 21. gnd
5. gnd 22. Write Data
6. Drive Sel 4 23. gnd
7. gnd 24. Write Gate
8. Index 25. gnd
9. gnd 26. Track 00
10. Drive Sel 1 27. gnd
11. gnd 28. Write Protect
12. Drive Sel 2 29. gnd
13. gnd 30. Read Data
14. Drive Sel 3 31. gnd
15. gnd 32. Side Sel
16. Motor On 33. gnd
17. gnd 34. N.C.

The Percom Master must be the same, because it controls the drive identically except for some things like 80 track and double sided capability.

Thanks to all who responded; the drive was an '88 Teac FD-55BR-100-U and I found the little jumpers on the bottom, in the back, partially obscured by the power connection, D0 thru D3. Does anyone know what the "U0" - "U1" jumpers do?

According to the pin-out above, twisting #10 thru #16 would swap Drive 1 select with Motor on and Drive 2 select with Drive 3 select so the PC must route differently.

-Ron

I don't have a solution but I admire the problem.

6127. Portfolio card drive help

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-24 03:24:32 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8qjs5ggok1@sshuraac-i-1.production.compuserve.com>
Source record: 41679

I've installed the card drive on my PC, but win95 insists on
making it another hard drive partition, only 128K. Doesn't
recognize card changes. Anything I can do to change the device
type, or make win95 ignore it? DOS treats it the same as win95.

Thanks for any suggestions.

Rick D.

--

6128. FS/T Atari Manuals, Books, Magazines and Comics

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <OmAz5.1078$24.412765@news0.telusplanet.net>
Source record: 41601
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.2600,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

To respond to this message, please use the enclosed email address rather than your reply button. Dealer enquiries are welcome.

Last Updated 09/24/00
- Sold/traded items removed

I have the following Atari Manuals, Books, Magazines and Comics (which are all in good to mint condition) which I am looking to sell or trade. If you have any questions in regards to style. language, or cover art, etc., please feel free to ask. I am open to reasonable offers, please make all offers in U.S. Funds (buyer pays shipping). I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to me by using this link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Books (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

This list covers the following categories:
- Atari Force Comics
- Atari 2600 Manuals
- Atari 8bit Books and Manuals
- Atari ST Books and Manuals
- Atari related Magazines

Atari Force Comics
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

Atari 2600 Game Manuals Please make an offer
==========
- Artillery Dual by XONOX - Full color French (Canadian) variation 1983 (rare)
- Asteroids - Full color 5 language variation 1979
- Atari Game Catalog (49 Games) Full Color English variation 1982 -Breakout - Full color 5 language variation 1978

- Centipede - Full color 5 language variation 1982
- Chuck Norris Superkicks by XONOX - Full color French (Canadian) variation 1983 (rare)
- Combat - Full color 5 language variation 1978
- E.T. - Full color 5 language variation 1982
- Jungle Hunt - Full color English variation 1983
- Kangaroo - Full color 5 language variation 1983
- Maze Craze - Full color English variation 1978
- Missile Command - Full color 5 language variation 1980
- Mouse Trap by Coleco - 3 color English/French (Canadian) variation 1982 -Night Driver - Full color English variation 1980
- Outlaw - Full color English/French (Canadian) variation 1978
- Outlaw - Full color English variation 1978
- Pole Position - Full color 5 language variation 1983
- Popeye by Parker Bros. - 3 color English variation 1983
- RealSports Baseball - Full color 5 language variation 1982
- Star Raiders - Full color English variation 1982
- Street Racer - Full color 5 language variation 1978
- Yars' Revenge - Full color 5 language variation 1981
- Yars' Revenge - Full color English variation 1982

8-Bit Books Please make an offer
==========
- Compute's "The Atari Basic Source Book"
- Atari Basic Reference Manual

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals/Tech Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without

software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

Electronic Games Magazine memorabilia Please make an offer
==========
- Order Form Insert (Vectrex Version) - Mint Condition. This was the original full color order form insert that was packaged in with many companies cartridges to help promote sales of 'Electronic Games' magazine. It is a three page foldout which covers all the regular articles that 'Electronics Games' ran. The front cover is purple and offers Vectrex players a 44% discount.

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

6129. Re: APE, SIO2PC and WIN ME

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Pairman <microtac@nospam.geocities.com>
Message-ID: <D3Dz5.1113$24.469085@news0.telusplanet.net>
Source record: 41602

From PCBuyers.com (http://www.pcbuyersguide.com/)
We recently saw an article elsewhere that claimed Windows Millennium Edition "does away entirely with DOS underpinnings."

It is our opinion that DOS still lurks behind the scenes but is better hidden than before. Our research, as noted noted in our "Millennium and Beyond" review http://pcbuyersguide.com/software/system/MS-Millennium.html suggests a more accurate description is that "it retains the drawbacks of its DOS legacy, but, for the first time in a Windows 9x product, hides them from the user."

After all, there's already a third-party hack out there (actually, we've seen more than one!) that re-enables real mode boot functionality in WinMe. This patch http://www.geocities.com/mfd4life_2000/ enables DOS mode straight from boot via the F8 key. Doesn't this essentially disprove the "no DOS underpinnings" claim? (See the Forum http://216.232.19.173/ubb/Forum1/HTML/000004.html for other commentaries on bogus claims.)

"LLpwhite" <llpwhite@cs.com> wrote in message news:20000925003134.12815.00000602@ng-bh1.news.cs.com...
> Installed WIN ME today, and proceeded to briefly check out APE 95/98, APE 118,
> and SIO2PC 4.19. The two APE programs work great, but SIO2PC 4.19 only works
> intermittently. I may try to play around with the timings to see if I can get
> it going. I wonder if it used the DSR line if it would do better? WIN 98 SE
> did just fine with 4.19, but not WIN ME. This was a DOS window. I'm not sure
> that ME has a boot-up DOS mode like 98. It does not have a "Restart in DOS
> mode" menu item as did 95 & 98
> Larry

6130. One last try; was:Re: unloading stuff at nyc flea market

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Paul <trailblazer@usadaughtcom>
Message-ID: <vbiussot3ruifdkugjaqlrbktcpamf7t0g@4ax.com>
Source record: 41603

The Greenflea market in Manhattan is not a place to sell/buy
electronic goods--vendors cater to the predominately female and
middle-aged antique-hunting-type crowd.

I'll give the flea market thing one more try. This Sunday on October
1, I'll be at the Elephant's Trunk flea market just north of Danbury,
CT. I visit this one at least once a month. It's a great place for
vintage electronics, and it's also the biggest flea market in CT.

Thanks,

Paul

On Fri, 22 Sep 2000 21:26:17 -0500, "Paul" <trailblazer@usadaughtcom>
wrote:

>Everything works great. I actually have two 600xls, and no 1200xl.
>
>Thanks,
>
>Paul
>
>In article <6somsssbn4e4bl9fhkvg74d05midi1nbb4@4ax.com>, Paul
><trailblazer@usadaughtcom> wrote:
>> I'll be unloading a few atari computers, as well as several vintage game
>> systems and accessories at the Greenflea flea market this Sunday. It's
>> at 77th and Columbus in Manhattan.
>>
>> This is stuff that would sell on eBay, but it's nothing incredibly rare
>> or exciting. If you're new to collecting this stuff and want to save on
>> shipping, here' s what I've got...
>>
>> I'm pretty sure I have the following systems:
>>
>> 800
>> 800xl
>> 600xl
>> 1200xl
>>
>> printer, disk drive, trackball, cabling.
>>
>> I also have some other old computers, and several game systems
>> (including about a dozen atari game systems).
>>
>> Not sure if everything works, I'm trying to get the stuff tested this
>> week. I've got a monitor and electricity at the flea market, so I'll

>> also have the ability to test stuff there too.
>>
>> If you happen to be in the area on Sunday, stop by and say hi.
>>
>> Thanks,
>>
>> Paul
>

6131. FA: New Atari 400/800 games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <OjIz5.10459$YG5.22474@tor-nn1.netcom.ca>
Source record: 41604
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,tor.forsale.computers

Hello there,

I have the following new/sealed Atari 400/800 games for auction on Ebay:

Robotron 2084:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=443512147

Football
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=443527098

Crossfire
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=443530063

Thanks for looking.

Richard.
(Please remove the "NOSPAM" if replying by email).

6132. Re: speech synthesiser for atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <39CF53D6.9F37FC4E@pcisys.net>
Source record: 41605

This device was called the Voice Box. It's based on the Votrax SC-01 voice synthesizer chip.

Regards,
Glenn Bruner
brunergs@pcisys.net
Glenn's Atari Showroom

Count Zero wrote:

> Hi all, it's been a long while since i posted in here. I'm looking for a
> speech synthesiser for the atari 8-bit systems, I believe it was called the
> speech box or something, and it was produced by a company called Alien
> Group. I was corresponding with one of you quite a while back who had one
> of these and was willing to part with it, however my isp decided to
> terminate my unix account without warning so I lost the email address. In
> any case, if anyone has one of these and is willing to part with it let me
> know.
>
> Best regards,
>
> Tom

6133. My new web site

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <39CF54BD.D5830ED1@pcisys.net>
Source record: 41606
Cross-posted to: comp.sys.atari.8bit,alt.atari-jaguar.discussion

Hello Fellow Atari Owners,

Just wanted to share my new web site that I posted yesterday. It's devoted to Jaguar and
the Atari 1400XL/1450XLD. It was previously known as Images of Rare Prototypes... at
http://www.pcisys.net/~brunergs/Atari. My website needed a major overhaul and better content.
Plus, my new site out grew my ISP's allowed space of 2MB's. Thank you Geocities!

The Jaguar content talks about the different development systems Atari had for the Jaguar.
Included is a schematic I drew of the memory circuit of the Alpine board which has information
on the mysterious jumpers used on the Alpine. Also a nice schematic of the joypad and pin out
diagram for the cartridge connector that I got from the DoIt PROFIJAG archive.

The 1400XL/1450XLD content talks about the 1400XL and 1450XLD that I have in my
possession and what I've learned about them. The 1450XLD has schematics that I hand
drawn of various parts of the system (MMU circuits, disk drive, speech, modem, sound, memory).
This relates to the TONG (Hong Kong design) motherboard and not the generic 1400/1450XL
motherboard.

The site is located at http://www.geocities.com/glenn_b18.

It is pretty slow at first to load up if you have only a 28.8 connection. But I feel the content is
worth the wait.

Regards,
Glenn Bruner
brunergs@pcisys.net
Glenn's Atari Showroom

6134. 2600VCS portable!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39cf72fc@fmlynet.org>
Source record: 41607

FamilyNet HQ: Telnet:\\www.family-bbs.net

Not bad! A very swift little unit!

Doctor Clu

> From: Ben Corr <bjcorr@sonic.net>
> Have you guys sen this?
> http://www.geocities.com/funmazer/index.html
> A home made hand held 2600 VCS.
> Great hack.....
> --
> Ben Corr
> bjcorr@sonic.net

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6135. Re: Re: speech synthesiser for atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <8hqussctt26pqel8uvf1l12v2tu78hs6b2@4ax.com>
Source record: 41608

On Mon, 25 Sep 2000 07:32:06 -0600, Glenn Bruner <brunergs@pcisys.net>
drooled an embarassing wet spot in his lap as he typed:

>This device was called the Voice Box. It's based on the Votrax SC-01 voice
>synthesizer chip.

Isn't that the same chip they used in the arcade game Gorf?

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6136. Re: Re: 2600VCS portable!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <giquss898e9ei73v56nd46bard0jg1t4mq@4ax.com>
Source record: 41609

On Sun, 24 Sep 2000 22:30:09 -0700, Alex Chamberlain
<octopus@aracnet.com> drooled an embarassing wet spot in his lap as he
typed:

>Neat, but wasn't there already a Japanese pirate portable 2600 with a
>hundred or so built-in games? I remember seeing them for sale on eBay.
>So the idea isn't entirely new. Looks cool, though. Very authentic.

I don't think that jap 2600 was real. To the best of my knowledge,
the one on the page listed in the previous message is the only actual
portable 2600 anyone's ever actually followed through with. I read
once about someone who'd planned to gut a TurboExpress unit and put
2600 innards in it, but I don't know if this was ever carried out.
This portable however is a very cool idea indeed. I'm thinking he
could make some good money if he ever figured out a way to buy the
parts raw instead of pillaging them from old hardware and making units
for people.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6137. Re: I'm getting rid of my ST stuff. FREE-> TAKEN!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39cf7361$0$34966$53a6afc1@news.erinet.com>
Source record: 41610
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm sorry for inconvenience to anyone.
I have four offers to take the stuff. So I won't take any more
offers.
Please disregard.
Russg

6138. Re: Re: 2600VCS portable!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ssutnreoam9p96@corp.supernews.com>
Source record: 41611

"Mindfield" <mindfield@badgers.home.com> wrote in message
news:giquss898e9ei73v56nd46bard0jg1t4mq@4ax.com...
> On Sun, 24 Sep 2000 22:30:09 -0700, Alex Chamberlain
> <octopus@aracnet.com> drooled an embarassing wet spot in his lap as he
> typed:
>
> >Neat, but wasn't there already a Japanese pirate portable 2600 with a
> >hundred or so built-in games? I remember seeing them for sale on eBay.
> >So the idea isn't entirely new. Looks cool, though. Very authentic.
>
> I don't think that jap 2600 was real. To the best of my knowledge,
> the one on the page listed in the previous message is the only actual
> portable 2600 anyone's ever actually followed through with. I read
> once about someone who'd planned to gut a TurboExpress unit and put
> 2600 innards in it, but I don't know if this was ever carried out.
> This portable however is a very cool idea indeed. I'm thinking he
> could make some good money if he ever figured out a way to buy the
> parts raw instead of pillaging them from old hardware and making units
> for people.

He says he spent ~$200 for it and $150 of that was for the portable TV that he uses for his display. I think that may be a bit high for most peoples' tastes. Last time I looked, you could still get Lynx for ~$50 so spending 4x that much for a VCS may be to much.

Does kind of suggest what the portable TV manufacturers should do. As long as they are doing a portable hand held TV, they might as well bundle it with some type of built in game system under the hood.

AFAIK, there are no CMOS 6507s. I imagine you could do it with a 65C02 and other CMOS parts.

6139. Re: speech synthesiser for atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <p92vss0e6l471h5soe3vrlbeebh6f7dcut@4ax.com>
Source record: 41612

The other Day Mindfield <mindfield@badgers.home.com> wrote:

>On Mon, 25 Sep 2000 07:32:06 -0600, Glenn Bruner <brunergs@pcisys.net>
>drooled an embarassing wet spot in his lap as he typed:
>
>>This device was called the Voice Box. It's based on the Votrax SC-01 voice
>>synthesizer chip.
>
>Isn't that the same chip they used in the arcade game Gorf?

Yep...
--
Paul Irvine

Retro-gamer & old git

6140. 5-1/4" DS/DD Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000925133214.01006.00000738@ng-fp1.news.cs.com>
Source record: 41613

I indicated about a week or so ago that I would do some research on sources for 5-1/4" disks. This is not a final report, but the situation is really pretty good so here is a brief update. Both Imation (3M) and Maxell indicate that they still manufacture 5-1/4 DS/DD diskettes. No major manufacturer of disks that I checked shows this product on their web site, but several still make or sell them.
Verbatim has an on-line store that does list them for sale. A retailer that I have used before has plenty of bulk disks: http://www.mediasourceinc.com/
I checked several other disk sellers that show that they have plenty. The "clock may be ticking", but for now there seems to be plenty of 5-1/4's.
Larry

6141. Re: Looking for LK Avalon 6 Mirage history

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Daniel Kozminski <dely@horror.mirage.com.pl>
Message-ID: <8qobak$f3u$1@news.tpi.pl>
Source record: 41614

> "Mr.Bacardi" schrieb:
> >
> > Hi everybody !
> > I'm looking for someone who knows something about the history of the
> > polish firms LK Avalon and Mirage Software. What happend to them, how
> > did they start ?
> > I want to put the history on my homepage :
> > http://people.freenet.de/mrbacardi/

hello,

please, check these url`s:

http://www.mirage.com.pl/
http://www.lkavalon.com/

greetz

dely

--
dely@horror.mirage.com.pl
http://www.atari-area.prv.pl/

6142. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Egidio Basso <egidio.basso@wanadoo.be>
Message-ID: <8qoi1f$t8l$1@buty.wanadoo.nl>
Source record: 41615

The centek society sell the hd module with or without a ajax disk controler
and with or without the 1.44 Mb. floppy disk to install it into 1040 ST/E
and also in external in replacement from the 360 or 720Kb. Onto all Atari
model (not 400 and 800 or XL and XE series) the company's site is :
http://www.centek.fr

--

Click here for Free Video!!
http://www.gohip.com/freevideo/

Mark Bedingfield <mark@baypc.com.au> a crit dans le message :
8ommsv$eu5$1@perki.connect.com.au...
> The clock of the 1772 needed to be 16Mhz, tho halve the step rate, thus
> 1.44. You need the WD 1772-02 or an ajax, as earlier chips cant tolerate
> that frequency. The circuit used is a simple switching circuit that
monitors
> HD detect from the drives and decides whether to go 8 or 16Mhz. The 16 Mhz
> could be tapped from the Shifter or the Glue. Also the HD detect usually
> needs inverting.....
>
> Mark Bedingfield
>
> Rick Cortese <ricortes@netmagic.net> wrote in message
> news:sqsr1ct4c5d132@corp.supernews.com...
> > "Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in
message
> > news:8olanf$912$3@nets3.rz.RWTH-Aachen.DE...
> > > Howdy Alan, folks
> > >
> > > >IIRC, the mod for the XF551 won't handle 1.44 Meg floppies in the
3.5"
> > > >format -- only 720K. It would, I've been told, a complete rewrite of
> the
> > OS
> > > >to get the 1.44. I could be wrong.
> > >
> > > AFAIK it is hardware related. I guess it's the clock frequency. If
> 1.44
> > meg
> > > would be possible, the Puff_meister would have included it in his 3.5"
> > > upgrades.
> >
> > I read the instructions for replacing the 720k 3.5" drive in a ST with a

> > 1.44 some years ago. I have forgotten most of the info so if you want
some
> > part numbers and actual techniques you would have to find the original
> hack.
> >
> > As much as I can remember, the ST and XF 551 both used the 1772<?>
floppy
> > controller. The modification to the ST required adding a glue
chip<divide
> by
> > N type counter> to get the clock right and perhaps a 2X faster crystal.
> >
> > I seem to recall there was one other modification/hack, something like
> head
> > step value or special formating program. I never did the mod myself so I
> > don't have any idea what compatibility issues there were.
> >
> > Then came the Ajax chip which made the hack for 1.44 kind of obsolete.
> >
> >
>
>

6143. Re: 2600VCS portable!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <39CFEC03.279B@volcano.net>
Source record: 41616

Mindfield wrote:
>
> >Neat, but wasn't there already a Japanese pirate portable 2600 with a
> >hundred or so built-in games? I remember seeing them for sale on eBay.
> >So the idea isn't entirely new. Looks cool, though. Very authentic.
>
> I don't think that jap 2600 was real.

The TV Boy is a 2600 clone which contains 127 games. The unit I have
requires a TV though and I have never seen one of these units with a
built in monitor. However, as it already includes a joypad and a menu
to select 127 games, it would be a great start for a handheld project.

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

6144. Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39D01902.6BD0F697@ev1.net>
Source record: 41617

```
Is there a place on the net that I can download Eastern Front???
Or do I have to search and find someone to sell me the cartidge
or cassette???

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

6145. n Newton

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39cfe37c@fmlynet.org>
Source record: 41618

FamilyNet HQ: Telnet:\\www.family-bbs.net

In the realm of the Newton MessagePad I am currently working on making various apps to give the Newton more of an Atari touch. And of course I am putting these on my Atari/Newton Connection site when I'm done.

Having established various connection programs for those two computers to talk to each other, I am now working on MUSIC!

The Newton has a Modplayer. It works great but the Mod files need to be altered slightly to work with the player. I have a way now of doing this quickly (Thanks to the creator of the Modplayer and the creator of the Newton webbrowser), so now I need MODS!!!

So please, if you know of some good mods that are from Atari games, remakes of sounds from Atari games, etc, please let me know, and let me know where to find them. I'll convert them, and bring that Atari flair to the Newton platform!

Thanks in advance!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6146. Mod files of Atari games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.39cfe37c@fmlynet.org>
Source record: 41619

FamilyNet HQ: Telnet:\\www.family-bbs.net

In the realm of the Newton MessagePad I am currently working on making various apps to give the Newton more of an Atari touch. And of course I am putting these on my Atari/Newton Connection site when I'm done.

Having established various connection programs for those two computers to talk to each other, I am now working on MUSIC!

The Newton has a Modplayer. It works great but the Mod files need to be altered slightly to work with the player. I have a way now of doing this quickly (Thanks to the creator of the Modplayer and the creator of the Newton webbrowser), so now I need MODS!!!

So please, if you know of some good mods that are from Atari games, remakes of sounds from Atari games, etc, please let me know, and let me know where to find them. I'll convert them, and bring that Atari flair to the Newton platform!

Thanks in advance!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6147. 2600VCS portable!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 03:06:48 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <39CEBFD4.A0CCA432@sonic.net>
Source record: 41597

Have you guys sen this?

http://www.geocities.com/funmazer/index.html

A home made hand held 2600 VCS.

Great hack.....

--
Ben Corr
bjcorr@sonic.net

6148. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 04:15:26 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <yjAz5.1076$24.411605@news0.telusplanet.net>
Source record: 41598
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed email address rather than your reply button. Dealer enquiries are welcome.

- Last Updated 09/24/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25 - Only a couple left

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - 2 units left
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

6149. APE, SIO2PC and WIN ME

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 04:31:34 UTC
From: llpwhite@cs.com
Message-ID: <20000925003134.12815.00000602@ng-bh1.news.cs.com>
Source record: 41599

Installed WIN ME today, and proceeded to briefly check out APE 95/98, APE 118, and SIO2PC 4.19. The two APE programs work great, but SIO2PC 4.19 only works intermittently. I may try to play around with the timings to see if I can get it going. I wonder if it used the DSR line if it would do better? WIN 98 SE did just fine with 4.19, but not WIN ME. This was a DOS window. I'm not sure that ME has a boot-up DOS mode like 98. It does not have a "Restart in DOS mode" menu item as did 95 & 98
Larry

6150. FA: Atari stuff @ Yahoo auctions

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 04:41:48 UTC
From: Chad <nospam@bellsouth.net>
Message-ID: <gIAz5.3278$Ht3.111849@news4.mia>
Source record: 41600

Check it out at the following URL

http://user.auctions.yahoo.com/user/vdr781

39944683 Motorola BitSURFR PRO ISDN Modem **No Reserve** $50.00
40491816 Atari 600XL w/ 64K mod & PS
$10.00
40492226 Atari 800XL w/ PS
$20.00
40494986 Atari Trak-Ball Model CX80 (like new)
$5.00

6151. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 22:06:11 UTC
From: Egidio Basso <egidio.basso@wanadoo.be>
Message-ID: <8qoid7$u03$1@buty.wanadoo.nl>
Source record: 41620

In Angland there is possible to buy a cable to connect a pc by // port to
the drives 810, 1050 or the Atari 800 sio port. Also the cables to connect
the Atari drives 810 and 1050 with Happy or Archiver directely to // port of
the pc... But the zip is : all disk of Atari like a image file to use onto
pc ! And these files to return back to Atari 5.25" disk capable... A+ :-)

--

Click here for Free Video!!
http://www.gohip.com/freevideo/

Andreas Magenheimer <magea000@mail.uni-mainz.de> a ?crit dans le message :
3992CCEA.A122F928@mail.uni-mainz.de...
>
>
> Jessica C schrieb:
> >
> > Disk drive? Yes, there is the XF351 (right? Not sure of the name) by
Atari
> > that will handle 3.5 floppys. I think that there are other drives that
will
> > work, I will let my buddies here clarify that for you.
> >
> > Jessica
> >
> > Mark Bedingfield wrote:
> >
> > > Is it possible to hook up a 1.44 to an sio port? Are there doc's
around to
> > > do the job?
> > >
> > > Mark Bedingfield
> > >
> > > --
> > > ***
> > > Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> > > Falcon030-4-850, MegaSTE4, 200MB Sq
> > > Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
> > > more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> > > mark@baypc.com.au
> > > ***
>
> Well,
> ABBUC Floppydoc (Erhard Puetz) once built the HDI (High-Density floppy

> interface), that could attach 1-4 Floppy drives to an Atari SIO port.
> The floppies could be 5,25" 80Tracks DD (720kbytes, PC or something) or
> 3,5" DD/HD 80 tracks (720k or 1440k, PC, Amiga, ST, etc.) The interface
> was sold out very soon, but you can still find the schematics on his
> homepage. Just visit ABBUC:
> http://www.atari-computer.de/abbuc
> and click on the button "Floppy Alchemie" which will link to Erhards
> Homepage (sorry, I do not know the direct URL). Once there try to find
> the schematics for the HDI - maybe you can built one yourself... By the
> way, the HDI supported single, double and high density (40 or 80 Tracks,
> dd or hd, single or double-sided) but no medium/dual density (1050
> format). Therefore it supported ultra speed known from happy and speedy
> drives...
>
> greetings - Andreas magenheimer
>
> P.S.: There is of course also the Black Box and its Floppy board, that
> supports 3,5" floppies and with an XF floppy you could at least reach
> 720k with a 3,5" drive and a slightly changed OS...

6152. Re: Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-25 22:32:41 UTC
From: Egidio Basso <egidio.basso@wanadoo.be>
Message-ID: <8qojut$10ot$1@buty.wanadoo.nl>
Source record: 41621

If you have a lot of games for Atari 800 in ATR images or XFD and XLD, there is possible to send me this cd-rom with all old games because i sended more years ago to a (friend) guy in holland many disk with all the games onto this Atari to transfert to disk image file and there is 6 years passed and i never see again...
How much there is expensive to creat and send to me the cd-rom(s) with all games ?
Send me a e-mail to egidio.basso@wanadoo.be with the value to pay you or send the package to : Basso Egidio, 118, rue Vanderick. B-6180 Courcelles / Hainaut. Belgique / Europe. Thank you very much. A+ :-)

--

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http://www.gohip.com/freevideo/

Edward S. Baiz Jr. <ebaiz@skyenet.net> a crit dans le message :
qLfg5.2883$Dw6.7758@newsfeed.slurp.net...
> On 28 Jul 2000 00:36:15 , "Brandon Thomas" wrote:
> >I was wondering if anybody new a way to convert Roms off of the computer,
> >for pc emulator, back to Atari form so that I can play some games. I
have
> >just pulled my atari out of storage and most of my fun game disks are
ruined
> >So I was wondering if there was a way. If you know anything please
respond.
> >
>
> I have some mega ATR images with a lot of 8-bit games. There is alittle
> program that will convert these into XFD or XLD files. Then I can load
> those into a program for my ST that will take out the file and put them on
> my hard drive. That is about as far as I can go.
>
> Edward S. Baiz Jr.
> (Gamer)
> ---
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ---
>

>

6153. Re: speech synthesiser for atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000926163531.04050.00000745@ng-cq1.aol.com>
Source record: 41547

>"Magada Kamal" coma56@NS.popstar.com replied:

>I remember one called "SAM" -- Software Automated Mouth, I think. I can't
>remember the company that produced it. It was just software, no chip or
>whatever.

IIRC it was by Don't Ask Software; we had a lot of fun around our house with it
in the old 8-bit days.

-Ron

I don't have a solution but I admire the problem.

6154. Re: Atari 800 Question/Booting Eastern Front HELP

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <8qr5hr$9cj$1@brokaw.wa.com>
Source record: 41548

the male RCA plug coming out the back of the 800 is not composite video, rather it is RF. To use your monitor, you will have to have either a special monitor cable that plugs into the DIN plug on the side of the machine, or run the RF through a converter of some kind with comp. video output (such as a VCR).

6155. Re: Atari 800 Question/Booting Eastern Front HELP

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: jamurphy3@my-deja.com
Message-ID: <8qrbva$me0$1@nnrp1.deja.com>
Source record: 41549

Thanks - that's my problem.

In article <8qr5hr$9cj$1@brokaw.wa.com>,
"Dan Vernon" <danver@halcyon.com> wrote:
> the male RCA plug coming out the back of the 800 is not composite
video,
> rather it is RF. To use your monitor, you will have to have either a
> special monitor cable that plugs into the DIN plug on the side of the
> machine, or run the RF through a converter of some kind with comp.
video
> output (such as a VCR).
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6156. Last Chance to bid on my beautiful complete Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Cynthia Agard <cagard@olg.com>
Message-ID: <nmh2tsou3pol1dpo7n7tpntitvg72caio7@4ax.com>
Source record: 41550

My ebay auction ends in just 12 hours.

I had a problem with the atari system web page.

In any event I was forced to move my web site.

To see a full description of this system go to
http://www.geocities.com/cagard_2000/atari.htm

To bid on it go to
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=440791695

Thanks,
Cindy

6157. Atari Antic Magazines for sale on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Diceman <bhansen@bellsouth.net>
Message-ID: <rGcA5.4318$bK5.24861@news2.mia>
Source record: 41551

I'm selling 5 'like new' Antic magazines (vol 1.2 through 1.6) on EBAY. Bid if you're interested.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=448857500

6158. mod files (for the Newton) with an Atari theme

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d1895c@fmlynet.org>
Source record: 41552

FamilyNet HQ: Telnet:\\www.family-bbs.net

Just a message letting you guys see the results so far of the contributions and suggestions. BTW, this site has a two fold purpose... to house Newton mod files, but also give people in the Atari realm an idea of where to find (and house) Atari mods to play on their machines.

The original Mule.mod file will be placed on there tomorrow. ;)

Thanks for the entries so far! Please keep 'em coming!

Doctor Clu

@>-->----------

This is just a message announcing the fact that I have gone nuts with my latest project. Thanks to Steve Weyer's latest version of "Newt's Cape" and Roger Milne's "ModSaver" the Newton community now has yet another batch of mods to enjoy of their modplayers!

All this stems from the fact that I like my Newton having a certain Atari flair (What is an Atari fan supposed to use for a palmtop? A Portfolio?!? Yeh right!) and the desire to have some Atari media on there. And it is my hope to get an extensive Atari collection together at the site found at:

The ATARI / NEWTON CONNECTION
http://www.geocities.com/lady-aramis/newtonconnect.html

Just look under the Modplayer entry on the page and you'll see the link to the Mod files.

Check it out and let me know what you think!

Atari/Newton fan,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6159. FA: SIO2PC cable for Atari - PC communication

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8qphui$br8$2@korweta.task.gda.pl>
Source record: 41630

If you still do not have one, check it out - it is well worth it:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=450229132

j131

6160. Re: speech synthesiser for atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Magada Kamal <coma56@NS.popstar.com>
Message-ID: <8qphs8$162$1@bob.news.rcn.net>
Source record: 41631

> In article <39CF53D6.9F37FC4E@pcisys.net>,
> Glenn Bruner wrote:

> This device was called the Voice Box. It's based on the Votrax SC-01 voice
> synthesizer chip.

I remember one called "SAM" -- Software Automated Mouth, I think. I can't remember the company that produced it. It was just software, no chip or whatever.

6161. Re: Mod files of Atari games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8qppep$2c7$4@kohl.informatik.uni-bremen.de>
Source record: 41632

Mindfield <mindfield@badgers.home.com> wrote:
> Damn. I wish I still had my old MOD of the title music to M.U.L.E.
> :-)

I have heard one or two renditions of the MULE theme in my time, but they NEVER were able to even come CLOSE to the original music. A 6502/POKEY emulator would be the best bet. Isn't there such a beast available for PCs, like the SID player for C64 binary music files?? I THINK I have seen one for Atari files, too.

Bye,
Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www.tmeyer.de/

6162. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <39d07221.46453589@news.jacksonville.net>
Source record: 41633

On Tue, 26 Sep 2000 03:10:16 GMT, Jon <johnhi@spam.epix.net> wrote:

>In article <39D01902.6BD0F697@ev1.net>, richmond@ev1.net says...
>> Is there a place on the net that I can download Eastern Front???
>> Or do I have to search and find someone to sell me the cartidge
>> or cassette???
>>
>>
>I have several of the cartridges for sale. How about $5.00 plus $2.00
>shipping?

I picked up the cart a while ago at a flea market for 50 cents. What
I'd like to find is the docs, I've checked a bunch of Atari sites and
haven't found them yet. Anyone know where I can get them?

6163. Re: Mod files of Atari games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <39d094d4$0$4652@wodc7nh0.news.uu.net>
Source record: 41634

Hey all,

If your looking for the MULE Theme as a MOD, check out
alt.binaries.comp.atari8bit

I've uploaded a MULE Theme MOD that I've had on my ST for the longest time.

WinAMP will play it on the PC, and there are a bunch of different players
for the ST, Amiga, MAC, etc..

Enjoy it!

Marshall Walker
mwalker@mc.net

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0003.39cfe37c@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> In the realm of the Newton MessagePad I am currently working on
making
> various apps to give the Newton more of an Atari touch. And of course I
am
> putting these on my Atari/Newton Connection site when I'm done.
>
> Having established various connection programs for those two
computers to
> talk to each other, I am now working on MUSIC!
>
> The Newton has a Modplayer. It works great but the Mod files need
to be
> altered slightly to work with the player. I have a way now of doing this
> quickly (Thanks to the creator of the Modplayer and the creator of the
Newton
> webbrowser), so now I need MODS!!!
>
> So please, if you know of some good mods that are from Atari games,
> remakes of sounds from Atari games, etc, please let me know, and let me
know
> where to find them. I'll convert them, and bring that Atari flair to the
> Newton platform!
>
> Thanks in advance!
>
> Doctor Clu
>

>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

6164. Atari 800 Question/Booting Eastern Front HELP

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: jamurphy3@my-deja.com
Message-ID: <8qq6pc$f39$1@nnrp1.deja.com>
Source record: 41635

Always wanted to play this game, got a used Atari 800 (original, not XL brown case) and a cartridge. Seated securly cartridge in left slot,have the 800 connected to a RCA video connector on a Commodore 1084s monitor (which works fine with a Apple][). When I turn it on I see a power light but no video.

FYI the 800 has 48K, no joystick or basic cartridge. Are those required for the game to load? I know game needs a joystick to play.

Never booted a 800 before FYI and I know nothing about them... gonna grab a 8bit Atari book today and RTFM but until I find one HELP!

Thanks

Joe

Sent via Deja.com http://www.deja.com/
Before you buy.

6165. Re: 2600VCS portable!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <cA1A5.24494$jD2.3166622@typhoon.we.rr.com>
Source record: 41636

"The Maverick" <themaverick@volcano.net> wrote in message
news:39CFEC03.279B@volcano.net...
> Mindfield wrote:
> >
> > >Neat, but wasn't there already a Japanese pirate portable 2600 with a
> > >hundred or so built-in games? I remember seeing them for sale on eBay.
> > >So the idea isn't entirely new. Looks cool, though. Very authentic.
> >
> > I don't think that jap 2600 was real.
>
> The TV Boy is a 2600 clone which contains 127 games. The unit I have
> requires a TV though and I have never seen one of these units with a
> built in monitor. However, as it already includes a joypad and a menu
> to select 127 games, it would be a great start for a handheld project.
>
> the Mav
>
>
> --
>
> "Never give up -- never surrender!" Commander Peter Quincy Taggart

Theres also a portable Famicom (Japanese NES). Its called the Game Axe, its
pretty cool looking.

6166. Re: Mod files of Atari games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d0c47c@fmlynet.org>
Source record: 41637

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Thomas Meyer <i03a@zfn.uni-bremen.de>
> Mindfield <mindfield@badgers.home.com> wrote:
>> Damn. I wish I still had my old MOD of the title music to M.U.L.E.
>> :-)
> I have heard one or two renditions of the MULE theme in my time, but they
> NEVER were able to even come CLOSE to the original music. A 6502/POKEY
> emulator would be the best bet. Isn't there such a beast available for
> PCs, like the SID player for C64 binary music files?? I THINK I have
> seen one for Atari files, too.
> Bye,
> Thomas

True, nothing comes close to a good ole pokey-fied version of Archon/MULE...
I have thought it would be great to have a AMS player for the PC or something
like it.

At any rate, since the Newton doesn't have such a thing yet, Mods will have
to do.. for now! ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6167. Re: Mod files of Atari games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <8jb1tskmjroi1eokjunq06as1j2btkun89@4ax.com>
Source record: 41638

The other Day Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:

>Mindfield <mindfield@badgers.home.com> wrote:
>> Damn. I wish I still had my old MOD of the title music to M.U.L.E.
>> :-)
>
>I have heard one or two renditions of the MULE theme in my time, but they
>NEVER were able to even come CLOSE to the original music. A 6502/POKEY
>emulator would be the best bet. Isn't there such a beast available for
>PCs, like the SID player for C64 binary music files?? I THINK I have
>seen one for Atari files, too.
>
>Bye,
>Thomas

Yes, Sid play or Playsid offer easy play of the original C64 music
which isn't that different to the Atari version or mods of all sorts
are available here..

http://inet.uni2.dk/~bluenine/c64mod.html

Ignore the C64 bit, they are hand made mods..
--
Paul Irvine

Retro-gamer & old git

6168. Chat Tonight (Tuesday 26th Sep.) #atari8, on Graphics & BBK Artist

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <39cf5169.1959820@news.CIS.DFN.DE>
Source record: 41639

This announces our weekly IRC chat for Atari 8bit enthusiasts.
It's scheduled for September 26th, 2000, 10:30 pm Eastern US
time.

Here are the corresponding times for some other
places, choose the one near you.

California: 7:30 pm. Colorado 8:30 pm. Texas 9:30 pm.
London, England: 4:30 AM. Berlin: 5:30 AM. Hong Kong:
11:30 AM.

The topic for the chat will be "8bit Graphics and BBK Artist." For
anyone unfamiliar with BBK Artist it is one of the better or the best
painting programs for the Atari. If you are interested, we should be
able to provide an ATR of this program, which was published in Analog.

General Atari8 chat is also welcome.

This will be a standard IRC chat. It is not a web-based
chat on your browser. You need an IRC client, such as
mIRC. mIRC is really easy to set up, and you can find it at
www.mirc.com. Not to advertise it, there are other great IRC clients
for many platforms, but mIRC is sort of the standard.

The chat will be on Amiganet. Here are some
servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we will be there
waiting for you I hope!

6169. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <39d0b2c2.6018401@news.CIS.DFN.DE>
Source record: 41640

How about a standard serial mouse? Those are still available.

On Mon, 1 May 2000 00:32:26 GMT, Ivo van Poorten <ipoorten@cs.vu.nl>
wrote:

>"Itay Chamiel" <itayc@spam.cs.huji.ac.il> writes:
>
>>Ivo,
>
>>This is impossible. The ST mouse is a dumb device, and therefore has to be
>>polled - at the very LEAST - once for every pixel of movement. If the
>>handler
>>runs only in VBI, it will only work if you move your mouse very, very slowly
>>(up to 50 or 60 pixels a second). If you'd move the mouse any faster, the
>>movements would not be read properly.
>
>>The article you are referring to, by The Missing Link, clearly mentions that
>>it uses a Pokey timer interrupt and not a VBI.
>
>I guess that's the wrong article and driver then, though I'm 100% sure
>both Freddy (aka Frankenstein) and I had a VBI driven mousedriver with the
>cursor being part of the characterset (needs 4 characters) so it could be
>moved over normal text in graphicsmode 0. I'll see, when I'm at my parents-
>place again, if I can find the disk...
>
>--Ivo
>

6170. Re: Mod files of Atari games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <39D0B6E2.F595D0C9@asw.cz>
Source record: 41641

Thomas Meyer wrote:
> I have heard one or two renditions of the MULE theme in my time, but they
> NEVER were able to even come CLOSE to the original music. A 6502/POKEY
> emulator would be the best bet. Isn't there such a beast available for
> PCs, like the SID player for C64 binary music files?? I THINK I have
> seen one for Atari files, too.

It's called SAP and is a polish invention. It's the same thing as SID
files for C64, but using our lovely Pokey :-)
http://asma.dspaudio.com/download.htm

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

6171. Re: WTB in UK aerial lead unit for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <8qqehalpj1@plutonium.compulink.co.uk>
Source record: 41642

It seems to be a pretty standard aerial lead, as used on most 'period' machines. I have found most 'electrical' suppliers (like Maplins and the small local shops) have something in that dose the job, I am led to belive the XE series have the RF filter built in, rather than built in to the lead like the XL and earlier, so that should do the trick. Certainly works with mine.

JP

"All4nowt" <all4nowt@aol.com> wrote in message
news:20000922154701.08242.00000135@ng-cm1.aol.com...
> Hi all.
>
> Anyone have any aerial leads for the 130XE?
>
> Please help!
>
> Many thanks
>
> John
>
>

6172. Re: Atari 800 Question/Booting Eastern Front HELP

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <8qqfhu$mg5$1@plutonium.compulink.co.uk>
Source record: 41643

<jamurphy3@my-deja.com> wrote in message news:8qq6pc$f39$1@nnrp1.deja.com...
> Always wanted to play this game, got a used Atari 800 (original, not XL
> brown case) and a cartridge. Seated securly cartridge in left slot,have
> the 800 connected to a RCA video connector on a Commodore 1084s monitor
> (which works fine with a Apple][). When I turn it on I see a power
> light but no video.
>
> FYI the 800 has 48K, no joystick or basic cartridge. Are those required
> for the game to load? I know game needs a joystick to play.
>
> Never booted a 800 before FYI and I know nothing about them... gonna
> grab a 8bit Atari book today and RTFM but until I find one HELP!
>
> Thanks
>
> Joe
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Without basic or any carts, you should get a blue screen with a cursor top left. (I never had an 800, but you can start an XL/XE without basic, need to for some games, and that ia what you get)

Try plugging it into a telly using a standard cable and see if you get a picture.

My 1084 has a push switch at the front to switch modes between compisite and RGB. The display for the atari is compisite, at the back of my 1084 is 4 standard audio-style plugs, 2 sound and 2 for video. Try playing with that, also check out the video cable. I found a nice monitor cable at Maplins in their audio section that gives good results. though it was very much a case of swapping the leads about at the monitor end till i got it right as there are 4 termials at the end. I'm not sure if the pinouts are the same on the apple but i would doubt it.

I have heard of the TV out put going kapput and leaving the monitor output ok and vice versa, may be you are suffering that?

good luck

jp

6173. Re: Mod files of Atari games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <8qqih4$u0v$1@brokaw.wa.com>
Source record: 41644

could someone who has access to the binaries group make this lovely file
available to the rest of us? I.e. upload it to the atari umich ftp archive
or post it to a website somewhere?
Thank you!
-still MULE crazy in Seattle

> If your looking for the MULE Theme as a MOD, check out
> alt.binaries.comp.atari8bit

6174. Re: Mod files of Atari games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d10acd@fmlynet.org>
Source record: 41645

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Marshall Walker" <mwalker@mc.net>
> Hey all,
> If your looking for the MULE Theme as a MOD, check out
> alt.binaries.comp.atari8bit
> I've uploaded a MULE Theme MOD that I've had on my ST for the longest time.
> WinAMP will play it on the PC, and there are a bunch of different players
> for the ST, Amiga, MAC, etc..
> Enjoy it!
> Marshall Walker

Thanks, I don't usually look at that newsgroup, truth is, I've forgotten
about it. But I'll check it out when I get home.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6175. Re: Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000926162137.04050.00000742@ng-cq1.aol.com>
Source record: 41646

>"Egidio Basso" egidio.basso@wanadoo.be requested:

>If you have a lot of games for Atari 800 in ATR images or XFD and XLD, there
>is possible to send me this cd-rom with all old games because i sended more
>years ago to a (friend) guy in holland many disk with all the games...
(snip)
>How much there is expensive to creat and send to me the cd-rom(s) with all
>games ?

Why not just down load them from here:
http://atari.webjump.com/atari0.html
or here
http://www.atariworld.com/8bit/atrfiles.html

save all the postage...

-Ron

I don't have a solution but I admire the problem.

6176. Re: Mod files of Atari games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 01:06:16 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d0620c@fmlynet.org>
Source record: 41629

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Mindfield <mindfield@badgers.home.com>
>> So please, if you know of some good mods that are from Atari games,
>> remakes of sounds from Atari games, etc, please let me know, and let me know
>> where to find them. I'll convert them, and bring that Atari flair to the
>> Newton platform!
> Damn. I wish I still had my old MOD of the title music to M.U.L.E.
> :-)

Wish you did too. I would love to get one for that and Archon.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6177. Atari 1050 FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 03:03:44 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8qp3mg$7fc$3@mohawk.hwcn.org>
Source record: 41623

Ok, I'm trying to rationalize my Atari holdings, and I need to get rid of a few Atari Disk drives. I have some working and fully tested Atari 1050 disk drives, which include an SIO cable, power supply and floppy with Atari 2.5 Dos on it.

The drives have read, formatted and wrote dos files. The drives work, but in some cases dont sound as smooth as silk. I am willing to sell them for $30 US funds SHIPPED to North America, $20 US funds plus shipping elsewhere.

Black Box and MIO owners might be interested in some Adaptec 4000a controllers I have which have been tested and are fully functional. I have a few of these for sale $30 US funds shipped in North America, and $25 US funds plus shipping elsewhere. The Adaptec 4000a controller converts old MFM drives to Scsi, and they work well with the MIO.

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

6178. Re: 5-1/4" DS/DD Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 03:09:31 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8qp41b$7fc$4@mohawk.hwcn.org>
Source record: 41624

LLpwhite (llpwhite@cs.com) wrote:
: I indicated about a week or so ago that I would do some research on sources for
: 5-1/4" disks. This is not a final report, but the situation is really pretty
: good so here is a brief update. Both Imation (3M) and Maxell indicate that
: they still manufacture 5-1/4 DS/DD diskettes. No major manufacturer of disks
: that I checked shows this product on their web site, but several still make or
: sell them.
: Verbatim has an on-line store that does list them for sale. A retailer that I
: have used before has plenty of bulk disks: http://www.mediasourceinc.com/
: I checked several other disk sellers that show that they have plenty. The
: "clock may be ticking", but for now there seems to be plenty of 5-1/4's.
: Larry

I was given a large number of them, and have given tons away. I offered
them at about 10 cents a piece in the past to pay for my time shipping
them, and had no requests. If anyone wants about a hundred 5.25 used
floppies for $10 plus shipping, let me know.

I think if anyone asks around they can get a number of them for free.

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

6179. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 03:10:16 UTC
From: Jon <johnhi@spam.epix.net>
Message-ID: <MPG.1439de6456d8bcbe98968c@news.epix.net>
Source record: 41622

```
In article <39D01902.6BD0F697@ev1.net>, richmond@ev1.net says...
> Is there a place on the net that I can download Eastern Front???
> Or do I have to search and find someone to sell me the cartidge
> or cassette???
>
>
I have several of the cartridges for sale. How about $5.00 plus $2.00
shipping?
--
Remove "spam" to reply by email
```

6180. Looking for Atari books

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 03:57:26 UTC
From: Arudzki <arudzki@mailbox.bellatlantic.net>
Message-ID: <39D01DFD.506A9E4C@mailbox.bellatlantic.net>
Source record: 41625

I'm looking for:

Inside Atari DOS by Compute! and

The Atari Basic Source Book by Compute!

If anyone has one or both of these they want to sell, please drop me a line.

Tony

Arudzki@bellatlantic.net

6181. Re: Re: Re: 2600VCS portable!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 04:42:04 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <6r90ts0nkihhf4rclgob9g9t577ttv53mp@4ax.com>
Source record: 41626

On Mon, 25 Sep 2000 09:02:12 -0700, "Rick Cortese"
<ricortes@netmagic.net> drooled an embarassing wet spot in his lap as
he typed:

>He says he spent ~$200 for it and $150 of that was for the portable TV that
>he uses for his display. I think that may be a bit high for most peoples'
>tastes. Last time I looked, you could still get Lynx for ~$50 so spending 4x
>that much for a VCS may be to much.

Yeah, but for a start it's the novelty of the thing; making a home
system into a portable. And a VCS, no less. Still, that cost I think
could be dramatically reduced if he could find a place to buy small
quantites of TFT displays.

>Does kind of suggest what the portable TV manufacturers should do. As long
>as they are doing a portable hand held TV, they might as well bundle it with
>some type of built in game system under the hood.

That'd be rather interesting, and for once a *good* combo device.

>AFAIK, there are no CMOS 6507s. I imagine you could do it with a 65C02 and
>other CMOS parts.

I dunno if that'd suffice for games written with some dodgy practises.
Plus, I think it'd be rather hard to find RAID chips...

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6182. Re: Mod files of Atari games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 04:43:52 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <p9a0tsst57a81agcg6h8cbain2hlelfofr@4ax.com>
Source record: 41627

On Sun, 25 Sep 2000 16:10:04 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> drooled an embarassing wet spot
in his lap as he typed:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> In the realm of the Newton MessagePad I am currently working on making
>various apps to give the Newton more of an Atari touch. And of course I am
>putting these on my Atari/Newton Connection site when I'm done.
>
> Having established various connection programs for those two computers to
>talk to each other, I am now working on MUSIC!
>
> The Newton has a Modplayer. It works great but the Mod files need to be
>altered slightly to work with the player. I have a way now of doing this
>quickly (Thanks to the creator of the Modplayer and the creator of the Newton
>webbrowser), so now I need MODS!!!
>
> So please, if you know of some good mods that are from Atari games,
>remakes of sounds from Atari games, etc, please let me know, and let me know
>where to find them. I'll convert them, and bring that Atari flair to the
>Newton platform!

Damn. I wish I still had my old MOD of the title music to M.U.L.E.
:-)

>
> Thanks in advance!
>
> Doctor Clu
>
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6183. FS: Carts, Cassettes, & Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-26 04:46:10 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <mSVz5.20455$nk3.973359@newsread03.prod.itd.earthlink.net>
Source record: 41628

Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $5.00
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Three Holiday Games Cassette (w/manual) $3.50
Atari BASIC Cart. $2.00
Atari Bug Hunt Cart. $3.00
Atari Centipede Cart. $4.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $4.00
Atari Flight Simulator II Cart. $5.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $4.00
Atari Star Raiders Cart. (w/box) $3.50
Atari Super Breakout Cart. $3.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Sublogic Flight Simulator II Disk (w/manuals & box) $10.00

Buyer pays shipping/insurance.

6184. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-pW1jTdCQsedj@port14.vdts.cab.cth.com.au>
Source record: 41560

On Sun, 26 Sep 3900 14:30:12, DCM01@USA.NET (Daniel Miller) wrote:

> How about a standard serial mouse? Those are still available.
>
How would one connect it to an atari 8 bit? PS/2 would be better but
it would require much more cpu time to monintor the thing.

James B

6185. Atari800Win V. 2.6c and Windows ME

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 00:00:00 UTC
From: Cruiser 7 <dr.ovid@despamsucksja.com>
Message-ID: <39D1E3E4.6976CA15@despamsucksja.com>
Source record: 41561

Has anyone else had problems with sound using Atari800Win V. 2.6c in Windows ME? Version 2.6a works just fine, but v2.6c doesn't have sound, no matter what the configuration is. I was just wondering if anyone else has had this problem.

BTW, for what it's worth, and if you haven't already guessed, there's no need to rush out and get Windows ME if your Win 98 is running just fine. I am installing it on new systems for work and, of course, emulator compatibility is one of the first things I check out. :-)

Cruiser 7

6186. Atari 2600 Zellers Games - How do you identify them ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 00:00:00 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <2jnA5.11662$YG5.24398@tor-nn1.netcom.ca>
Source record: 41562

Can anybody please tell me how to identify Atari 2600 Zellers games ? Are there any cartridge scans on the web ?

I have quite a few of them, and they all have a colourful main label (no text or manufacturer) and a plain black end label with the cartidge title in white. The cartridge itself is made of black plastic.

Thanks,

Richard.

(Please remove the "NOSPAM" if replying by email).

6187. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_970064374@rtfm.mit.edu>
Source record: 41563
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 16, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Atari BBS's to telnet to:
Closer To Home (CTH), telnet://cth.tzo.com/
Atari Annex, telnet://atari.thebbs.org/
Nolan's Nest & SPACE, telnet://209.105.35.109/

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

6188. Re: Atari800Win V. 2.6c and Windows ME

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <i354tsgfod1nu77gug9ghk591s7lln7t9t@4ax.com>
Source record: 41564

On Wed, 27 Sep 2000 07:11:16 -0500, Cruiser 7
<dr.ovid@despamsucksja.com> drooled an embarassing wet spot in his lap
as he typed:

>Has anyone else had problems with sound using Atari800Win V. 2.6c in
>Windows ME? Version 2.6a works just fine, but v2.6c doesn't have sound,
>no matter what the configuration is. I was just wondering if anyone else
>has had this problem.

I get sound fine under WinMe and 2.6c. The difference I think is that
2.6c (and b?) uses DirectSound for sound output, so you may want to
investigate things on that end. I'm running it under WinMe, DX7.0a,
and a Sound Blaster Live! Value card.

>BTW, for what it's worth, and if you haven't already guessed, there's no
>need to rush out and get Windows ME if your Win 98 is running just fine.
>I am installing it on new systems for work and, of course, emulator
>compatibility is one of the first things I check out. :-)

Same here when I installed it. So far everything's cool. :-)

>
>Cruiser 7

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6189. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <st49q01d9diq7d@corp.supernews.com>
Source record: 41565

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-pW1jTdCQsedj@port14.vdts.cab.cth.com.au...
> On Sun, 26 Sep 3900 14:30:12, DCM01@USA.NET (Daniel Miller) wrote:
>
> > How about a standard serial mouse? Those are still available.
> >
> How would one connect it to an atari 8 bit? PS/2 would be better but
> it would require much more cpu time to monintor the thing.

Have you seen the specs for a serial mouse? I can't remember all the
details, something like "packed data @1200 baud". ~Bits 1 & 2 are mouse
buttons, followed by XY directions and speed.

I would guess if you wanted to do it right, you could add a 6551 to the
memory map and have some interupt driven code to service the mouse.

But then I have been looking at microcontrollers a lot lately. Seems like
the same thing could be done with a PIC or AVC.

6190. FA: Huge collection of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 00:00:00 UTC
From: Rob <rob@SPAMFREEfirststopdvd.com>
Message-ID: <39d239bb$1@news.parrett.net>
Source record: 41566

FA: Huge collection of Antic magazines

I have a huge collection of Antic magazines for auction. Many early, rare, and sought after issues are included. Some bound/hardcover volumes as well.

Prices range from cheap to reasonable. Will be adding more over the next few days..

The current auctions can be viewed at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=nicheware

6191. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d2786c@fmlynet.org>
Source record: 41567

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: DCM01@USA.NET (Daniel Miller)
> What software?

I have used it in KoalaPad, Print Shop, and as opposed to paddles in Super Breakout. It wiggles a lot, but I like that effect (better than paddles on the 8bit games).

Lyke

> On Wed, 27 Sep 2000 02:34:13 GMT, "Jessica S. Cornn"
> <beadsandbangles@earthlink.net> wrote:
>> Hmmm...(thinks deeply)...I have my ST mouse hooked up to my Atari 800 right
> now,
>> it is working fairly well, makes a sleek addition if you like to use as
> opposed to
>> a joystick...I use it to draw with since I am a PC veteran myself.
>>
>> Jessica/Lykewyse

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6192. Re: Atari800Win V. 2.6c and Windows ME

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <39d26530.772834@news.jacksonville.net>
Source record: 41568

On Wed, 27 Sep 2000 07:11:16 -0500, Cruiser 7
<dr.ovid@despamsucksja.com> wrote:

>BTW, for what it's worth, and if you haven't already guessed, there's no
>need to rush out and get Windows ME if your Win 98 is running just fine.
>I am installing it on new systems for work and, of course, emulator
>compatibility is one of the first things I check out. :-)
>

Hell yes. If I can't play Star Raiders on AtariWin800, SunDog on
WinSTon or Pirates! on WinAUE then I can't use it <g>.

I'll be installing ME this weekend on my wifes machine (try it on her
first). Curious to see how all these emus will work.

6193. FS Atari 800 16k memory modules

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 00:05:58 UTC
From: Dave Warren <dwarren@tds.net>
Message-ID: <GRaA5.3790$4j7.728502@ratbert.tds.net>
Source record: 41553

I have 3 16k memory modules for the Atari 800. I bought
them from a thrift store to put in an 800 I am putting
together for my son. When I got home, I saw the 800
already had 48k ram. I may be wrong but these appear
to have never been used. I have no idea if they work or
not though.

I will sell them together or individually to the best offer by
email by friday 9/29/2000. Buyer pays actual shipping cost.

I have other Atari items to get rid of but it's mostly 130xe
and 800xl computers missing power supplies and some ST
stuff. (I won't list the ST stuff in this group)

Thanks,
David Warren

6194. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 01:29:40 UTC
From: admnelson@my-deja.com
Message-ID: <8qrihuriq1@nnrp1.deja.com>
Source record: 41554

In article <39d07221.46453589@news.jacksonville.net>,
dwebster@mediaone.net (Bishop) wrote:
> On Tue, 26 Sep 2000 03:10:16 GMT, Jon <johnhi@spam.epix.net> wrote:
>

>
> I picked up the cart a while ago at a flea market for 50 cents. What
> I'd like to find is the docs, I've checked a bunch of Atari sites and
> haven't found them yet. Anyone know where I can get them?
>
I have Eastern front on disk,if anyone wants it,but I too would
like to have the docs,as the game is unplayable without them.
If anyone finds the docs,please let us know.

Sent via Deja.com http://www.deja.com/
Before you buy.

6195. AFAN, New Atari Group?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 02:20:05 UTC
From: "Jessica S. Cornn" <beadsandbangles@earthlink.net>
Message-ID: <39D159F1.D746A636@earthlink.net>
Source record: 41555
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st

Hi Everyone,

Thinking seriously of creating a new user group for Atari. It will be called AFAN (Atari Friends and Neighbors). The mission of this group would to create an internet directory of worldwide Atari users to corrosopnd by e-mail, not nessecarily as a help group, but to create common discussion and bonds between those who share common interests and would like to network with others.

So, tell me, what does everyone think of this idea?

Lykewyse/Jessica S. Cornn

P.S: If you would like your name added to the list, please reply to this by e-mail with your name, e-mail address, Atari specifications (like what systems you use), and any ohter interests you would like to share. I will let you know if (and when) the group is created! Thanks!

6196. Re: 8 bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 02:28:12 UTC
From: "Jessica S. Cornn" <beadsandbangles@earthlink.net>
Message-ID: <39D15BD9.41A52FF3@earthlink.net>
Source record: 41556

Tell me, my atari sysop friend, what is the mumber for dialup?

Cabell wrote:

> I've got my BBS running on the net now. It runs from 12am-6am Eastern Time.
> The URL is:
>
> telnet://cabell.tzo.com
>
> I suggest you get a copy of Tom Hunt's AT-TELNET program so you can logon in
> ATASCII for best results.
>
> Check it out...

6197. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 02:34:13 UTC
From: "Jessica S. Cornn" <beadsandbangles@earthlink.net>
Message-ID: <39D15D41.DB522C92@earthlink.net>
Source record: 41557

Hmmm...(thinks deeply)...I have my ST mouse hooked up to my Atari 800 right now,
it is working fairly well, makes a sleek addition if you like to use as opposed to
a joystick...I use it to draw with since I am a PC veteran myself.

Jessica/Lykewyse

Daniel Miller wrote:

> How about a standard serial mouse? Those are still available.
>
> On Mon, 1 May 2000 00:32:26 GMT, Ivo van Poorten <ipoorten@cs.vu.nl>
> wrote:
>
> >"Itay Chamiel" <itayc@spam.cs.huji.ac.il> writes:
> >
> >>Ivo,
> >
> >>This is impossible. The ST mouse is a dumb device, and therefore has to be
> >>polled - at the very LEAST - once for every pixel of movement. If the
> >>handler
> >>runs only in VBI, it will only work if you move your mouse very, very slowly
> >>(up to 50 or 60 pixels a second). If you'd move the mouse any faster, the
> >>movements would not be read properly.
> >
> >>The article you are referring to, by The Missing Link, clearly mentions that
> >>it uses a Pokey timer interrupt and not a VBI.
> >
> >I guess that's the wrong article and driver then, though I'm 100% sure
> >both Freddy (aka Frankenstein) and I had a VBI driven mousedriver with the
> >cursor being part of the characterset (needs 4 characters) so it could be
> >moved over normal text in graphicsmode 0. I'll see, when I'm at my parents-
> >place again, if I can find the disk...
> >
> >--Ivo
> >

6198. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 03:10:42 UTC
From: DCM01@USA.NET
Message-ID: <39d1651d.1114277@news.CIS.DFN.DE>
Source record: 41558

What software?

On Wed, 27 Sep 2000 02:34:13 GMT, "Jessica S. Cornn"
<beadsandbangles@earthlink.net> wrote:

>Hmmm...(thinks deeply)...I have my ST mouse hooked up to my Atari 800 right now,
>it is working fairly well, makes a sleek addition if you like to use as opposed to
>a joystick...I use it to draw with since I am a PC veteran myself.
>
>Jessica/Lykewyse

6199. Re: FFT on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-27 05:56:00 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <fpu2tskkuca2seth97ji4ump30aepikkf5@4ax.com>
Source record: 41559

On Sun, 24 Sep 2000 12:35:16 -0700, "Patrick Robbins" <Probb26666@usa.net>
wrote:

>Anybody know how I can write an FFT program in basic to analyze low
>frequency (<30hz) signals over the paddle input?
>
>Thanks,
>
>Pat
>
If you don't need to do it in real time, I wrote several FFT and FHT
programs some years ago, using TurboBASIC XL. You will find them
at http://www.geocities.com/Hollywood/2645/a8

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

6200. Natasha has passed on.

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Natasha1983@webtv.net
Message-ID: <24149-39D2EE82-60@storefull-124.iap.bryant.webtv.net>
Source record: 41569

I regret to have to inform you that one of your fellow message board members has lost her three year battle with cancer. Treatment had at first been succesful at putting it into remission for well over a year, but unfortunately, within the last few months there was a more widespread recurrence. She finally succombed to an inoperable growth in her brain in which chemotherapy and radiation where unable to knock back it's advancement. She will be greatly missed.

Steven

CheapCheep@usa.net

6201. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-5zGJ7St2LJBd@port17.vdts.cab.cth.com.au>
Source record: 41570

On Thu, 1 Jan 1970 01:59:59, "Rick Cortese" <ricortes@netmagic.net>
wrote:

> <sup8pdct@mail.cth.com.au> wrote in message
> news:olg28mVLDrMR-pn2-pW1jTdCQsedj@port14.vdts.cab.cth.com.au...
> > On Sun, 26 Sep 3900 14:30:12, DCM01@USA.NET (Daniel Miller) wrote:
> >
> > > How about a standard serial mouse? Those are still available.
> > >
> > How would one connect it to an atari 8 bit? PS/2 would be better but
> > it would require much more cpu time to monintor the thing.
>
> Have you seen the specs for a serial mouse? I can't remember all the
> details, something like "packed data @1200 baud". ~Bits 1 & 2 are mouse
> buttons, followed by XY directions and speed.
>
> I would guess if you wanted to do it right, you could add a 6551 to the
> memory map and have some interupt driven code to service the mouse.
>
> But then I have been looking at microcontrollers a lot lately. Seems like
> the same thing could be done with a PIC or AVC.

Don't forget that they also get there power from the serial port. You
would need both +12v and _12v running through a couple of rs232 buffer
chips. otherwise, could be done. need to connect it to the
parallel/cart port to get the best speed from it. Could be done
through the joystick ports if needed.

James B

6202. Re: 5-1/4" DS/DD Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39D307B6.D5E26D03@home.com>
Source record: 41571

Hi Folks:

LLpwhite typed:
> ... Both Imation (3M) and Maxell indicate that they
> still manufacture 5-1/4 DS/DD diskettes....
> ... I checked several other disk sellers that show
> that they have plenty. The "clock may be ticking",
> but for now there seems to be plenty of 5-1/4's.
LLpwhite went silent.

Something I recently (09/24/00) found was this:
The resellers listed on Imation's site, have marked
the 5.25" DS/DD disks as discontinued. (I wasn't
looking for Maxell's model.)

Correct me if I'm wrong here, please!

In a worst case scenario:
Couldn't one buy "unformatted" 5.25" disks, and format
them accordingly?

TIA
--Jon

6203. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39D3241E.EB0A9D9@mail.uni-mainz.de>
Source record: 41572

Arudzki schrieb:
>
> >
> > well, you have to built one yourself or buy some extra hardware to use
> > it.
> > First, you can upgrade your XF551 easily for 720k. Just change some
> > bytes in the OS
>
> Which bytes? Everyone seems to be saying a couple of bytes, but is there some
> documentation somewhere?
>
> Thanks
>
> tony

Yes, there is. But I am currently online at the university, thus I do
not have it with me. Afaik, the original docs came from Bob Wooley (who
else ??) greetings - Andreas

6204. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39D325A4.80F6B3F8@mail.uni-mainz.de>
Source record: 41573

carmel_andrews@my-deja.com schrieb:
>
> Heelo there Ernest, hows the Atari thang going, Keep those Atari's
> humming, thats what i say
>
> Anyway: re, Tape to disk:
>
> If the originator of this posting still has access to real 8bit h/w and
> tapes/disks, just tell him to use a proggie called howfendos v3.8 or 4.0,
> and howfen tape to disk... Alternately s/he can use Transdisk xl or
> Transdisk4 xe, to convert single/multi stage tapes to disk ...
(snip)

Hello Carmel,
do you have the newer Howfen DOS versions 3.8 and 4.x mentioned above ??
I have merely the older versions 3.00 and 3.07. Besides, do you know if
Howfen DOS is PD ?? I found it in several PD catalogs and collections
(like Bellcom, ABBUC, Page 6, etc.), but I heard somebody saying it is
not PD... Can you give any proof about that ??
If you have the newer Howfen versions, please send me a copy !!
(ATR, DCM or XFD). thank you, -Andreas

6205. Natasha has passed on.

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d33d4c@fmlynet.org>
Source record: 41574

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Natasha1983@webtv.net (Tasha)
> I regret to have to inform you that one of your fellow message board
> members has lost her three year battle with cancer. Treatment had at
> first been succesful at putting it into remission for well over a year,
> but unfortunately, within the last few months there was a more
> widespread recurrence. She finally succombed to an inoperable growth in
> her brain in which chemotherapy and radiation where unable to knock back
> it's advancement. She will be greatly missed.
> Steven
> CheapCheep@usa.net

And it was only over a week ago we were helping her with Alternate Reality.
:(

I was just about to E-mail her.. just sorry to hear this has happened.

She will indeed be missed.

My prayers to you and Natasha's family.

Greg Goodwin

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6206. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <GOFA5.1768$o9.29055@news1.online.no>
Source record: 41575

Why not put them up on a site for all to get ? I would love a newer version
of Howfen DOS.

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> skrev i melding
news:39D325A4.80F6B3F8@mail.uni-mainz.de...
>
>
> carmel_andrews@my-deja.com schrieb:
> >
> > Heelo there Ernest, hows the Atari thang going, Keep those Atari's
> > humming, thats what i say
> >
> > Anyway: re, Tape to disk:
> >
> > If the originator of this posting still has access to real 8bit h/w and
> > tapes/disks, just tell him to use a proggie called howfendos v3.8 or
4.0,
> > and howfen tape to disk... Alternately s/he can use Transdisk xl or
> > Transdisk4 xe, to convert single/multi stage tapes to disk ...
> (snip)
>
> Hello Carmel,
> do you have the newer Howfen DOS versions 3.8 and 4.x mentioned above ??
> I have merely the older versions 3.00 and 3.07. Besides, do you know if
> Howfen DOS is PD ?? I found it in several PD catalogs and collections
> (like Bellcom, ABBUC, Page 6, etc.), but I heard somebody saying it is
> not PD... Can you give any proof about that ??
> If you have the newer Howfen versions, please send me a copy !!
> (ATR, DCM or XFD). thank you, -Andreas

6207. Re: 1.44,mico-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39D32B82.391DF9F6@mail.uni-mainz.de>
Source record: 41576

Lance Ringquist schrieb:
>
> those games might not be copyrighted, and there might have been some
> trouble over them.
> many were made behind the iron curtain, and we did not recognize there
> rights, and vice versa.
> when the curtain was lifted the original authors stepped forward, and
> started to make a fuss.
> that is when derek fern dissapered along with micro-discount.
> there was a time when they wanted us(what few u.s.a. dealers left) to
> quite selling them, but if they were not copyrighted we have everyright
> to, and we told them so.
> if they wanted to take us to court, fine.
> but without copyrights they had no case.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Well,
but Micro-Discount also had the rights to former Zeppelin games (or at
least they said they had the rights to these games). Besides, Micro
Discount and Zeppelin Games were both British companies...
-Andreas

6208. Re: Natasha has passed on.

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <39D3511B.D96DBECC@bellsouth.net>
Source record: 41577

While I never spoke to Tasha, I feel a sense of loss at her passing. Our small group of devotees is now that much smaller. My heartfelt condolensces go out to you and all who knew and lover her.

Dan

Tasha wrote:

> I regret to have to inform you that one of your fellow message board
> members has lost her three year battle with cancer. Treatment had at
> first been succesful at putting it into remission for well over a year,
> but unfortunately, within the last few months there was a more
> widespread recurrence. She finally succombed to an inoperable growth in
> her brain in which chemotherapy and radiation where unable to knock back
> it's advancement. She will be greatly missed.
>
> Steven
>
> CheapCheep@usa.net

6209. i meeting Dallas / Online chat info/ and others....

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d3677c@fmlynet.org>
Source record: 41578

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hey there, how's the week going for you so far?

Quote of the week:
"Experience varies depending on the amount of equipment broken."
-A warped quote from the WARP9 Screen saver for the Atari ST

This message is being sent out by JYBOLAC (Just Your Basic Online
Atari Computer) with some quick announcements about various meetings and
activities. Hopefully if nothing else, you'll find the above quote at
least useful. :)

-= ATARI COMPUTERS AND GAME SYSTEMS MEETING IN DALLAS =-
Meeting in the area of 635 and Josey Lane. Great chance to get
together, pull out various game systems and play other opponents in your
game of choice on that system. Also showing a server system for the
Atari Jaguar game system, and other topics yet to be announced. Looks
to be fun. If you'd like to attend please drop me a note to RSVP at :
greg.goodwin@fmlynet.org

(Note: If you are no-where near Dallas (for those that live in other
states and countries besides Texas) It is OK IF YOU CAN'T MAKE IT.)
(grin) Got a few messages from people in other states and such
apologizing. This is really understandable.) ;)

-= ATARI JAGUAR GAMERS LIST =-
Randy Femrite, being the absolute Jaguar fanatic that he is, is
putting together a list of the Jaguar players throughout the world. He
has only had this request out two weeks and already he has gotton 65
replies. He would like at least 100.
If you are curious how many Jaguar 64-bit game system players there
are out there, jump on in and tell your friends to give their
information to:
Randy@atarijaguar.net -or- Femriter@aol.com

-= MEGA ATARI LIST 2000 =-
It was a year ago when the first Mega Atari list was put together
(and several have existed before that, like Sir Smedley's list) and now
JYBOLAC would like to update that list. The idea is hopefully bring
together Atari fans from around the world both for the sake of penpals
and trading, but maybe to help establish meetings of Atari users in a
particular location. To have you and your friends added to this list, just
write to:
Jessica Cornn - beadsandbangles@earthlink.net

-TONIGHT!!-
-= ONLINE ATARI (Thursday Night) CHAT: (Weekly Atarian hangout) =-
It's always a great pleasure to kick back in the tail end of a week
and talk about Atari systems, trade hobby secrets, and gab about
everything under the sun. Join us at:

http://stargate.cs.swau.edu/atari

Meeting times....
Pacific: 6:00 pm Mountain 7:00 pm
Central 8:00 pm Eastern 9:00 pm
U.K. 3:00 AM.
Germany 4:00 AM.
China 10:00 AM.

A great remainder of the week to everyone.
Greg Goodwin aka "Doctor Clu"

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6210. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <st6lktbj50n0b5@corp.supernews.com>
Source record: 41579

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-5zGJ7St2LJBd@port17.vdts.cab.cth.com.au...
> On Thu, 1 Jan 1970 01:59:59, "Rick Cortese" <ricortes@netmagic.net>
> wrote:
> > I would guess if you wanted to do it right, you could add a 6551 to the
> > memory map and have some interupt driven code to service the mouse.
> >
> > But then I have been looking at microcontrollers a lot lately. Seems
like
> > the same thing could be done with a PIC or AVC.
>
> Don't forget that they also get there power from the serial port. You
> would need both +12v and _12v running through a couple of rs232 buffer
> chips. otherwise, could be done. need to connect it to the
> parallel/cart port to get the best speed from it. Could be done
> through the joystick ports if needed.

I've recently looked at mice too. Some of the stuff they do to get the
prices down to $3 or so for a cheap mouse are kind of odd for a commercial
product.

They really only run of 5V, but what they do is run the +9V out of the
serial port through the LEDs for the photo/interupters. They do this in
series such that the voltage is dropped down to ~5V.

There doesn't appear to be a lot of collaboration going on. Quite a few
different schemes with IIRC even using the TxD line with blocking diode/cap
to get a little more juice on some.

So making it work with a specific mouse with 5V could be as simple as
cutting a trace on the mouse PC board and adding a jumper and a resistor.
Probably too tough to figure out every mouse in the world though.

6211. Re: 5-1/4" DS/DD Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000928074306.10343A-100000@vtn1>
Source record: 41580

On Thu, 28 Sep 2000, Jon Tibbetts wrote:

>
> In a worst case scenario:
> Couldn't one buy "unformatted" 5.25" disks, and format
> them accordingly?
>

You'd have to format them in any case as preformatted PC disks are
formatted with 512 byte sectors.

jkp

6212. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <39d35f4e.924407@news.CIS.DFN.DE>
Source record: 41581

On Thu, 28 Sep 2000 07:33:11 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>So making it work with a specific mouse with 5V could be as simple as
>cutting a trace on the mouse PC board and adding a jumper and a resistor.
>Probably too tough to figure out every mouse in the world though.

It would be better to do it in software for a standard type mouse that
is still currently available in mainstream stores, and that plugs into
a joystick port without modification. Just to prove I am not crazy I
just disconnected a Micros oft mouse I had on a spare 486, and plugged
it into a joystick port on my Atari 800. It fits.

I had been describing that type of mouse as a "serial mouse" but maybe
others refer to it differently. Have not browsed the racks at CompUSA
very recently but I believe that type mouse to be current available.

I am rather off in dreamland I suppose, but I would like to have a
mouse driver that would monitor that mouse and give me a pointer in
Atari BASIC, and allow use in other programs such as BBK Artist (which
I know would require a rewrite).

6213. Re: Natasha has passed on.

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: "Jessica S. Cornn" <beadsandbangles@earthlink.net>
Message-ID: <39D373EA.1004AA63@earthlink.net>
Source record: 41582

Oh dear. I did not corrospond with Tasha much at all but she will be missed by anyone who has ever had the chance to read her posts or speak to her over e-mail. My prayers go out to her family and this community for the loss of another devotee.

Jessica

Tasha wrote:

> I regret to have to inform you that one of your fellow message board
> members has lost her three year battle with cancer. Treatment had at
> first been succesful at putting it into remission for well over a year,
> but unfortunately, within the last few months there was a more
> widespread recurrence. She finally succombed to an inoperable growth in
> her brain in which chemotherapy and radiation where unable to knock back
> it's advancement. She will be greatly missed.
>
> Steven
>
> CheapCheep@usa.net

6214. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <st6tgpdofpm274@corp.supernews.com>
Source record: 41583

"Daniel Miller" <DCM01@USA.NET> wrote in message
news:39d35f4e.924407@news.CIS.DFN.DE...
> On Thu, 28 Sep 2000 07:33:11 -0700, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> >So making it work with a specific mouse with 5V could be as simple as
> >cutting a trace on the mouse PC board and adding a jumper and a resistor.
> >Probably too tough to figure out every mouse in the world though.
>
> It would be better to do it in software for a standard type mouse that
> is still currently available in mainstream stores, and that plugs into
> a joystick port without modification. Just to prove I am not crazy I
> just disconnected a Micros oft mouse I had on a spare 486, and plugged
> it into a joystick port on my Atari 800. It fits.
>
> I had been describing that type of mouse as a "serial mouse" but maybe
> others refer to it differently. Have not browsed the racks at CompUSA
> very recently but I believe that type mouse to be current available.
>
> I am rather off in dreamland I suppose, but I would like to have a
> mouse driver that would monitor that mouse and give me a pointer in
> Atari BASIC, and allow use in other programs such as BBK Artist (which
> I know would require a rewrite).

If you can forget everything you know about mice for a minute I may be able to convince you we should be thinking "outside the box" on an 8 bit mouse.

First off, I do like the ST mouse and have used it with Missle Command to get a personal best. I know I am thinking about reinventing the wheel.

Since the thing would make the most sense being hung on a J/S port, might as well think in terms of a J/S based design. That means you have 5V available, 2 sort of AD converters, 4 bits, and a trigger input.

So for me an ideal mouse would be something like a normal mouse that has been hacked to run on 5V < 200 mamps from the J/S port. Something like a frequency of the interupters to current conversion to give a paddle value that translates directly to velocity and and direction given by the 4 bit port readings. Mouse button could just be handled by J/S trigger.

Alternatively, something that just has binary counters in the mouse may work. D/A could be as simple as a resistor network, maybe have the reset of the counters tied to a mouse button to center the cursor or home it.

A lot of mice just use PIC micro controllers. Seems like it would be relatively easy to plug a new one in that uses the same lines they natively

use for serial communication to drive the Paddle inputs.

6215. Floppy drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: josch@bluenetkl.de
Message-ID: <20000928.17233480@hal9000.bluenetkl.de>
Source record: 41584

Hi there.

I have a problem with my disk drives:
I have three 1050 drives, the first with a Speedy 1050 extension.
The other two are configured as disk #2 and #3. I checked the id
configuration and every disk drive is actually working, but all three
drives are connected and running, I can only access the first two drives.
Is there anybody having simular problems?
Can somebody help me?

Thanks

Jochen Schäfer

6216. Re: 1.44,micro-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <28278-39D38117-15@storefull-171.iap.bryant.webtv.net>
Source record: 41585

hi andreas,
i can only say that when we wanted more games ported to N.A. format,
discussions had just started. then all of a sudden one of us U.S.
dealers got e-mails over certain titles not being owned by
micro-discount, and that were really owned by authors who were behind
the iron curtain at the time.
then micro-discount disappeared.
we never heard from him again. there were certain titles that i wanted,
plus certain titles that we wanted ported over.
but that is now history. i want to put some on cart like ZYBEX,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6217. ATR construction

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <20000928142926.28112.00000012@ng-mg1.aol.com>
Source record: 41586

I feel a lil dumb asking this....but here goes

Is there a PC utility to construct ATR images from pc files (with out a real atari) ???

Ralph

6218. Compute's Second Book of Atari FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8r08p1cdp1@mohawk.hwcn.org>
Source record: 41587

I have a copy of "Compute's Second book of Atari" for sale, $5 plus
shipping from Canada.

Note, that there is no such thing as a "book rate" in Canada.

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

6219. Re: ATR construction

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c0298c$e6a04fc0$71254bd5@microsof>
Source record: 41588

RalphXPN <ralphxpn@aol.com> schreef in artikel
<20000928142926.28112.00000012@ng-mg1.aol.com>...

> Is there a PC utility to construct ATR images from pc files (with out a
real
> atari) ???
>
> Ralph

Check out DIR2ATR from Bo Schreurs at

http://members.home.nl/stack/atarixle.html

Richard Douwes

6220. .mod file now online....

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d3e60c@fmlynet.org>
Source record: 41589

FamilyNet HQ: Telnet:\\www.family-bbs.net

As promised, though granted a day later than planned, I have the mule.mod file available for download...

http://www.geocities.com/lady-aramis/atarinewtonmod.html

Thanks again, and keep those mods coming!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6221. Printers FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: tonym04@aol.com
Message-ID: <20000928194519.03308.00000165@ng-ch1.aol.com>
Source record: 41590

I have a Panasonic KX-P1150 printer for sale. It is in good working order and near mint condition. The only cosmetic blemish is a small crack on the right end of the plastic cover. Otherwise its great. Asking $40.00. This includes shipping in USA. Money orders only please.

Also have a mint Epson Color Stylus IIs for $40.00 shipped.

Anyone interested please e-mail me directly at:

Tonym04@aol.com

6222. Re: Floppy drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39d3ef60$0$62623$53a6d3de@news.erinet.com>
Source record: 41591

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.
Russg

6223. Re: Printers FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000928211407.17626A-100000@vtn1>
Source record: 41592

On 28 Sep 2000, TonyM04 wrote:

> I have a Panasonic KX-P1150 printer for sale. It is in good working order and
> near mint condition. The only cosmetic blemish is a small crack on the right
> end of the plastic cover. Otherwise its great. Asking $40.00. This includes
> shipping in USA. Money orders only please.
>
> Also have a mint Epson Color Stylus IIs for $40.00 shipped.

You have to be kidding. The Panasonic would go for about C$10 in a local
thrift shop and noone in his right mind would buy an Epson Stylus with
any expectation that the print head would not clog up.

jkp

6224. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8r1m23$90c$1@user2.teleport.com>
Source record: 41447
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6225. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8r1m98$984$1@user2.teleport.com>
Source record: 41448
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

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have Libraries of Books and Reference Material, TruckLoads of HardWare
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or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

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6226. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8r1mi5$9ht$1@user2.teleport.com>
Source record: 41449
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

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So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6227. Re: Floppy drives

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: Jochen Schäfer <josch@bluenetkl.de>
Message-ID: <20000929.11105211@hal9000.bluenetkl.de>
Source record: 41450

>>>>>>>>>>>>>>>>> Ursprüngliche Nachricht <<<<<<<<<<<<<<<<<

Am 28.09.00, 23:31:35, schrieb "Russg" <russg@en.com> zum Thema Re: Floppy
drives:

> DOS 2 type DOSes default to two drives.
> Boot DOS and BASIC.
> ? PEEK(1802)
> if it is 3 then you only recognize two drives.
> To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
> and write system files. Next time you boot that DOS, you'll recognize
> 3 drives.
> If you want four drives, poke 1802,15.
> Russg

It worked. Great!

Thanks Jochen

6228. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <39d49a92.1117108@news.CIS.DFN.DE>
Source record: 41451

On Thu, 28 Sep 2000 09:47:31 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>If you can forget everything you know about mice for a minute I may be able
>to convince you we should be thinking "outside the box" on an 8 bit mouse.
>
>First off, I do like the ST mouse and have used it with Missle Command to
>get a personal best. I know I am thinking about reinventing the wheel.

You did this on the Atari 8bit?!

>Since the thing would make the most sense being hung on a J/S port, might as
>well think in terms of a J/S based design. That means you have 5V available,
>2 sort of AD converters, 4 bits, and a trigger input.
>
>So for me an ideal mouse would be something like a normal mouse that has
>been hacked to run on 5V < 200 mamps from the J/S port. Something like a
>frequency of the interupters to current conversion to give a paddle value
>that translates directly to velocity and and direction given by the 4 bit
>port readings. Mouse button could just be handled by J/S trigger.
>
>Alternatively, something that just has binary counters in the mouse may
>work. D/A could be as simple as a resistor network, maybe have the reset of
>the counters tied to a mouse button to center the cursor or home it.

You are more technically minded than me. I think I am more practical,
in that I am suggesting it would be better to have software drivers
for a currently available mouse, than a soldered mouse with a homemade
circuit. Even if the hardware solution is better, people are less
likely to use it than a software driver for a mouse they can go out
and buy at a computer store.

>A lot of mice just use PIC micro controllers. Seems like it would be
>relatively easy to plug a new one in that uses the same lines they natively
>use for serial communication to drive the Paddle inputs.

Using the paddle inputs would be a great solution because 1)
programming languages and much software already are set up for paddle
input and 2) there is not only the potential for horizontal and
vertical movement with acceleration/deceleration but also each set of
paddles offers 2 triggers, so you would have two mouse buttons.

6229. Re: Singing "The 1050 Floppy Blues"

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: NOSPAM@PRODIGY.NET
Message-ID: <39d49cd1.2232783@News.prodigy.net>
Source record: 41452

Hello Jon, I had the same thing happen on an Atari 810 drive. It turned out to be the Analog board inside the drive. I had another non-working drive and was able to switch it out. I don't know anything about the internals of a 1050 drive, so you will have to find schematics etc...easier to get another 1050 on Ebay.

I also went through several "original" disks before I figured out what was happening. It destroyed disks even with the write-protect sticker on. Good luck fixing yours.
+ + + + + + + + +
On Fri, 29 Sep 2000 07:06:32 GMT, Jon Tibbetts <nuclearspam@home.com> wrote:

>Hey all:
>
>I need some advice.
>
>I bought a 1050 (U.S. Doubler) Floppy.
>It gives me the flash, I insert the disk.
>
>Nada.
>
>Nada darn thing.
>
>I pull out the floppy, and *GASP* its blank.
>No format, no nothing.
>
>I get the Millennium *D'0H* Award since I tried
>around 8 (original) disks before I thought to
>recheck them.
>
>... d'oh. =(
>
>Now the odd part is occasionally, (twice) it
>actually tried to read the disk, then choked
>with a BOOT ERROR.
>
>How do I trouble shoot this silliness?
>Is there something I'm totally blind too?
>Could the Peripheral port on the 800XL be flaky?
>How can I fix this problem?
>What possessed me to go through 8 disks?
>
>Please, stop me before I erase again!!
>

>TIA
>--Jon

6230. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <st9hodhulu1a82@corp.supernews.com>
Source record: 41453

"Daniel Miller" <DCM01@USA.NET> wrote in message
news:39d49a92.1117108@news.CIS.DFN.DE...
> On Thu, 28 Sep 2000 09:47:31 -0700, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> >If you can forget everything you know about mice for a minute I may be
able
> >to convince you we should be thinking "outside the box" on an 8 bit
mouse.
> >
> >First off, I do like the ST mouse and have used it with Missle Command to
> >get a personal best. I know I am thinking about reinventing the wheel.
>
> You did this on the Atari 8bit?!

Right, the ST mouse is just a fancy 8 bit "Atari Driving Controller" or
"Atari Trackball". The didn't reinvent the device so much as repackaged it
inside a mouse. Movement codes are identical to using a trackball, so for
Missle Command you just press 't or <ctrl>'t and it goes to trackball mode.
<snip>
> You are more technically minded than me. I think I am more practical,
> in that I am suggesting it would be better to have software drivers
> for a currently available mouse, than a soldered mouse with a homemade
> circuit. Even if the hardware solution is better, people are less
> likely to use it than a software driver for a mouse they can go out
> and buy at a computer store.

Depends on what they are using it for I would imagine. What I mean by this
is it is unlikely you are going to get the mouse support in AR The City or
PacMan. You could, but you would have to add it to the OS ROM which is
another kettle of fish. It becomes a technical problem again.

Les Brilliant<sp?> did an article for ANALOG where he modified an IBM J/S
for use on an Atari. So there exists software for reading the values and
cursor positioning if you run a mouse from the PADDLE ports. That is why I
was thinking PADDLEs anyway.

>
> Using the paddle inputs would be a great solution because 1)

I know, I wish I had thought of it instead of Les Brilliant.

6231. Re: ATR construction

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <20000929131939.04497.00000112@ng-cd1.aol.com>
Source record: 41454

Thanks...thats the ticket...I have 8-bit files (not in a disk image) and I need to make ATR's to run in an emulator

Thanks

6232. Re: Singing "The 1050 Floppy Blues"

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39D4CFF2.F904A96B@home.com>
Source record: 41455

Hi,

Andy wrote:
> ...I don't know anything about the internals of
> a 1050 drive, so you will have to find schematics
> etc...

I did find this in my quest, and wanted to share
this with whomever might need the info:

http://www.atarihq.com/atcomp/1050fix.html

> ...easier to get another 1050 on Ebay...

You overestimate my ability to walk out of Ebay
without having to bid against Mr. Deep Pockets. =)

> ...I also went through several "original" disks
> before I figured out what was happening. It
> destroyed disks even with the write-protect
> sticker on....

AYUP! Sounds like the same animal...
I don't feel so lame now, knowing someone else has
done this! =)

Thanks VERY MUCH for your time!

--Jon

6233. Re: Bellcom catalog?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20000929161711.03445.00000182@ng-cl1.aol.com>
Source record: 41456

>Mike Kohary mkohary@earthlink.net asked:

>Heck, the address of the
>guy who ran Bellcom would help; I'll bet he might have a few lying
>around. ;)
>

It was :
BellCom
P.O. Box 1043
Peterborough, Ontario, Canada K9J 7A5

-Ron

I don't have a solution but I admire the problem.

6234. 800 xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: curtis2000 <curtis2000@earthlink.net>
Message-ID: <RI8B5.2258$4Q5.87491@newsread1.prod.itd.earthlink.net>
Source record: 41457

Just picked up an 800 xl at a yard sale.(thought it might be cool to have one).

My question is what should it do when i turn it on? I have no software for it and all it does is give me a black screen when i turn it on.

Any ideas?
thx

6235. Re: 800 xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39D5235F.CCA90099@earthlink.net>
Source record: 41458

curtis2000 wrote:
>
> Just picked up an 800 xl at a yard sale.(thought it might be cool to have
> one).
>
> My question is what should it do when i turn it on? I have no software for
> it and all it does is give me a black screen when i turn it on.
>
> Any ideas?
> thx

It should boot to BASIC (only takes a second with no peripherals
attached), so it isn't behaving correctly.

Mike
--
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
Mike Kohary Seattle, WA http://www.kohary.com
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½

6236. Connecting a Atari to a Commodore 1702, HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: Dan & Jeri Williams <dwilliams@milwaukeepc.com>
Message-ID: <39d547a8$0$250$3936f1fe@news-core.twtelecom.net>
Source record: 41459

Hey all,

Just picked up a 1702 off of E-bay cause I was tired of my little old TV. So, when I got the thing it came with a monitor cable that was supposed to work! Guess what? It didn't. Seems that the C 64 had a 8 pin cable and the good old Atari uses only a 5 pin.

What was my solution? Go back on E-bay and buy a 5 pin cable. Now heres where I start to go insane. The cable I ordered has 4 plugs. The atari 130 XE manual I lucked out having says that the pins are for 1- Composite luminance, 2- Ground, 3- Audio Output, 4- Composite Video, and 5- Composite Chroma. Sounds all good to me, since the cable represents all those.

This is why I am insane. The 1702 doesn't have 4 plugs. It only has 3. One for sound, and two for who knows what else. Will I need all cables connected? Any help would be appreciated!

Thanks

Daniel

Atari User Since 78!

danjer69@hotmail.com

6237. Re: 800 xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: Dan & Jeri Williams <dwilliams@milwaukeepc.com>
Message-ID: <39d547fe$0$247$3936f1fe@news-core.twtelecom.net>
Source record: 41460

Well, If you just turn it on, you should get a blue screen that says ready.
And If you hold down option and turn it on, you'll get a test screen.

Dan

"curtis2000" <curtis2000@earthlink.net> wrote in message
news:Rl8B5.2258$4Q5.87491@newsread1.prod.itd.earthlink.net...
> Just picked up an 800 xl at a yard sale.(thought it might be cool to have
> one).
>
> My question is what should it do when i turn it on? I have no software for
> it and all it does is give me a black screen when i turn it on.
>
> Any ideas?
> thx
>
>

6238. Re: Connecting a Atari to a Commodore 1702, HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000929193007.11923B-100000@vtn1>
Source record: 41461

On Fri, 29 Sep 2000, Dan & Jeri Williams wrote:

>
> This is why I am insane. The 1702 doesn't have 4 plugs. It only has 3.
> One for sound, and two for who knows what else. Will I need all cables
> connected? Any help would be appreciated!
>
Odds are that the two non-sound jacks are Chroma and Luminance. Try them
one at a time.

You could probably get more specific advice by posting in one of the
Commodore news groups.

jkp

6239. Re: The Chicken? The Egg? An Atari DOS Boot Disk Question.

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stavje7m5htsf3@corp.supernews.com>
Source record: 41462

I thought Linux has a DOS emulator. Should be able to use it with SIO2PC I'd imagine.

"Jon Tibbetts" <nuclearspam@home.com> wrote in message news:39D576E6.926C8176@home.com...
> I'm sorry to hassle, you guys are great, but I'm
> confused about the creation of a DOS Boot Disk.
> (I lost all boot disks on a floppy mishap a few
> days past.)
>
> I run Slackware Linux on my PC.
> I made a very small portion for PC-DOS.
> I have an 800XL with a borrowed 1050.
> I can (supposedly) read & write files in Atari
> format with utilities like ATARIDSK and such.
> I can extract the BOOTCODE, and *.SYS files
> needed, copy them to the disk, but how do I
> initialize the bootstrap?
>
> This was easy with the Atari running on DOS,
> but with no boot disks, I fall into a circular
> reasoning pit I can't seem to crawl out of.
>
> Does anyone have any suggestions?
> (I doubt if APE is made for Linux.)
>
> Thanks for your time,
> --Jon

6240. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stb0j0fs6f6rcb@corp.supernews.com>
Source record: 41463

<admnelson@my-deja.com> wrote in message news:8r3k03$17v$1@nnrp1.deja.com...
>
>
>
> > Les Brilliant<sp?> did an article for ANALOG where he modified an IBM
> J/S
> > for use on an Atari. So there exists software for reading the values
> and
> > cursor positioning if you run a mouse from the PADDLE ports. That is
> why I
> > was thinking PADDLEs anyway.
> >
> > >
> > > Using the paddle inputs would be a great solution because 1)
> >
> > I know, I wish I had thought of it instead of Les Brilliant.
> >
> > I have that issue of ANALOG.It was a Radio Shack joystick.
> Different critter than an IBM.

You are right about the original being done with a RS JS, but I used an IBM
to do the hack. They are the same thing, two variable resistors with caps to
check the charge times. There was something odd about it, like the IBM used
100k pots and the Atari expects 1 meg ones, but I just increased the cap
size by a factor of 5-10ish<?> to get them on scale.

Pretty sure Apple II J/S are the same thing too.

6241. Re: Toasted 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stb1v310qdgi5d@corp.supernews.com>
Source record: 41464

The Rockwell Made in Mexico 6502s really do go out a lot.

But if you are getting any video it may be something other then the
processor. Video, even screwed up, means the processor probably may have got
as far as initializing the video chips then bailed. IMO: Check the dram too.
"burnin" <burnin@addy.net> wrote in message
news:39D58524.3F37FC1B@addy.net...
> After moving I hooked up my 130XE and it is toast. I get a reddish
> screen that flip flops all over the place. There is no sound of booting
> or key clicks. I looked at all the basic things, power supply,
> connections, etc. but it looks to be serious. I'll have to take the
> machine into work to throw an O-scope on it but I don't want to waste my
> time if parts are not available. I suspect that either the 6502C CPU,
> GTIA, or Antic chip is burned up. The CPU gets kinda warm, however, I
> don't know if this is normal or not.
>
> Does anyone know of a source for chips or will I be wasting my time to
> try and revive this relic?
>
> burnin
>

6242. Re: speech synthesiser for atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: SYNTHETOONZ <SYNTHETOONZ@email.msn.com>
Message-ID: <em75gZoKAHA.66@cpmsnbbsa09>
Source record: 41465

Re: speech synthesiser for atari 8-bitOne of the Atari magazines (Analog?) printed schematics for a voice synthesizer using the (I THINK) SP-AL256 speech processor from Radio Shack. It hooked up to a couple of joystick ports. It was fun to build and done with wires on a breadboard instead of making a real pcb caused enough RF interference to crash the auto pilot of any passing airliner :-) I recall seeing adverts for a similar box that hooked up to the joystick ports in the magazines a few months later, but can't remember who was selling it.

I had written a driver for it that worked off the vertical blank interrupt, so you could dump a string of phonemes to the handler and it would feed them to the box in the background while the main program did went on its merry way.
"Magada Kamal" <coma56@NS.popstar.com> wrote in message
news:8qphs8$162$1@bob.news.rcn.net...

> In article <39CF53D6.9F37FC4E@pcisys.net>,
> Glenn Bruner wrote:

> This device was called the Voice Box. It's based on the Votrax SC-01 voice
> synthesizer chip.

I remember one called "SAM" -- Software Automated Mouth, I think. I can't remember the company that produced it. It was just software, no chip or whatever.

6243. Re: 2600VCS portable!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: SYNTHETOONZ <SYNTHETOONZ@email.msn.com>
Message-ID: <#jUBinoKAHA.345@cpmsnbbsa09>
Source record: 41466

Totally, absolutely, completely, utterly cool and awesome.

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.39cf72fc@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Not bad! A very swift little unit!
>
> Doctor Clu
>
>
>
> > From: Ben Corr <bjcorr@sonic.net>
> > Have you guys sen this?
> > http://www.geocities.com/funmazer/index.html
> > A home made hand held 2600 VCS.
> > Great hack.....
> > --
> > Ben Corr
> > bjcorr@sonic.net
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

6244. Singing "The 1050 Floppy Blues"

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39D43FDF.878285FF@home.com>
Source record: 41595

Hey all:

I need some advice.

I bought a 1050 (U.S. Doubler) Floppy.
It gives me the flash, I insert the disk.

Nada.

Nada darn thing.

I pull out the floppy, and *GASP* its blank.
No format, no nothing.

I get the Millennium *D'0H* Award since I tried
around 8 (original) disks before I thought to
recheck them.

... d'oh. =(

Now the odd part is occasionally, (twice) it
actually tried to read the disk, then choked
with a BOOT ERROR.

How do I trouble shoot this silliness?
Is there something I'm totally blind too?
Could the Peripheral port on the 800XL be flaky?
How can I fix this problem?
What possessed me to go through 8 disks?

Please, stop me before I erase again!!

TIA
--Jon

6245. Re: WIN ME, APE, and SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20000929041316.15419.00000217@ng-fr1.news.cs.com>
Source record: 41596

Update:
My original brief test was copying files from the PC to the A8. Works great.
Went back a few minutes ago and tried writing to the PC. Both APEs gave error
163. It is exactly the same *sound* as if the APE ATR disks were write
protected.
Larry

6246. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 06:01:08 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-di1bHEHNEohp@port29.vdts.cab.cth.com.au>
Source record: 41593

On Sun, 28 Sep 3900 15:18:22, DCM01@USA.NET (Daniel Miller) wrote:

> a joystick port without modification. Just to prove I am not crazy I
> just disconnected a Micros oft mouse I had on a spare 486, and plugged
> it into a joystick port on my Atari 800. It fits.

Fitting is one thing, Gewtting it to work is something else enterily.

James B

6247. Bellcom catalog?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-29 07:00:29 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39D43E0D.6A368D9F@earthlink.net>
Source record: 41594

I used to order a lot of disks from Bellcom, but foolishly threw away the catalogs I used to receive. I now find a catalog would be a great help to me, to organize my (unmarked) disks without having to load up every single one.

I don't suppose anyone out there has any catalogs they'd be willing to part with, or any ideas on how to obtain one? Heck, the address of the guy who ran Bellcom would help; I'll bet he might have a few lying around. ;)

Thanks,

Mike
--
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Mike Kohary Seattle, WA http://www.kohary.com
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½

6248. The Westfront PC Translation Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <8r45ms$5e4$5@usenet.nau.edu>
Source record: 41479

Hello,

I am the author of Westfront PC: The Trials of Guilder, a new
public domain text adventure for the Windows 95/98/Me/NT/2000
operating systems. WFPC has been in development for some time.

Homepage: http://www.geocities.com/dunric/westfront.html

Originally conceived on the Commodore 64/128 in May of 1993,
WFPC has grown considerably in size and now rivals online MUDs
, both in size and overall gameplay.

In addition to the release of WFPC on CD-ROM (in April of 2001,
with 50% of the proceeds going to a charity of the buyer's choice)
I am looking to port the game to the following platforms:

o - Macintosh (68k, others)
o - Unix/Linux
o - Atari ST (520 and 1040)
o - Amiga (600,1000,1200,2000,etc.)
o - TRS-80 (Models 1-4, Color Computers 1-3)
o - ZX Spectrum
o - Apple II/IIe
o - Atari 8-bit
o - CP/M (2.2 or less, with terminal emulation)
o - TI-99/4A
o - Wang (300 meg disk packs not required)

In addition, I'd love to see Westfront PC translated to
large scale computing devices, including:

o - DEC PDP-10
o - IBM 3271/72
o - IBM 709

And if anyone wants to tackle porting the game to the Cray-2
Supercomputer, be my guest. =)

I'm serious about the others, though.

Written in BASIC, WFPC should be convertable to most
modern systems because of the limited use of language-
specific functions and subroutines. As long as the
computer system can get by with Minimal BASIC or
Tiny Basic commands, then WFPC is possible (PRINT, FOR/NEXT,
IF/THEN,DIM,COLOR,CLS,MID$,LEFT$,RIGHT$,RND/INT or equivalent)

Please direct all comments, suggestions and inquirements to:

dunric@yahoo.com

Regards,

Paul
dunric@yahoo.com

--
--
****

Few cats act their age, while most just cough up fur balls.

****

6249. Re: The Chicken? The Egg? An Atari DOS Boot Disk Question.

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39D5A40C.6BBC58F7@home.com>
Source record: 41480

Hi,

Rick Cortese wrote:
> I thought Linux has a DOS emulator. Should be
> able to use it with SIO2PC I'd imagine.
Rick Cortese fell silent.

I have looked at this, and I also have the source for
Crow's "SIO2Linux" project. Unfortunately, both the
cable manufacture and the concept of implementation
escape me, since I've never dealt with either.

Any advice would be appreciated.

--Jon

6250. Re: Connecting a Atari to a Commodore 1702, HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000930021607.18228A-100000@vtn1>
Source record: 41481

On Sat, 30 Sep 2000 admnelson@my-deja.com wrote:

> I use old keyboard cables to make monitor cables,cheap aren't I?
>
Definitely kinky :)

jkp

6251. Re: The Westfront PC Translation Project

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000930021751.18228B-100000@vtn1>
Source record: 41482

On 30 Sep 2000, Paul Allen Panks wrote:

>
> Written in BASIC, WFPC should be convertable to most
> modern systems because of the limited use of language-
> specific functions and subroutines. As long as the
> computer system can get by with Minimal BASIC or
> Tiny Basic commands, then WFPC is possible (PRINT, FOR/NEXT,
> IF/THEN,DIM,COLOR,CLS,MID$,LEFT$,RIGHT$,RND/INT or equivalent)
>

With Atari BASIC and Turbo BASIC for the Atari, all your LEFT$, MID$,
and RIGHT$ functions would have to be converted. eg. LEFT$(MYSTRING,5)
becomes MYSTRING(1,5) etc.

jkp

6252. Re: speech synthesiser for atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: "Yak the Hairy"
Message-ID: <8r4st4sjj1@nnrp1.deja.com>
Source record: 41483

In article <20000926163531.04050.00000745@ng-cq1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> >"Magada Kamal" coma56@NS.popstar.com replied:
>
> >I remember one called "SAM" -- Software Automated Mouth, I think. I
can't
> >remember the company that produced it. It was just software, no chip
or
> >whatever.
>
> IIRC it was by Don't Ask Software; we had a lot of fun around our
house with it
> in the old 8-bit days.

You do recall correctly. The main trouble with it was that it turned off the screen display to speed things up a bit.[1] (There was a hack somewhere that let you use (I think) mode 1, but it sort of spoiled things...)

[1] This seemed to always be the way with "quality" sound; pretty much anything with sampled sound or synthesised speech blanked the display whilst doing it, with the exceptions of Nadral (now what WAS that all about) and some air-traffic-control game I had, the name of which escapes me. ("This is flight BA147; emergency, three minutes fuel remaining...")

--
Down with categorical imperative! Death to all fanatics!
All sweeping generalisations are wrong! This sentence no verb!
I eee a o oe. Ths sntnc hs n cnsnnts. "Is a sentence without a
subject" is a sentence without a subject. [yak_the_hairy@hotmail.com]

Sent via Deja.com http://www.deja.com/
Before you buy.

6253. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: "Yak the Hairy"
Message-ID: <8r4tvb$tb9$1@nnrp1.deja.com>
Source record: 41484

In article <ssbda7dl9q0a29@corp.supernews.com>,
"w_a_lang" <w_a_lang@willinet.net> wrote:
>
> Hello Everybody,

Hello!

> I was wondering what your favorite Atari 8-bit
> video game happens to be?

Too numerous to mention...

The Eidolon:
Full screen real-time 3D graphics! Wowza! (Along with a lot of other
Lucasfilm games -- Fractalus, etc. I just LOVE the loading flash
screen; that "Neeeeeeooooooowwwwwwww.... TING!" noise is worth the
price of admission. :)

Whistler's Brother:
Bizarre platform action, great name.

Ultima I/II/III/IV
The only annoying thing is that in the US the artifacting produced
white, blue and orange but in the UK it produced, um, a bluey/greeny
blur. Real shame...

Nadral:
What the hell? Strange concept -- fly a sort of helicopter around a
disorientating maze avaoiding toilets, bouncing balls, and who knows
what else, accompnied by an eerie background noise that got faster as
things got more difficult. Nice music, too. Spieler 1, schloss!

AOTMC/ROTMC:
Cloven-hooved ungulate action!

The Last Starfighter (or whatever it was called -- it was the sequel to
something...):
"3D" space combat. "Texture mapped" planets. Cool!

I could go on, but I won't...

--
Down with categorical imperative! Death to all fanatics!
All sweeping generalisations are wrong! This sentence no verb!
I eee a o oe. Ths sntnc hs n cnsnnts. "Is a sentence without a
subject" is a sentence without a subject. [yak_the_hairy@hotmail.com]

Sent via Deja.com http://www.deja.com/
Before you buy.

6254. Re: Toasted 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <zcnB5.10502$ux3.2012@newsfeed.slurp.net>
Source record: 41485

On 30 Sep 2000 00:16:04 , burnin wrote:
>After moving I hooked up my 130XE and it is toast. I get a reddish
>screen that flip flops all over the place. There is no sound of booting
>or key clicks. I looked at all the basic things, power supply,
>connections, etc. but it looks to be serious. I'll have to take the
>machine into work to throw an O-scope on it but I don't want to waste my
>time if parts are not available. I suspect that either the 6502C CPU,
>GTIA, or Antic chip is burned up. The CPU gets kinda warm, however, I
>don't know if this is normal or not.
>
>Does anyone know of a source for chips or will I be wasting my time to
>try and revive this relic?

Well you could try Best Electronics: http://www.best-electronics-ca.com/

There are also places that will fix your 130XE:

http://www.vme.net/dvm/aty/
http://www.myatari.com/
http://www.teleport.com/~bensmith/bscomputers.shtml

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6255. Re: Re: speech synthesiser for atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <vngctso2prpn212f04vv86p6erb56bntha@4ax.com>
Source record: 41486

On Sat, 30 Sep 2000 14:21:26 GMT, Yak the Hairy [Mat Hall]
<yak_the_hairy@hotmail.com> drooled an embarassing wet spot in his lap
as he typed:

>You do recall correctly. The main trouble with it was that it turned
>off the screen display to speed things up a bit.[1] (There was a hack
>somewhere that let you use (I think) mode 1, but it sort of spoiled
>things...)
>
>[1] This seemed to always be the way with "quality" sound; pretty much
>anything with sampled sound or synthesised speech blanked the display
>whilst doing it, with the exceptions of Nadral (now what WAS that all
>about) and some air-traffic-control game I had, the name of which
>escapes me. ("This is flight BA147; emergency, three minutes fuel
>remaining...")

The only air traffic controller game I remember that had speech was
Kennedy Approach.

The reason the display was blacked out was because the program turned
ANTIC off. With ANTIC turned off, the 6502 didn't have to worry about
doing things like updating the display listt, so it was able to
dedicate a little more time to transferring the audio data to Pokey,
resulting in better quality sound.

Incidentally, another game that didn't turn off Antic was Whomper
Stomper.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6256. Re: Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <59hcts4t7pgbl42aso2j2i88o6gv262efm@4ax.com>
Source record: 41487

On Sat, 30 Sep 2000 14:39:38 GMT, Yak the Hairy [Mat Hall]
<yak_the_hairy@hotmail.com> drooled an embarassing wet spot in his lap
as he typed:

>The Last Starfighter (or whatever it was called -- it was the sequel to
>something...):
>"3D" space combat. "Texture mapped" planets. Cool!

Okay, I'm nitpicking... but technically texture mapping is the mapping
of an image on a three dimensional mesh object. This can be realtime
or pre-calculated. Alternate Reality was pre-calculated. The Last
Starfighter simply took the image of a planet and warped the image to
simulate a spherical object by progressively eliminating more and more
pixels towards the top and bottom of the image (or, put another way,
buy progressively shrinking each line of a square image as it reached
the top and bottom) It was a neat effect, though -- very clever. :-)

>
>I could go on, but I won't...

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6257. Re: 1.44,micro-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8r5k3cdev1@nnrp1.deja.com>
Source record: 41488

Hello Lance, Hows the Atari thang going, Keep those atari thangs humming
that's what I say

Anyway regarding microdiscount and zeppelin games, only the most recent
zeppelin games were from polish/e. eurpoean authors, the majority like
draconus/zybex/phantom etc were done inhouse or had bought licences from
the respective s/w companies like futureware (sidewinder) etc
Re the copyright issue, I dont thing it had anything to do with
Microdiscount, as microdiscount only had bought sales/marketing and
distribution rights, and only the rights to the s/w that zeppelin
published/wrote itself

I Trust that this clears up the matter

I would be interested though, in obtaining a british version of
computerhouse's (fulham, London) FLOPPY CARD, which if memory serves me
correctly, was the first floppy card that allowed the humble 8bit to
utilize the st/amiga d/d's (both 5.25 & 3.5), I believe that
computerhouse's jobbie was imported from a US company, I dont know who
The Floppy board that derek fern/microdiscount came out with was
actually made by css (new york) the reason why it wasn't heavily
promoted was because css/derek fern didn't want atari finding out that
their floppy board was based on the xf551's innards (so I was told)

Anyway, I'm still looking for the css product "the impossible" that is
the orig. 800 and xl versions, the german program "the freezer" by LDS,
not the freezer by digicomm (which ran a bit like the superdump/iv
portion of the o/s controller card sw) and also the other 2 booklet that
came with the indus gt (a8), and information relating to
upgrading/expanding the indus gt (a8)

Any help....

Happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6258. re 1.44's, microdiscount and zeppelin s/w

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8r5k6fdff1@nnrp1.deja.com>
Source record: 41489

Hello atarians in atari cyberspace, Hows the Atari thang going, Keep those atari thangs humming that's what I say

Anyway regarding microdiscount and zeppelin games, only the most recent zeppelin games were from polish/e. eurpoean authors, the majority like draconus/zybex/phantom etc were done inhouse or had bought licences from the respective s/w companies like futureware (sidewinder) etc
Re the copyright issue, I dont thing it had anything to do with Microdiscount, as microdiscount only had bought sales/marketing and distribution rights, and only the rights to the s/w that zeppelin published/wrote itself

I Trust that this clears up the matter

I would be interested though, in obtaining a british version of computerhouse's (fulham, London) FLOPPY CARD, which if memory serves me correctly, was the first floppy card that allowed the humble 8bit to utilize the st/amiga d/d's (both 5.25 & 3.5), I believe that computerhouse's jobbie was imported from a US company, I dont know who The Floppy board that derek fern/microdiscount came out with was actually made by css (new york) the reason why it wasn't heavily promoted was because css/derek fern didn't want atari finding out that their floppy board was based on the xf551's innards (so I was told)

Anyway, I'm still looking for the css product "the impossible" that is the orig. 800 and xl versions, the german program "the freezer" by LDS, not the freezer by digicomm (which ran a bit like the superdump/iv portion of the o/s controller card sw) and also the other 2 booklet that came with the indus gt (a8), and information relating to upgrading/expanding the indus gt (a8)

Any help....

Happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6259. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8r5na3fko1@nnrp1.deja.com>
Source record: 41490

Hello there Ernest/Vidar, Hows your atari's going, Just keep the faith, keep those atari's humming

Anyway re: howfendos v3.8 and 4.0, I still have the originals, but i don't have Ape Int. or SIOPC, but what I do have is a pc (amd duron600, 128meg, win98- which can be up'd to k7 athlon/thunderbird) as my pc has an int. 5.25 and 3.5 inch d/d
I do have 2 proggies called anadisk and deanna, tried everything but cant get my resultant .atr files to work with mess and a800win, this is due to the crapshit instructions on how to use these programs with REAL atari 5.25 disks

If you or anyone can show me how to use these proggies with real atari disks, or a program or programs that allows you to do this, then what I will be more the happy in doing is emailing you both 3.8 and 4.0 versions of howfen and provided I don't get me hands slapped by page 6, I'll even throw in transdisk 4 and xe

Anyway the reason why howfendos wasnt pd is because, It was originally a commercial product,available though howfensoft, they used to advertise in Atari user magazine (database), the other reason for it not been pd is that the program allowed you to convert rob c and ian k/elton files, to howfen, and if you know anything of the A8 scene in GB in the 80's, you'd know that rob c/ian k were pirate menu's primarily based on John Williams's Multboot menu (the same john williams that wrote s/w for english s/w- jet boot jack- etc,etc)

Also, according to the above atari mag the European/American Atari users didn't like Howfen/Rob C type menu's, prefering instead to using dos type menus like speed init or microdos etc..., I remember a friend telling me once, that he sent some atari files on howfen and multiboot, in exchange for some recent american/european stuff, only to find that when he got the disks back from his euro/US contacts he found some very choice language written on the oncreen text.. telling him that unless he convertsa over to using a dos menu, he shouldn't bother sending anything

I always found, that the are big problems with game dos menu's, they take up more space then howfen/robc and you have to use the particular dos menu/with a particular dos, and even then you cant guarantee that the file will load, because your'e dealing with a binary file

The nice thing a found about howfendos is that you'll know that the howfen menu will always load in low memory, leaving max ram to the program, and you'll find that most of the howfen stuff (both single and multistage/file) will always load in a majority if not all the files

What I would like though is an a8 program that will allow be to convert multipart split binary files compacted/compressed with bewesofts superpacker or Cruncher 5 from magnus (the one on mega magazine) and convert then to boot tape, as I have working binary versions of zybex, Redmax, Shit, Rockford etc and about 3-400 other bin files that I created with howfen t-d, omni-mon and superdos, that I would like to get onto howfen. for conv. to Atr file

Any help...

Happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6260. Re: 1.44,micro-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <27667-39D662E4-16@storefull-171.iap.bryant.webtv.net>
Source record: 41491

we sure got a flurry of e-mails from eastern europe over those games,
then derek fern dissapered.
things got a little murky after the fall of the wall, and i have a hunch
most pre wall fall stuff may never be known who owns what.
sorry cannot help you on the interfaces, i would sure love to have them
for sale,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6261. CCAG 2001!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <39d6a1b4_2@athena.netset.com>
Source record: 41492

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 23rd, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

Setup: 22nd, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 9/29/2000
User Groups:
Erie PA Atari Group
TI Chips
Cleveland Classic Atari Group

Vendors:
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
Fred Wagaman
Alan Hewston
Thomas Mclaren
Andy Frueh
Tim Snider
Curt Vendel(Atari Historical Society)

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room- MAME, etc. We are hoping for some people with arcade systems to bring them- will probably need a small generator for that.

See ya at the CCAG!

6262. 800xl help

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: compkid <collier.steven@acd.net>
Message-ID: <nKjWOVo7JP+yaBuY2N+H6jid1il3@4ax.com>
Source record: 41493

I have an 800xl, instead of booting to Basic it boots to the self test
and gives memory errors.

I have a couple of Questions:
Do the little memory boxes give particular chips that are bad?

Even whit bad ram wouldn't it still boot to basic?

Any help or ideas would be appreciated.

Steve

P.S. If anyone knows where I could find a service manual on the 800xl
that would be helpfull also.

6263. TurboGrafx-16 Setup Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: Tivadar <reicher6@pilot.msu.edu>
Message-ID: <8r6b7c$1coe$1@msunews.cl.msu.edu>
Source record: 41494
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I am looking to start collecting for the Turbografix 16 and need a good setup to ge tme started. I am looking for a system in good condition, the CD attachment, and any games (complete). If you have one for sale or trade, or know of someone who is selling one, please e-mail me at: reicher6@pilot.msu.edu

Tempest

6264. NTSC Atari 2600 Xenophobe Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 00:00:00 UTC
From: Tivadar <reicher6@pilot.msu.edu>
Message-ID: <8r6b9g$1d19$1@msunews.cl.msu.edu>
Source record: 41495
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I am looking for an NTSC Xenophobe for the Atari 2600. If you have one for sale or for trade, e-mail me at: reicher6@pilot.msu.edu

Tempest

6265. Re: Singing "The 1050 Floppy Blues"

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 01:32:16 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <7sfatsscmnuke0cm5bj03av1sh1tpg9ie4@4ax.com>
Source record: 41467

On Fri, 29 Sep 2000 07:06:32 GMT, Jon Tibbetts <nuclearspam@home.com>
drooled an embarassing wet spot in his lap as he typed:

>Hey all:
>
>I need some advice.
>
>I bought a 1050 (U.S. Doubler) Floppy.
>It gives me the flash, I insert the disk.
>
>Nada.
>
>Nada darn thing.
>
>I pull out the floppy, and *GASP* its blank.
>No format, no nothing.
>
>I get the Millennium *D'0H* Award since I tried
>around 8 (original) disks before I thought to
>recheck them.
>
>... d'oh. =(
>
>Now the odd part is occasionally, (twice) it
>actually tried to read the disk, then choked
>with a BOOT ERROR.
>
>How do I trouble shoot this silliness?
>Is there something I'm totally blind too?
>Could the Peripheral port on the 800XL be flaky?
>How can I fix this problem?
>What possessed me to go through 8 disks?
>
>Please, stop me before I erase again!!

Before you start tossing your disks, check your SIO cables. I can't
tell you how many I went through in my 8-bit years. They get frayed,
they die. Often. (Well, with me they did anyway) Try another SIO
cable, preferably one you know worked the last time you tried it.

Other things you might want to try:

- Try blowing out any dust that might be both in the cable's contacts
and in the Atari's SIO port. (A can of compressed air will help; you
can blow in it yourself, but the moisture in your breath may do more

harm than good)
- Open up the 1050 and try re-seating all socketed chips to remove any oxydization of the pins. (an IC puller or, if you don't have one, the tip of a small flathead screwdriver will do the trick, just make sure they all come out of the socket reasonable level so that none of the pins bend) While you're in there, you might as well blow any dust out of there, too.
- Clean the drive's heads; you'll need a 5.25" drive cleaning kit for that or, if you don't have and can't find one, while the drive's open, use a cotton swab or very soft, lint-free tissue dampened with isopropyl alcohol or hydrogen peroxide and gently clean off the head manually.
- Try jiggling the disk in the drive while it's trying to read the disk; if the disk is only partially bit-rotten, this may force it to read the bootsector properly.

And if none of these suggestions work ... congratulations! You have a new drink coaster. :-)

And yes, I've done all of the above many times in the past. The woes I had with 5.25" floppy disks are almost legendary. :-)

>
>TIA
>--Jon

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6266. Re: 800 xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 01:36:23 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <pjgats057j3ao833ssoeg0j9m8nceq2p0c@4ax.com>
Source record: 41468

On Fri, 29 Sep 2000 22:04:33 GMT, "curtis2000"
<curtis2000@earthlink.net> drooled an embarassing wet spot in his lap
as he typed:

>Just picked up an 800 xl at a yard sale.(thought it might be cool to have
>one).
>
>My question is what should it do when i turn it on? I have no software for
>it and all it does is give me a black screen when i turn it on.

With no peripherals and no cartriges inserted into the cartrige slot,
the machine should ... erm ... "fart" (well, that IS what it sounds
like!) for a few moments at a blue screen with a white cursor in the
upper left hand corner of the screen, then plop you at a READY prompt
(Atari BASIC). If you hold OPTION while turning the machine on
(again, with no peripherals or cartriges attached), it should go into
self-test mode.

Actually, that's not entirely accurate; you can attach a printer or an
810 or 1010 tape drive and the above is still applicable, but a floppy
drive will immediately try to boot if it's hooked up and, obviously,
cartriges will execute immediately.

>
>Any ideas?
>thx
>

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6267. Re: Connecting a Atari to a Commodore 1702, HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 02:29:25 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <8r3j65$7mk$1@flood.xnet.com>
Source record: 41470

Dan & Jeri Williams <dwilliams@milwaukeepc.com> wrote:

: What was my solution? Go back on E-bay and buy a 5 pin cable. Now heres
: where I start to go insane. The cable I ordered has 4 plugs. The atari 130
: XE manual I lucked out having says that the pins are for 1- Composite
: luminance, 2- Ground, 3- Audio Output, 4- Composite Video, and 5- Composite
: Chroma. Sounds all good to me, since the cable represents all those.

: This is why I am insane. The 1702 doesn't have 4 plugs. It only has 3.
: One for sound, and two for who knows what else. Will I need all cables
: connected? Any help would be appreciated!

This is not too tough. In fact, if you'd taken a little time to read the
labeling on the 1702 plugs, things would have become very clear!

The back of the monitor has three, as you pointed out. One is audio (3).
Another is composite luminance, or Luma (1). The third is composite Chroma
(5). Problem solved!

--
Jason Compton jcompton@xnet.com

6268. Re: ST mouse on 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 02:43:16 UTC
From: admnelson@my-deja.com
Message-ID: <8r3k03$17v$1@nnrp1.deja.com>
Source record: 41471

> Les Brilliant<sp?> did an article for ANALOG where he modified an IBM
J/S
> for use on an Atari. So there exists software for reading the values
and
> cursor positioning if you run a mouse from the PADDLE ports. That is
why I
> was thinking PADDLEs anyway.
>
> >
> > Using the paddle inputs would be a great solution because 1)
>
> I know, I wish I had thought of it instead of Les Brilliant.
>
> I have that issue of ANALOG.It was a Radio Shack joystick.
Different critter than an IBM.

Sent via Deja.com http://www.deja.com/
Before you buy.

6269. Re: ATR construction

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 02:50:29 UTC
From: admnelson@my-deja.com
Message-ID: <8r3kdk$1dc$1@nnrp1.deja.com>
Source record: 41472

In article <20000928142926.28112.00000012@ng-mg1.aol.com>,
ralphxpn@aol.com (RalphXPN) wrote:
> I feel a lil dumb asking this....but here goes
>
> Is there a PC utility to construct ATR images from pc files (with out
a real
> atari) ???
>
> Ralph
>
I use IMAGEMAN.EXE and it works great for me,but I don't remember
where I got it :(
Try www.xlsearch.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

6270. Re: Connecting a Atari to a Commodore 1702, HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 03:03:51 UTC
From: admnelson@my-deja.com
Message-ID: <8r3l6l$23d$1@nnrp1.deja.com>
Source record: 41473

In article <39d547a8$0$250$3936f1fe@news-core.twtelecom.net>,
"Dan & Jeri Williams" <dwilliams@milwaukeepc.com> wrote:
> Hey all,
>
> Just picked up a 1702 off of E-bay cause I was tired of my little
old
> TV. So, when I got the thing it came with a monitor cable that was
supposed
> to work! Guess what? It didn't. Seems that the C 64 had a 8 pin cable
and
> the good old Atari uses only a 5 pin.
>
> What was my solution? Go back on E-bay and buy a 5 pin cable. Now
heres
> where I start to go insane. The cable I ordered has 4 plugs. The atari
130
> XE manual I lucked out having says that the pins are for 1- Composite
> luminance, 2- Ground, 3- Audio Output, 4- Composite Video, and 5-
Composite
> Chroma. Sounds all good to me, since the cable represents all those.
>
> This is why I am insane. The 1702 doesn't have 4 plugs. It only
has 3.
> One for sound, and two for who knows what else. Will I need all cables
> connected? Any help would be appreciated!
>
> Thanks
>
> Daniel
>
> Atari User Since 78!
>
> danjer69@hotmail.com
>
> I use old keyboard cables to make monitor cables,cheap aren't I?

Sent via Deja.com http://www.deja.com/
Before you buy.

6271. Re: Bellcom catalog?

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 03:19:15 UTC
From: ernest@wxs.nl
Message-ID: <39d55a89.35751824@news.wxs.nl>
Source record: 41469

On 29 Sep 2000 20:17:11 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>>Mike Kohary mkohary@earthlink.net asked:
>
>>Heck, the address of the
>>guy who ran Bellcom would help; I'll bet he might have a few lying
>>around. ;)
>>
>
>It was :
>BellCom
>P.O. Box 1043
>Peterborough, Ontario, Canada K9J 7A5
>
>-Ron

I believe that Bob Wooley now has the entire library.
There is no catalog on disk as far as I know. We asked him
a while back. I don't know if he might have hard copies left.
The Bellcom library is on the Pooldisk Too,
so if you just want to check what files are on the disks, you
can use Xdir on a Pooldisk for that.
At one time we wanted to scan and OCR the catalog and
supplements. Maybe sometime we or someone else can
do that and post it.

Keep those XL's/XE's humming.
Ernest.

6272. Re: Singing "The 1050 Floppy Blues"

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 04:01:04 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8r3oi0$d3s$1@mohawk.hwcn.org>
Source record: 41475

I came across an Atari 810 disk drive that would kill formatted disks when placed in it. I just sent it on to our resident Atari disk doctor who fixed the darn thing. Turned out to be some logic board.

Since this is a US doubled drive, perhaps pulling out the upgrade and installing it in a working drive is the best way to go.

And, I just happen to be getting rid of Atari 1050 Disk drives for $30 US shipped to North America! (shameless plug) hahah

Willy

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

6273. Call Lush Retro BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 04:07:22 UTC
From: Jeff Hall <jhall2@home.com>
Message-ID: <_FdB5.166865$3E6.1568202@news1.alsv1.occa.home.com>
Source record: 41474
Cross-posted to:
alt.bbs,alt.c64,comp.emulators.cbm,comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

```
LUSH RETRO BBS!
Supporting Commodore 64/128 and many other Vintage Platforms!
Online games, lots of files to download, and FULL access on the first call.
Running Centipede 128 BBS and a member of the ComLink message network.
300 baud and up supported!
Full ANSI, Commodore CG, and of course ASCII emulation is available.

--
Dr. Video
SysOp of Lush Retro BBS (C64/128) 949.654.4590
Call it today!
```

6274. Re: 800 xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 04:35:36 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39D56DF2.405A6789@home.com>
Source record: 41476

Hi,

curtis2000 wrote:
> My question is what should it do when i turn
> it on? I have no software for it and all it
> does is give me a black screen when i turn
> it on.
curtis2000 waited....

Just curious, are your trying it on a monitor
or television?

On a T.V. It would do this if set to the wrong
channel. On a monitor, the port may be blown,
but I believe the T.V. port MAY still be able
to work. (Unless the main logic board is
fried.)

If I rememeber right... now bear with me in my
old age. I'm the guy that picks up the phone,
dials the number, and as they say hello, I
forgot who I was calling. :-/

But, If I remember right, the internal switch
box does NOT need an RF Modulator (radio
shack-$20-ish?) But if the switch itself is
blown I think its possible to still get it
connected through an RF Modulator. But again,
I remember doing something like it, but this
was like... 16 years ago.

So... not to ramble, but I would trouble shoot
it this way if I were you..

HTH,
--Jon

6275. The Chicken? The Egg? An Atari DOS Boot Disk Question.

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 05:13:39 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39D576E6.926C8176@home.com>
Source record: 41477

I'm sorry to hassle, you guys are great, but I'm
confused about the creation of a DOS Boot Disk.
(I lost all boot disks on a floppy mishap a few
days past.)

I run Slackware Linux on my PC.
I made a very small portion for PC-DOS.
I have an 800XL with a borrowed 1050.
I can (supposedly) read & write files in Atari
format with utilities like ATARIDSK and such.
I can extract the BOOTCODE, and *.SYS files
needed, copy them to the disk, but how do I
initialize the bootstrap?

This was easy with the Atari running on DOS,
but with no boot disks, I fall into a circular
reasoning pit I can't seem to crawl out of.

Does anyone have any suggestions?
(I doubt if APE is made for Linux.)

Thanks for your time,
--Jon

6276. Toasted 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-09-30 06:16:04 UTC
From: burnin <burnin@addy.net>
Message-ID: <39D58524.3F37FC1B@addy.net>
Source record: 41478

After moving I hooked up my 130XE and it is toast. I get a reddish screen that flip flops all over the place. There is no sound of booting or key clicks. I looked at all the basic things, power supply, connections, etc. but it looks to be serious. I'll have to take the machine into work to throw an O-scope on it but I don't want to waste my time if parts are not available. I suspect that either the 6502C CPU, GTIA, or Antic chip is burned up. The CPU gets kinda warm, however, I don't know if this is normal or not.

Does anyone know of a source for chips or will I be wasting my time to try and revive this relic?

burnin

6277. Re: Problem Solved

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: burnin <burnin@addy.net>
Message-ID: <39D6E450.115766E1@addy.net>
Source record: 41497

I hauled my 130XE into work today and threw it on an O-scope. The signals flowing through the machine looked somewhat normal but something was obviously intermittently causing strange fluctuations in the signals. It looked to me like the system was reseting over and over again. I put the scope on the reset circuit, that is supposed to have a momentary low signal when a reset occurs and then remain high, and noticed that the circuit had a 60HZ pulse on the reset signal. I immediately put the scope on the power supply, which looked okay with my volt meter at home, and found that I did not have a solid 5 volts out of the supply. It looked like I had lost a rectifier. Opening the supply revealed the transformer and circuit were encased in a cube of glue, virtually impossible to repair. I chopped the cords off and found a new 5 volt supply to attach them to. With the new supply hooked up the system is back to normal. Woohoo!!!

burnin

6278. Re: 800xl help

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: burnin <burnin@addy.net>
Message-ID: <39D6E59C.7B89E877@addy.net>
Source record: 41498

I too would expect it to still boot to BASIC even if it had a bad RAM chip. I suspect that there may be a problem in the memory addressing hardware. I have no idea if there is a relationship between the blocks and specific RAM chips. Each byte of memory is constructed with a single bit from 8 seperate RAM chips, however, it wouldn't be hard to have the memory test program test bits for each chip.

burnin

compkid wrote:

> I have an 800xl, instead of booting to Basic it boots to the self test
> and gives memory errors.
>
> I have a couple of Questions:
> Do the little memory boxes give particular chips that are bad?
>
> Even whit bad ram wouldn't it still boot to basic?
>
> Any help or ideas would be appreciated.
>
> Steve
>
> P.S. If anyone knows where I could find a service manual on the 800xl
> that would be helpfull also.

6279. Re: Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: "Yak the Hairy"
Message-ID: <8r7cir$k08$1@nnrp1.deja.com>
Source record: 41499

In article <59hcts4t7pgbl42aso2j2i88o6gv262efm@4ax.com>,
Mindfield <mindfield@badgers.home.com> wrote:
> On Sat, 30 Sep 2000 14:39:38 GMT, Yak the Hairy [Mat Hall]
> <yak_the_hairy@hotmail.com> drooled an embarassing wet spot in his lap
> as he typed:
>
> >The Last Starfighter (or whatever it was called -- it was the sequel
to
> >something...):
> >"3D" space combat. "Texture mapped" planets. Cool!
>
> Okay, I'm nitpicking... but technically texture mapping is the mapping
> of an image on a three dimensional mesh object. This can be realtime
> or pre-calculated. Alternate Reality was pre-calculated. The Last
> Starfighter simply took the image of a planet and warped the image to
> simulate a spherical object by progressively eliminating more and more
> pixels towards the top and bottom of the image (or, put another way,
> buy progressively shrinking each line of a square image as it reached
> the top and bottom) It was a neat effect, though -- very clever. :-)

Hence "texture mapped" in quotes... (And texture mapping does NOT have
to be on to 3D mesh objects; the ray-casting technique in Wolfenstein
3D (for example) allowed txetures to be mapped on to Boolean planes.
(But now who's being picky? :) (Oh, and it was Star Raiders 2!)

> >
> >I could go on, but I won't...

Obviously I lied!
--
For every problem, there is a solution that is simple,
elegant, and wrong.

[yak_the_hairy@hotmail.com]

Sent via Deja.com http://www.deja.com/
Before you buy.

6280. Re: 800xl help

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: "Yak the Hairy"
Message-ID: <8r7cr7$k31$1@nnrp1.deja.com>
Source record: 41500

In article <39D6E59C.7B89E877@addy.net>,
burnin <burnin@addy.net> wrote:
> I too would expect it to still boot to BASIC even if it had a bad RAM
> chip. I suspect that there may be a problem in the memory addressing
> hardware. I have no idea if there is a relationship between the blocks
> and specific RAM chips. Each byte of memory is constructed with a
single
> bit from 8 seperate RAM chips, however, it wouldn't be hard to have
the
> memory test program test bits for each chip.

I had a similar problem on my 130XE a few years ago, but remembering a
common problem with Amigas I just popped the case open and pressed down
on all the chips. Lo and behold, it worked like a charm! Something
musta just worked loose...

> burnin
>
> compkid wrote:
>
> > I have an 800xl, instead of booting to Basic it boots to the self
test
> > and gives memory errors.
> >
> > I have a couple of Questions:
> > Do the little memory boxes give particular chips that are bad?
> >
> > Even whit bad ram wouldn't it still boot to basic?
> >
> > Any help or ideas would be appreciated.
> >
> > Steve
> >
> > P.S. If anyone knows where I could find a service manual on the
800xl
> > that would be helpfull also.
>
>

--
For every problem, there is a solution that is simple,
elegant, and wrong.

[yak_the_hairy@hotmail.com]

Sent via Deja.com http://www.deja.com/
Before you buy.

6281. Re: 800xl help

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: compkid <collier.steven@acd.net>
Message-ID: <Uk=XOVdKbUm3CM8TNCeO7JgRb7Z5@4ax.com>
Source record: 41501

That was the first thing I hoped for all chips but one are soldered to
the board and all solder conncetions look good..
Before I started soldering the chips I wanted to find out a good place
to start. Ram chips or Addressing chips.
The bad ram blocks don't seem to have a problem so I'm pointing to
having a bad chip in the memory addressing circuit.
Any other thoughts?

On Sun, 01 Oct 2000 13:05:45 GMT, Yak the Hairy [Mat Hall]
<yak_the_hairy@hotmail.com> wrote:

>In article <39D6E59C.7B89E877@addy.net>,
> burnin <burnin@addy.net> wrote:
>> I too would expect it to still boot to BASIC even if it had a bad RAM
>> chip. I suspect that there may be a problem in the memory addressing
>> hardware. I have no idea if there is a relationship between the blocks
>> and specific RAM chips. Each byte of memory is constructed with a
>single
>> bit from 8 seperate RAM chips, however, it wouldn't be hard to have
>the
>> memory test program test bits for each chip.
>
>I had a similar problem on my 130XE a few years ago, but remembering a
>common problem with Amigas I just popped the case open and pressed down
>on all the chips. Lo and behold, it worked like a charm! Something
>musta just worked loose...
>
>> burnin
>>
>> compkid wrote:
>>
>> > I have an 800xl, instead of booting to Basic it boots to the self
>test
>> > and gives memory errors.
>> >
>> > I have a couple of Questions:
>> > Do the little memory boxes give particular chips that are bad?
>> >
>> > Even whit bad ram wouldn't it still boot to basic?
>> >
>> > Any help or ideas would be appreciated.
>> >
>> > Steve
>> >
>> > P.S. If anyone knows where I could find a service manual on the

>800xl
>> > that would be helpfull also.
>>
>>

6282. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <AJBREIAKUP@cabal.shnet.org>
Source record: 41502

In <8r4tvb$tb9$1@nnrp1.deja.com> Yak the Hairy [Mat Hall] wrote:
>Nadral:

Wasn't that one written by Julian Reschke?

>What the hell? Strange concept -- fly a sort of helicopter around a
>disorientating maze avaoiding toilets, bouncing balls, and who knows
>what else, accompnied by an eerie background noise that got faster as
>things got more difficult. Nice music, too. Spieler 1, schloss!

That helicopter reappeared in "Highway Duel" - as an obstacle or bonus,
don't remember it too well. And it's "Schluï¿½".

Thorsten

6283. Re: Connecting a Atari to a Commodore 1702, HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: snk2112@aol.com
Message-ID: <20001001152327.07086.00000036@ng-fs1.aol.com>
Source record: 41503

>
>: What was my solution? Go back on E-bay and buy a 5 pin cable. Now heres
>: where I start to go insane. The cable I ordered has 4 plugs. The atari 130
>: XE manual I lucked out having says that the pins are for 1- Composite

i think i can help ,

it might sound a little scary but it isn't that hard and once you do it a few times it will be fun and eas and addictive , soon you will want better pictures for all you old systems

now as i under stand it you have the 1702 monitor , (i hope you didn't pay too much , the 1902 and 198? are MUCH better and ylou can hook up arcade board to them

any way what does the cable you haev plug into ,,,, i am going to try and walk you through hacking the end off the wrong side of the cord and puttin gon a new one

i've made rgb cables so i can play neo geo arcade games on my desk and the picture was so much better then the home version i made cables for other systems and want to now start drilling holes into beater systems just to add the outputs
Danno

iron chef microwave/junkfood

don't worry ,, we're not alien spies sent to kidnap you or any thing ,,,,
"it's a HAND grenade "

6284. Re: Natasha has passed on.

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: witchy <witchy@binarydinosaurs!co!uk>
Message-ID: <hidftsguc13moeti2k96odd314sbvrl3eo@4ax.com>
Source record: 41504

You are in an empty room with Natasha1983@webtv.net (Tasha). There's a
rock in the middle with "Y2" written on. A hollow voice says:

>I regret to have to inform you that one of your fellow message board
>members has lost her three year battle with cancer. Treatment had at
>first been succesful at putting it into remission for well over a year,
>but unfortunately, within the last few months there was a more
>widespread recurrence. She finally succombed to an inoperable growth in
>her brain in which chemotherapy and radiation where unable to knock back
>it's advancement. She will be greatly missed.

I'm truly sorry to hear that; I've lost one friend to cancer and
it's......well, words fail me.
Many condolencies....

witchy
--
Adrian/Witchy
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
Remove bangs from header's email address to reply.

6285. Re: Connecting a Atari to a Commodore 1702, HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: Dan & Jeri Williams <dwilliams@milwaukeepc.com>
Message-ID: <39d7b868$0$141$736b3e2@news2.twtelecom.net>
Source record: 41505

"Jason Compton" <jcompton@typhoon.xnet.com> wrote in message
news:8r3j65$7mk$1@flood.xnet.com...
> Dan & Jeri Williams <dwilliams@milwaukeepc.com> wrote:
>
> : What was my solution? Go back on E-bay and buy a 5 pin cable. Now heres
> : where I start to go insane. The cable I ordered has 4 plugs. The atari
130
> : XE manual I lucked out having says that the pins are for 1- Composite
> : luminance, 2- Ground, 3- Audio Output, 4- Composite Video, and 5-
Composite
> : Chroma. Sounds all good to me, since the cable represents all those.
>
> : This is why I am insane. The 1702 doesn't have 4 plugs. It only has
3.
> : One for sound, and two for who knows what else. Will I need all cables
> : connected? Any help would be appreciated!
>
> This is not too tough. In fact, if you'd taken a little time to read the
> labeling on the 1702 plugs, things would have become very clear!
>

Jason, I guess I didn't word myself quite right, I did read the back of the
monitor, and
I did understand what it meant. As I know now, the only plug that was
throwing me off,
was the Composite Video. I know now that the plug won't be used due to the
help of
other users.

Next time, don't be so rude about it.

Dan

> The back of the monitor has three, as you pointed out. One is audio (3).
> Another is composite luminance, or Luma (1). The third is composite Chroma
> (5). Problem solved!
>
> --
> Jason Compton jcompton@xnet.com

6286. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001001185557.04188.00000081@ng-fe1.aol.com>
Source record: 41506

Do you have MyDOS double density capability on the Atari 5.25?

The is a European utility called "Ataridsk.exe", not to be confused with C. Marslette's "MyUtil.exe" which is sometimes named AtariDsk; it can read & write files on the hard disk to the PC internal floppy in SSDD. I use something like Atrextr.exe to get the data out of the ATR.

>carmel_andrews@my-deja.com asks:

>Anyway re: howfendos v3.8 and 4.0, I still have the originals, but i
>don't have Ape Int. or SIOPC, but what I do have is a pc (amd duron600,
>128meg, win98- which can be up'd to k7 athlon/thunderbird) as my pc has
>an int. 5.25 and 3.5 inch d/d
>I do have 2 proggies called anadisk and deanna, tried everything but
>cant get my resultant .atr files to work with mess and a800win, this is
>due to the crapshit instructions on how to use these programs with REAL
>atari 5.25 disks
>
>If you or anyone can show me how to use these proggies with real atari
>disks, or a program or programs that allows you to do this, then what I
>will be more the happy in doing is emailing you both 3.8 and 4.0
>versions of howfen and provided I don't get me hands slapped by page 6,
>I'll even throw in transdisk 4 and xe

-Ron

I don't have a solution but I admire the problem.

6287. Re: Connecting a Atari to a Commodore 1702, HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001001182347.1629A-100000@vtn1>
Source record: 41507

On Sun, 1 Oct 2000, Dan & Jeri Williams wrote:

> As I know now, the only plug that was throwing me off, was the Composite
> Video. I know now that the plug won't be used due to the help of other users.
>
You can use either split Chroma and Luminance or Composite Video, not
both. The Composite Video is exactly what's needed to feed the A8 into
a VCR but generally you'll get better results with the Chroma/Luma
option.

If you're doing a lot of text-only stuff, you get great results using
a mono monitor and just the Luminance signal.

jkp

6288. Re: Connecting a Atari to a Commodore 1702, HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 00:00:00 UTC
From: Ray Allen <rla161@psu.edu>
Message-ID: <8r8r3f$1f9m@r02n01.cac.psu.edu>
Source record: 41508

Dan,

> Just picked up a 1702 off of E-bay cause I was tired of my little old
> TV. So, when I got the thing it came with a monitor cable that was
supposed

I have several 1702's although I don't get to use them with Atari's (yet).
:) Be certain that you have the switch in the back set to the correct set
of video ports. If it is set the oposite way.....the screen stays black.
Also, don't be afraid to experiment with plugging in your cables. It is
very hard to kill a 1702. Sooner or later you will hit the right
combination.

Ray Allen.
C64 user........

6289. Re: TurboGrafx-16 Setup Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-01 05:24:55 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <8r6hon$1rtq$1@msunews.cl.msu.edu>
Source record: 41496
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,de.comp.sys.atari

I've decided that the Turbo Duo is the way to go. So if you have a Turbo
Duo let me know.

Tempest

reicher6@pilot.msu.edu

"Tivadar" <reicher6@pilot.msu.edu> wrote in message
news:8r6b7c$1coe$1@msunews.cl.msu.edu...
> I am looking to start collecting for the Turbografix 16 and need a good
> setup to ge tme started. I am looking for a system in good condition, the
> CD attachment, and any games (complete). If you have one for sale or
trade,
> or know of someone who is selling one, please e-mail me at:
> reicher6@pilot.msu.edu
>
> Tempest
>
>

6290. Re: 800xl help

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.970482387@math.tu-berlin.de>
Source record: 41514

compkid <collier.steven@acd.net> writes:

>I have an 800xl, instead of booting to Basic it boots to the self test
>and gives memory errors.

Maybe the basic ROM is bad. You can check this with the self test.
The top most longish boxes turn red then.

>I have a couple of Questions:
>Do the little memory boxes give particular chips that are bad?

No, it gives (or should give, that is) memory locations blocks that are
bad. Since the RAM chips of the 800XL are something like 64Kx1, these
areas will go over all chips at once.

Except that, well, some of the RAM tests are simply fakes. The RAM under
the self test ROM (0x5000 and up) is not tested at all and always shown
as "good". Same goes for the RAM under the Os, the basic and the Io chips.

>Even whit bad ram wouldn't it still boot to basic?

Nope. Dependent on what's wrong, it might refuse to do anything useful at all.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

6291. Re: Connecting a Atari to a Commodore 1702, HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-MyVrd9oEBGpd@port28.vdts.cab.cth.com.au>
Source record: 41515

On Sun, 29 Sep 3900 20:53:04, "Dan & Jeri Williams"
<dwilliams@milwaukeepc.com> wrote:

> Hey all,
>
> Just picked up a 1702 off of E-bay cause I was tired of my little old
> TV. So, when I got the thing it came with a monitor cable that was supposed
> to work! Guess what? It didn't. Seems that the C 64 had a 8 pin cable and
> the good old Atari uses only a 5 pin.
Do what I do and go out and buy a 5 pin din to 4 RCA jacks audio
cable. They can be had almost anywhere.
Use a bit of experementing to find what goes where. Works well for
me. If you can get a ribbon type cable, use it.

James B

6292. Re: 800xl help

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-F0rWvisddO9O@port28.vdts.cab.cth.com.au>
Source record: 41516

On Sun, 30 Sep 3900 23:01:04, compkid <collier.steven@acd.net> wrote:

> I have an 800xl, instead of booting to Basic it boots to the self test
> and gives memory errors.
>
> I have a couple of Questions:
> Do the little memory boxes give particular chips that are bad?
>

What you need is a SALT cart. With one of these babies, You should be
able to tell which chip is bad.

Off subject now.
What about the olympics eh! The greatest ever. Just showes you what we
can do.

James B

6293. Re: Join CONSUMER'S UNION & other orgs PROTESTING AOL & TIME WARNER! Direct link to FCC COMMENT PAGE HERE! 9866

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <i6sgtsg4316qrjs1p48844q69ihirepj6c@4ax.com>
Source record: 41517

The other Day vbrywg@aol.com wrote:

>The AOL - Time Warner merger is about to be approved by the FCC -
>BUT - the FCC WILL REQUIRE SOME CONDITIONS! That is Definite!
>Will the conditions protect ONLY THE CORPORATIONS or will they
>also protect YOU the END USER?

Thankfully your ISP protects us from arseholes like you who splash
crap like this here.

Bye bye..
--
Paul Irvine

Retro-gamer & old git

6294. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8r9t5qejm1@nets3.rz.RWTH-Aachen.DE>
Source record: 41518

>Arudzki schrieb:
>
>> > well, you have to built one yourself or buy some extra hardware to use
>> > it. First, you can upgrade your XF551 easily for 720k. Just change some
>> > bytes in the OS
>>
>> Which bytes? Everyone seems to be saying a couple of bytes, but is there
>> some documentation somewhere?

>Yes, there is. But I am currently online at the university, thus I do
>not have it with me. Afaik, the original docs came from Bob Wooley (who
>else ??) greetings - Andreas

He even improved upon them. To fix I believe the density detection. But I
have NO clue where to find these notes.

CU Mathy van Nisselroy

6295. Re: 1.44,micro-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8r9tcdejm2@nets3.rz.RWTH-Aachen.DE>
Source record: 41519

Howdy Lance, folks

>i can only say that when we wanted more games ported to N.A. format,
>discussions had just started. then all of a sudden one of us U.S.
>dealers got e-mails over certain titles not being owned by
>micro-discount, and that were really owned by authors who were behind
>the iron curtain at the time. hen micro-discount disappeared.
>we never heard from him again.

I heard Derk Fern and his friends stole more then one idea. (but those could
have been rumors)

CU Mathy van Nisselroy

6296. Re: Re: speech synthesiser for atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8r9tqeejm3@nets3.rz.RWTH-Aachen.DE>
Source record: 41520

Howdy folks

>The reason the display was blacked out was because the program turned
>ANTIC off. With ANTIC turned off, the 6502 didn't have to worry about
>doing things like updating the display listt, so it was able to
>dedicate a little more time to transferring the audio data to Pokey,
>resulting in better quality sound.

Not only that, but the time ANTIC needs is not always the same IIRC, so it's
hard to keep timing dependent stuff running (in this case sounding) OK.

BTW if you wanna have your Atari read out english texts, try Tom Hunt's READIT.
It sound great. At the time, Tom told me he had idea's for even better sound,
but unfortunately, his plans never really turned into hardware.

CU Mathy van Nisselroy

6297. Re: Connecting a Atari to a Commodore 1702, HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <8r9u09$6a4$1@plutonium.compulink.co.uk>
Source record: 41521

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-MyVrd9oEBGpd@port28.vdts.cab.cth.com.au...
> On Sun, 29 Sep 3900 20:53:04, "Dan & Jeri Williams"
> <dwilliams@milwaukeepc.com> wrote:
>
> > Hey all,
> >
> > Just picked up a 1702 off of E-bay cause I was tired of my little
old
> > TV. So, when I got the thing it came with a monitor cable that was
supposed
> > to work! Guess what? It didn't. Seems that the C 64 had a 8 pin cable
and
> > the good old Atari uses only a 5 pin.
> Do what I do and go out and buy a 5 pin din to 4 RCA jacks audio
> cable. They can be had almost anywhere.
> Use a bit of experementing to find what goes where. Works well for
> me. If you can get a ribbon type cable, use it.
>
> James B
>
>
I can comfirm this works, My 800xl and 130 xe work fine with my 1084s thanks
to such a cable. However i found i needed a Y connector to one of the ports
for that extra stability of picture on my 130XE.
JP

6298. Re: 5-1/4" DS/DD Disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8r9u48ejm4@nets3.rz.RWTH-Aachen.DE>
Source record: 41522

Howdy Larry

Have you checked out Boeder? They might be a German company, I'm not sure, but they are still selling them.

CU Mathy van Nisselroy

6299. Follow-up:

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39D898B8.5008DC31@home.com>
Source record: 41523

It's toast.

I open it up, and it looks as if the last operation it had was NOT a success. Someone added a Doubler upgrade (Its a Singapore BTW) and they did a not-so-neat job of soldering.

Sigh!

There seems to be more than one ceramic beasty cooked.

The good news is, I won't be damaging more disks in it. =D

well ... mebbe ONE more... but thats it...! =D

BTW, would anyone have the schematics for one of these bad boys?

TIA
--Jon

6300. Re: Follow-up:

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sth7lf4mu9ru0e@corp.supernews.com>
Source record: 41524

"Jon Tibbetts" <nuclearspam@home.com> wrote in message
news:39D898B8.5008DC31@home.com...
> It's toast.
>
> I open it up, and it looks as if the last operation it
> had was NOT a success. Someone added a Doubler upgrade
> (Its a Singapore BTW) and they did a not-so-neat job of
> soldering.
>
> *Sigh!*
>
> There seems to be more than one ceramic beasty cooked.
>
> The good news is, I won't be damaging more disks in it.
> =D
>
> well ... mebbe ONE more... but thats it...! =D
>
> BTW, would anyone have the schematics for one of these
> bad boys?

SAMS has a Photo Facts for it. Not sure if anyone has scanned them and put
them up on the net as they are kind of large format.

You said the drive "flashed"<?>, does that mean the drive busy light came on
for a split second then shut off or it flashed on and stayed on to flashed
on and off?
>
> TIA
> --Jon

6301. Re: Join CONSUMER'S UNION & other orgs PROTESTING AOL & TIME WARNER! D

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39d8bb8c@fmlynet.org>
Source record: 41525

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Paul Irvine <mclane@btinternet.com>
> The other Day vbrywg@aol.com wrote:
>> The AOL - Time Warner merger is about to be approved by the FCC -
>> BUT - the FCC WILL REQUIRE SOME CONDITIONS! That is Definite!
>> Will the conditions protect ONLY THE CORPORATIONS or will they
>> also protect YOU the END USER?

> Thankfully your ISP protects us from arseholes like you who splash
> crap like this here.
> Bye bye..
> --

The BBS I am on right now weeds out the junk... These spammers are obviously
not learning that we do not read the obvious spammmm...

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6302. Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <8ra82sjhd1@brokaw.wa.com>
Source record: 41526

I've been an Atari fan since the early 80s, and have been reading this newsgroup for years... yet I have only just heard (Thanks to Rick Cortese!) that Missile Command has a Track-Ball mode. And that even better, you can use an ST compatible mouse... such as a Best Electronics Track Ball, since the ST mouse is actually just a mini A8 trackball anyway!

What disturbs me is that this is not even hinted at in my original Missile Command manual. I'd really like to add an entry in the A8.FAQ regarding all the Atari software that supports the trackball (and hence the ST mouse).

For now the list is just:

```
Title Keystroke Required
------------- --------------------
Missile Command CTRL-T
```

please email me or reply to this post with info regarding any other A8 commercial software that supports the Trackball (and the required keystroke or configuration to get it to work). Does anyone know if Centipede, Millipede, or Glen the 5200 man's Centipede will go into trackball mode? What about drawing and graphic design programs? Someone hinted at KoalaPad and Print Shop... please respond with more details.

6303. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8rafhq$sv1$1@nnrp1.deja.com>
Source record: 41527

Hello there Ron H, How's it going, Keep those Atari's humming that is what i say

Re: Ataridsk and mydos dd 1050
Does Ataridsk allow you to use atari 5.25 formatted disks in the int. pc 5.25 with ataridsk
I do have a 1050 d/dens. d/d (2off, 1x lazer-happy clone, 1x spuer archiver 1050) also I have an obscure (in the UK anyway) US 3rd pty Atari compatable d/d for the a8 called indus gt (hardly used)
Any reason why...
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6304. FA: 600XL w/ 64K, 800XL, and CX-80 Trak-Ball on Yahoo!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Chad <wagNOSPAMnerch@bellsouth.net>
Message-ID: <EG3C5.1182$yp6.9463@news4.mia>
Source record: 41528

```
http://page.auctions.yahoo.com/auction/40491816
Atari 600XL w/ 64K RAM & PS starting at $10
- --
http://page.auctions.yahoo.com/auction/40492226
Atari 800XL w/ PS starting at $20
- --
http://page.auctions.yahoo.com/auction/40494986
Atari CX80 Trak-Ball currently at $5.20
- --

I am unload my old Atari stuff, check it out, I have more stuff that
I will be selling as well.

-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

http://page.auctions.yahoo.com/auction/40491816
Atari 600XL w/ 64K RAM & PS starting at $10
- --
http://page.auctions.yahoo.com/auction/40492226
Atari 800XL w/ PS starting at $20
- --
http://page.auctions.yahoo.com/auction/40494986
Atari CX80 Trak-Ball currently at $5.20
- --

I am unload my old Atari stuff, check it out, I have more stuff that
I will be selling as well.

-----BEGIN PGP SIGNATURE-----
Version: PGPfreeware 6.5.8 for non-commercial use <http://www.pgp.com>

iQA/AwUBOdjG6HCv78HRT+79EQIIzwCg74rpIqZWnDueUB8ILOxpHLQSs54An2Dz
o0cSOXJMYsVf6wgSSGeQlRQV
=Ew72
-----END PGP SIGNATURE-----
```

6305. Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d901dd@fmlynet.org>
Source record: 41529

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Dan Vernon" <danver@halcyon.com>
> I've been an Atari fan since the early 80s, and have been reading this
> newsgroup for years... yet I have only just heard (Thanks to Rick Cortese!)
> that Missile Command has a Track-Ball mode.

Huh??? What??? I have been playing with my trackballs while playing this
game and it does not seem to work...howdoya get to it anyway????

Lemme know if you know :)

And that even better, you can
> use an ST compatible mouse... such as a Best Electronics Track Ball, since
> the ST mouse is actually just a mini A8 trackball anyway!
> What disturbs me is that this is not even hinted at in my original Missile
> Command manual. I'd really like to add an entry in the A8.FAQ regarding all
> the Atari software that supports the trackball (and hence the ST mouse).
> For now the list is just:
> Title Keystroke Required
> -------------- ---------------------
> Missile Command CTRL-T
> please email me or reply to this post with info regarding any other A8
> commercial software that supports the Trackball (and the required keystroke
> or configuration to get it to work). Does anyone know if Centipede,
> Millipede, or Glen the 5200 man's Centipede will go into trackball mode?
> What about drawing and graphic design programs? Someone hinted at KoalaPad
> and Print Shop... please respond with more details.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6306. Re: Follow-up:

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39D8EDDE.6CDD933F@home.com>
Source record: 41530

Heyyas,

Rick Cortese typed:

> You said the drive "flashed"<?>, does that
> mean the drive busy light came on for a
> split second then shut off or it flashed
> on and stayed on to flashed on and off?

Rick Cortese cracked his knuckles.

Probably 1 time out of 20 it flashes (no raincoat involved.) And when it flashed its 2 - half second pulses. After that, it refuses to initialize the drive at all.

The rest of the 19 out of 20 times it's dead in the water.

When I initially got it, it fired up (flash wise anyway) normally about 9 times. (9 times = 9 dead disks.) Then it just refused to play.

Upon removal of the cover and very close inspection of the board I noticed the poor solder and the questionable components. (What turns ceramic all white an discolors the bands?) There's a chance that maybe the "Magic Smoke" was released and it has to be replaced with new "Magic Smoke Chips." :) I also have yet to rule out an ancient voodoo curse, but I have no scientific means to test this theory with. =)

Yet. =D

I have a suspicion the answer lies within the board itself, but I have no reference to troubleshoot with. As an alternative, if I had a schematic, I could take a "shotgun" approach and basically rebuild it from scratch. With new parts....

Non cursed....

With "Magic Smoke" intact!

I'm open to anything. AS LONG AS IT DOESN'T
involve a midget in a clown suit and a
chimpanzee in leather....

Well ...

Anything concerning the drive that is. =D

TIA
--Jon

6307. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001002162015.08089.00000162@ng-cl1.aol.com>
Source record: 41531

>carmel_andrews@my-deja.com replied:

>Re: Ataridsk and mydos dd 1050
>Does Ataridsk allow you to use atari 5.25 formatted disks in the int. pc
>5.25 with ataridsk
>I do have a 1050 d/dens. d/d (2off, 1x lazer-happy clone, 1x spuer
>archiver 1050) also I have an obscure (in the UK anyway) US 3rd pty Atari
>compatable d/d for the a8 called indus gt (hardly used)
>Any reason why...

Instructions suggest that you do the format with Ataridsk in the internal PC
5.25.

Both the Indus GT and the Lazer-Happy 1050 should be able to read/write and
transfer files.

-Ron

I don't have a solution but I admire the problem.

6308. Re: Follow-up:

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001002163549.08089.00000164@ng-cl1.aol.com>
Source record: 41532

>Jon Tibbetts nuclearspam@home.com asked:

>BTW, would anyone have the schematics for one of these 1050 bad boys?

will pass along what was shared w/ me; send me an address unless radioactive
waste is correct.

-Ron

I don't have a solution but I admire the problem.

6309. Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d91dfc@fmlynet.org>
Source record: 41533

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Dan Vernon" <danver@halcyon.com>
> I've been an Atari fan since the early 80s, and have been reading this
> newsgroup for years... yet I have only just heard (Thanks to Rick Cortese!)
> that Missile Command has a Track-Ball mode. And that even better, you can
> use an ST compatible mouse... such as a Best Electronics Track Ball, since
> the ST mouse is actually just a mini A8 trackball anyway!
> What disturbs me is that this is not even hinted at in my original Missile
> Command manual. I'd really like to add an entry in the A8.FAQ regarding all
> the Atari software that supports the trackball (and hence the ST mouse).
> For now the list is just:
> Title Keystroke Required
> -------------- ---------------------
> Missile Command CTRL-T

This is good news, and no, I didn't know this either. It is much like the
idea that Tempest 2K for the Jaguar has built in commands for accepting a
rotary controller though the Jaguar initially did not have one. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6310. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: jlodoen@thegrid.net
Message-ID: <8FC1900CCjlodoenthegridnet@209.30.0.14>
Source record: 41534

danver@halcyon.com (Dan Vernon) wrote in <8ra82sjhd1@brokaw.wa.com>:

>I've been an Atari fan since the early 80s, and have been reading this
>newsgroup for years... yet I have only just heard (Thanks to Rick
>Cortese!) that Missile Command has a Track-Ball mode. And that even
>better, you can use an ST compatible mouse... such as a Best Electronics
>Track Ball, since the ST mouse is actually just a mini A8 trackball
>anyway!
>
>What disturbs me is that this is not even hinted at in my original
>Missile Command manual. I'd really like to add an entry in the A8.FAQ
>regarding all the Atari software that supports the trackball (and hence
>the ST mouse).
>
>For now the list is just:
>
>Title Keystroke Required
>-------------- ---------------------
>Missile Command CTRL-T

Slime from Synapse has the same feature, CTRL-T.

6311. Re: Follow-up:

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39D910F0.C5E6D070@home.com>
Source record: 41535

please

6312. Re: 800xl help

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: compkid <collier.steven@acd.net>
Message-ID: <vS=ZOWUNcn=Xtf6qiI2O+oRZai8W@4ax.com>
Source record: 41536

The SALT cart sounds like the ticket. Any ideas where to find one?

On Mon, 02 Oct 2000 11:00:33 GMT, sup8pdct@mail.cth.com.au wrote:

>On Sun, 30 Sep 3900 23:01:04, compkid <collier.steven@acd.net> wrote:
>
>> I have an 800xl, instead of booting to Basic it boots to the self test
>> and gives memory errors.
>>
>> I have a couple of Questions:
>> Do the little memory boxes give particular chips that are bad?
>>
>
>What you need is a SALT cart. With one of these babies, You should be
>able to tell which chip is bad.
>
>
>
>Off subject now.
>What about the olympics eh! The greatest ever. Just showes you what we
>can do.
>
>James B
>

6313. Re: 800xl help

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: compkid <collier.steven@acd.net>
Message-ID: <8C=ZOZUptCF3Exijiql29bE3RnG7@4ax.com>
Source record: 41537

The Self test shows both ROMS as good.
It looks like it's time to pull the ram chips and install some
sockets.
Any idea where to find 64Kx1 chips that will work?

Steve

On 2 Oct 00 10:26:27 GMT, thor@math.tu-berlin.de (Thomas Richter)
wrote:

>compkid <collier.steven@acd.net> writes:
>
>>I have an 800xl, instead of booting to Basic it boots to the self test
>>and gives memory errors.
>
>Maybe the basic ROM is bad. You can check this with the self test.
>The top most longish boxes turn red then.
>
>>I have a couple of Questions:
>>Do the little memory boxes give particular chips that are bad?
>
>No, it gives (or should give, that is) memory locations blocks that are
>bad. Since the RAM chips of the 800XL are something like 64Kx1, these
>areas will go over all chips at once.
>
>Except that, well, some of the RAM tests are simply fakes. The RAM under
>the self test ROM (0x5000 and up) is not tested at all and always shown
>as "good". Same goes for the RAM under the Os, the basic and the Io chips.
>
>>Even whit bad ram wouldn't it still boot to basic?
>
>Nope. Dependent on what's wrong, it might refuse to do anything useful at all.
>
>So long,
> Thomas
>
>_____don't_cut_here,_it_could_damage_your_terminal_____
> _______ _____ _____
> / / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
> / /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
> / / / / / / \ PGP available on request, finger print:
> / / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
>_____
>

6314. Atari Carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d9644c@fmlynet.org>
Source record: 41538

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hey folks,

I am a dealer of used Atari 2600 and 8bit games/software. I am looking for folks who would like to get rid of a few extra cartridges and make a little extra cash in the process.

You see, as a dealer, I can buy your extra carts at a resonable price (even the common ones will garner 75 cents to $2; 8bits will go from $1-$5, rarer titles can go even higher), do some routine maintnence on them (for one, make sure they will work!) and either keep them myself or resell in prisitine condition. I can even do a 50% consignment on your games(this is often reccomended for those rare and unusual ones) so that you can recieve payment over time!

If you would like to find out how much your spare games would garner if you were to sell to me, please reply to this message by e-mail. Please include the games you would like to sell and the quantity and condition of each (even some games that have seen better days will qualify for our minimum rates, or higher!).

Remember, it is better to part with those old dust catchers than to let them collect dust! There is always someone who wants it more than you do.

Jessica Cornn

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6315. Re: Follow-up:

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stit60tcqa6n33@corp.supernews.com>
Source record: 41539

"Jon Tibbetts" <nuclearspam@home.com> wrote in message
news:39D8EDDE.6CDD933F@home.com...
> Heyyas,
>
> Rick Cortese typed:
> ----------
> > You said the drive "flashed"<?>, does that
> > mean the drive busy light came on for a
> > split second then shut off or it flashed
> > on and stayed on to flashed on and off?
> ----------
> Rick Cortese cracked his knuckles.
>
> Probably 1 time out of 20 it flashes (no
> raincoat involved.) And when it flashed
> its 2 - half second pulses. After that,
> it refuses to initialize the drive at all.
>
> The rest of the 19 out of 20 times it's
> dead in the water.

OK, 19 out of 20 times, it is your 12 VDC power supply.

What Atari did was use a standard Atari 9VAC power brick to power them. But 9 VAC rectifies to 12.6 - diode forward drop - regulator forward drop or not enough.

So... they put in a voltage doubler circuit in there. Thing is, it runs so hot it the diodes break contact and you lose everything to do with the 12 VDC.

BACK
****
* x *
* *
* *
* *
****

X marks the spot where the diodes are, huddled inbetween a couple of big caps.

6316. Re: Re: Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 00:46:30 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <vimfts4b1srhk5ao8g4qlifqv53sefnsq6@4ax.com>
Source record: 41509

On Sun, 01 Oct 2000 13:01:16 GMT, Yak the Hairy [Mat Hall]
<yak_the_hairy@hotmail.com> drooled an embarassing wet spot in his lap
as he typed:

>Hence "texture mapped" in quotes... (And texture mapping does NOT have
>to be on to 3D mesh objects; the ray-casting technique in Wolfenstein
>3D (for example) allowed txetures to be mapped on to Boolean planes.
>(But now who's being picky? :) (Oh, and it was Star Raiders 2!)

Well, okay, but the image is still mapped on *something* rather than
just manipulated in two dimensions.

While we're picking nits, it was called Star Raiders 2 only after
Atari failed to get the rights to use The Last Starfighter's name - or
something like that, anyway. :-)

>
>> >
>> >I could go on, but I won't...
>
>Obviously I lied!

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

6317. Re: 800 xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 05:00:22 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8r94p6cmu1@sshuraaa-i-1.production.compuserve.com>
Source record: 41510

Curtis wrote:
Just picked up an 800 xl at a yard sale.(thought it might be cool
to have one).

My question is what should it do when i turn it on? I have no
software for
it and all it does is give me a black screen when i turn it on.

As long as you are connecting from the phono connector to a TV-
A black screen can mean several faults:
Power Supply
Antic, GTIA, CPU/OS, PIA, BASIC, ram chip or decoding bad.
RF modulator bad.

Does holding down option bring up the tests when booted?
I'd open the computer, and reseat all of the chips, then reboot.

Rick D.

--

6318. Re: 800xl help

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 05:15:38 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8r95lqcmu2@sshuraaa-i-1.production.compuserve.com>
Source record: 41511

Compkid wrote:
Do the little memory boxes give particular chips that are bad?

Even whit bad ram wouldn't it still boot to basic?

The little boxes only designate ram in 1K increments, not
bits(sigh). Still have to test each ram chip.

If a bit in a ramchip in the lowest 1K or so, tested bad, then
the computer will jump to test, these areas are vital to O.S.
operation(pointers, the stack, etc.)

Rick D.

--

6319. Re: Singing "The 1050 Floppy Blues"

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 05:25:50 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8r968ucmu3@sshuraaa-i-1.production.compuserve.com>
Source record: 41512

John Tibbets has a problem formattin disks on a 1050:
"It gives you the flash" You are actually using a DOS to format
the disks, right?

Cleaning the head with a damp drive cleaner works well, or a
cotton swap, but don't get the pressure pad above it wet.

With the case open, its possible to reseat the chips, and make
sure the disk and hub actually spin, and head moves.

Rick D.

--

6320. FA: SIO2PC on ebay - connect Atari with your PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-02 06:58:15 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8r9bm8$dj3$2@korweta.task.gda.pl>
Source record: 41513

If you still dont have the cable check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=455545920

j131

6321. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8rckq8$kd0$1@nnrp1.deja.com>
Source record: 41397

Hello Ron H, hows it going, keep those Atari's humming brightly & keep
the ATARI faith

Anyway re:ataridisk and happy/indus gt

What particular internet site has the ataridisk program and instructions,
so I can use it

Also, As I said in my first reply, I don't have either an xformer/siopc
or ape/pro interface
So at the moment my lazer1050 and my indus gt are redundant on my pc
(unless u know something or someone in GB
(near London) that has these interfaces and is willing to sell)
Otherwise I can only resort to utilising the inbuilt 5.235 d/d in my pc
(AMD duron600), which is why I'm trying to get my
head round anadisk and deanna pc proggies

Keeping the Atari happy

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6322. Re: Atari Carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d9f0ec@fmlynet.org>
Source record: 41398

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Steve Breech" <sbreech1@atarist.com>
> Wow! 1 to 5 bucks each? Really? Man, that's a DEAL! That means you can
> sell them for even more, correct? I think we could all sell them for more
> on ebay. Or, better yet, maybe you could post all that you have, and we
> could give you 1 to 5 bucks each for the 8 bit carts you have...
> Steve B.

Hey, dream on, the only thing I am going to sell anytime soon is Music Composer, out of my collection anyway. I price my items on a cart to cart basis. Pac-Man and BASIC will go about $1-$1.25 each (trust me, I have sold these for $5 before...yes, Pac-Man...) Star Raiders will bring about $3, Missle Command $2, etc, etc. I know that everyone could post thier own but I was thinking those who just want to get rid of them NOW.

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6323. Dimond Edge

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: &#65533;ke Jonsson <ake@ajo.se>
Message-ID: <hmlC5.1946$jk1.153222@newsc.telia.net>
Source record: 41399

Hi !
I'm searching for "Dimond Edge".
Does anyone knows where i can download that programme?

6324. Re: 800xl help

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001003065854.21448A-100000@vtn1>
Source record: 41400

On Mon, 2 Oct 2000, compkid wrote:

> The Self test shows both ROMS as good.
> It looks like it's time to pull the ram chips and install some
> sockets.
> Any idea where to find 64Kx1 chips that will work?
>

Why not use 256Kx1 and get yourself a decent amount of RAM? The upgrade's
not that hard and having that extra 192K is really useful.

jkp

6325. Atari 8bit Chat Tonight Preempted by US Presidential Debate

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <39d9e6f1.8622328@news.CIS.DFN.DE>
Source record: 41401

The weekly chat session will be resumed next week.

In our seven week history on amiganet #atari8 has had some good chats and been visited by Atari luminaries such as the author of Ice-T, and the author of Diskformer. So the tradition will definitely continue.

Speaking of political races, anyone interested should try the Atari 8bit program "Dark Horse" where you strategically roleplay a presidential candidate.

6326. FS: 8-bit games ** prices reduced further **

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: paul <paul@stillavailable.co.uk>
Message-ID: <pAmC5.10688$L12.211929@news2-win.server.ntlworld.com>
Source record: 41402

I've reduced prices further on Atari 8-bit items I have for sale, to clear the remaining items; all items are originals with boxes/instructions. See list below.
Prices are in GB Pounds.
I'm based in the UK but I can ship them overseas if necessary (please add postage cost). If interested please email paul@stillavailable.co.uk

**** ROM Cartridges ****
BALLBLAZER Atari 4.00
BLUE MAX Atari 4.00
DAVID'S MIDNIGHT MAGIC Atari 4.00
DESERT FALCON Atari 4.00
FOOD FIGHT Atari 4.00
ONE-ON-ONE BASKETBALL Atari 4.00

**** Disks ****
ACE OF ACES US Gold 2.00
BOMB Ke-Soft 2.00
BOMBI Power-Per-Post 2.00
BOP 'N WRESTLE Mindscape 4.00
DARG B.Ware 1.50
DIGI-STUDIO DGS (4 disks) 4.00
EUREKA ANG Software 2.00
EUROPEAN SUPER SOCCER Tynesoft 2.00
FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.00
GLAGGS IT Power-Per-Post 2.00
HANS KLOSS Avalon 2.00
HUMANOID Sonix 2.00
KE-COMMANDER Ke-Soft 2.00
KULT Tiger Dev 2.00
LASER HAWK Red Rat 2.00
LITTLE DEVIL Red Rat 2.00
LIZARD Tiger Dev 2.00
MAXWELL'S DEMON/MEMORY MANIA Gentry (Tatty Box) 1.00
MIDNIGHT Mirage 2.00
MINES ANG 2.00
MINESWEEPER Power-Per-Post 2.00
MISSION ZIRCON Tiger Dev 2.00
QUICK + QUICK SUPPORT DISK Power-Per-Post (A4 manual) 2.00
QUICK ED Power-Per-Post 2.00
ROBOMASH TWAUG 2.00
RUBBER BALL Power-Per-Post 2.00
SAM BUDGET Power Per Post (Requires SAM) 2.00
SAM DESIGNER Power Per Post (Requires SAM) 2.00
SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00

SAPER Ke-Soft 2.00
SAPER CONSTRUCTOR ANG 2.00
SARGON III CHESS Hayden 5.00
SEXVERSI Mirage 2.00
SPINDIZZY Electric Dreams 2.00
STAR RAIDERS II Atari (Tatty Box) 1.00
TAIPEI R&E Software 2.00
THINKER ANG 2.00
THINX ANG 2.00
WHOOPS 2 ANG 2.00
ZAXXON Datasoft 2.00
ZOLTAN ESCAPE B.Ware 1.50

**** Full Price Cassettes ****
ATARI COMPILATION TAPE Atari 2.00
BRIAN CLOUGH'S FOOTBALL FORTUNES CDS 4.00
COLOSSUS CHESS 3.0 English 2.00
COLOSSUS CHESS 4.0 CDS 2.00
COLOURSPACE Llamasoft 1.00
DRUID Firebird 2.00
ELEKTRAGLIDE English 2.00
HEARTACHE Atari 2.00
KENNY DALGLISH SOCCER MANAGER Cognito 2.00
POLE POSITION US Gold 2.00
RAMPAGE Activision 2.00
RESCUE ON FRACTALUS Activision 2.00
SLINGSHOT Atari 2.00
SOLO FLIGHT US Gold 2.00
SPACE LOBSTERS Red Rat 2.00

**** Budget Price Cassettes **** all @ 45p each

180 Mastertronic
AMERICAN ROAD RACE Silverbird
BMX SIMULATOR Codemasters
BOMBFUSION Mastertronic (2)
CASTLE TOP Alternative
CHIMERA Firebird
COPS N' ROBBERS Atlantis
COSMIC PIRATE Byte Back
CRACK-UP Atlantis
DAYLIGHT ROBBERY Atlantis
DESPATCH RIDER Mastertronic
DREADNAUGHT Byte Back
ENCOUNTER Atlantis
ESCAPE FROM DOOMWORLD Byte Back
EXPLODING WALL Byte Back (2)
FEUD Bulldog (2)
FRENESIS Mastertronic
FRUIT MACHINE SIMULATOR Codemasters
GREEN BERET Hit Squad

GUN LAW Mastertronic
GUNFIGHTER Atlantis
HEAD OVER HEELS Hit Squad
ENRY'S HOUSE Mastertronic (2)
INVASION Bulldog (2)
JET-BOOT JACK Byte Back
JOE BLADE Players
KENNY DALGLISH SOCCER MGR. Zeppelin
KIKSTART Mastertronic
LASER HAWK Byte Back
LAST V8 Mastertronic
LEAGUE CHALLENGE Atlantis
LEAPSTER Alternative
LOS ANGELES SWAT Mastertronic (2)
MAD JAX Byte Back
MASTER CHESS Mastertronic
MERCENARY Novagen
MILK RACE Mastertronic (2)
MISSING... ONE DROID Bug-Byte
MISSION SHARK Zeppelin
MOUNTAIN BIKE RACER Zeppelin
NINJA COMMANDO Zeppelin
ON CUE Mastertronic
ONE MAN AND HIS HIS DROID Mastertronic
PANIK Atlantis
PANTHER Mastertronic
PERISCOPE UP Atlantis
POGOTRON Gamebusters
POTHOLE PETE Atlantis
POWERDOWN Mastertronic
PRO GOLF Atlantis
PROTECTOR Mastertronic (2)
RED MAX Codemasters
REVENGE II Mastertronic (2)
ROCKFORD/CRYSTAL RAIDER Mastertronic
ROGUE Mastertronic
ROULETTE SIMULATOR Byte Back (2)
SPEED ZONE Mastertronic (2)
SPOOKY CASTLE Atlantis
SPY VS SPY III Hi Tec
STACK-UP Zeppelin
STEEPLE JACK English
STRATOSPHERE Players
SURVIVORS Atlantis
TIMESLIP Byte Back
TITAN Atlantis (2)
TOMAHAWK Byte Back
TRANSMUTER Codemasters
UNIVERSAL HERO Mastertronic (2)
VIDEO CLASSICS Silverbird

WINTER WALLY Alternative
WORLD SOCCER Zeppelin

**** "APX" Cassettes (note these do not include any printed documentation)
****

BLACKJACK CASINO APX 0.20
BLOCK APX 0.20
CODECRACKER APX 0.20
COUNTER 1 APX 0.20
DECISION MAKER APX 0.20
DICE POKER APX 0.20
DSEMBLER APX 0.20
EXTENDED WSFN (TURTLE) APX 0.20
INSTEDIT 2.0 APX 0.20
MEMORY MATCH APX 0.20
MORSE CODE TUTOR APX 0.20
PHOBOS APX 0.20
SOUND EDITOR APX 0.20
T: TEXT DISPLAY DEVICE APX 0.20
TACK TREK APX 0.20
TERMINAL EMULATOR APX 0.20
TYPO ATTACK 1.1 APX 0.20
ULTIMATE RENUMBER UTILITY APX 0.20

**** "APX" Disks (note these do not include any printed documentation) ****

BLACKJACK TUTOR 2.0 APX 0.20
BLIS 2.0 APX 0.20
COUNTER APX 0.20
DSEMBLER APX 0.20
ENHANCEMENTS TO GRAPH-IT APX 0.20
FAMILY CASH FLOW APX 0.20
GRAPHICS/SOUND APX 0.20
INSTEDIT 2.0 APX 0.20
MATH TIC-TAC-TOE APX 0.20
PRESCHOOL GAMES APX 0.20
ULTIMATE RENUMBER UTILITY APX 0.20

**** Antic Disks (note these contain documentation files on disk) ****

INTERLISP/65 Antic (docs on disk) 0.20
PUZZLER Antic (docs on disk) 0.20
MEMOREASE Antic (docs on disk) 0.20
SPEEDREAD+ Antic (docs on disk) 0.20
WEAKON Antic (docs on disk) 0.20

**** Atari Books (mint condition) ****

Atari Adventures by Tony Bridge 4.00
Writing Strategy Games on your Atari Computer by John White 4.00
Computer Animation Primer offers??

6327. Re: Follow-up:

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stk3q9ad423v84@corp.supernews.com>
Source record: 41403

"Jon Tibbetts" <nuclearspam@home.com> wrote in message
news:39D994EA.1DF85DF6@home.com...
> Hi Rick,
>
> First let me say Thank You for your help,
> I appreciate it very much. I hope this
> narrows down the problem. (You'll see what
> I mean.)
>
>
> Rick Cortese doodled:
> ----------
> > BACK
> > ********
> > * x *
> > * *
> > * *
> > * *
> > ********
> > X marks the spot where the diodes are,
> > huddled inbetween a couple of big caps.
> ----------
> Rick Cortese pondered finger painting....
>
>
> I guess I'm a tad confused by the diagram.
> Are the diodes near Chip U4 or Chip U1?

The diodes are labeled CR15 and CR16, they are really hidden in the back of
the board between 3 big caps, kind of hard to get to.
>
> heh, I guess the caps aren't a good
> direction since, while observing the PCB,
> a cap FELL OFF in my hand. *LOL* =D

They get hot to. I have had them puff up and leak all over the PC board too.
That is another thing to look at of course.
>
> Must be defective solder. :)

They get that hot! Atari knew about the problem, but all they did was leave
the diode leads REALLY long on later boards so the diodes were mounted ~1"
off the surface of the board. In my experience it didn't stop the problem as
I have found faults in boards that were made like this too.
>

> It looks like someone has gone through this
> before, since some of the diodes throughout
> are the newer Radio Shack type. *Assuming*
> this is a reoccurring problem with the
> drive, do you have any suggestions on how
> to prevent it?

Bad design going in, I don't think it can be easily saved. Easy is relative of course, some people would consider hard wiring a IBM type power supply to a 1050 an easy solution. Just puddle gobs of solder on the existing ones and get it nice and hot.

>
> Also, while I'm asking, the jumper
> resistors on J1-J7 appear to be just
> Hook-up Wire cut and soldered - is this
> alright? or are there specific resistors I
> should replace them with?

That is fine, those resistors are really just jumpers to select the type of ROM used in the drive. IIRC, Atari used both 2532 and 2732 type ROM/EPROMs in the drive. The two types of ROM have different pin outs which requires you to change the jumpers if you upgrade with a USDoubler and started off with the wrong type.

>
> And, at this point, could there be
> irreparable damage done to the drive?

Almost no such thing.<grin> But at some time it may not be worth the trouble if you can find another drive. I typically find 1050s for ~$5 and to even replace the 2793 controller in the thing it costs $10 for the part.

6328. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39da1230$0$99051$53a6d3de@news.erinet.com>
Source record: 41404

As so often happens, I read something on CSA8 and I try whatever
is being talked about.
I had a trak-ball, never used it tho.
I tried Missle Command and it worked with the JS switch.
Hit <cntrl>T and it worked in TB setting.
Seems that the trak-ball mode is tougher, I guess to compensate for
the easier control.
TB setting in joystick mode and the cross-hairs wander all over the
place. JS setting in trak-ball mode and it also doesn't work right.
Anyone know how to fix a trak-ball?
I had to open the trak-ball up and fiddle with the little device that
has a gap and the wheel goes in it.
It is either a loose wire or something, I just move the little box
a little and it starts working. One direction works (left-right), the
other direction I have to fiddle and fiddle to get work (up-down).
Russg

6329. Please, Make it Stop!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39DA3B16.89D7BBAA@home.com>
Source record: 41405

Rick Cortese added:

> But at some time it may not be worth the trouble
> if you can find another drive. I typically find
> 1050s for ~$5 and to even replace the 2793
> controller in the thing it costs $10 for the part.

Rick Cortese fell silent.

Could you find ME one for that price?
Seriously.

Now, don't laugh....

I bought this thing for over $120.00 and ... HEY!
I told you not to laugh! At any rate it doesn't
look like I could even advance to LOSER status on
this thing. This is like having a nightmare your
condemned to "The Hell of Eternal Boredom" in which
your first year geology teacher is dispassionately
droning on about the "remarkable striations" of
gneiss. Only to jolt awake to find yourself in line
at the DMV. It Just Keeps Getting WORSE!!

I guess I could try to make some money back by
selling tickets to it as:

"The Ravenous 1050 - Eats up Time, Disks, and Money"

I could put it in my "Kludge Oddity Freak Show" in between "The Eternally
Inexpensive RS/600 (The NEXT part will be cheaper)" and "The Militantly Tardy
Microsoft Collection (Always three upgrades away
from where I want to be)". Teeming crowds will pay
top dollar to see such freaks as "The Stuttering
Hand Scanner" (oow!), "The Hiccuping Daisy Wheel
Printer" (aah!), and "Tipper Gore" (eep!). I could
travel North America in my "Yugo" showing these
wares on a tour sponsored by "Firestone (reinventing
the wheel - one last time)".

I'm gonna go beat the tar out of myself now.

--Jon

Oliver's Law:
Experience is something you don't get until just
after you need it.

6330. Re: Please, Make it Stop!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stkido39i7tg23@corp.supernews.com>
Source record: 41406

"Jon Tibbetts" <nuclearspam@home.com> wrote in message
news:39DA3B16.89D7BBAA@home.com...
> Rick Cortese added:
> ----------
> > But at some time it may not be worth the trouble
> > if you can find another drive. I typically find
> > 1050s for ~$5 and to even replace the 2793
> > controller in the thing it costs $10 for the part.
> ----------
> Rick Cortese fell silent.
>
> Could you find ME one for that price?
> Seriously.

I think I have a couple of them laying around, shipping will be another can of worms from a cost standpoint I think.

I already bought a blister pack and will mail you a SIO2PC cable when I hit a post office. There is really nothing like a real 1050, but a lot of people have a tendancy to dedicate older PCs to the drive functions once they try the cable. I have an old Tandy 1000 with a 20<30?> meg HD in it and it works so well I don't really use my ATR or real drives much anymore.
>
> Now, don't laugh....
>
> I bought this thing for over $120.00 and ... HEY!
> I told you not to laugh! At any rate it doesn't

Ouch! About as funny as a broken leg!

Let's see how you do with the SIO2PC. It is only ~$2 for me to mail the cable to you, so I don't need any money for it. Most of the stuff you need to run can be found on the net at various archive sites.

If you want a real 1050, I think they are ~$13 or so to ship.

If you do like the SIO2PC software, just mail Nick Kennedy a couple of bucks for share ware fees or maybe get a copy of and register APE. I think that will make the most people happy.

6331. Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <39DA5158.D5114B47@bellsouth.net>
Source record: 41407

I have a 130XE that works just fine, as long as you don't access the expanded memory. I have tried running the self test, and it just locks up at the expanded memory test. I am somewhat handy electrically, being an EE, I just need a nudge in the direction of where to look on the board for bad traces, loose chips, etc. which would affect this feature of my Beloved Atari.

Any tips will be greatly appreciated.

P.S. - If a fix is successful, I will move on to one or all of the following:
::: Improved video output circuit;
::: memory expansion using the addition joystik bits;
::: installing an internal SIO2PC serial port.

Wish me luck!

Dan

6332. Re: Atari 8bit Chat Tonight Preempted by US Presidential Debate

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010031811360.103-100000@TT030>
Source record: 41408

On Tue, 3 Oct 2000, Daniel Miller wrote:

This is a joke right? What is more important than Atari users
hanging out? Bush and Gore will put you to sleep. lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6333. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001003181820.01532.00000089@ng-fd1.aol.com>
Source record: 41409

>carmel_andrews@my-deja.com replied:

>Anyway re:ataridisk and happy/indus gt
>
>What particular internet site has the ataridisk program and instructions,
>so I can use it

try XL-Search:
http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi

Both versions are here; the correct Ataridsk zip contains the required
Ataridsk.men and a Read.me file. It is confusing because two different
utilities share the same title. Capture them all and discard the ones which
explain command line options when executed. The one you want runs from DOS and
provides a menu using the arrows, Return, & escape keys; part of the prompts
are in what looks like German.

-Ron

I don't have a solution but I admire the problem.

6334. Re: WOO-HOO!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001003194345.21165.00000116@ng-fq1.aol.com>
Source record: 41410

>Paul Irvine mclane@btinternet.com asked

>Ergh!!!....What did he do :-)

read the thread... I sent a jpg of a 1050 schematic.

-Ron

I don't have a solution but I admire the problem.

6335. Re: Atari 8bit Chat Tonight Preempted by US Presidential Debate

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39dac3dd@fmlynet.org>
Source record: 41411

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> On Tue, 3 Oct 2000, Daniel Miller wrote:
> This is a joke right? What is more important than Atari users
> hanging out? Bush and Gore will put you to sleep. lol
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

I had to watch the debate for a history class; I really thought it was funny when Al Gore got, well, less than rosy :) He went off a few times on poor Dubya...

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6336. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d9aa9c@fmlynet.org>
Source record: 41542

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: jlodoen@thegrid.net (Jeff Lodoen)
> danver@halcyon.com (Dan Vernon) wrote in <8ra82sjhd1@brokaw.wa.com>:
>> I've been an Atari fan since the early 80s, and have been reading this
>> newsgroup for years... yet I have only just heard (Thanks to Rick
>> Cortese!) that Missile Command has a Track-Ball mode. And that even
>> better, you can use an ST compatible mouse... such as a Best Electronics
>> Track Ball, since the ST mouse is actually just a mini A8 trackball
>> anyway!
>>
>> What disturbs me is that this is not even hinted at in my original
>> Missile Command manual. I'd really like to add an entry in the A8.FAQ
>> regarding all the Atari software that supports the trackball (and hence
>> the ST mouse).
>>
>> For now the list is just:
>>
>> Title Keystroke Required
>> -------------- --------------------
>> Missile Command CTRL-T
> Slime from Synapse has the same feature, CTRL-T.

Well I tried this with an ST mouse, and it was all point and click!

It got to be an enjoyable game as the cursor was very responsive, but as
the game progressed and I needed to move the mouse in a small space rapidly it
got a bit difficult. Haven't tried it with the best electronics trackball
just yet because I wasn't up to disconnecting it from my ST setup.

All and all, fun. Of course, hitting CNTL-T looked like it had the same
effect as a system reset (seems it sets up the communication with the port to
set up the controller towards the beginning of the startup) so trying to hit
CNTL-T during a active game will restart the cartridge.

Anyway, thanks for pointing this out to me! That and Slime (Chris Martin,
another 8-bit and ST enthusiast like myself, will be amused by this fact).

L8RON,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6337. Re: Follow-up:

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39D994EA.1DF85DF6@home.com>
Source record: 41543

Hi Rick,

First let me say Thank You for your help,
I appreciate it very much. I hope this
narrows down the problem. (You'll see what
I mean.)

Rick Cortese doodled:

> BACK
> ********
> * x *
> * *
> * *
> * *
> ********
> X marks the spot where the diodes are,
> huddled inbetween a couple of big caps.

Rick Cortese pondered finger painting....

I guess I'm a tad confused by the diagram.
Are the diodes near Chip U4 or Chip U1?

heh, I guess the caps aren't a good
direction since, while observing the PCB,
a cap FELL OFF in my hand. *LOL* =D

Must be defective solder. :)

It looks like someone has gone through this
before, since some of the diodes throughout
are the newer Radio Shack type. *Assuming*
this is a reoccurring problem with the
drive, do you have any suggestions on how
to prevent it?

Also, while I'm asking, the jumper
resistors on J1-J7 appear to be just
Hook-up Wire cut and soldered - is this
alright? or are there specific resistors I
should replace them with?

And, at this point, could there be
irreparable damage done to the drive?

Any insight would be wonderful.

TIA
--Jon

6338. WOO-HOO!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d9b8ac@fmlynet.org>
Source record: 41544

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Jon Tibbetts <nuclearspam@home.com>
> Thanks Ron!
> RHamiIton5 etched:
> ---------------------------------------
>> will pass along what was shared w/ me
> ---------------------------------------
> RHamiIton5 beamed with pride.
> I could kiss you! ;)
> (But the neighbors would gossip!) =D
> I owe you, Bigger Than Dallas! ;)
> --Jon

Bigger than Dallas? Wow... now that's big. (grin)

Doctor Clu of Dallas, TX

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6339. Re: Atari Carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Steve Breech <sbreech1@atarist.com>
Message-ID: <5_hC5.20104$Ic.356697@typhoon.columbus.rr.com>
Source record: 41545

Wow! 1 to 5 bucks each? Really? Man, that's a DEAL! That means you can sell them for even more, correct? I think we could all sell them for more on ebay. Or, better yet, maybe you could post all that you have, and we could give you 1 to 5 bucks each for the 8 bit carts you have...

Steve B.
"Jessica Cornn" <Jessica.Cornnp0.f2.n8.z8@fmlynet.org> wrote in message news:0000.39d9644c@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Hey folks,
>
> I am a dealer of used Atari 2600 and 8bit games/software. I am looking for
> folks who would like to get rid of a few extra cartridges and make a little
> extra cash in the process.
>
> You see, as a dealer, I can buy your extra carts at a resonable price (even the
> common ones will garner 75 cents to $2; 8bits will go from $1-$5, rarer titles
> can go even higher), do some routine maintnence on them (for one, make sure
> they will work!) and either keep them myself or resell in prisitine condition.
> I can even do a 50% consignment on your games(this is often reccomended for
> those rare and unusual ones) so that you can recieve payment over time!
>
> If you would like to find out how much your spare games would garner if you
> were to sell to me, please reply to this message by e-mail. Please include the
> games you would like to sell and the quantity and condition of each (even some
> games that have seen better days will qualify for our minimum rates, or
> higher!).
>
> Remember, it is better to part with those old dust catchers than to let them
> collect dust! There is always someone who wants it more than you do.
>
> Jessica Cornn

>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

6340. Re: WOO-HOO!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <idijts44rrpr0gtjglq306u4edkluci0qi@4ax.com>
Source record: 41546

The other Day Jon Tibbetts <nuclearspam@home.com> wrote:

>Thanks Ron!
>
>RHamiIton5 etched:
>----------
>> will pass along what was shared w/ me
>----------
>RHamiIton5 beamed with pride.
>
>I could kiss you! ;)
>
>(But the neighbors would gossip!) =D
>
>I owe you, Bigger Than Dallas! ;)
>
>--Jon

Ergh!!!....What did he do :-)
--
Paul Irvine

Retro-gamer & old git

6341. WOO-HOO!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 00:40:46 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39D92B67.D8A43967@home.com>
Source record: 41540

Thanks Ron!

RHamiIton5 etched:

> will pass along what was shared w/ me

RHamiIton5 beamed with pride.

I could kiss you! ;)

(But the neighbors would gossip!) =D

I owe you, Bigger Than Dallas! ;)

--Jon

6342. Re: 800xl help

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-03 05:44:54 UTC
From: melee5@my-deja.com
Message-ID: <8rbrom$29i$1@nnrp1.deja.com>
Source record: 41541

B&C carries them http://www.myatari.com Before you go all out, does any of the ram squares in the memory test show as red? And what is the numbers on top of the one socketed chip? If it is the OS ROM and its a custom one then all may still be OK. Try to boot it with the option key pressed and if you get BASIC then you have a tricked OS and nothing is wrong!

In article <vS=ZOWUNcn=Xtf6qiI2O+oRZai8W@4ax.com>,
compkid <collier.steven@acd.net> wrote:
> The SALT cart sounds like the ticket. Any ideas where to find one?
>
> On Mon, 02 Oct 2000 11:00:33 GMT, sup8pdct@mail.cth.com.au wrote:
>
> >On Sun, 30 Sep 3900 23:01:04, compkid <collier.steven@acd.net> wrote:
> >
> >> I have an 800xl, instead of booting to Basic it boots to the self
test
> >> and gives memory errors.
> >>
> >> I have a couple of Questions:
> >> Do the little memory boxes give particular chips that are bad?
> >>
> >
> >What you need is a SALT cart. With one of these babies, You should
be
> >able to tell which chip is bad.
> >
> >
> >
> >Off subject now.
> >What about the olympics eh! The greatest ever. Just showes you what
we
> >can do.
> >
> >James B
> >
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6343. Re: 1.44

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8rerb5frj1@nnrp1.deja.com>
Source record: 41413

In article <39C7F226.3FC73C86@mailbox.bellatlantic.net>,
arudzki@bellatlantic.net wrote:
>
>
> >
> > well, you have to built one yourself or buy some extra hardware to
use
> > it.
> > First, you can upgrade your XF551 easily for 720k. Just change some
> > bytes in the OS
>
> Which bytes? Everyone seems to be saying a couple of bytes, but is
there some
> documentation somewhere?
>
> Thanks
>
> tony
>
>
I did a power search within this newsgroup for the author 'Atari Bob'
and found this http://www.deja.com/[ST_rn=ps]/viewthread.xp?
AN=614826921&group=comp.sys.atari.8bit

Hope it works.

Sent via Deja.com http://www.deja.com/
Before you buy.

6344. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: "Yak the Hairy"
Message-ID: <8rf0n2$jg4$1@nnrp1.deja.com>
Source record: 41414

In article <AJBREIAKUP@cabal.shnet.org>,
guenther@cabal.shnet.org (Thorsten Guenther) wrote:
> In <8r4tvb$tb9$1@nnrp1.deja.com> Yak the Hairy [Mat Hall] wrote:
> >Nadral:
>
> Wasn't that one written by Julian Reschke?

Sounds about right. Can't get it to work under emulation, sadly...
sigh (Any suggestions?)

> >What the hell? Strange concept -- fly a sort of helicopter around a
> >disorientating maze avaoiding toilets, bouncing balls, and who knows
> >what else, accompnied by an eerie background noise that got faster as
> >things got more difficult. Nice music, too. Spieler 1, schloss!
>
> That helicopter reappeared in "Highway Duel" - as an obstacle or
bonus,
> don't remember it too well. And it's "Schlu".

Well, I couldn't be bothered to find the , and the o? Sorry! :)

--
For every problem, there is a solution that is simple,
elegant, and wrong.

[yak_the_hairy@hotmail.com]

Sent via Deja.com http://www.deja.com/
Before you buy.

6345. Re: 800 xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Cabell <cabellSPAMOFF@richmond.infi.net>
Message-ID: <8rf2cqotv1@nw003t.infi.net>
Source record: 41415

"curtis2000" <curtis2000@earthlink.net> wrote in message
news:Rl8B5.2258$4Q5.87491@newsread1.prod.itd.earthlink.net...
> Just picked up an 800 xl at a yard sale.(thought it might be cool to have
> one).
>
> My question is what should it do when i turn it on? I have no software for
> it and all it does is give me a black screen when i turn it on.

You should get a self-test screen. Sounds like it isn't working.

6346. Re: WOO-HOO!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <8lbmtss3elld3gjedbab0uol58g1q3l15c@4ax.com>
Source record: 41416

The other Day rhamiiton5@aol.comedy.com (RHamiIton5) wrote:

>>Paul Irvine mclane@btinternet.com asked
>
>>Ergh!!!....What did he do :-)
>
>read the thread... I sent a jpg of a 1050 schematic.
>
And he would kiss you for that :-)

Missed the thread as I swapped ISP's over his week and they didn't
keep many posts for some reason :-(
--
Paul Irvine

Retro-gamer & old git

6347. Dimond Edge

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39db5e8c@fmlynet.org>
Source record: 41417

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "+ke Jonsson" <ake@ajo.se>
> Hi !
> I'm searching for "Dimond Edge".
> Does anyone knows where i can download that programme?

Backup utility for ST?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6348. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39db5e8c@fmlynet.org>
Source record: 41418

FamilyNet HQ: Telnet:\\www.family-bbs.net

I think I noticed this when I tried playing Missile Command in joystick mode
once (before I knew of trackball mode). You spin the ball one direction and
the cursor moves that direction, and then does a loop... ;)

Ever tried playing Blue Max on a trackball (evil grin)

Doctor Clu

> From: "Russg" <russg@en.com>
> As so often happens, I read something on CSA8 and I try whatever
> is being talked about.
> I had a trak-ball, never used it tho.
> I tried Missle Command and it worked with the JS switch.
> Hit <cntrl>T and it worked in TB setting.
> Seems that the trak-ball mode is tougher, I guess to compensate for
> the easier control.
> TB setting in joystick mode and the cross-hairs wander all over the
> place. JS setting in trak-ball mode and it also doesn't work right.
> Anyone know how to fix a trak-ball?
> I had to open the trak-ball up and fiddle with the little device that
> has a gap and the wheel goes in it.
> It is either a loose wire or something, I just move the little box
> a little and it starts working. One direction works (left-right), the
> other direction I have to fiddle and fiddle to get work (up-down).
> Russg

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6349. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39db5aec$0$62632$53a6d3de@news.erinet.com>
Source record: 41419

(Greg says trak-ball does a loop in JS mode, or something.)
I don't know. I am using Missle Command as a test program for
the trak-ball. I'm assuming my trak-ball is at fault for not moving
the cross-hairs right, not Missle Command.
I have the thing taken apart and keep fiddling with it.
Right now, the cursor moves down and right only, regardless of
which way I turn the wheels. It has like 4 or 5 chips in it. I'm
suspecting
a chip. But I don't want to go messing with replacing chips, and don't
know which it might be.
Russg

6350. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stmohm64ccm4bd@corp.supernews.com>
Source record: 41420

"Russg" <russg@en.com> wrote in message
news:39db5aec$0$62632$53a6d3de@news.erinet.com...
> (Greg says trak-ball does a loop in JS mode, or something.)
> I don't know. I am using Missle Command as a test program for
> the trak-ball. I'm assuming my trak-ball is at fault for not moving
> the cross-hairs right, not Missle Command.
> I have the thing taken apart and keep fiddling with it.
> Right now, the cursor moves down and right only, regardless of
> which way I turn the wheels. It has like 4 or 5 chips in it. I'm
> suspecting
> a chip. But I don't want to go messing with replacing chips, and don't
> know which it might be.
> Russg

Disregard everything I say because it has been so long since I have read a 'driving controller' spec I am sure this is specifically inaccurate while only having some info of generic use.

That being said, the direction and speed are all encoded into a single bit or two for X and ditto for Y.

I can't recall the exact encoding scheme, but it goes something like a sample is read from the JS port and speed is determined by frequency. i.e 1001001 is slower then 10101.

But I think they also use multiple detectors. That is, they use a set of 2 leds and 2 photo transistors for each direction. They put these just slightly out of sync for lack of a better description, to determine direction.

Lets say you have driving controller, they just look like a pot/paddle controller except you can rotate them w/o hitting a stop.

Now using two data bits 1 and 2 you would get something like 00120012 for one direction of rotation and 00210021 for another. Once again, this uses the the time when the port is 00 to determine the rotational speed.

But for this scheme to work you have to have the two detectors exactly phased with each other. If they aren't out of phase, you get a mishmash of 00210012. If they are too close in phase, you get 002002. If they are two far out of phase you get 01020102.

If one of the detectors or LEDs gets dirty, fails, or doesn't phase right, y ou are SOL.

6351. Re: 1.44,micro-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8rft3i$c8r$1@nnrp1.deja.com>
Source record: 41421

Hello Mathy, hows the atari thing going, keep the atari faith and keep
those atari's humming brightly

Anyway re: your last posting what other ideas did derek ferm c/o
microdiscount steal, If your'e on about the floppy board, that's old hat
and not even a css product as ferny had claimed, as the actual board was
actually the xf551's innards (bought from atari) which is why ferny
didn't attempt to advertise this product, for he might have had atari's
solicitors on his case (solicitors is the UK equiv. of what u dutch call
avocaats and what the US call lawyers/attorneys).. So the question
remains... what else did derek fern steal?

PS aren't you related to the psv eindhoven player that manchester
united tried to sign up

Keeping the Atari happy

Carmel A
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6352. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <3420-39DB78B2-65@storefull-112.iap.bryant.webtv.net>
Source record: 41422

For what it's worth, I have found that a Trak ball works fine with missile command as is. A mouse needs the CTRL T command to work. If you use CTRL T with the trakball, it does not respond correctly - no proper up and down motion.

6353. Re: Alternate Reality Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Ben Jirou <bluesky6@ix.netcom.com>
Message-ID: <tk1ntsgiv7t3mhloh7aubhtq542qdfuv19@4ax.com>
Source record: 41423

Is there a way to get a copy of the game?

That was the first game I played on my 800XL in the old days.

Ben

<news@home.com> wrote:

%Join the only Alternate Reality mailing list at
%http://www.avatardesign.net/alternatereality/
%
%
%Webmaster@avatardesign.net
%

6354. Re: Please, Make it Stop!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001004162530.04208.00000295@ng-bg1.aol.com>
Source record: 41424

>"Rick Cortese" ricortes@netmagic.net

>Let's see how you do with the SIO2PC. It is only ~$2 for me to mail the
>cable to you, so I don't need any money for it.

You may get a LOT of takers for this....

I could handle the freight plus maybe even a little for parts and labor.

-Ron

I don't have a solution but I admire the problem.

6355. Re: Atari 8bit Chat Tonight Preempted by US Presidential Debate

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001004162848.04208.00000296@ng-bg1.aol.com>
Source record: 41425

>"Jessica Cornn" Jessica.Cornnp0.f2.n8.z8@fmlynet.org

> I really thought it was funny when Al Gore got, well, less than rosy :)
> He went off a few times on poor Dubya...

I was amused by his childish moaning and sighing in the background...

-Ron

I don't have a solution but I admire the problem.

6356. 8 BIT DISK DRIVE

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Craig Allen <CAA1@caa1.freeserve.co.uk>
Message-ID: <8rg6av$vn3$1@news7.svr.pol.co.uk>
Source record: 41426

Can anybody help, I'm look for a Atari Disk drive 1050 or similar to buy must be in working order.

Please note I'm from the UK

Thanks

Craig

6357. Re: Please, Make it Stop!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stnb035jdctccd@corp.supernews.com>
Source record: 41427

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20001004162530.04208.00000295@ng-bg1.aol.com...
> >"Rick Cortese" ricortes@netmagic.net
>
> >Let's see how you do with the SIO2PC. It is only ~$2 for me to mail the
> >cable to you, so I don't need any money for it.
>
> You may get a LOT of takers for this....
>
> I could handle the freight plus maybe even a little for parts and labor.

It isn't that bad. About once a year I make up maybe 3-4 cables for people.

Usually webmaster sells his on eBay, I think he sells them for $10-$25 , and that price includes shipping from Poland, so there isn't a huge pent up demand. He also has a better reputation then me for getting things out fast.<grin>

But same deal as Jon, just send Nick Kennedy a couple of bucks shareware fees and we'll call it even.

Send me your mail address via email and give me a few days to get off my butt.

6358. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stnbad73t0ab12@corp.supernews.com>
Source record: 41428

There should be a switch underneath for the Atari Trackball that lets it use either trackball or JS mode. I am not sure what the other trackballs like Witco do, had the chance to look at one in a sale bin, but failed to turn it over.<doh>

"harvey klein" <harveyklein@webtv.net> wrote in message news:3420-39DB78B2-65@storefull-112.iap.bryant.webtv.net...
> For what it's worth, I have found that a Trak ball works fine with
> missile command as is. A mouse needs the CTRL T command to work. If
> you use CTRL T with the trakball, it does not respond correctly - no
> proper up and down motion.
>

6359. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39dbd102$0$62624$53a6d3de@news.erinet.com>
Source record: 41429

I should quote, but don't.
Harvey says Missle Command, in the trak-ball mode, doesn't work,
if I understood him.
I don't think that's correct. I mean why would MisCmd have a
trak-ball mode (by hitting <cntrl>T) if it didn't work in the trak-ball
mode?
The second thing is, briefly, by moving the detectors, I had marvelous
control in the trak-ball mode on both MsCmd and the trak-ball.
It was really fun to play in that mode(s), but I'm positive the missles
moved faster and the trak-ball mode was harder.
Rick says the trak-ball has photo/led detectors. I tried to look in the
gap of the little black detector and I couldn't see any clear or other than
straight black plastic in the slot. This made me believe it worked on
magnets.
Initially, when I first tried the trak-ball, (a cx80, there's also a cx22),
the left and right wheel worked perfectly, and the up and down wouldn't
work at all. I fiddled (moved) the up/down detector and it worked in
trak-ball mode. But every time I put it back together, it would quit
working. At this point, after having moved both the detectors, now
both wheels move the MSLCMD crosshairs only one direction, all
I can do is move down and right, regardless of which way I turn the
wheels.
Russg

6360. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39dbd16b$0$62628$53a6d3de@news.erinet.com>
Source record: 41430

Oh, one more thing.
Sorta to Harvey, I greatly appreciate your input.
BUT, if you can't get your trak-ball to work in trak-ball mode in mslcmd, then you haven't lived, so to speak. Yes, it works in joystick mode, but not like it works with both software and trak-ball in TB mode.
Regards,
Russg

6361. Anyone in Iceland up for some trades?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <39DBE850.22111DAB@mindspring.com>
Source record: 41431
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

I will be in Iceland (Reykjavik) from Oct. 9 to Oct. 16. Does anyone from the newsgroups live out there or know anyone who does who is up for some trading? How about any good flea markets or videogame stores?

I'll have a car in case we need to meet outside of the city..

Thanks!

Joe
jgrand@mindspring.com

(sorry for the cross-post)

6362. Re: Atari 8bit Chat Tonight Preempted by US Presidential Debate

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39dbf93c@fmlynet.org>
Source record: 41432

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
>> "Jessica Cornn" Jessica.Cornnp0.f2.n8.z8@fmlynet.org
>> I really thought it was funny when Al Gore got, well, less than rosy :)
>> He went off a few times on poor Dubya...
> I was amused by his childish moaning and sighing in the background...

Yes, like Gore was really sick of putting up with baby Dubya's stupid little dreams... I also thought it was amusing how he kept trying to interupt Jim Leher, like he had any sort of control over what amount of time he could speak.

Bush was not exactly the brightest crayon in the box either, but at least he was sort of natural. (But, really, how many times can you refer to "Fuzzy math"?)

Jessica

> I don't have a solution but I admire the problem.
-Every man who ever ran for president.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6363. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <16629-39DC02DF-59@storefull-113.iap.bryant.webtv.net>
Source record: 41433

I am using an Atari ST mouse with missile command which requires CTRL-T
and a Wico trakball which has no external switches and must be used in
the regular mode of missile command to operare properly.

6364. Alternate Reality Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-04 03:30:45 UTC
From: news@home.com
Message-ID: <FvxC5.21269$td5.3827762@news1.rdc2.pa.home.com>
Source record: 41412

```
Join the only Alternate Reality mailing list at
http://www.avatardesign.net/alternatereality/

Webmaster@avatardesign.net
```

6365. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stpf88l4phmv07@corp.supernews.com>
Source record: 41347

"John K. Picken" <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1001005092342.29642A-100000@vtn1...
>
> While we're on the subject, this could affect anyone with a permanent
> internet connection:
>
> A friend kept getting Visual Basic script viruses appearing in his
> W98 Startup folder. I installed a little program to monitor the
> contents of the Startup folder (look for Monidir1.zip or email me for a
> copy) and sure enough the damned things appeared out of nowhere.
>
> Since he's on a cable modem through a network card I suspected the
> things were coming in off the internet. Apparently they were because
> they stopped appearing as soon as I went into the properties for
> his hard drives and disabled File Sharing.
>
> These virus scripts are only dangerous if they run and, to ensure
> that, they locate themselves in the Startup folder usually with
> Hidden, System and Read Only attributes so make sure your file
> view options show all files.
>
> jkp

I think Stokely Carmical<sp?> said something to the effect that people used
call him paranoid because he "thought there was an FBI agent under his bed".
After he got his FBI files through the Freedom of Information Act he
commented "There may not have been an agent under my bed, but they sure as
hell had a microphone there".

Anyway, watching ZDTV one of the announcers said he is running a firewall
that logs illegal attempts to get into his system. IIRC, he says he averages
about 10 breakin attempts a day.

There was also a good article on slashdot where someone set up a phoney box
with a known security hole. He then proceeded to record the IRC chat between
the clowns/script kiddies that broke in. The IRC chat sessions made me think
they are providing farm animals with computers somewhere. The people doing
the breakins are not exactly the brightest bulbs in the box.

6366. Slingshot(atari UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Andy <vlnw30101@cableinet.co.uk>
Message-ID: <Wp4D5.5013$7U5.571834@news1.cableinet.net>
Source record: 41348

Does anybody have an image of this excellent crazy golf type puzzle game for use with an emulator. Pleeasee! Does anybody even remember it, I used to love this game! :)

6367. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Greg Menke <menkesjgxyz@xyz.mindspring.com>
Message-ID: <m3wvfn5bpj.fsf@mindspring.com>
Source record: 41349

> A friend kept getting Visual Basic script viruses appearing in his
> W98 Startup folder. I installed a little program to monitor the
> contents of the Startup folder (look for Monidir1.zip or email me for a
> copy) and sure enough the damned things appeared out of nowhere.

At this point it might be useful to ask Microsoft why they persist in
not implementing proper logging facilities, given all the millions of
Win9x boxes with permanent internet connections.

> Since he's on a cable modem through a network card I suspected the
> things were coming in off the internet. Apparently they were because
> they stopped appearing as soon as I went into the properties for
> his hard drives and disabled File Sharing.

Its fairly common for people to leave file sharing on, leading to the
horrible spectacle of an entire neighborhood of cable-modem people
able to see each other's shares. Disabling file sharing is routine
(if often not followed) advice for those who must use Windows.

> These virus scripts are only dangerous if they run and, to ensure
> that, they locate themselves in the Startup folder usually with
> Hidden, System and Read Only attributes so make sure your file
> view options show all files.

But, your friend may also have a variety of trojan horses installed in
the Windows executables. If his/her hard disk was exposed to the
internet, you cannot assume this stuff only happened in the startup
folder unless you have hashes of the original binaries to compare with
what is produced now. Even then you couldn't guarantee the entire
hash system has been subverted to disguise the breakin. It sounds
implausible, but you can download software kits to do the breakin and
disguise it all automatically.

Script virii are small change- whats really fun are trojans that sleep
for some period, or only wake up to propogate, until they do their
thing sometime later. There are certainly quite a few undetected ones
out there and virus technology is getting more sophistocated by the
day.

You might suggest your friend get a proper firewall and do a full
fdisk reinstall.

Gregm

6368. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: dr.s.w.a.g.@mad.scientist.com
Message-ID: <8riqk8$q1a$1@nnrp1.deja.com>
Source record: 41350

Mindfield wrote:
> It should probably also be noted that only those who use MS Outlook
> (Express or Regular flavours) need worry, as Outlook has security
> holes that allow E-Mail viruses acess to Outlook's internal (address
> book) and network (send E-Mail to everyone in the address book)
> functions. The "I Love You" virus of recent months is a good example
> of this. If you use pretty much any other E-Mail client (at least, I
> haven't heard of any other client having these exploitable
> vulnerabilities) then you'll be safe.

I believe Eudora suffers from a "similar but different" feature.
Also, any auto-display feature within Microsoft will be vulnerable to
some extent, depending on the code introduced.

Just my 2 cents worth...

Sent via Deja.com http://www.deja.com/
Before you buy.

6369. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: dr.s.w.a.g.@mad.scientist.com
Message-ID: <8rir94qpo1@nnrp1.deja.com>
Source record: 41351

"John K. Picken" wrote:

> While we're on the subject, this could affect anyone with a permanent
> internet connection:

It's even easier with a permenant connection.

> A friend kept getting Visual Basic script viruses appearing in his
> W98 Startup folder. I installed a little program to monitor the
> contents of the Startup folder (look for Monidir1.zip or email me for
> a copy) and sure enough the damned things appeared out of nowhere.

I suggest deleteing the "WINDOWS" directory. It eliminates quite a few
problem immediately. =D

> Since he's on a cable modem through a network card I suspected the
> things were coming in off the internet. Apparently they were because
> they stopped appearing as soon as I went into the properties for
> his hard drives and disabled File Sharing.

Yes, this "trick" has been actually documented since Win '95 A. Its
nature is inherent with MS and is actually the backbone of their
networking. As a rule never "share" anything.

> These virus scripts are only dangerous if they run and, to ensure
> that, they locate themselves in the Startup folder usually with
> Hidden, System and Read Only attributes so make sure your file
> view options show all files.

Might I suggest a "tool" the wife uses. It's called "Black Ice" and it
can be purchased over the 'Net for $40.00. It's VERY efficient.
Nothing is ever bullet-proof, but it locks down access ports, and even
cancels Trojan responses.

Just passing on through...

Sent via Deja.com http://www.deja.com/
Before you buy.

6370. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: dr.s.w.a.g.@mad.scientist.com
Message-ID: <8riron$r1q$1@nnrp1.deja.com>
Source record: 41352

"Rick Cortese" wrote:
> He then proceeded to record the IRC chat between the clowns/script
> kiddies that broke in. The IRC chat sessions made me think they
> are providing farm animals with computers somewhere. The people
> doing the breakins are not exactly the brightest bulbs in the box.

True. The real players are those that write the scripts for the kiddies. However, regardless of motivation for writing, all are known and documented exploits that can be prevented even before the scripts are built.

Just Ramblin...

Sent via Deja.com http://www.deja.com/
Before you buy.

6371. Re: Looking For Berzerk

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <o06D5.12$Ge.191@newsfeed.slurp.net>
Source record: 41353

On 5 Oct 2000 14:58:15 G, Feddeck@hotmail.com wrote:
>Hi, I am looking to trade for the Atari 400/800 cartridge Berzerk. I
>can trade the following for it:

Well I have it but do not want to part with it. However you can d/l and use
the ATR file of that game on an emulator. I have that file and it works
great...
'
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6372. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: dr.s.w.a.g.@mad.scientist.com
Message-ID: <8riuce$td9$1@nnrp1.deja.com>
Source record: 41354

Greg Menke wrote:
> At this point it might be useful to ask Microsoft why they persist in
> not implementing proper logging facilities, given all the millions of
> Win9x boxes with permanent internet connections.

" ... As with all security issues, Microsoft is evaluating the threat, proactively communicating with customers, and working with third-party anti-virus and intruder-detection vendors to mitigate any serious effects...."

(http://www.microsoft.com/PressPass/features/1999/07-08orifice.asp)

This was an article released by Microsoft on July 8, 1999 concerning Back Orifice 2000. Since preschoolers are now using this trojan, and there are still break-ins because of it, IMNSHO the scrutiny must lie in what is meant by "evaluating the threat" and in the mitigation of "any serious effects".

The exploit still exists, since the trojan (as most do) opens selective channels within the OS's architecture to create a client/server connection. What's appalling is the simplicity to subvert the integrity of MS with this trojan (just as an example).

> Script virii are small change- whats really fun are trojans that sleep
> for some period, or only wake up to propogate, until they do their
> thing sometime later. There are certainly quite a few undetected ones
> out there and virus technology is getting more sophistocated by the
> day.

Someone found over 30 full access, wide-open exploits not relayed to the bureaucratic elitists (BUGTRAQ?), and the truly interesting part, is that if a schlub can find them, think how many more there are that anyone with greater experience can dig up.

I long for the old days of polymorphic code, as opposed to mere exploits labeled as virus. In those times, it was easy to kill the virus. You kill it, it dies, its over. Now, with the exploits nested into the infrastructure throughout the operating system, it turns into a daily battle of maintaining the integrity of an eroding OS.

Or so I read in a fortune cookie once...

Sent via Deja.com http://www.deja.com/
Before you buy.

6373. Re: Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <49vptso0frrlvljmd0476lafngaf5mjkd8@4ax.com>
Source record: 41355

On Thu, 05 Oct 2000 21:08:32 GMT, dr.s.w.a.g.@mad.scientist.com
drooled an embarassing wet spot in his lap as he typed:

>I believe Eudora suffers from a "similar but different" feature.
>Also, any auto-display feature within Microsoft will be vulnerable to
>some extent, depending on the code introduced.

I think you're right about that, though I don't know explicitly what
its vulnerabilities are offhand. I'ven ever actually used Eudora to
any great degree, and know no one who does.

>Just my 2 cents worth...

2c of prevention... :-)

>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6374. Re: Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <6cvptsk36nc1hch7vubbb6b9r8u9stv2t7@4ax.com>
Source record: 41356

On Thu, 5 Oct 2000 09:31:35 -0700, "John K. Picken"
<yg473@victoria.tc.ca> drooled an embarassing wet spot in his lap as
he typed:

>
>While we're on the subject, this could affect anyone with a permanent
>internet connection:
>
>A friend kept getting Visual Basic script viruses appearing in his
>W98 Startup folder. I installed a little program to monitor the
>contents of the Startup folder (look for Monidir1.zip or email me for a
>copy) and sure enough the damned things appeared out of nowhere.
>
>Since he's on a cable modem through a network card I suspected the
>things were coming in off the internet. Apparently they were because
>they stopped appearing as soon as I went into the properties for
>his hard drives and disabled File Sharing.
>
>These virus scripts are only dangerous if they run and, to ensure
>that, they locate themselves in the Startup folder usually with
>Hidden, System and Read Only attributes so make sure your file
>view options show all files.

These are usually the result of trojan attacks, which can exploit the
File and Print Sharing features of Windows. There are two options for
preventing this vulnerability:

1) Disable file and print sharing. This will prevent outside sources
from gaining access to any networked drives on your system. The
downside is that you will not be able to use your computer on a LAN,
and your system will not be hidden from hackers using port scanners,
leaving you vulnerable still to hack attempts.

2) Use a trojan scanner. I suggest ZoneAlarm. It is a realtime
trojan scanner that is frequently updated and very well-supported. It
will hide your ports from potential hackers, essentially making you
invisible to hackers. Best of all, it's free for the personal
edition. You can get it at www.zonelabs.com.
NOTE: Do *NOT* use LockDown 2000 as your trojan scanner. It is
extremely unreliable and has a very alarming tendancy to FREQUENTLY
misreport hack attempts that are in fact simple pings or random
network activity. Even worse, it may not detect and remove trojans
from your system. This is especially troublesome for very nasty
trojans such as SubSeven, BackOrifice, or to a lesser degree the aged
Netbus.

>jkp
>

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6375. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <s98D5.65554$4d.10231593@news02.optonline.net>
Source record: 41357

Yep, Black Ice is good. I run ZoneAlarm on one PC and the Norton firewall
on the other. AND, I keep file and print sharing turned off unless I really
need them, and then I only have them on as long as I need them.

<dr.s.w.a.g.@mad.scientist.com> wrote in message
news:8rir94qpo1@nnrp1.deja.com...
> "John K. Picken" wrote:
>
> > While we're on the subject, this could affect anyone with a permanent
> > internet connection:
>
> It's even easier with a permenant connection.
>
> > A friend kept getting Visual Basic script viruses appearing in his
> > W98 Startup folder. I installed a little program to monitor the
> > contents of the Startup folder (look for Monidir1.zip or email me for
> > a copy) and sure enough the damned things appeared out of nowhere.
>
> I suggest deleteing the "WINDOWS" directory. It eliminates quite a few
> problem immediately. =D
>
> > Since he's on a cable modem through a network card I suspected the
> > things were coming in off the internet. Apparently they were because
> > they stopped appearing as soon as I went into the properties for
> > his hard drives and disabled File Sharing.
>
> Yes, this "trick" has been actually documented since Win '95 A. Its
> nature is inherent with MS and is actually the backbone of their
> networking. As a rule never "share" anything.
>
> > These virus scripts are only dangerous if they run and, to ensure
> > that, they locate themselves in the Startup folder usually with
> > Hidden, System and Read Only attributes so make sure your file
> > view options show all files.
>
> Might I suggest a "tool" the wife uses. It's called "Black Ice" and it
> can be purchased over the 'Net for $40.00. It's VERY efficient.
> Nothing is ever bullet-proof, but it locks down access ports, and even
> cancels Trojan responses.
>
> Just passing on through...
>
>
> Sent via Deja.com http://www.deja.com/

> Before you buy.

6376. Re: Alternate Reality Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39dd2e9c@fmlynet.org>
Source record: 41358

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Ben Jirou <bluesky6@ix.netcom.com>
> Is there a way to get a copy of the game?
> That was the first game I played on my 800XL in the old days.
> Ben
> <news@home.com> wrote:
> %Join the only Alternate Reality mailing list at
> %http://www.avatardesign.net/alternatereality/
> %
> %
> %Webmaster@avatardesign.net
> %

Man, I bet all other games were a letdown after that. :)

Much like EVERY flight simulator since Star Raiders has been. (grin)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6377. Re: Please, Make it Stop!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.39dd2e9c@fmlynet.org>
Source record: 41359

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
>> "Rick Cortese" ricortes@netmagic.net
>> Let's see how you do with the SIO2PC. It is only ~$2 for me to mail the
>> cable to you, so I don't need any money for it.
> You may get a LOT of takers for this....
> I could handle the freight plus maybe even a little for parts and labor.
> -Ron
> I don't have a solution but I admire the problem.

Hmmm... got any more? (grin)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6378. Re: Please, Make it Stop!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stqcgh4v2r0i14@corp.supernews.com>
Source record: 41360

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0003.39dd2e9c@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: rhamiiton5@aol.comedy.com (RHamiIton5)
> >> "Rick Cortese" ricortes@netmagic.net
> >> Let's see how you do with the SIO2PC. It is only ~$2 for me to mail the
> >> cable to you, so I don't need any money for it.
> > You may get a LOT of takers for this....
> > I could handle the freight plus maybe even a little for parts and labor.
> > -Ron
> > I don't have a solution but I admire the problem.
>
> Hmmm... got any more? (grin)

I think I have parts for the two I commited to right now<Mike and Jon>. If
you can wait a week or two to get it, send me you mailing address. I
actually have a MAX232 chip laying around, but I'm a bit lazy about putting
that version together so you have to wait for me to buy a couple of 1489s. I
am also dead nuts out of 9 pin connectors. For some reason, the last 4-5
times I have gone by JDR they have been sold out. I haven't had a bad
experience with Radio Shack in 7 years now, but I still hold a grudge.<grin>

6379. 800xl help revisited

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: compkid <collier.steven@acd.net>
Message-ID: <cUndOTqGs4cbTY=yJDa1q3d1d9pV@4ax.com>
Source record: 41361

Patient still nonfunctional stats as follows:

Self test shows ROMS ok
shows some red memory locations, whats strange is here is only 40
blocks not 48 as seen in emulators?

Condition is the same with or without the keyboard.

I've installed sockets for the memory chips and swapped the chips out,
no change.

The 1 socketed chip in the middle of the board 74LS375 is it of the
memory addressing?

Any idea's out there? or is it a parts machine?

Steve

6380. Re: 800xl help revisited

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <stqlnq96572s5b@corp.supernews.com>
Source record: 41362

"compkid" <collier.steven@acd.net> wrote in message
news:cUndOTqGs4cbTY=yJDa1q3d1d9pV@4ax.com...
> Patient still nonfunctional stats as follows:
>
> Self test shows ROMS ok
> shows some red memory locations, whats strange is here is only 40
> blocks not 48 as seen in emulators?

Hold down the Option key during boot to disable built in BASIC.
>
> Condition is the same with or without the keyboard.
>
> I've installed sockets for the memory chips and swapped the chips out,
> no change.
>
> The 1 socketed chip in the middle of the board 74LS375 is it of the
> memory addressing?

They do some odd stuff with memory, delay line and what not. But the DRAM
data bits are attached directly to the buss. The DRAM has multiplexed
address pins, they are fed by the 2 74LS158s and the delay circuitry. Still
sounds like a bad DRAM to me, but I think the other parts do go out. Let us
know if you find the problem.
>
> Any idea's out there? or is it a parts machine?
>
> Steve
>

6381. Re: 800xl help revisited

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001005222953.23773A-100000@vtn1>
Source record: 41363

On Thu, 5 Oct 2000, compkid wrote:

> Self test shows ROMS ok
> shows some red memory locations, whats strange is here is only 40
> blocks not 48 as seen in emulators?

Try holding Option when you boot to disable the BASIC ROM. That should
make all 48 RAM blocks appear.

> I've installed sockets for the memory chips and swapped the chips out,
> no change.

Trouble with swapping chips is the replacements are almost always
used and might themselves be faulty.

jkp

6382. Update to the translation project

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <8rh3ef$2f3$10@usenet.nau.edu>
Source record: 41437

Hello,

Just a brief update on the Westfront PC translation project to the following systems:

o - Macintosh (68k)
o - Unix/Linux
o - Apple II/IIe
o - TRS-80
o - Tandy 1000
o - Sinclair ZX Spectrum
o - Atari 400/800
o - TI 99/4A
o - Coleco ADAM
o - DEC Rainbow
o - Amstrad

There are others planned; CP/M, in particular, would be a fine choice. For more information on planned releases, go here:

http://www.geocities.com/dunric/westfront.html

The source for translation is here:

http://www.geocities.com/dunric/wftrans.zip

From an older version, 7.00 dated November 4, 1999.

(You may need to copy and paste URLs into URL location bar of browser, as Geocities is picky about offsite download links)

I've been doing some research during the brief moments of free time I have on weekends, and have noticed a few things:

o - Most BASICs before 1978 had only minimal commands
o - Many BASICs were 8K (standard)
o - Most flavors of BASIC had A0-Z9 variables
o - Some didn't have string variables
0 - Most had access to RIGHT$,LEFT$,MID$ and STR$
o - Some used MATEAD Var%(x,y) for subscripted variables
o - Many machine specific statements such as COLOR, CLS and LOCATE did not appear until 1982 (IBM BASIC)

I also noticed some odd structure usages on some machines:

(Honeywell 600/6000)

```
940 LET X=L\LET Y=M\GOSUB 830
```

"\" is used in place of the now common ":" separator. Easy enough
to translate.

LET appears to be optional on later versions of BASIC (1978 onward).

I am also aware that file handling is machine specific, i.e.:

```
OPEN f$ FOR OUT AS 1
PRINT #1
CLOSE 1
```

Is an example of an older BASIC that printed output to a printer
or screen (but could also direct output, via special programming,
to a cassette player for tapes or a disk drive)

I looked at APPLE BASIC and noticed this weird usage:

```
D$=CHR$(4)
OPEN D$"DATA.DAT SREADFILE"
OPEN D$"DATA.DAT SWRITEFILE"
CLOSE D$"DATA.DAT"
```

Something like that, anyway (this is all from memory)

A final note is that some (most?) older BASICs before
Extended BASIC was introduced lacked IF/THEN/ELSE, DO/LOOP
and CASE statements.

So...

I am going to be making some assumptions about the BASIC
used, the speed, the monitor/television screen capabilities
and required STATEMEMTS:

Required:

```
DIM (must support integer _AND_ string variables!)
LET (optional)
REM
FOR/NEXT
TO
READ (MATREAD can be substituted if necessary)
DATA
PRINT (Obviously...)
INPUT (Obviously...)
IF
THEN
GOTO (or GO TO)
GOSUB (or GO SUB)
LEN
VAL
TAB
```

INT
RND
RESTORE
RANDOMIZE
ON (GOTO, GOSUB)
ABS
MID$
LEFT$
RIGHT$
STR$
CHR$

Not required, but helps

LOCATE (or clone)
CLS (or clone)
COLOR (* - Westfront PC was written in COLOR to differentiate it from other
text adventures that use only one color...Read: Boring!...If your
system does not support a feature of or equivalent, then we have
a problem...IF your system doesn't support color, then PLEASE
say it at least supports HIGHLIGHTING, UNDERLINING or BOLD...this
would be a decent alternative to non-COLOR supported systems)

(** - And 8 or 16 colors would be nice, too!)

If I've missed any, then please let me know at: dunric@yahoo.com

Memory Requirements

I'm going to try to squeeze as much as possible from WFPC into an 8K BASIC...
Yes, it's going to be hell trying to squeeze the first continent (1,014 rooms) of WFPC
(Overall: 1,572 rooms) into 8K, but there are ways around the variable usage (i.e. reading
in rooms from disk, tape, etc)

There are tons of empty rooms...they don't need to be included. The Frequently Asked
Questions
(F.A.Q.) anad Maps for Westfront PC are located here:

http://www.geocities.com/dunric/faqmap.zip

Just copy and paste into URL bar of browser.

So PLEASE have your system at least handle:
---

o - 500-1200 total lines of BASIC code (minimum)
o - IF/THEN/ELSE statements (so I can squeeze as much as possible into 8K)
o - Integer and string variables
o - Tape/Disk file commands, i.e. OPEN/CLOSE,PRINT#,INPUT#, etc.
o - 360KB of Disk space (You could use two disks if necessary)
o - At least 40 columns of text per line (It uses, or will use, line wrapping)

If you'll notice from this picture:

http://www.geocities.com/dunric/tavern.jpg

Color is VERY important to gameplay (room specific commands are highlighted in gray, directions
and other things in yellow, and rooms in white. I also like to use green and purple a lot (for
the inventory and other things).

Necessary commands:

Westfront PC is a text adventure.

Certain commands are necessary, some aren't:

I can make concessions on certain commands, i.e. when a player GETs an object, if it can be worn or wielded,
then the computer will automatically equip it for the player, without having to use WIELD, WEAR
or REMOVE commands. Same with DROP.

BUY and SELL are absolutely necessary. The player needs a way to purchase and sell items.
FIGHT (or an equivalent) is absolutely necessary. The player needs to gain experience points,
find new weapons and armor, and pass certain trials in the game.

OPEN and UNLOCK are necessary, but LOCK isn't. USE is necessary, and so is CLIMB.
LIGHT is necessary (e.g. LIGHT TORCH), but ENTER isn't.

SAY is semi-necessary; just adds to the game.
EXAMINE (and the shorthand, EXA) is absolutely necessary.

PUT is absolutely necessary. SEARCH is absolutely necessary.

I'm probably forgeting several commands, but you get the general idea. :)

If you have any questions, comments, suggestions, inquirements or otherwise, please
send me electronic mail via:

dunric@yahoo.com

If ADVENTURE could be crammed into 16K, then I don't see why WFPC can't either.

Regards,

Paul
dunric@yahoo.com

--
--
****

Few cats act their age, while most just cough up fur balls.

****

6383. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_970734263@rtfm.mit.edu>
Source record: 41438
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: July 28, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
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"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,

U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Clubzentrale: c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623 (0 23 66 / 3 96 23)
PD-Bibliothek: Theo Schwacke
Heinestrabe 17
D-45699 Herten
tel: 0 23 66 / 3 46 96
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade.
also available: QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada

mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

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Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 - Small C compiler for many platforms, can target to
the 8-bit Atari.

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/

Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/
Developers: MSC IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
USA
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: used/new hardware/software/books & Accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall,
Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer Cable, Black Box Modem Cable, Floppy board, Super-E Burner,

Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154

Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de
Atari-Site: www.atari-computer.de or www.atari-computer.com
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde

Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.

Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael James Espino
United Kingdom
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Czech Republic
mailto:semecky@saul-is.cz
Vendor: ?what?

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.6
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Flashback Classic Video Games
See: Games + (Games Plus)

Friedland Computer Systems, Inc. (Nolan Friedland)
USA
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/

Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228

USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31

D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home)
USA
http://cth.tzo.com/
telnet://cth.tzo.com/ (running Video 61's BBS Express! Professional v.6.0b)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32, Disk Fragmentation
Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor, Shell, Snapshot,
The Sound Utility, Term80, Z-Code, CTH Emulator (based on Atari800 0.9.8, will
allow you to run an 8-bit bbs on the internet), DCS - Desktop Contruction Set,
SpartaDOS utilities: RCOPY, RDELETE

Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
United Kingdom
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition
(revised) Winter 1997; IEBA Newsletter

Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not complete
version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM,
SpartaDOS 3.2d, SpartaDOS 3.3c, 1050 US Doubler (USD), DK-Utilities for the
Black Box and the MIO
Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@mi.com.pl
http://www.atari.org.pl/~draco/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0, EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
Czech Republic
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI), Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62 (PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI), SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA

mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.5c (Atari 8-bit emulator for Win9X/NT)
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari 800 Emulator for the Mac 0.9.9h, developement release 2

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Charles Marslett
USA
mailto:cmarslett@excite.com

Developer: A65 (assembler), MYDOS 4.53

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
USA
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone...
he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items
stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://people.delphi.com/rldetlefsen/
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:mssoft@giga4u.de
http://www.geocities.com/mssoft_2000/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, JIL

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

PD-Magazin / PD-Mag / PD World Versand
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)

Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print; however, back issues are still available, and also disks with the programs from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port, TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848

USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
Germany
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA

Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,
Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00, XDIRLIST, ATR2XFD, XFD2ATR, XDIR 10.05.00

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Developer: the POOLDISK TOO PD/freeware/shareware CD-ROM, DCM2ATR, WAV2CAS,
CAS2WAV

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28 m. 64
02134 Warszawa
Poland

Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator version 0.9.8,

Atari Falcon030/TT030/Medusa/Hades/Milan port of Atari800 v0.9.8
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA

Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net

http://www.nacs.net/~classics/
Developer: APE, the Atari Peripheral Emulator: Ape'98 and ProSystem'98 v1.20,
Ape & ProSystem 1.17 DOS, APE Warp+ OS, Imagic 1.06 95/NT--the Atari Disk
Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image
Conversion System for DOS

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.tzo.com/pro/pro1.html (BBS Express! Professional)
http://cth.tzo.com/pro/pc-gateway1.html (PC-Gateway)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze, Lord of the Orb, Rally Speedway
Also: BBS Express! Professional, PC-Gateway

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA

tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

6384. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_970734263@rtfm.mit.edu>
Source record: 41439
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 16, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Atari BBS's to telnet to:
Closer To Home (CTH), telnet://cth.tzo.com/
Atari Annex, telnet://atari.thebbs.org/
Nolan's Nest & SPACE, telnet://209.105.35.109/

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

6385. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <q2motscoedtuuhndhjttc8rtuhd9807luq@4ax.com>
Source record: 41440

On Thu, 05 Oct 2000 00:08:18 GMT, "Alan Sharkis"
<asharkis@optonline.net> drooled an embarassing wet spot in his lap as
he typed:

>Those of you who know me know I'm not an alarmist. I usually ignore
>messages like the one I'm writing now, or at least, go to SARC and check
>their validity before panicking.
>
>But this is different, and those of you with PCs should take heed. A friend
>of mine, a computer professional, called me earlier this evening. He was
>home ill, and happened to connect to his company's network with his
>notebook. When he opened his mail program, he found fifty emails waiting
>for him. Each was from a different person in his office, but they all had
>the identical subject line. He suspected a virus was at work. He called
>his boss and confirmed that a new virus had gotten past the company's
>protection and hit everyone there.
>
>The upshot of this is as follows"
>
>If, in the next few days, you receive a message, even from someone you know
>and trust that has a reference to "FBI Pictures of the President,"
>_DON'T_OPEN_IT!_ Delete it immediately.
>
>Hopefully, the antivirus software houses will have new definitions out
>shortly, but until they do, it's better to play it safe.
>
>Alan
>

It should probably also be noted that only those who use MS Outlook
(Express or Regular flavours) need worry, as Outlook has security
holes that allow E-Mail viruses acess to Outlook's internal (address
book) and network (send E-Mail to everyone in the address book)
functions. The "I Love You" virus of recent months is a good example
of this. If you use pretty much any other E-Mail client (at least, I
haven't heard of any other client having these exploitable
vulnerabilities) then you'll be safe.

And of course, common sense dictates ones never executes any software
attachments from unknown or unreliable sources, and even from reliable
ones, have your virus/trojan scanner frisk 'em before you do.
(Non-executable attachments, excluding Word documents or other
documents that can contain potentially harmful scripts or macros, are
exempt, since they cannot contain or propagate viruses)

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6386. Re: Re: Alternate Reality Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <8imotsseqom8mtdkgcr64oeredi7chpmt7@4ax.com>
Source record: 41441

On Wed, 04 Oct 2000 12:36:22 -0700, Ben Jirou <bluesky6@ix.netcom.com>
drooled an embarassing wet spot in his lap as he typed:

>Is there a way to get a copy of the game?
>
>That was the first game I played on my 800XL in the old days.
>
>Ben

There are tons of places you can grab both The City and The Dungeon to
play on emulators. The only two emulators that can run them are
XL-It! 0.20 and Atari800/Atari800Win 2.4 and above.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6387. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <7nmots47ephnfeiij20ri7430pgl36nng9@4ax.com>
Source record: 41442

On Sun, 02 Oct 2000 15:23:16 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> drooled an embarassing wet spot
in his lap as he typed:

> This is good news, and no, I didn't know this either. It is much like the
>idea that Tempest 2K for the Jaguar has built in commands for accepting a
>rotary controller though the Jaguar initially did not have one. :)

This is because Jeff hoped that one would eventually be produced for
the Jaguar, 'cos frankly, as far as he was concerned, Tempest still
wasn't quite Tempest without the rotary controller. And as fun as T2K
was, I'd have to agree. :-)

>
> Doctor Clu
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6388. Re: 8 BIT DISK DRIVE

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8rhsbmuct1@nnrp1.deja.com>
Source record: 41443

Hello Craig, How's the atari going, keep the faith and keep those atari's humming brightly

Anyway Re: 1050 supplies

Contact Computer Exchange (CEX)- Retro Dept. in Rathbone St or Place London W1, I cant recall the telephone no at the moment, but I guess they are on directory inquiries

They MAY have extraenious suppl's of 1050's w/dos, I bought an indus gt from them (working b/no psu or disks) for my a8 (130xe/800xl etc)

It also depends if you want a "stock" (as in standard) 1050, or if you want a modified (as in usd/lazer/happy/arch11/super speedy etc) 1050, as I recall that CEX only supply or deal with stock/standard 1050's

Keeping the Atari happily humming brightly

Carmel A
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6389. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8rht3iuud1@nnrp1.deja.com>
Source record: 41444

Hello ther DR Teele, How the atari goin', keep the faith and keep the atari humming brightly (as in outshinnig the crapshit called the pc/mac)

Anyway re: mem prob's. with the 130xe

If memory servces me right, the only version of the xe o/s the featured the scannin of the additional mem past the 6502's 64k limit thru the self test, was the o/s that came with the xegs (sometimes refered to as the 65xe games sys.)
Although Atari had plans to release this patch with standard xe's, they didn't get round to it... shame

What version or hack of the xe o/s do you have, the chance of you having this particular version is highly unlikely, unless you know someone at Atari US (as the UK version hadn't been completed, so I'm told), or unless you have a hack version of the xegs o/s

Sorry I couldn't be much help

Keeping the atari humming brightly

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6390. Looking For Berzerk

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: Feddeck@hotmail.com
Message-ID: <8ri4u1$637$1@nnrp1.deja.com>
Source record: 41445

Hi, I am looking to trade for the Atari 400/800 cartridge Berzerk. I
can trade the following for it:

PSX:

Samurai Shodown III
Soul of the Samurai

PC CD-ROM:

Maelstrom
Outpost
Lords Of The Realm II

Odyssey2: (In box with instructions)
Speedway/Spinout/Crypto-Logic
Bowling/Basketball
K.C. Munchkin
Thunderball

NES:

Golf
Super Mario/Duckhunt
Adventure of Zelda
Deadly Towers
MAD
Ghost & Goblins
A Boy and his Blob
Xevious
Friday the 13th
Legend of Zelda
Ice Hockey
Xenophobe

Thanks.

-Fred
Feddeck@hotmail.com
www.geocities.com/fritzfranzfeddeck

Do you know Dylan Murphy?
www.geocities.com/brothersofsteel

Sent via Deja.com http://www.deja.com/
Before you buy.

6391. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001005092342.29642A-100000@vtn1>
Source record: 41446

While we're on the subject, this could affect anyone with a permanent
internet connection:

A friend kept getting Visual Basic script viruses appearing in his
W98 Startup folder. I installed a little program to monitor the
contents of the Startup folder (look for Monidir1.zip or email me for a
copy) and sure enough the damned things appeared out of nowhere.

Since he's on a cable modem through a network card I suspected the
things were coming in off the internet. Apparently they were because
they stopped appearing as soon as I went into the properties for
his hard drives and disabled File Sharing.

These virus scripts are only dangerous if they run and, to ensure
that, they locate themselves in the Startup folder usually with
Hidden, System and Read Only attributes so make sure your file
view options show all files.

jkp

6392. VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 00:08:18 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <SDPC5.63730$4d.9753698@news02.optonline.net>
Source record: 41434

Those of you who know me know I'm not an alarmist. I usually ignore messages like the one I'm writing now, or at least, go to SARC and check their validity before panicking.

But this is different, and those of you with PCs should take heed. A friend of mine, a computer professional, called me earlier this evening. He was home ill, and happened to connect to his company's network with his notebook. When he opened his mail program, he found fifty emails waiting for him. Each was from a different person in his office, but they all had the identical subject line. He suspected a virus was at work. He called his boss and confirmed that a new virus had gotten past the company's protection and hit everyone there.

The upshot of this is as follows"

If, in the next few days, you receive a message, even from someone you know and trust that has a reference to "FBI Pictures of the President," _DON'T_OPEN_IT!_ Delete it immediately.

Hopefully, the antivirus software houses will have new definitions out shortly, but until they do, it's better to play it safe.

Alan

6393. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 03:18:25 UTC
From: DCM01@USA.NET
Message-ID: <39dbf2c7.1783683@news.CIS.DFN.DE>
Source record: 41435

What kind of mouse are you using with Missile Command, and have you
used it with any other programs?

On Wed, 4 Oct 2000 13:36:34 -0500 (CDT), harveyklein@webtv.net (harvey
klein) wrote:

>For what it's worth, I have found that a Trak ball works fine with
>missile command as is. A mouse needs the CTRL T command to work. If
>you use CTRL T with the trakball, it does not respond correctly - no
>proper up and down motion.
>

6394. Re: Alternate Reality Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-05 05:30:32 UTC
From: news@home.com
Message-ID: <YIUC5.23449$td5.4192127@news1.rdc2.pa.home.com>
Source record: 41436

Try the links on that website. The game can be downloaded for Atari 800 plus
the emulator

"Ben Jirou" <bluesky6@ix.netcom.com> wrote in message
news:tk1ntsgiv7t3mhloh7aubhtq542qdfuv19@4ax.com...
> Is there a way to get a copy of the game?
>
> That was the first game I played on my 800XL in the old days.
>
> Ben
>
> <news@home.com> wrote:
>
> %Join the only Alternate Reality mailing list at
> %http://www.avatardesign.net/alternatereality/
> %
> %
> %Webmaster@avatardesign.net
> %
>

6395. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <39ddc355.1414228@news.CIS.DFN.DE>
Source record: 41364

On Thu, 05 Oct 2000 22:16:12 GMT, Mindfield
<mindfield@badgers.home.com> wrote:

>I think you're right about that, though I don't know explicitly what
>its vulnerabilities are offhand. I'ven ever actually used Eudora to
>any great degree, and know no one who does.

I use Eudora. I don't think it is vulnerable much at all. The recent
problems with email viruses are almost universally Micr osoft Outlook
viruses, I think.

Outlook runs all these scrtipts and of course the calendar function
and even goes to the WWW _automatically_ if someone sends you an
email with the URL expressed a certain way. I get the Fedex email
newsletter at work and was at first amazed at the presumption when
Outlook opened up a minibrowser and hit the Fedex web-page, without
any confirmation or request from me.

Outlook is horribly vulnerable, however Eudora is not, in my
experience. I recommend Eudora, which has a freely downloadable
uncrippled "lite" version.

6396. Re: 1.44,micro-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39DDF62F.FECA67C6@mail.uni-mainz.de>
Source record: 41365

[snip]
> Anyway, I'm still looking for the css product "the impossible" that is
> the orig. 800 and xl versions, the german program "the freezer" by LDS,
> not the freezer by digicomm (which ran a bit like the superdump/iv
> portion of the o/s controller card sw) and also the other 2 booklet that
> came with the indus gt (a8), and information relating to
> upgrading/expanding the indus gt (a8)
>
> Any help....
>
> Happy Atari'ng
>
> Carmel A
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Hello Carmel,
the "LDS-Freezer" was created by Ulf Petersen/Germany. It is a very simple (and not so effective) freezer program to freeze games (cassette/diskette; works better with cassette !) or to use the well known freezer pokes... The program can still be ordered from PD-World-Versand /PD-Mag, Sascha Roeber, Bruch 101, 49635 Badbergen, Germany (no homepage, no E-Mail!); Believe me, the program is not worth its money - but thats your choice. All freezed programs need a special boot program which can be found on side 2 of the LDS freezer (but: if this bootprogram goes bad one day,you cannot use the freezed programs anymore; reminds me of the Happy Compactor: all programs compacted with it could only be used with a happy drive...) greetings - Andreas

6397. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: "Yak the Hairy"
Message-ID: <8rktse$fh0$1@nnrp1.deja.com>
Source record: 41366

In article <8rht3iuud1@nnrp1.deja.com>,
carmel_andrews@my-deja.com wrote:
> Hello ther DR Teele, How the atari goin', keep the faith and keep the
> atari humming brightly (as in outshinnig the crapshit called the
pc/mac)

Umm... :)

> Anyway re: mem prob's. with the 130xe
>
> If memory servces me right, the only version of the xe o/s the
featured
> the scannin of the additional mem past the 6502's 64k limit thru the
self
> test, was the o/s that came with the xegs (sometimes refered to as the
> 65xe games sys.)

Stupid question, but why would the XEGS OS have had the facility for
scanning >64K when it had only 64K? (And why, oh why, did they make
the function keys that horrid pastel colour?)

--
For every problem, there is a solution that is simple,
elegant, and wrong.

[yak_the_hairy@hotmail.com]

Sent via Deja.com http://www.deja.com/
Before you buy.

6398. Re:micro-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39DDF90D.6DAE4D2D@mail.uni-mainz.de>
Source record: 41367

Lance Ringquist schrieb:
>
> we sure got a flurry of e-mails from eastern europe over those games,
> then derek fern dissapered.
> things got a little murky after the fall of the wall, and i have a hunch
> most pre wall fall stuff may never be known who owns what.
> sorry cannot help you on the interfaces, i would sure love to have them
> for sale,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Well,
afaik there are only two Zeppelin games from eastern Europe: Fred and
Mission (Misja/Mission Shark). All other Zeppelin games were produced in
Great Britain and have british authors !! Simple, isn`t it ?!?

Some Zeppelin games were re-productions/re-releases, like Mirax Force
(originally Tynesoft), Sidewinder (originally Futureware), Phantom
(originally Microdeal/Tynesoft), etc. but only Fred and Mission came
from Poland (LK Avalon, which is still alive !! I just contacted them,
they sell their games for 5DM/german marks - a little more than 2
US-Dollars...)
-Andreas

6399. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39DDFDD3.EDF57E3@mail.uni-mainz.de>
Source record: 41368

[snip]
I'd really like to add an entry in the A8.FAQ regarding all
> > the Atari software that supports the trackball (and hence the ST mouse).
> > For now the list is just:
> > Title Keystroke Required
> > -------------- ---------------------
> > Missile Command (Atari) 1 CTRL-T
Shanghai (Activision) 1 choose controller type:
mouse !
Bombdown (german programmer) 2 the same here...
Minesweeper (PPP/PD-World Versand) 2 choose controller
type...
The Brundles (KE-Soft/Kaisersoft) 2 choose controller
The Brundles Editor (KE-Soft) 3 ...
Geisterschloss/Ghost Castle (KE-Soft) 3 choose Lightgun or
mouse...
10-12 games from ZONG magazine (KE-Soft) 3 mouse games !!
Multi-Mouse manager (PD/shareware) 3 drivers for mice, TB,
etc.
Unriagh I (german adventure) 3 has driver for
mouse+Joystick
Unriagh II (german adventure) 3 the same here...
little Calculator (AMC-Verlag) 3 uses mouse only
big calculator (PD) 3 mouse, TB, Touch tab.,
joystick;
more PD games and tools 3 ...

Status: 1 = commercial; 2=commercial, PD-demo is avaiable; 3 =
PD/Free/Shareware

Thats all I know for now folks. There are many more games+tools and
especially german games+tools avaiable, since many german vendors once
sold a mouse for the A8 (KE-Soft, AMC-Verlag, Power per Post and others
did). For myself I did a small collection of PD-disks (!) that cover a)
Mouse games+tools (2 medium disk sides), b) Lightgun/Lightpen
games+tools (2 medium disk sides), c) Paddle games+tools (2 medium disk
sides) and finally d) Atari Touch tablet/Koala Pad tools (2 medium disk
sides). Anyone interested in these PD disks, just E-Mail me. Greetings,
-Andreas

6400. Artifacting in emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: "Yak the Hairy"
Message-ID: <8rkvn5$h60$1@nnrp1.deja.com>
Source record: 41369

Do any of the emulators available simulate the GR.0/GR.8 "artifacting" effect? (I.e. alternate black/white pixels produce either orange or blue depending on whether they're on odd or even columns?) (And HOW much did it suck that on PAL machines, games that used this (DROL, Ultima, etc.) just went a sort of murky grey-green colour!)

--
For every problem, there is a solution that is simple,
elegant, and wrong.

[yak_the_hairy@hotmail.com]

Sent via Deja.com http://www.deja.com/
Before you buy.

6401. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39DDFF55.EBF2CFA@mail.uni-mainz.de>
Source record: 41370

Greg Goodwin schrieb:
>

> This is good news, and no, I didn't know this either. It is much like the
> idea that Tempest 2K for the Jaguar has built in commands for accepting a
> rotary controller though the Jaguar initially did not have one. :)
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

Ahem,
does the Jaguar game "Checkered flag" also have built-in code for a
rotary controller (or a Paddle) ?? The controls of this game are very
very bad. And the manual says something like that "...the controls are
like a diagram of a bell, first very soft, then harder, then soft
again..." So, paint a bell (of a church or a cathedral) and you will
see, it looks like a rotary or Paddle control...

(Maybe we can add Paddles somehow to the Jaguar...) -Andreas

6402. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39DE00D1.2F88EF68@mail.uni-mainz.de>
Source record: 41371

> >Title Keystroke Required
> >-------------- ---------------------
> >Missile Command CTRL-T
>
> Slime from Synapse has the same feature, CTRL-T.

But, Slime does not use or support a mouse/trackball. It however does support a Paddle controller. Afaik there are different versions of Slime avaiable, one on disk and one on cart. I only have the cart version. Maybe the disk version does a little more than the (limited) cart version. Besides, wasn`t it Slime which had built-in demos for other Synapse games ?? -Andreas

6403. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39DE0231.D023426D@mail.uni-mainz.de>
Source record: 41372

carmel_andrews@my-deja.com schrieb:
>
> Hello Ron H, hows it going, keep those Atari's humming brightly & keep
> the ATARI faith
>
> Anyway re:ataridisk and happy/indus gt
>
> What particular internet site has the ataridisk program and instructions,
> so I can use it
>
Well,
the homepage of the author, named Hiassoft (Mathias Reichl, Austria) has
it. Sorry, I do not know the URL, but you can also get the latest
(english) version from me. But aware: You need a 5,25" Atari DD(180k)
drive, a 5,25" PC DD or HD drive (DD is much better, makes less errors),
the program Ataridsk which works with DOS (not Windows!) and some files
to transfer (the program only transfers files, no bootdisks, use DCM,
ARC, ZIP, etc. to convert a bootdisk to a file).
greetings -Andreas

6404. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39DE02CA.6342E99D@mail.uni-mainz.de>
Source record: 41373

RHamiIton5 schrieb:
>
> >carmel_andrews@my-deja.com replied:
>
> >Anyway re:ataridisk and happy/indus gt
> >
> >What particular internet site has the ataridisk program and instructions,
> >so I can use it
>
> try XL-Search:
> http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi
>
> Both versions are here; the correct Ataridsk zip contains the required
> Ataridsk.men and a Read.me file. It is confusing because two different
> utilities share the same title. Capture them all and discard the ones which
> explain command line options when executed. The one you want runs from DOS and
> provides a menu using the arrows, Return, & escape keys; part of the prompts
> are in what looks like German.
>
> -Ron
>
> I don't have a solution but I admire the problem.

Well,
an update is already avaiable, now in english !! Call Hiassoft for the
newest Ataridsk version or E-Mail me... -Andreas

6405. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39DE043F.728B38F0@mail.uni-mainz.de>
Source record: 41374

Russg schrieb:
>
> I should quote, but don't.
> Harvey says Missle Command, in the trak-ball mode, doesn't work,
> if I understood him.
> I don't think that's correct. I mean why would MisCmd have a
> trak-ball mode (by hitting <cntrl>T) if it didn't work in the trak-ball
> mode?

Well,
that depends on your version of MC (Missile Command). there are many
different versions avaible... I know the old Atari 800 cart version,
which works correct with Joystick and Trakball, but not at all with a
mouse. The newer XL version works with Mouse, trackball and Joystick,
also the newest (built-in) XEGS version of MC. But, there is also a tape
version (and maybe a disk version) of MC avaiable. I am not sure if this
tape version behaves like the old 800 version or like the newer XL and
XE/XEGS versions... -Andreas

6406. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39DE055C.4B0EAAF7@mail.uni-mainz.de>
Source record: 41375

Russg schrieb:
>
> Oh, one more thing.
> Sorta to Harvey, I greatly appreciate your input.
> BUT, if you can't get your trak-ball to work in trak-ball mode in
> mslcmd, then you haven't lived, so to speak. Yes, it works in joystick
> mode, but not like it works with both software and trak-ball in TB mode.
> Regards,
> Russg

Maybe you did not know, there is a little difference between Trackball
and ST-mouse. Although MC works with both input devices does not mean,
they are the same. they are not !! Connect the TB to an ST computer and
you see: it does not work at all !! You have to do a small conversion to
convert the TB to an ST mouse. (Plans are avaiable from ABBUC, germany).
maybe somebody already did this with Harvey`s TB (and to make things
worse: the old Atari 800 version does not support a mouse; so if the TB
has been converted to a mouse this MC version will not work with it!).
-Andreas

6407. Re: Slingshot(atari UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39DE06EE.D75A79DA@mail.uni-mainz.de>
Source record: 41376

Andy schrieb:
>
> Does anybody have an image of this excellent crazy golf type puzzle game for
> use with an emulator. Pleeasee! Does anybody even remember it, I used to
> love this game! :)

Well,
I own this (commercial) game. Original tapes can still be ordered here
in Germany. Thus I am not willing to do a copy (image or not; a copy is
a copy!).
-Andreas

P.S.: How about the PD clone called "Golfer" from Bewesoft ??

6408. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3og0xx4ex.fsf@mindspring.com>
Source record: 41377

> The exploit still exists, since the trojan (as most do) opens selective
> channels within the OS's architecture to create a client/server
> connection. What's appalling is the simplicity to subvert the integrity
> of MS with this trojan (just as an example).

And even more appalling, Microsoft continues to get away with it. Its strange indeed that software companies aren't held to the same standards of workmanship, reliability and safety as companies that make things as innocuous as infant toys. I wonder how many more Love You's will be unleashed before Microsoft is forced to take security seriously. So, who do you sue when the contents of hundreds of workstations in your company are erased/corrupted/mailed to competitors because the vendor of your OS refuses to close even the most blatant security holes? When the Love You hit my previous job, the entire intranet was reinfected 3 times because of people coming in to work and opening their mail- that was just 10 or 12 people and it still took several days to clean up (even with good backups). Ironically, we traced it to somebody receiving the virus via Hotmail, they copied the attachment to the local drive, doubleclicked, and voila... the virus propogated thru the drive shares (which of course were set to C:\), infecting entire swathes of machines besides the server.

> I long for the old days of polymorphic code, as opposed to mere exploits
> labeled as virus. In those times, it was easy to kill the virus. You
> kill it, it dies, its over. Now, with the exploits nested into the
> infrastructure throughout the operating system, it turns into a daily
> battle of maintaining the integrity of an eroding OS.

Did you ever hear of the presentation in the early 90's (I always forget who did it) where the guy presented a technique whereby a c compiler could insert backdoor code into a specific app, but detect when it was to compile its own source and surreptitiously put the backdoor insertion code into the new compiler? It made the backdoor essentially undetectable- since the source for both the backdoor'ed app and the C compiler was completely clean. Evil indeed.

The oldschool virus people wrote more interesting code- macro virus stuff is booring. Some of the 80's viruses were works of genius. Completely disreputable of course, but very clever. I guess some of the *nix stealth rootkits are along those lines- requiring some real engineering skill.

Gregm

6409. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: dr.s.w.a.g.@mad.scientist.com
Message-ID: <8rl3si$k21$1@nnrp1.deja.com>
Source record: 41378

Let me tug on your coat for a second:

Now granted my intention was not to single out any specific flavor, but tried to stress that "closing the barn door after the horse has gotten out" seems to be the accepted work ethic. I personally like Eudora's idea, and also specify a "similar but different" feature. (Which, admittedly, should be held within a different forum)

Daniel Miller wrote:
> Outlook is horribly vulnerable, however Eudora is not, in my
> experience.

http://www.securityfocus.com/advisories/2148

This is an advisory. People may say "just and advisory". Unfortunately, the fact remains there would be no documented vulnerabilities unless one was created for the script kiddies. At that time, based merely on the "average" intelligence of those in the field, it would be address and resolved. Which is not only "whistling past the graveyard", but in no way negates the existence of exploits.

I am not advising ghost chasing, but I am bringing to light that which some may take for granted.

Daniel Miller wrote:
> I recommend Eudora, which has a freely downloadable uncrippled "lite"
> version.

IMHO, it is one of the better ones for sure, but for one reason: They take POTENTIAL exploits seriously, and work very fast in their correction. Although they have only limited resources to support their product (as anyone building on an MS platform), they *seem* to be aware of potential problem and lock them down PROPERLY.

Just to be clear...

Sent via Deja.com http://www.deja.com/
Before you buy.

6410. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001006142102.25693.00001407@ng-fi1.aol.com>
Source record: 41379

>Andreas Magenheimer magea000@mail.uni-mainz.de replied:

>be aware: You need a 5,25" Atari DD(180k) drive, a 5,25" PC DD or
> HD drive (DD is much better, makes less errors), the program Ataridsk
> which works with DOS (not Windows!) and some files to transfer
> (the program only transfers files, no bootdisks, use DCM, ARC, ZIP,
> etc. to convert a bootdisk to a file).

It runs fine in a DOS window...

-Ron

I don't have a solution but I admire the problem.

6411. Re: Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <7vasts0v6j8kjf3tvivhssdhtviq5h3o1p@4ax.com>
Source record: 41380

On Fri, 06 Oct 2000 12:29:11 GMT, DCM01@USA.NET (Daniel Miller)
drooled an embarassing wet spot in his lap as he typed:

>I use Eudora. I don't think it is vulnerable much at all. The recent
>problems with email viruses are almost universally Micr osoft Outlook
>viruses, I think.

I'm not surprised. I'm a Pegasus man, derived from my days at Dundas
Software, where we all used Pegasus. I've just stuck with it ever
since...

>Outlook runs all these scrtipts and of course the calendar function
>and even goes to the WWW _automatically_ if someone sends you an
>email with the URL expressed a certain way. I get the Fedex email
>newsletter at work and was at first amazed at the presumption when
>Outlook opened up a minibrowser and hit the Fedex web-page, without
>any confirmation or request from me.

Holy ... I'm *so* glad I don't use that crap. I hate *ANYTHING* that
does things I didn't tell it to... even web pages that stick popups in
my face piss me off. That sort of thing could be used to force a
browser window to open to a page containing a malicious Java applet.
Sheesh...

>Outlook is horribly vulnerable, however Eudora is not, in my
>experience. I recommend Eudora, which has a freely downloadable
>uncrippled "lite" version.

Pegasus is also free, and is not crippled or reduced to a "lite"
version in any way. The only time you need send money is if you want
a printed copy of the full user's manual -- but anyone with any
experience setting up an E-Mail client shouldn't have any problems.
And Pegasus has never done anything I didn't tell it to; no unexpected
popups, no scripting vulnerabilities (Well, no scripting capabilities)
etc. Plus, I like its E-Mail filtering abilities and its ability to
connect to different accounts and assume different identities. I've
filtered out plenty of spam that way...

...of course with the sheer mass of spam that's out there, my mail now
takes a good half minute to open while it goes through all my kill
filters... :-)

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6412. Re: Artifacting in emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <7fbsts819d354hp4ahq6anpl19h4o96v2j@4ax.com>
Source record: 41381

On Fri, 06 Oct 2000 16:47:35 GMT, Yak the Hairy [Mat Hall]
<yak_the_hairy@hotmail.com> drooled an embarassing wet spot in his lap
as he typed:

>Do any of the emulators available simulate the GR.0/GR.8 "artifacting"
>effect? (I.e. alternate black/white pixels produce either orange or
>blue depending on whether they're on odd or even columns?) (And HOW
>much did it suck that on PAL machines, games that used this (DROL,
>Ultima, etc.) just went a sort of murky grey-green colour!)

Both XL-It! and Atari800 (DOS and Win flavours) emulate artifacting.
Atari800Win in particular lets you choose what broadcast standard to
use when emulating artifacting. (PAL or NTSC)

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6413. Re:micro-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13037-39DE4118-28@storefull-177.iap.bryant.webtv.net>
Source record: 41382

andreas,
are you sure that the authors did not fall into certain games that were
really produced behind the iron curtain, and that they really are not
the authors?
that is what the e-mails say.
and micro-discount folded right after that.
maybe you are right, or maybe some coder uploaded, or sent to a friend a
game on the other side of the wall, and is only finding this out today
that it was published, or the e-mails are bunk.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6414. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001006154556.4391A-100000@vtn1>
Source record: 41383

On 5 Oct 2000, Greg Menke wrote:

>
> You might suggest your friend get a proper firewall and do a full
> fdisk reinstall.
>

The fdisk stuff I did for him about two weeks ago and added two
good, free anti-virus utilities (F-Prot and InnoculateIT).

Within a week one or the other picked up an infection in Notepad and
cleaned it.

jkp

6415. Re: Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001006154936.4391B-100000@vtn1>
Source record: 41384

On Thu, 5 Oct 2000, Mindfield wrote:

> These are usually the result of trojan attacks, which can exploit the
> File and Print Sharing features of Windows. There are two options for
> preventing this vulnerability:
>
> 1) Disable file and print sharing. This will prevent outside sources
> from gaining access to any networked drives on your system. The
> downside is that you will not be able to use your computer on a LAN,
> and your system will not be hidden from hackers using port scanners,
> leaving you vulnerable still to hack attempts.
>

Done as previously mentioned. Actually he doesn't need it as his
"LAN" consists of an Aptiva, IMac, hub, and cable modem but does
not actually network the IMac and Aptiva. The only reason I had
originally enabled it for him was for direct cable connection with
a laptop. Since the laptop is never networked except for file transfer
via the parallel port, I've left full file sharing on on it and configured
the Aptiva as guest with no sharing.

> 2) Use a trojan scanner. I suggest ZoneAlarm. It is a realtime
> trojan scanner that is frequently updated and very well-supported. It
> will hide your ports from potential hackers, essentially making you
> invisible to hackers. Best of all, it's free for the personal
> edition. You can get it at www.zonelabs.com.

Also done. Thanks for the suggestion and the URL.

jkp

6416. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: dr.s.w.a.g.@mad.scientist.com
Message-ID: <8rlnsr$3r4$1@nnrp1.deja.com>
Source record: 41385

Greg Menke wrote:
> And even more appalling, Microsoft continues to get away with it.
> Its strange indeed that software companies aren't held to the same
> standards of workmanship, reliability and safety as companies that
> make things as innocuous as infant toys. I wonder how many more
> Love You's will be unleashed before Microsoft is forced to take
> security seriously.

heh. As the saying goes: "I USED to be DISGUSTED, but now I'm AMUSED!"

I myself was always a little put-out. Here's a closed source behemoth, making billions of dollars, and charging for the open source support (MSDN). I used to become livid about the mentality. "How can they constantly manipulate their product to be defective?" Then it came to me. The poor jerks are doing the absolute, very best they can. Unfortunately, its not enough, and equates to a LOT to Little, a LOT to late. They can't even support their own product, and this is only Microsoft. They are not and have never been bleeding edge or state of the art. They are masters of plagiarism as opposed to technology. Truth be told, they are proven liars, proven thieves, and they have proven they really don't have the pick of the litter where designers are concerned.

Which brings to mind something Morton Mintz wrote: "The human being who would not harm you on an individual, face-to-face basis, who is charitable, civic-minded, loving and devout, will wound or kill you from behind the corporate veil."

Their next plan is to start again. With an entirely new operating system, on an entirely new platform, to mask the instability by changing the "common knowledge" of their product. Unfortunately, with enough people FINALLY getting it together, it really won't be that hard to pick apart since it's ONLY Microsoft.

Greg Menke wrote:
> Ironically, we traced it to somebody receiving the virus via Hotmail,
> they copied the attachment to the local drive, doubleclicked, and
> voila... the virus propogated thru the drive shares (which of course
> were set to C:\), infecting entire swathes of machines besides the
> server.

Ironic that Microsoft owns Hotmail. (?) ;^)
Had to add that.

Greg Menke wrote:
> The oldschool virus people wrote more interesting code- macro virus

> stuff is booring. Some of the 80's viruses were works of genius.
> Completely disreputable of course, but very clever. I guess some of
> the *nix stealth rootkits are along those lines- requiring some real
> engineering skill.

Yes. Assembly appears to be the forgotten language.

Back to Yar's Revenge...

Sent via Deja.com http://www.deja.com/
Before you buy.

6417. Re: Track Ball Mode For Slime

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: jlodoen@thegrid.net
Message-ID: <8FC5A436Bjlodoenthegridnet@209.30.0.14>
Source record: 41386

magea000@mail.uni-mainz.de (Andreas Magenheimer) wrote in
<39DE00D1.2F88EF68@mail.uni-mainz.de>:

>
>
>
>> >Title Keystroke Required
>> >-------------- ---------------------
>> >Missile Command CTRL-T
>>
>> Slime from Synapse has the same feature, CTRL-T.
>
>But, Slime does not use or support a mouse/trackball. It however does
>support a Paddle controller.

That seems odd, the game requires 4-way movement
to play. Quoth the disk version manual:

In order to create diagonal sluices, or horizontal shields, you must keep the joystick trigger depressed as you move the joystick in the desired direction.

Trac-Ball

In order to use the trac-ball press [T] and you will engage the trac-ball mode. You may position the mark using the trac-ball and use the fire button to launch the wedges.

6418. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8rm1kkdqk1@user2.teleport.com>
Source record: 41387
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6419. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8rm1r9$e8k$1@user2.teleport.com>
Source record: 41388
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

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64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
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Shipping/Postage and Handling. I'll be back after the weekend.

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Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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6420. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8rm26q$f1g$1@user2.teleport.com>
Source record: 41389
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

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So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6421. 800xl help ---- IT LIVES

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 00:00:00 UTC
From: compkid <collier.steven@acd.net>
Message-ID: <4pfeOfze3HuP5s8gGJgr+zMXII1w@4ax.com>
Source record: 41390

IT LIVES,

You guys were right. I systematically swapped each ram chip with a
known good one and low and behold Basic.
The hardest part was removing the old chips without destroying all the
chips or damaging a solder pad. Atari made a darn durable motherboard.
I was able to remove all the chips and replace them with sockets
without any damage to the board.
Been playing star wars ever since.

I want to thank everyone for the help.
I'm looking forward to getting back into the 8bit world.

Steve

6422. Atari800Win emulator config file problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-06 23:23:17 UTC
From: Richard Pike <RJPike@exton.freeserve.co.uk>
Message-ID: <8rlmgi$l1r$1@news5.svr.pol.co.uk>
Source record: 41391

Can some kind soul tell me where the Atari800Win 2.6c emulator stores its configuration file?

I had it working absolutely perfectly with Windows 98, then the "Atari" crashed and the program quit. Whenever I start it up again it tells me that my last Atari session "seems to have locked up" and asks if I would like to restore default configuration file. Regardless of whether I select yes or no, another requester comes up saying the Atari has crashed and then the program just quits again. I'm guessing that the configuration file has become corrupted but I can't find it to delete it and can't solve the problem by reinstalling the emulator. And I don't really want to reformat my hard disk :-)

Thanks

Richard

6423. Re: Atari800Win emulator config file problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 00:00:00 UTC
From: Richard Pike <RJPike@exton.freeserve.co.uk>
Message-ID: <8rngapbbb1@newsg4.svr.pol.co.uk>
Source record: 41297

Thanks a lot Steve. I restored a backup registry and the Atari is fully
operational again!

compkid <collier.steven@acd.net> wrote in message
news:izLfOWZYqZsxKPjUiJ2mx255a5nI@4ax.com...
> I had the same problem, the way I was able to solve the problem is
> to delete the registry keys associated to atari800win.
> I found the easiest way to do this is run regedit and do a search on
> atari and delete the key Atari800win.
> When you run the program you should be able to reconfigure without
> that error.
>
> Steve
>

6424. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39DF541F.6449B975@earthlink.net>
Source record: 41298

Greg Menke wrote:
>
> And even more appalling, Microsoft continues to get away with it. Its
> strange indeed that software companies aren't held to the same
> standards of workmanship, reliability and safety as companies that
> make things as innocuous as infant toys.

Because unlike with the manufacture of infant toys, lives don't hang in the balance.

It's a bit misguided to blame MS for all the commotion - is it really such a security risk to allow the user to automatically open attachments? It's obviously not a well-advised preference to set these days, but it's just a feature intended to make a users life easier (and therefore it's all the more ironic that it's become the weapon of choice for the script kiddies). But really, we just hear about it because MS software is so pervasive. Almost any e-mail client can be exploited in a variety of ways, and probably would be if any of them held 90% market share.

The fact is, Outlook can be properly used without worrying about virii - the user just needs to be smart about opening attachments. We could just as easily attach blame to the dunderheads who continue spamming their whole list of friends with lame jokes, pictures, and sound files, and who open any damn thing sent their way. These are the same people who buy into the hoax that the Postal Service is considering levying a fee against e-mail. But the real blame of course belongs to the "hackers" in the first place, all of whom have forgotten (or probably never knew in the first place) the true hacker ethic.

Mike

6425. Re: Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <65nutss8ke12dbfi5m7j180jucis3bv3ho@4ax.com>
Source record: 41299

On Sat, 07 Oct 2000 09:49:35 -0700, Mike Kohary
<mkohary@earthlink.net> drooled an embarassing wet spot in his lap as
he typed:

>It's a bit misguided to blame MS for all the commotion - is it really
>such a security risk to allow the user to automatically open
>attachments? It's obviously not a well-advised preference to set these
>days, but it's just a feature intended to make a users life easier (and
>therefore it's all the more ironic that it's become the weapon of choice
>for the script kiddies). But really, we just hear about it because MS
>software is so pervasive. Almost any e-mail client can be exploited in
>a variety of ways, and probably would be if any of them held 90% market
>share.

There are several issues here, however.

1) The ease with which the product can be exploited and, by extension,
the frequency at which it does. Since the colossal joke that was to
become Microsoft Bob, Microsoft has been hell-bent to dumb-down the PC
in order to make it "user friendly." While this is a noble and useful
goal, particularily to the technologically inept, it is the extent to
which Microsoft has overdone this to the point of becoming insultingly
patronizing that has exclusively given rise to the likes of Word macro
viruses and the I Love You E-Mail virus. It is this mindset that has
saturated Microsoft's products with ostensibly helpful, but in fact
annoyingly condescending little wizards and assumptions ("You have a
URL, so of course you'll want to open it!") that have inevitably lead
their products to be at risk of introducing the user's system to
wonderful little hacks, virii and trojans.

2) The lack of forward thinking that could have prevented these issues
before they started. Perhaps it is only retrospect that makes it easy
to see that placing limitations on IP addresses that had access to the
network's file and print sharing, NOT automatically giving E-Mails
access to critical and confidentional system functions, and NOT
allowing Word macros to automatically, without safeguards, perform
system functions that can destroy your entire computer, but these
safeguards have still NOT been placed after YEARS of painfully obvious
exploits! All Microsoft ever does is "investigate" the "possibility"
of a security breech. Sure, they've patched up many Winsock holes,
but many of those holes were relatively innoccuous compared to modern
viruses and trojans. Someone could attack your network connection
with a denial-of-service nuke, or ping you to death... big deal. Try
having someone install SubSeven on your system and
deleting/downloading things from your system, or sending E-Mail in

your name from *your* connection, or any of a whole host of other nastiness that trojan's capable of. (Visit its website, it's pretty scary stuff; BackOrifice pales in comparison)

I mean, surely it can't take years of painstaking research to discover and patch holes like this without compromising network performance!

Anyway, I could rant on and on about Microsoft's lacklustre performance when it comes both to the functionality of their applications and the integrity of their OS, but you get the idea.

>The fact is, Outlook can be properly used without worrying about virii -
>the user just needs to be smart about opening attachments.

Outlook comes pre-configured with these security risks in place, however. In this case, it's up to the user to turn these options OFF, instead of having them off by default. This is the sort of patronizing "user-friendliness" I'm on about.

> We could
>just as easily attach blame to the dunderheads who continue spamming
>their whole list of friends with lame jokes, pictures, and sound files,
>and who open any damn thing sent their way. These are the same people
>who buy into the hoax that the Postal Service is considering levying a
>fee against e-mail. But the real blame of course belongs to the
>"hackers" in the first place, all of whom have forgotten (or probably
>never knew in the first place) the true hacker ethic.

Ah... the days when hackers were, for the most part, harmless technerds who liked to tinker...

>
>Mike

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6426. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39DF7487.387FC870@earthlink.net>
Source record: 41300

Mindfield wrote:
>
> There are several issues here, however.
>
> 1) The ease with which the product can be exploited and, by extension,
> the frequency at which it does.

It's true that it's easy to exploit Outlook, but it's still important to note that it is entirely possible to use Outlook with no risk increase whatsoever over any other e-mail client (as I said, the user just has to be smart about opening attachments, and don't let Outlook open them for you). Many reports seem to indicate otherwise, and that's just wrong.

> Since the colossal joke that was to
> become Microsoft Bob, Microsoft has been hell-bent to dumb-down the PC
> in order to make it "user friendly." While this is a noble and useful
> goal, particularily to the technologically inept, it is the extent to
> which Microsoft has overdone this to the point of becoming insultingly
> patronizing that has exclusively given rise to the likes of Word macro
> viruses and the I Love You E-Mail virus. It is this mindset that has
> saturated Microsoft's products with ostensibly helpful, but in fact
> annoyingly condescending little wizards and assumptions ("You have a
> URL, so of course you'll want to open it!") that have inevitably lead
> their products to be at risk of introducing the user's system to
> wonderful little hacks, virii and trojans.

Yes, you'll have no argument from me on these points. Understand that I'm not necessarily defending MS or trying to be an MS advocate (hey, wait a sec, are we still on an Atari group? ;). I just think that critics have enough real ammo without inventing phantom ammo, and in that spirit, wanted to point out that Outlook is not necessarily the culprit here (since it is possible to use it with no increased danger). Let's criticize MS on legitimate points, and not look to blame them everywhere possible. In this case, I think that blaming them for easy exploits is kind of like blaming the homeowner that doesn't lock his door for the robbery he's been made a victim of. Perhaps it's a foolish choice not to lock the door, but blaming him for the robbery is adding insult to injury.

Personally, the "dumbing-down" initiative that MS seems hell-bent on is my biggest complaint. Bill Gates once said that a computer should be as easy to use as a toaster. I thought that was an incredibly naive and backwards-thinking statement - a computer is *not* a toaster, and to make one as easy to use would essentially defeat the functionality and purpose of a computer. The fact is: computers are hard to use, they

will probably always be hard to use, and most importantly, that's not necessarily a bad thing. I compare computers to cars - not everyone is cut out to be great mechanic, and that's ok. Cars can still be manufactured so that any dummy can "use" them, but they still need to remain complicated to some extent to retain their functionality and power. Take away the complexity, and you take away the functionality - it's been tried before, with great failure.

> 2) The lack of forward thinking that could have prevented these issues
> before they started. Perhaps it is only retrospect that makes it easy
> to see that placing limitations on IP addresses that had access to the
> network's file and print sharing, NOT automatically giving E-Mails
> access to critical and confidentional system functions, and NOT
> allowing Word macros to automatically, without safeguards, perform
> system functions that can destroy your entire computer, but these
> safeguards have still NOT been placed after YEARS of painfully obvious
> exploits!
(snip)
> Outlook comes pre-configured with these security risks in place,
> however. In this case, it's up to the user to turn these options OFF,
> instead of having them off by default. This is the sort of
> patronizing "user-friendliness" I'm on about.

Agreed. A simple fix would be to default with these options OFF.
Still, I cringe at calling these "security holes". Frankly, I want MS to incorporate *more* options like these into their software - it's their hidden settings and such that tick me off, because taking away power from the user is heading in the "toaster" direction. I want to head back in the "car" direction, and that means providing users with as many options as possible, even ones that users can hurt themselves with. An MS spokesman once stated that as the very reason that MS hides so many of its options, because "users can get themselves into trouble". Well, I'm willing to take that risk, so they should provide me with the means to do so. It shouldn't be any skin off their nose. But by all means, recognizing that the vast majority of users are not as computer savvy as me, default with these options off. And of course, I take full responsibility if I screw myself out of a hard drive some day. ;)

> > We could
> >just as easily attach blame to the dunderheads who continue spamming
> >their whole list of friends with lame jokes, pictures, and sound files,
> >and who open any damn thing sent their way. These are the same people
> >who buy into the hoax that the Postal Service is considering levying a
> >fee against e-mail. But the real blame of course belongs to the
> >"hackers" in the first place, all of whom have forgotten (or probably
> >never knew in the first place) the true hacker ethic.
>
> Ah... the days when hackers were, for the most part, harmless
> technerds who liked to tinker...

Look, but don't touch. I can bring this back on topic, because I learned to hack during the Atari heyday. It was great fun to see where you could go out there, but I was lucky enough to be taught by old-school types who taught me the proper hacker ethos: look, but don't touch. Take something that's good, and look for ways to make it better. Always share. Never harm or keep secrets. Pretty simple stuff, really - maybe we should be equipping today's kids with Ataris to start with, if only to teach them a little humility before giving them the great power of today's PC. ;)

Mike

6427. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 00:00:00 UTC
From: dr.s.w.a.g.@mad.scientist.com
Message-ID: <8ro78vrol1@nnrp1.deja.com>
Source record: 41301

Mike Kohary wrote:
> Let's criticize MS on legitimate points, and not look to blame
> them everywhere possible. In this case, I think that blaming
> them for easy exploits is kind of like blaming the homeowner
> that doesn't lock his door for the robbery he's been made a
> victim of. Perhaps it's a foolish choice not to lock the door,
> but blaming him for the robbery is adding insult to injury.

Don't forget, this is how they make their money.

Using your example: The home owner is untouched, and the renters get looted. The Landlord's response is "*Shrug* What-cha-gonna-do?! *Shrug* Musta-been one of dem-der 'bad' locks? *Shrug*". To go beyond Outlook and look at the structure of the OS, in the same vein, the owner has built all the houses on a fault line and in a bad neighborhood, next to a toxic waste dump. Only the truly desperate, very poor, and very uninformed would even consider renting there. It's not only making money on the ignorant and foolish, but allowing them to be victimized as well.

To remind: the ones abused here are the users, not those that make the OS.

Just to be clear.

Mike Kohary wrote:
> ... Bill Gates once said that a computer should be as easy to use
> as a toaster...

He also said "...the home computer user will *never* need more than 640k of memory..." =)

Mike Kohary wrote:
> ...Look, but don't touch. I can bring this back on topic, because I
> learned to hack during the Atari heyday. It was great fun to see
> where you could go out there, but I was lucky enough to be taught
> by old-school types who taught me the proper hacker ethos: look,
> but don't touch. Take something that's good, and look for ways to
> make it better. Always share. Never harm or keep secrets....

Learned there too. I was in the back row... next to Kenny... Sneaking peeks at D&D books .... I mostly agree with the philosophy, and encourage it. Unfortunately, when a company turns a deaf ear to problems, who do you blame BESIDES the company? With M$ I will continue to dig up, and generally keep secrets. Since, if they're not interested in genuinely solving their problems, who will appoint themselves advocate for them?

If it were soap, you'd just go buy another bar at the store.
This is NOT soap.

Mike Kohary wrote:
> ...Pretty simple stuff, really - maybe we should be equipping today's
> kids with Ataris to start with, if only to teach them a little
> humility before giving them the great power of today's PC. ;)

THAT I agree with whole heartedly!

heh, You'd have us spoil them. =)

Sent via Deja.com http://www.deja.com/
Before you buy.

6428. t] Join a user group party from your own house...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.39dfd19c@fmlynet.org>
Source record: 41302

FamilyNet HQ: Telnet:\\www.family-bbs.net

With today being the JYBOLAC Atari party at Doctor Clu's place,
some in Dallas TX will come together for food fun and games. Others from all
around will be joining us through chat at 1 pm CST at:

http://stargate.cs.swau.edu/atari

Come party with us!

See you there!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6429. t] Join a user group party from your own house...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006.39dfd19c@fmlynet.org>
Source record: 41303

FamilyNet HQ: Telnet:\\www.family-bbs.net

> With today being the JYBOLAC Atari party at Doctor Clu's place,
> some in Dallas TX will come together for food fun and games. Others from all
> around will be joining us through chat at 1 pm CST at:
> http://stargate.cs.swau.edu/atari

> Come party with us!

> See you there!

> Doctor Clu

And, don't show up late...you'll miss the party, like I did. Just a
note...Besides, party logged off 3 1/2 hours into the thing.

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6430. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <EuED5.76016$4d.11009293@news02.optonline.net>
Source record: 41393

Another great site.

I used to use Gibson's stuff (can't remember name) on my '286 machine's hard drive and never had a problem with the drive. It would probably take days to run on my Pentium 100's 2-gig drive and who knows how long to run on my Pentium 800's 30 gig drive!

But Gibson is a name I'd trust.

"David A. Paterson" <david_p@storm.ca> wrote in message
news:8FC5DEA3Fdapstormca@209.87.239.10...
> asharkis@optonline.net (Alan Sharkis) wrote in
> <s98D5.65554$4d.10231593@news02.optonline.net>:
>
> >Yep, Black Ice is good. I run ZoneAlarm on one PC and the Norton
> >firewall on the other. AND, I keep file and print sharing turned off
> >unless I really need them, and then I only have them on as long as I
> >need them.
> >
>
> I'm on a 56k dialup (ADSL in two months, after I move). Right now, I run
> Zone Alarm on a PC that is networked, with File and Printer sharing
> enabled. However, by not binding sharing to TCP/IP, it does not appear.
>
> Probably the best site to check out the security of your Windows PC is
> http://www.grc.com. Steve Gibson has Shields Up running there, which will
> probe some well-known problem areas on your PC and report back to you. He
> also gives a very good overview of how and why to secure your PC.
>
> He's also go "Opt-Out", a program that kills some of the so-called
> "Spyware" programs that report back on your activities, plus other neat
> stuff. Best of all, he still codes in assembler; few of his programs are
> over 100k.
>
> David P,

6431. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 00:00:00 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3bswwzqf7.fsf@mindspring.com>
Source record: 41394

> >
> > You might suggest your friend get a proper firewall and do a full
> > fdisk reinstall.
> >
>
> The fdisk stuff I did for him about two weeks ago and added two
> good, free anti-virus utilities (F-Prot and InnoculateIT).
>
> Within a week one or the other picked up an infection in Notepad and
> cleaned it.

For heaven's sake put a firewall on it!!! You can get firewalling hubs for not much more than a plain hub- they won't do anything fancy, but they will he a heck of a lot more secure than any Windows machine can ever be. Virus detectors are all very well, but they amount to a catchup game and will always lose in the end (if they don't break Windows themselves). The only way to reasonably secure a Windows system on the internet is to firewall it and not use Outlook.

Gregm

6432. Re: Atari800Win emulator config file problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 00:00:00 UTC
From: compkid <collier.steven@acd.net>
Message-ID: <izLfOWZYqZsxKPjUiJ2mx255a5nI@4ax.com>
Source record: 41395

I had the same problem, the way I was able to solve the problem is
to delete the registry keys associated to atari800win.
I found the easiest way to do this is run regedit and do a search on
atari and delete the key Atari800win.
When you run the program you should be able to reconfigure without
that error.

Steve

On Sat, 7 Oct 2000 00:23:17 +0100, "Richard Pike"
<RJPike@exton.freeserve.co.uk> wrote:

>Can some kind soul tell me where the Atari800Win 2.6c emulator stores its
>configuration file?
>
>I had it working absolutely perfectly with Windows 98, then the "Atari"
>crashed and the program quit. Whenever I start it up again it tells me that
>my last Atari session "seems to have locked up" and asks if I would like to
>restore default configuration file. Regardless of whether I select yes or
>no, another requester comes up saying the Atari has crashed and then the
>program just quits again. I'm guessing that the configuration file has
>become corrupted but I can't find it to delete it and can't solve the
>problem by reinstalling the emulator. And I don't really want to reformat
>my hard disk :-)
>
>Thanks
>
>Richard
>
>
>

6433. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 00:00:00 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m37l7kznvc.fsf@mindspring.com>
Source record: 41396

> Their next plan is to start again. With an entirely new operating
> system, on an entirely new platform, to mask the instability by changing
> the "common knowledge" of their product. Unfortunately, with enough
> people FINALLY getting it together, it really won't be that hard to pick
> apart since it's ONLY Microsoft.

I have my doubts about .NET- it certainly won't be more robust than what they sell now, but the failures will often be disguised on the server side, so user's won't see the crashing and insane hardware demands. So here they are inventing an entire new language subsystem- presumably because keeping VB and Visual C working is getting too complex. I doubt it can be stable because such stuff needs years to mature. Lord knows how security will be implemented... In a way $soft is painting itself into a corner, moving from a company that sells a general purpose product to one that restricts its users to a specific usage model.

> Back to Yar's Revenge...

Yeah, this is pretty off topic anyway...

Gregm

6434. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-07 01:27:21 UTC
From: david_p@storm.ca
Message-ID: <8FC5DEA3Fdapstormca@209.87.239.10>
Source record: 41392

asharkis@optonline.net (Alan Sharkis) wrote in
<s98D5.65554$4d.10231593@news02.optonline.net>:

>Yep, Black Ice is good. I run ZoneAlarm on one PC and the Norton
>firewall on the other. AND, I keep file and print sharing turned off
>unless I really need them, and then I only have them on as long as I
>need them.
>

I'm on a 56k dialup (ADSL in two months, after I move). Right now, I run Zone Alarm on a PC that is networked, with File and Printer sharing enabled. However, by not binding sharing to TCP/IP, it does not appear.

Probably the best site to check out the security of your Windows PC is http://www.grc.com. Steve Gibson has Shields Up running there, which will probe some well-known problem areas on your PC and report back to you. He also gives a very good overview of how and why to secure your PC.

He's also go "Opt-Out", a program that kills some of the so-called "Spyware" programs that report back on your activities, plus other neat stuff. Best of all, he still codes in assembler; few of his programs are over 100k.

David P,

6435. 8-Bit Programmers Needed: Boston, MA

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:00:00 UTC
From: Scott Guthery <sguthery@mobile-mind.com>
Message-ID: <8rppvc$s4o$1@bob.news.rcn.net>
Source record: 41307

Mobile-Mind develops system and application software for the SIM chips inside mobile phones. We are seeking full-time software development, testing and quality control engineers who are interested in working with smart cards, IP protocols and mobile and wireless platforms.

Knowledge of the C programming language and software management processes is required. Experience with real-time and embedded systems is preferred as is a willingness to work at the boundary between hardware and software. Knowledge of 8051 and 6805 micro-controllers and 8-bit assembly language is a definite plus. Hands-on experience with software development and testing in either a formal education or an industrial setting is assumed. Salaries are competitive.

Company Name: Mobile-Mind, Inc.
Address: 24 Church Street, Watertown, MA 02472
Phone: +1 617 926 6888
FAX: +1 617 795 1630
URL: http://www.mobile-mind.com

Contact: Scott Guthery, CTO, sguthery@mobile-mind.com

6436. Re: xf551 upgrade---Thanks

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <f%ZD5.78137$4d.11551149@news02.optonline.net>
Source record: 41308

Funny.

I had an XF551 for many years, and never experienced a problem with it. When a friend, a qualified electronics service technician, did service on all my drives, he made the same comments you did, but gave me a couple of tips for keeping the drive working:

1. If you have to move the drive (take it to a user group meeting, for example) keep the SIO cable(s) connected at the drive end but make sure there's no strain on them.

2. It's bad thermally to stack drives. Avoid this if you can. The XF551 can be left on, and it will get warm, but not as warm as a 1050.

I think that makes sense.

"Arudzki" <arudzki@mailbox.bellatlantic.net> wrote in message news:39DFD808.357AB25F@mailbox.bellatlantic.net...
> I just got an XF551 drive from an auction on Yahoo. I need to thank
> Larry (White ?) who sent me documentation on upgrading it to 720K 3.5
> . The docs worked without a hitch and the drive seems to be working
> great.
>
> If anyone else is thinking of doing the mod themselves, some things I
> have noted:
>
> Its been said before, but The main boards suck! This is really wierd
> since 1-there is only a handful of parts so their cost must have been
> DIRT cheap, 2-They used WIRE jumpers to go over the top of the board
> (its only single layer) which you think would be cost intensive,
> 3-solder breaks on the SIO connectors would have made these drives
> Return-for-Service nightmares
>
> The ROM chip is socketed (thank God). It is 27C64 compatable, so use one
> of those. If you can't and use a 27C128 instead (like I did) pull pin
> 26 (A13) up and tie it to ground. The board pulls it to +5 so your
> code is sitting at the bottom of memory and the processor is ALWAYS
> looking at the top 64K of the device.
>
> While you have it open, add the power LED mod. I didn't and I've
> already left it on all night long without knowing it was on.
>
> Thats about it.
>
>
> Tony

>
>

6437. Re: xf551 upgrade---Thanks

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <su13ifn0acvb19@corp.supernews.com>
Source record: 41309

"Arudzki" <arudzki@mailbox.bellatlantic.net> wrote in message
news:39DFD808.357AB25F@mailbox.bellatlantic.net...
> The ROM chip is socketed (thank God). It is 27C64 compatable, so use one
> of those. If you can't and use a 27C128 instead (like I did) pull pin
> 26 (A13) up and tie it to ground. The board pulls it to +5 so your
> code is sitting at the bottom of memory and the processor is ALWAYS
> looking at the top 64K of the device.

$.02, if you want to use a 16k EPROM vs an 8k, most programing
hardware/software let's you pick the starting location of the burn. I
usually just burn two 8k images into the 16k EPROM so I don't have to do
stuff like think.

6438. Re: Artifacting in emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:00:00 UTC
From: etom000001@aol.com
Message-ID: <20001008120424.13461.00001018@ng-fv1.aol.com>
Source record: 41310

For Macintosh with PPC, WACKE artifacts.

Visit http://www.emulation.net for the address.

Edison

6439. FA: Huge collection of Antic magazines, most of the run, some Hardcover Bound editions

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:00:00 UTC
From: Rob <rob@SPAMFREEfirststopdvd.com>
Message-ID: <39e0d846$1@news.parrett.net>
Source record: 41311

FA: Huge collection of Antic magazines

I have a huge collection of Antic magazines for auction. Many early, rare, and sought after issues are included. Some bound/hardcover volumes as well.

Prices range from cheap to reasonable. Will be adding more over the next few days..

The current auctions can be viewed at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=nicheware

6440. Atari 1050 Tune Up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:00:00 UTC
From: Dan & Jeri Williams <dwilliams@milwaukeepc.com>
Message-ID: <39e0e157$0$38535$3936f1fe@news-core.twtelecom.net>
Source record: 41312

Hey all,

I have 4 1050's that all to some degree are either real noisy or sound kinda chunky. Does any one have any advise for tuning these drives up?

Thanks

Dan

6441. Re: 800xl help ---- IT LIVES

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:00:00 UTC
From: witchy <witchy@binarydinosaurs!co!uk>
Message-ID: <gkp1usoa71krst4smh7nu8604vg0frc9tm@4ax.com>
Source record: 41313

You are in an empty room with compkid <collier.steven@acd.net>.
There's a rock in the middle with "Y2" written on. A hollow voice
says:

>
>IT LIVES,
>
>You guys were right. I systematically swapped each ram chip with a
>known good one and low and behold Basic.

I think I missed the original post - your problem wasn't a red screen
o'death was it? I've got an 800xl and a 600xl that both do that and
getting 'em running again would be smart.

cheers
--
Adrian/Witchy
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
Remove bangs from header's email address to reply.

6442. Alternate Reality Intro

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:00:00 UTC
From: Dan & Jeri Williams <dwilliams@milwaukeepc.com>
Message-ID: <39e0e8d1$0$38533$3936f1fe@news-core.twtelecom.net>
Source record: 41314

How do I get the intro to play for The Dungeon on a Atari 130 XE? All it does is say 128K Initialization and load to the create character screen.

Thanks

Dan

6443. Re: 800xl help ---- IT LIVES

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:00:00 UTC
From: compkid <collier.steven@acd.net>
Message-ID: <0RThOfc=KRxAku4uwLLTsD8yuLFt@4ax.com>
Source record: 41315

My 800xl booted directly to self test with it showing some bad memory
blocks. I finally found the bad ram chip and it came back to life.

I do have a 800 that gives only an orange screen when powered
up. That's my next project.

I don't have a service manual for an 800xl yet.
There are plenty of helpfull people in this group.
If you post a message with more info someone here
might be able to point you in the right direction.

Steve

On Sun, 08 Oct 2000 22:27:21 +0100, witchy
<witchy@binarydinosaurs!co!uk> wrote:

>You are in an empty room with compkid <collier.steven@acd.net>.
>There's a rock in the middle with "Y2" written on. A hollow voice
>says:
>
>>
>>IT LIVES,
>>
>>You guys were right. I systematically swapped each ram chip with a
>>known good one and low and behold Basic.
>
>I think I missed the original post - your problem wasn't a red screen
>o'death was it? I've got an 800xl and a 600xl that both do that and
>getting 'em running again would be smart.
>
>cheers

6444. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:00:00 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3d7haratl.fsf@mindspring.com>
Source record: 41316

> >
> > And even more appalling, Microsoft continues to get away with it. Its
> > strange indeed that software companies aren't held to the same
> > standards of workmanship, reliability and safety as companies that
> > make things as innocuous as infant toys.
>
> Because unlike with the manufacture of infant toys, lives don't hang in
> the balance.

But potentially many millions of dollars, not to mention national security can be in the balance. There are lots of wide open Windows boxes in govt systems all over the world, most of which are on poorly configured and secured networks. Thats arguably at least as significant a risk as a toy that could become dangerous in some extremity of circumstance. I'm not saying toy danger is irrelevant, only that there are national security risks being incurred right now by having Windows be designed & implemented as it is. Consider the Love You virus. I personally know of several gov't facilities that disabled their email systems to suppress the virus spread. Now what would have happened if a really well written virus spread thru stock exchange systems, destroying and corrupting huge volumes of data- or maybe overloading and disabling networks that manage life support systems for critical care wings in hospitals. eTerrorism, if you will.

> It's a bit misguided to blame MS for all the commotion - is it really
> such a security risk to allow the user to automatically open
> attachments? It's obviously not a well-advised preference to set these
> days, but it's just a feature intended to make a users life easier (and
> therefore it's all the more ironic that it's become the weapon of choice
> for the script kiddies). But really, we just hear about it because MS
> software is so pervasive. Almost any e-mail client can be exploited in
> a variety of ways, and probably would be if any of them held 90% market
> share.

It is absolutely and always bad practice to allow unregulated execution of untrusted code at a user's priveledge level without their consent. There isn't even a big warning dialog that gives the user an option to turn off the scripting when they first configure their account. At least Java embedded in a webpage has to run within a particularly designed environment- but there is essentially no regulation of the Outlook virii, they could just as easily fdisk your c drive as email your entire address list some kind of nasty porn using a clever header & message body generator to make the mail really look legit. You're right though, there are exploits for other email

systems, but they are LOTS harder to exploit than a script directly,
automatically and intentionally executed at the user's priv level.

> The fact is, Outlook can be properly used without worrying about virii -
> the user just needs to be smart about opening attachments. We could

True, yet it would be reasonable to ask why we all get to have this
wide open security hole enabled by default. Email is well known to be
an intrinsically untrustable communication medium, yet by default,
Outlook treats email as trustable. If there were an option to only
execute scripts on email that is pgp signed and encrypted by a user
with some locally set trustworthiness flag, I would be more amenable-
yet there is no option in Outlook to set that up as far as I know.
That would almost be a trivial enhancement, Microsoft already has
nearly all the crypto they need built right into Windows. (though it
is something of a mess- in fact, if I'm not mistaken, a script virus
could easily extract all your crypto data and decrypt anything that
relies on the security of the cryto data itself)

> just as easily attach blame to the dunderheads who continue spamming
> their whole list of friends with lame jokes, pictures, and sound files,
> and who open any damn thing sent their way. These are the same people
> who buy into the hoax that the Postal Service is considering levying a
> fee against e-mail. But the real blame of course belongs to the
> "hackers" in the first place, all of whom have forgotten (or probably
> never knew in the first place) the true hacker ethic.

Yawn. Hacker ethics.. whatever. Thats like saying people who spray
graffiti all over subway trains have forgotten some sort of artistic
ethics. In any population you'll get those who will do something just
because they can- not to mention those that really want to vandalize.
Truly, crackers must be held accountable for what they damage, but
manufacturers of software that make it easy for such things to occur
also bear some responsibility. In my opinion, it is incumbent on
authors/manufacturers to supply defaults in their systems which
protect the interests of those users who aren't inclined to learn the
full properties of the system.

Gregm

6445. FA: Huge collection of Antic magazines - revised

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:00:00 UTC
From: Rob <rob@SPAMFREEfirststopdvd.com>
Message-ID: <39e13611$1@news.parrett.net>
Source record: 41317

FA: Huge collection of Antic magazines

I have a huge collection of Antic magazines for auction. Many early, rare, and sought after issues are included. Some bound/hardcover volumes as well.

Prices range from cheap to reasonable. Will be adding more over the next few days..

The current auctions can be viewed at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=ateam999@hotmail.com&include=0&since=-1&sort=2&rows=50

6446. Re: Time Warner or AOL busting your balls? BUST BACK! Message the FCC with your comment! LINK to FCC HERE! 8532

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 00:28:09 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010080026390.85-100000@TT030>
Source record: 41306

On Sun, 8 Oct 2000 npjqpi@home.com wrote:

If it keep morons like you from spamming, I AM ALL FOR IT!!

Who cares about AOL, get a real isp...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6447. FA: Atari 400 System in Nice Shape! Other stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 01:50:16 UTC
From: DCM01@USA.NET
Message-ID: <39dfd1c2.4850245@news.CIS.DFN.DE>
Source record: 41304

I am auctioning off a nice Atari 400 system. You can find it at the
following URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461840666

I also have listed the Atari program Paint:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461849018

If those are not your cup-of-tea, I also have a wrought iron shoe
anvil for auction:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461815686

Thanks!

6448. xf551 upgrade---Thanks

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-08 02:15:20 UTC
From: Arudzki <arudzki@mailbox.bellatlantic.net>
Message-ID: <39DFD808.357AB25F@mailbox.bellatlantic.net>
Source record: 41305

I just got an XF551 drive from an auction on Yahoo. I need to thank Larry (White ?) who sent me documentation on upgrading it to 720K 3.5 . The docs worked without a hitch and the drive seems to be working great.

If anyone else is thinking of doing the mod themselves, some things I have noted:

Its been said before, but The main boards suck! This is really wierd since 1-there is only a handful of parts so their cost must have been DIRT cheap, 2-They used WIRE jumpers to go over the top of the board (its only single layer) which you think would be cost intensive, 3-solder breaks on the SIO connectors would have made these drives Return-for-Service nightmares

The ROM chip is socketed (thank God). It is 27C64 compatable, so use one of those. If you can't and use a 27C128 instead (like I did) pull pin 26 (A13) up and tie it to ground. The board pulls it to +5 so your code is sitting at the bottom of memory and the processor is ALWAYS looking at the top 64K of the device.

While you have it open, add the power LED mod. I didn't and I've already left it on all night long without knowing it was on.

Thats about it.

Tony

6449. US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8rru3pfmt1@nnrp1.deja.com>
Source record: 41320

Wondered if anyone could help..

I'm currently backing up my Atari disc collection, and am using the latest version of the SIO2PC cable & software. Everything works fine, including ultra speed emulation through spartados.... but...

I put the bulk of my bootdisk collection onto the Alpha Load menu system for space saving, the copying / formatting programs that come with it don't seem to work correctly with the SIO2PC emulation.

I've searched the FAQ's & the net, but I can't find any documentation with people having a similar problem ?

I can't actually remember if the Alpha Load menu system was a local production, of came with the US doubler I had put in my 1050, everything still works fine with the real drive ?

any help appreciated

Mark

Sent via Deja.com http://www.deja.com/
Before you buy.

6450. Re: Slingshot(atari UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8rsd8p$q0k$1@nnrp1.deja.com>
Source record: 41321

Hello Andreas M, How is Germany Today, Keep the Atari faith and keep those Atari's humming brightly

Re: Slingshot, I believe that Matthew Trimby (of MAD's Crystal Raider Fame) wrote Slingshot, although Atari owned the S&M rights they don't own the rights to the code or program
Reason being is that a former director of Futerware (sidewinder), who also programmed Atari C's "Thunderfox" told me that Atari had the same contract for commercial software programmers (external), as they did for APX software programmers

Keeping the Atari humming

Carmel A
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6451. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8rsdtaqfc1@nnrp1.deja.com>
Source record: 41322

Hello Matt, Hows the Atari Humming

Anyway re: scanning the additional 64k mem thru the self test on xegs o/s

Dont ask me why Atari did this, I only remember because, I mentioned to an ex director and employee of computerhouse London (Atari dealer) the feature of a new version of the xe o/s (was'nt released) that allowed you to test for additional mem past 64k thru the self test
He/They told me that Atari had released this feature only on the xegs o/s, with the intention of eventually releasing it on the xe o/s (which Atari never did)
It was briefly mentioned in Atari User Mag (Database/UK)

Re: The Rounded Keys on the Game Sys... Perhaps if was designed to be asphetically pleasing... Dunno about this one, your guess is as good as mine

Happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6452. Re: FFT on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8rsdpt$i1v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 41323

Howdy Pat, folks

>Anybody know how I can write an FFT program in basic to analyze low
>frequency (<30hz) signals over the paddle input?

If you want more then software, try www.abbuc-raf.de/restarte.htm and click on
8-Channel dig. Voltmeter (DVM)

CU Mathy van Nisselroy

PS that IS the English version of the site.

6453. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8rseio$i1v$2@nets3.rz.RWTH-Aachen.DE>
Source record: 41324

Howdy folks

>Stupid question, but why would the XEGS OS have had the facility for
>scanning >64K when it had only 64K? (And why, oh why, did they make
>the function keys that horrid pastel colour?)

Why not, it even has the PBI code?

The difference between 1 version of something and 2 versions of the same is a lot of money. The >64kB test (which only goes to 128kB) was also used in the 800XE and 65XE that where sold in resp. Germany and Poland. Their PCB's said 130XE, but it only had two 64 by 4 RAM chips. Same ones as the XEGS uses.

CU Mathy van Nisselroy

6454. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8rsere$i1v$3@nets3.rz.RWTH-Aachen.DE>
Source record: 41325

Howdy Dan

>I have a 130XE that works just fine, as long as you don't access the
>expanded memory. I have tried running the self test, and it just locks
>up at the expanded memory test. I am somewhat handy electrically, being
>an EE, I just need a nudge in the direction of where to look on the
>board for bad traces, loose chips, etc. which would affect this feature
>of my Beloved Atari.
>
>Any tips will be greatly appreciated.

Have you checked inside if there really is 128kB?

There should be either 4 chips with 2464 on them or 16 chips in the top
lefthand corner.

There should also be (slightly to the left and below the center a chip called
CO25953).

>P.S. - If a fix is successful, I will move on to one or all of the
>following:
> ::: Improved video output circuit;
> ::: memory expansion using the addition joystik bits;
> ::: installing an internal SIO2PC serial port.
>
>Wish me luck!

Best of luck. I can tell you how to build a 1MB 30 pin SIMM upgrade. 99.9%
130XE compatible, including seperate Antic and CPU banking. (works on my 800XL
and my XEGS. Not yet on my 800XE)

CU Mathy van Nisselroy

6455. Re: Atari 8bit Chat Tonight Preempted by US Presidential Debate

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8rsfdk$i1v$4@nets3.rz.RWTH-Aachen.DE>
Source record: 41326

Howdy Jessica, folks

>(But, really, how many times can you refer to "Fuzzy
> math"?)

From the way he looks it seems like all math is fuzzy to daddy's little I wanna be the best-boy.

CU Mathy van Nisselroy

6456. Re:micro-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8rsfku$i1v$5@nets3.rz.RWTH-Aachen.DE>
Source record: 41327

Howdy folks

,
>afaik there are only two Zeppelin games from eastern Europe: Fred and
>Mission (Misja/Mission Shark).

Didn't ANG software have the right for mainland (western) europe?

CU Mathy van Nisselroy

6457. Re: xf551 upgrade---Thanks

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8rsgcu$i1v$6@nets3.rz.RWTH-Aachen.DE>
Source record: 41328

Howdy Tony, folks

>The ROM chip is socketed (thank God). It is 27C64 compatable, so use one
>of those. If you can't and use a 27C128 instead (like I did) pull pin
>26 (A13) up and tie it to ground. The board pulls it to +5 so your
>code is sitting at the bottom of memory and the processor is ALWAYS
>looking at the top 64K of the device.

IIRC Bob Puff sent me (I have a dual drive upgrade) an EPROM that was 2 or 4 pins short. Worked great. Maybe it was a 2732, I don't know.

>While you have it open, add the power LED mod. I didn't and I've
>already left it on all night long without knowing it was on.

Who made that mod. My XF551 also has a Power LED. I used a resistor (I guess it was 150 or 100 Ohm), a green LED and one of them pre-fabricated cables that just fit between the 'PC 5.25" drive mech power cable' the XF551 uses. Now I know when the XF551 is still on.

CU Mathy van Nisselroy

6458. Scott Adams is back on the Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8rsgj2$i1v$7@nets3.rz.RWTH-Aachen.DE>
Source record: 41329

Howdy folks

The ABBUC Magazin informed me that Scott Adams has written a new Atari 8 bit game, that can be found at www.msadams.com

If enough people respond, he will keep writing new games.

CU Mathy van Nisselroy

6459. I broke an edge off the 5 pin video connector

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8rsgqk$i1v$8@nets3.rz.RWTH-Aachen.DE>
Source record: 41330

Howdy folks

Anybody know which plastic was used for the video connector (5 pin)? I wanna glue it back on, but you can't just use any glue with any software.

CU Mathy van Nisselroy

6460. Timing differences between china made 800XE and 65XE and the rest

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8rsh5v$i1v$9@nets3.rz.RWTH-Aachen.DE>
Source record: 41331

Howdy folks

I'm having trouble converting my 1MB upgrade (which works on the XEGS and 800XL) to work with the 800XE. Does anybody know if there are timing differences between these two computer types and the rest? BTW I replaced the GTIA (Chinese GTIA'S all have a bug) but that doesn't solve the memory problem.

CU Mathy van Nisselroy

6461. Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8rshdm$i1v$10@nets3.rz.RWTH-Aachen.DE>
Source record: 41332

Howdy folks

I need a scope to test some signals on my Atari's. But money is tied, so...

Would it be possible to create some kind of scope. Even the Gameboy can now be turn into a scope that will do 100Hz maximum. But 100Hz isn't enough.

I know the Atari can not display a 1.79 Mhz signal, but the division could be handled outside the Atari.

Would that be possible???

CU Mathy van Nisselroy

6462. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <su3qt7qvi83a90@corp.supernews.com>
Source record: 41333

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:8rshdm$i1v$10@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I need a scope to test some signals on my Atari's. But money is tied, so...
>
> Would it be possible to create some kind of scope. Even the Gameboy can now be
> turn into a scope that will do 100Hz maximum. But 100Hz isn't enough.
>
> I know the Atari can not display a 1.79 Mhz signal, but the division could be
> handled outside the Atari.
>
> Would that be possible???

Limited <old> knowledge base so there may be better info: The cheap AD converters are clocked and have some type of (E)nd (O)f (C)onversion pin.

All they do is have a binary counter and a resistor network on the chip that feeds a comparitor. As the binary count goes up, the reisistor network provides an increased voltage to one side of the comparitor and the other side has the analog signal applied to it. When the counts climb high enough to put more voltage on the comparitor then the analog signal, EOC pin goes high and either the count is put out on a bus in some manner or the clocking has been done by the micro so it it keeps track.

Because of this clocking, you never get a fast conversion. That is, if you are running it under software control, an Atari running at ~.1 mips can only tickle the clock line ~25k Hz. If you are doing a 7 bit resolution, that means for full scale you have to count to 128 for every conversion to keep the sample rate constant. => 25k/128 or 195 Hz sample rate.

Now you could get around it by just running the clock line separate with a 555 or something and run a timing loop, but no matter what you do you will never get better then ~25k Hz due to [loop INX LDA PORTA BNE loop].

If you want any better performance then this, you will have to go to something like an ADC801 type, the ADC804 is just a less accurate 801 and can be bought for $2-$3. For us, I think an 804 is a good choice since it runs on a 5V supply, ~100 micro sec conversion rate, 8 bit resolution. You could hang one of these on 2 joystick ports or hardwire it under the hood. Just pull a line off the 74LS138 to memory map it into either $D600 or $D700, and one inverter for the separate R/W lines it uses. I haven't checked the National Semi web site for data sheets, but I would bet they and

others have them available.

But down to the nitty gritty: How cheap is cheap? You could add the same functionality to a joystick port. Just a set of binary weighted resistors, an op amp with its output tied to a trigger input acting a comparitor.

The 1.79 mHz is another story all together.

6463. Re: Scott Adams is back on the Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: poopsie2@aztec.asu.edu
Message-ID: <8rsuu6$b1r$1@news.asu.edu>
Source record: 41334

Sorry, it isn't for the Atari 8-bit. It's for PC only.

--

6464. Re: Atari 1050 Tune Up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: Richard Daley <richard.daley@tesco.net>
Message-ID: <8rt3fa$s5$1@epos.tesco.net>
Source record: 41335

"Dan & Jeri Williams" <dwilliams@milwaukeepc.com> wrote in message
news:39e0e157$0$38535$3936f1fe@news-core.twtelecom.net...

Hi Dan, pretty common, and part of their "character". I use a teflon based lubricant fron Tany (Radio Shack) on the two guides inside the drive very sparingly, and this seems to work wonders. Taking the top off to do this (4 screws) also gives you a chance to check and if need be, adjust the drive speed.

Hope this helps

Richard

> Hey all,
>
> I have 4 1050's that all to some degree are either real noisy or sound
> kinda chunky. Does any one have any advise for tuning these drives up?
>
> Thanks
>
> Dan
>
>
>
>

6465. Re: Atari 1050 Tune Up?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <fJqE5.50051$Sr.48934@newsfeed.slurp.net>
Source record: 41336

On 8 Oct 2000 16:02:27 -, "Dan & Jeri Williams" wrote:
>Hey all,
>
> I have 4 1050's that all to some degree are either real noisy or sound
>kinda chunky. Does any one have any advise for tuning these drives up?

I would either get some advice or send it in to some place like B&C
Computers to get them fixed.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6466. Re: Scott Adams is back on the Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <hJqE5.50052$Sr.48934@newsfeed.slurp.net>
Source record: 41337

On 9 Oct 2000 13:18:26 G, Mathy Van Nisselroy wrote:
>Howdy folks
>
>The ABBUC Magazin informed me that Scott Adams has written a new Atari 8 bit
>game, that can be found at www.msadams.com
>
>If enough people respond, he will keep writing new games.

Excellent.... I'm there. Hopefully he will get the response he wants....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6467. Re: Scott Adams is back on the Atari 8

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <jJqE5.50053$Sr.48934@newsfeed.slurp.net>
Source record: 41338

On 9 Oct 2000 17:23:18 G, GAIL A. COLLINS wrote:
>
>Sorry, it isn't for the Atari 8-bit. It's for PC only.

Too bad... I guess I can run it under SoftPC on my Atari Hades.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6468. playing sound?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: don_findo@yahoo.com
Message-ID: <8rtfb7nmb1@nnrp1.deja.com>
Source record: 41339

hi!

can somebody explain how to play back a sound file from a
demo/game/whatever?

i have the program "theta music composer", and it saves the player +
the song at once. at least i think so. sooo, how can i load and play
that sound from my program? i suppose i must call the player every n
milliseconds or something, but how does it EXACTLY work?

btw, if there are any ppl out there who code demos/games on the atari,
please contact me, i am very interested in some contacts!

cya, d0N_

Sent via Deja.com http://www.deja.com/
Before you buy.

6469. Atari 800 power supply specs

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 00:00:00 UTC
From: obera000 <obera000@unbc.ca>
Message-ID: <Pine.LNX.4.21.0010092209280.27184-100000@ugrad.unbc.ca>
Source record: 41340

Can anyone post the power supply specs for the Atari 800/810?

Thank

pls reply to: obera000@unbc.ca

6470. Re: Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 03:06:19 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <13b2ussdij624i1k4emp8kh13o60bqb1vq@4ax.com>
Source record: 41318

On Sat, 07 Oct 2000 12:07:51 -0700, Mike Kohary
<mkohary@earthlink.net> drooled an embarassing wet spot in his lap as
he typed:

>It's true that it's easy to exploit Outlook, but it's still important to
>note that it is entirely possible to use Outlook with no risk increase
>whatsoever over any other e-mail client (as I said, the user just has to
>be smart about opening attachments, and don't let Outlook open them for
>you). Many reports seem to indicate otherwise, and that's just wrong.

Oh, I'm not saying Outlook can't be made safe. My whole argument was
with the fact that it is, by default, NOT safe, and it is left up to
the user both to make themselves aware of the risks, and to safeguard
against them. Yet, Microsoft have not taken the initiative to provide
the user with information on the risks of certain aspects of their
software. A much better approach would be to default these options in
the OFF or DISABLED position, and then when/if the user wants to turn
them on, inform them of the risks of doing so. It's not only the
sensible thing to do, it's also the responsible thing to do.

>Yes, you'll have no argument from me on these points. Understand that
>I'm not necessarily defending MS or trying to be an MS advocate (hey,
>wait a sec, are we still on an Atari group? ;). I just think that
>critics have enough real ammo without inventing phantom ammo, and in
>that spirit, wanted to point out that Outlook is not necessarily the
>culprit here (since it is possible to use it with no increased danger).
>Let's criticize MS on legitimate points, and not look to blame them
>everywhere possible. In this case, I think that blaming them for easy
>exploits is kind of like blaming the homeowner that doesn't lock his
>door for the robbery he's been made a victim of. Perhaps it's a foolish
>choice not to lock the door, but blaming him for the robbery is adding
>insult to injury.

Again, it's not an issue exactly of not locking the door, but rather a
variant of the old saying about locking the stable doors after the
horses have already bolted. I agree that I'd like as much power as I
can comfortably handle, and more besides to grow into. I'm a hardcore
power user to the extreme. I love my shortcuts, features, etc. I
wouldn't trade them for the world! But to give the average user this
much power right off the bat is foolish and irresponsible. Give them
lots of options, but at the very least do it in such a way as to
prevent them from the possibility of falling victim to outside malice
such as trojans and virii. Let the user choose the level at which
they feel they are comfortable working at, and give them the options
to open more when they are ready and understand the potential risks

involved in doing so. It's about the most basic common sense I can
think of.

Note that I am not accusing Microsoft of having any...

>Personally, the "dumbing-down" initiative that MS seems hell-bent on is
>my biggest complaint. Bill Gates once said that a computer should be as
>easy to use as a toaster. I thought that was an incredibly naive and
>backwards-thinking statement - a computer is *not* a toaster, and to
>make one as easy to use would essentially defeat the functionality and
>purpose of a computer. The fact is: computers are hard to use, they
>will probably always be hard to use, and most importantly, that's not
>necessarily a bad thing. I compare computers to cars - not everyone is
>cut out to be great mechanic, and that's ok. Cars can still be
>manufactured so that any dummy can "use" them, but they still need to
>remain complicated to some extent to retain their functionality and
>power. Take away the complexity, and you take away the functionality -
>it's been tried before, with great failure.

No arguments there. Computers are not household appliances. They are
powerful tools that can be used for a wide variety of applications,
and should be regarded as such. Microsoft has been trying to take the
computer, which is capable of a whole gauntlet of different uses, and
try to market it as if it were a swiss army knife; all these great
tools in one tidy package. Pull this out and you can word process.
Yank that out and you can play Quake. Slide the little gizmo over
there out and the London Symphony Orchestra will pop out and play you
a concert. Or at least as much of one as they can before they crash
and need to be rebooted.

Computers have never been simple, and their level of complexity over
the years has only increased. There is a learning curve to computers
-- a pretty steep one these days, and to try and cover it all up in
the name of marketing to try and reach all those technophobes out
there is rediculous. It isn't a toy, a VCR, a toaster, or a stick of
gum that explains patiently why you should eat it. If anything, it
has more in common with the human brain than anything else -- except
of course for the bits about independent thought and self-awareness.
They're complex, and capable of a wide variety of tasks. They're just
better at it. :-)

>Agreed. A simple fix would be to default with these options OFF.
>Still, I cringe at calling these "security holes".

But they _are_ security holes. Why on Earth would you want to give an
E-Mail message the power to rummage through your address book and then
proceed to E-Mail everyone in it? I can't even think of a practical
application for such a "feature" except *maybe* remote handling of a
mailing list. Even then what's the advantage?

> Frankly, I want MS
>to incorporate *more* options like these into their software - it's

>their hidden settings and such that tick me off, because taking away
>power from the user is heading in the "toaster" direction. I want to
>head back in the "car" direction, and that means providing users with as
>many options as possible, even ones that users can hurt themselves
>with. An MS spokesman once stated that as the very reason that MS hides
>so many of its options, because "users can get themselves into
>trouble". Well, I'm willing to take that risk, so they should provide
>me with the means to do so. It shouldn't be any skin off their nose.
>But by all means, recognizing that the vast majority of users are not as
>computer savvy as me, default with these options off. And of course, I
>take full responsibility if I screw myself out of a hard drive some
>day. ;)

Naturally -- but you also have to remember that since Microsoft is marketing their consumer OS (Win 9x/Me) to even the sort of people who try to program their VCR and end up crashing the stock market, they should take into consideration that these are the people who are going to clog their technical support lines almost perpetually with questions like, "Where's the 'Any' key?" and "I answered 'Yes' when it told me 'The contents of drive C will be permanently erased!' and now my computer won't go", and so should provide them with some sort of guide to at least _try_ and protect them from themselves. It's all very well to hand someone the keys to a new Porsche, but if they have no idea that they're not actually _supposed_ to make the needle on the spedometer go all the way to the right, you're just asking for trouble.

When I wrote software on the ST, I used to tell my beta testers, "Don't use it. Abuse it. Do everything that is inhumanly possible to crash it. Do things you couldn't imagine even the most inept, most braindead user would even think of doing." Because it's inevitable: there is ALWAYS going to be at least one person who will do exactly that, and will somehow come up with 10 other things that would make your head spin trying to figure out exactly why they actually wanted to DO that, and what possible effect they were expecting it to produce when they did.

Microsoft should at least consider doing something similar. Don't think so much about what they think people want... think more about what kind of mind-numbingly stupid things people are going to _do_ with it.

>Look, but don't touch. I can bring this back on topic, because I
>learned to hack during the Atari heyday. It was great fun to see where
>you could go out there, but I was lucky enough to be taught by
>old-school types who taught me the proper hacker ethos: look, but don't
>touch. Take something that's good, and look for ways to make it
>better. Always share. Never harm or keep secrets. Pretty simple
>stuff, really - maybe we should be equipping today's kids with Ataris to
>start with, if only to teach them a little humility before giving them
>the great power of today's PC. ;)

Hehe... y'know, my father recently got into computers after having seen the many years I've spent in front of one and showing him the sort of things that could be done with them. I got him the basic system, and threw in some spare parts of my own, I bought him books and got him tutorials and the like. But he just blasts ahead on his own trying to learn everything yesterday. He doesn't understand exactly what a hard drive is -- he thinks the hard drive refers to the whole tower -- and he doesn't understand the difference between hard disk space and RAM, but he's hell bent on learning how to retouch photos, print forms, and record and remaster old vinyl. For years I'd always thought I should get him to start off where I did: on an Atari 8-bit. I learned all the basics -- including BASIC -- about the system, DOS, and grew into things like assembly programming, the general architecture of the computer, and so on. I look back and think the Atari was just a fantastic learning tool. At the most basic level, it had everything you need to know to understand even modern computers: a graphics chip (which evolves into a video card), an audio chip (sound card), a CPU and, therefore, a motherboard, RAM, floppy disks, hard disks and controllers, peripheral drivers, etc. Moving to the ST gave me experience with a graphical interface. From there, as backwards as it was, the PC was a snap.

Of course, my dad would never go for it. Pity, though... my Dad never touched any of my Atari machines. Would have been nice for him to have grown an appreciation for the Fuji. :-)

>
>Mike

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6471. Lush Retro BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-09 04:02:55 UTC
From: Jeff Hall <jhall2@home.com>
Message-ID: <PrbE5.182195$3E6.1750163@news1.alsv1.occa.home.com>
Source record: 41319
Cross-posted to:
alt.bbs,alt.c64,comp.emulators.cbm,comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

```
LUSH RETRO BBS
Commodore 64/128 Support + other Vintage platforms
100+ online games
FULL access on the first call
500 Megs of Upload/Download areas
Lots of games, demos, and utilities to leech!
Online 24/7 @ 300 to 56k BPS
Networked message bases (ComLink)

Running Centipede 128

Call us and join our Empire Contest! $25 to the winner!

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--
Dr. Video
SysOp of Lush Retro BBS (C64/128) 949.654.4590
Call it today!
```

6472. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8rv217tnu1@nnrp1.deja.com>
Source record: 41197

Hello Mathy, Still keeping the Atari faith, keep that atari humming
brightly

Re:128k ram test on xe...

I had heard of the 800xe (eastern europe only), To be honest with you I
am suprised that you have a 65xe with the xegs o/s patch, where did you
get it from, and is there anymore where that came from, because no xe
that I know of (pal only) (except xegs) had the addit. ram test patch in
the self test code
>
> Was the 800xe like the proto 800xlf (xl with freddy), and where did they get the xegs o/s
patch from... Or was it a hack

Keeping the Atari humming... still

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6473. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8rv690$1aj$1@nnrp1.deja.com>
Source record: 41198

I've had success taking the boot files off the menu system and back
onto individual SD ATR images that boot ok, and I've managed to get the
formatting program working for the Alpha Load over the sio2pc link, so
what I could do is post the ATR files on my web site for the menu
creation software and formatting & disk copy etc and post the link in
the next couple of days then you could re-create a menu for real, to
test.
I've started disassembling some of it to work out what's going on as
the files are very small, but I'm a bit (very) rusty, and never was
that hot at it :-), even if I could modify the extraction program so it
just extracted SD to drive 2 instead of just 1 would be a help, I'm
working on that at the moment.

It's strange, it's definitely working at ultra speed, with the 3 sector
slow beep, then off you go, but if I try and copy it with sparta Dos it
says it doesn't recognise the formatting.

In article <20001009212328.29255.00001155@ng-co1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> That "Alpha" business is a new one on me; Compute! had a utility for
putting
> multiple boot disk data sections on a single diskette and we had lots
of
> 3-sector boot loaders for binary .EXE files, and seems like I heard
about the
> "Pill" and "Happy" each allowing some kind of custom de-protection
scheme which
> I never had.
>
> Can you provide any details about how it was used and how it
functioned?
>
> -Ron
>
> I don't have a solution but I admire the problem.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6474. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8rv70b$23q$1@nnrp1.deja.com>
Source record: 41199

Will do, I hadn't thought about multi-boot disks, I'm sure I've got the creation program for them somewhere, I haven't got around to indexing everything yet !!, I'll have a dig around, I wasn't that organised when I was younger, not that I'm much better now :-)....

I'll work on the Alpha Load menu system for a while as well, to see if I can work something out, that would be my preferred option.., probably just put my utilities onto multiboot for now to save my real disk drive, come back for the rest when I work it out (hopefully!), it can't be that far removed I wouldn't think.

In article <8rum9hhf1@news.ihug.co.nz>,
"Aaron Wheeler" <aaronat@ihug.co.nz> wrote:
> Yeah, All my Atari DOS & mulitboot games were converted to run off the
> Alphaload menu disks too. I converted all the programs i wanted back
to
> multiboot disks and took them across. Yes a slow process, but worked
for
> me at the time.
>
> If you find a solution, please post it in this newsgroup..
>
> regards
>
> Holmes
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6475. IRC Chat Tonight (Tuesday, 10th October, 2000) on EXPANSIONS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <39e257aa.1627881@news.CIS.DFN.DE>
Source record: 41200

This announces our weekly IRC chat for Atari 8bit enthusiasts. It's scheduled for September 26th, 2000, 10:30 pm Eastern US time.

Here are the corresponding times for some other places, choose the one near you.

California: 7:30 pm. Colorado 8:30 pm. Texas 9:30 pm.
London, England: 4:30 AM. Berlin: 5:30 AM. Hong Kong: 11:30 AM.

The topic for the chat will be "Expansions." We hope to get in a good discussion about what sort of expansions are available for the 8bit, what expansions are practical to program for, what is the maximum you can expand your 8bit to.

General Atari8 chat is also welcome.

This will be a standard IRC chat. It is not a web-based chat on your browser. You need an IRC client, such as mIRC. mIRC is really easy to set up, and you can find it at www.mirc.com. Not to advertise it, there are other great IRC clients for many platforms, but mIRC is sort of the standard.

The chat will be on Amiganet. Here are some servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we will be there waiting for you I hope!

6476. FA: ICD P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: tbdcfd@my-deja.com
Message-ID: <8rvu1d$nh9$1@nnrp1.deja.com>
Source record: 41201

For auction on ebay, ending Oct. 11, 2000 -

* ICD P: R: Connection for Atari 800

* Printer and Modem Interface for Atari computers

* Allows you to connect RS-232 serial or parallel printers or modems to your Atari

* Includes interface, instructions, and original disk

Current Bid: $1.00

To view the item and bid, check the link below:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=458992660

Thanks for bidding!

Sent via Deja.com http://www.deja.com/
Before you buy.

6477. FA: Atari 8-bit BASIC source book, Fractalus, Ballblazer, Gorf, Fight Night, Karateka

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: tbdcfd@my-deja.com
Message-ID: <8rvulp$o2o$1@nnrp1.deja.com>
Source record: 41202

Several auction items on ebay, ending Oct. 11-12.

Please check the links below each item for more details:

The AtariBASIC Source Book by COMPUTE!, Current Bid: $1.00

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=459068640

Atari 800/XL/XE Ballblazer *Mint in Box*, Current Bid: $1.00

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=459039783

Atari 800/XL/XE Rescue on Fractalus! *MINT in box*, Current Bid: $2.25

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=459099089

Atari 400/800: GORF *MINT in box*, Current Bid: $1.00

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=459113780

Atari 400/800 & C-64: Karateka by Broderbund, Current Bid: $1.75

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=460133450

Atari 400/800: Fight Night from Accolade, Current Bid: none

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461894293

The Best of Atari Software Book, Current Bid: none

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=460075530

Unusual Roklan Joyball Controller, Current Bid: $2.25

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=460288384

Thanks for bidding!

Sent via Deja.com http://www.deja.com/
Before you buy.

6478. Re: 800xl help ---- IT LIVES

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: witchy <witchy@binarydinosaurs!co!uk>
Message-ID: <4n07usonc19qhbelpqg2r4ol9sglc4rtgd@4ax.com>
Source record: 41203

You are in an empty room with compkid <collier.steven@acd.net>.
There's a rock in the middle with "Y2" written on. A hollow voice
says:

>My 800xl booted directly to self test with it showing some bad memory
>blocks. I finally found the bad ram chip and it came back to life.
>
>I do have a 800 that gives only an orange screen when powered
>up. That's my next project.
>
>I don't have a service manual for an 800xl yet.
>There are plenty of helpfull people in this group.
>If you post a message with more info someone here
>might be able to point you in the right direction.

I already did and most pointed towards hot RAM chips; nothing definite
though.

cheers!
--
Adrian/Witchy
www.snakebiteandblack.co.uk - Goth and alternative 80's disco
www.binarydinosaurs.co.uk - home of the 80's Computer Collection
Remove bangs from header's email address to reply.

6479. Re: Zounds Amazing

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: Dan & Jeri Williams <dwilliams@milwaukeepc.com>
Message-ID: <39e3a0f9$0$170$3936f1fe@news-core.twtelecom.net>
Source record: 41204

Are they A.M.S. files? Cause I'm looking for those also!
I have a ton of them on floppy but none on my PC.

Dan

"paul" <paul@stillavailable.co.uk> wrote in message
news:gxAE5.24549$uq5.514350@news6-win.server.ntlworld.com...
>
> I have got a series of disks called "Zounds Amazing" which contain a menu
> and theme music extracts from loads of different Atari games. I'd like to
> get them running on my PC under emulation but unfortunately my SIO2PC
cable
> doesn't seem to work any more. Does anyone know if the .ATRs are available
> anywhere (haven't seen them in the usual places)
>
> Cheers, Paul
>
>

6480. FA: SpartaDOS + Assembler + Atari Writer(boxed) + music composer/Games on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: p-d <nospam@nosspam.com>
Message-ID: <39E3AE10.2F7447ED@nosspam.com>
Source record: 41205

Ebay: Click below then click "sellers other auctions"
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=459887190

Atari 400 800 SpartaDOS + Assembler + Atari Writer(boxed) + music
composer
Turbo Grafx TurboGrafx + Box + 7 games NMint
Turbo Grafx TurboGrafx - Fighting street
Turbo Grafx TurboGrafx - JB murder club
Turbo Grafx TurboGrafx - Magical Dinasaur Tour
ColecoVision - Two Rare WICO Joysticks
Sega Master System + 5 games + all the connections
Sega Master System - 3D 3-D Glasses & 2 Games
Mattel Intellivision in the BOX with 15 games
Gameboy Game Boy Plastic Carrying Case + Accessories
Super Nintendo(SNES) - Super Mario Kart & Mega Man X

Yahoo:
http://page.auctions.yahoo.com/show/auctions?userID=pauldbz&at=true&alocale=1us&u=
or
http://auctions.yahoo.com/user/pauldbz

Eight atari 400 800 xl game cartridges
Four Six button controllers + MK II + Game Genie for the Sega
Genesis
Super Nintendo SNES + all the connections + one game - PayPal -1st
bid wins!
9 atari 2600 games w/Boxes and Instructions(you choose em)
ColecoVision - Star Wars: The Arcade Game
Atari 5200 - Popeye, Qbert, Frogger all w/boxes and instructions
6 Boxed common atari 2600 games
Nintendo NES with 5 games(you choose em) - 1st bid wins!!!
Atari 2600 + 40 games + all the connections - 1st bid wins!!!
Congorilla Arcade video game (donkey kong)
TWO Sega Genesis' with 14 Sports Games - Paypal
4 Rare/ER Colecovision Games(you choose em)(Pitfall, Miner)
Six(6) Atari 5200 games - All Complete in the box
Atari Jaguar - Alien VS Predator - 1st bid wins
Nintendo Gameboy Game boy - 64 in 1 cartridge
Sega genesis with all the connections and 3 games(you choose em) -
1st bid wins
Atari 2600 game Hunt and Score / Boxed and RARE
Intellivision in BOX w/15 games and all the connections - 1st bid
wins !!
atari 2600 & 5200 Replacement Parts in the BOX

SEGA Master System - Phantasy Star(Different) - 1st bid wins!!
Tomy Tron Tabletop Game from 1982 (Disney)
SEGA Game Gear + Genie + 4 games
10 Atari 2600 Red Label Cartridges

Atari 2600 in the BOX + 19 games - PayPal
Atari 2600 Four Coleco games in the BOX
Atari 2600 - Four games by Imagic in the Box

6481. Need help with a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: Puppy Dawg <swallow@intergate.bc.ca>
Message-ID: <39e406ea$1@newsserver1.intergate.ca>
Source record: 41206

Hi.

At this moment, I'm trying to "tweak" a 130XE. I picked it up for $4 (wow!!!!), and most of it actually works. I had to steal the keyboard from my 65XE (the start key didn't work on the 130), but aside from that, it's not too bad. It passes the tests with flying colours, no bad memory (that it can scan).

My problem: This 130XE has really bad intereferance problems. I am fairly sure its not a locallity thing, as it is occupying the same space as the 65 did, and it had no problems. I still have the 65XE to steal parts from. Do you have any idea what might be causing the interferance artifacts in the 130XE? Suggestions?

Thanks.

Puppy Dawg

6482. Zounds Amazing

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: paul <paul@stillavailable.co.uk>
Message-ID: <gxAE5.24549$uq5.514350@news6-win.server.ntlworld.com>
Source record: 41343

I have got a series of disks called "Zounds Amazing" which contain a menu and theme music extracts from loads of different Atari games. I'd like to get them running on my PC under emulation but unfortunately my SIO2PC cable doesn't seem to work any more. Does anyone know if the .ATRs are available anywhere (haven't seen them in the usual places)

Cheers, Paul

6483. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8rum9hhf1@news.ihug.co.nz>
Source record: 41344

> >I put the bulk of my bootdisk collection onto the Alpha Load menu
> >system for space saving, the copying / formatting programs that come
> >with it don't seem to work correctly with the SIO2PC emulation.
>
> That "Alpha" business is a new one on me; Compute! had a utility for
putting
> multiple boot disk data sections on a single diskette and we had lots of
> 3-sector boot loaders for binary .EXE files, and seems like I heard about
the
> "Pill" and "Happy" each allowing some kind of custom de-protection scheme
which
> I never had.

Yeah, All my Atari DOS & mulitboot games were converted to run off the Alphaload menu disks too. I converted all the programs i wanted back to multiboot disks and took them across. Yes a slow process, but worked for me at the time.

If you find a solution, please post it in this newsgroup..

regards

Holmes

6484. Re: Atari 800 power supply specs

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-XZxd2hjGQusE@port5.vdts.cab.cth.com.au>
Source record: 41345

On Thu, 1 Jan 1970 01:59:59, obera000 <obera000@unbc.ca> wrote:

The 800 is 9VAC at 1.5 amps and the 810 is 9vac at about 3 amps.
The 810 one can be used in the 800

James B

> Can anyone post the power supply specs for the Atari 800/810?
>
> Thank
>
> pls reply to: obera000@unbc.ca
>

6485. FA: SIO2PC device - connects PC with Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8ruo5s$7hs$1@korweta.task.gda.pl>
Source record: 41346

If you still dont have one why dont you check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=463552350

j131

6486. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 01:23:28 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001009212328.29255.00001155@ng-co1.aol.com>
Source record: 41341

>mark__e mark__e@my-deja.com asks:

>I put the bulk of my bootdisk collection onto the Alpha Load menu
>system for space saving, the copying / formatting programs that come
>with it don't seem to work correctly with the SIO2PC emulation.

That "Alpha" business is a new one on me; Compute! had a utility for putting multiple boot disk data sections on a single diskette and we had lots of 3-sector boot loaders for binary .EXE files, and seems like I heard about the "Pill" and "Happy" each allowing some kind of custom de-protection scheme which I never had.

Can you provide any details about how it was used and how it functioned?

-Ron

I don't have a solution but I admire the problem.

6487. Wav file wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-10 03:34:13 UTC
From: Jon <johnhi@nospam.epix.net>
Message-ID: <MPG.144c57cd8c304002989682@news.epix.net>
Source record: 41342

Does anyone have a wav file (or link) to the sound the 8 bit makes when loading a file?

Thanks

--
Please remove "nospam" to reply by email.

6488. Re: Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-11 00:00:00 UTC
From: Harald Ploch <harald.ploch@neuhofen.at>
Message-ID: <FkYE5.272$O.3622@nreader1.kpnqwest.net>
Source record: 41207

how to load atari games??? i can't remember any more!!! is it: insert disk
and reboot ...???

RHamiIton5 <rhamiiton5@aol.comedy.com> schrieb in im Newsbeitrag:
20000926162137.04050.00000742@ng-cq1.aol.com...
> >"Egidio Basso" egidio.basso@wanadoo.be requested:
>
>
> >If you have a lot of games for Atari 800 in ATR images or XFD and XLD,
there
> >is possible to send me this cd-rom with all old games because i sended
more
> >years ago to a (friend) guy in holland many disk with all the games...
> (snip)
> >How much there is expensive to creat and send to me the cd-rom(s) with
all
> >games ?
>
> Why not just down load them from here:
> http://atari.webjump.com/atari0.html
> or here
> http://www.atariworld.com/8bit/atrfiles.html
>
> save all the postage...
>
> -Ron
>
> I don't have a solution but I admire the problem.
>

6489. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-11 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <39e4d8ba_1@news.iglou.com>
Source record: 41208

On 2000-10-06 yak_the_hairy@hotmail.com said:
>Stupid question, but why would the XEGS OS have had the facility for
>scanning >64K when it had only 64K? (And why, oh why, did they make
>the function keys that horrid pastel colour?)
Why do all the XL/XEs have F1-F4 on the keyboard test when only the
1200, 1400 and 1450 had those keys? I heard rumors that some of the
130XE's had the expanded memory test, and that these machines also used
64k*4 ram chips instead of 64k*1 (The XEGS had 64k*4 chips).

6490. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-11 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001011175054.10457A-100000@vtn1>
Source record: 41209

On 11 Oct 2000 bmarcum@iglou.com wrote:

> Why do all the XL/XEs have F1-F4 on the keyboard test when only the
> 1200, 1400 and 1450 had those keys?

Because noone bothered to rewrite the self-test code when the 600 and
800XL's were built and noone bothered again when the XE's came out.
In fact, the default 1200XL function key routines are all coded into
the XL/XE OS.

jkp

6491. FA: Huge collection of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-11 00:00:00 UTC
From: Rob <rob@SPAMFREEfirststopdvd.com>
Message-ID: <39e52fd6@news.parrett.net>
Source record: 41210

FA: Huge collection of Antic magazines

I have a huge collection of Antic magazines for auction. Many early, rare, and sought after issues are included. Some bound/hardcover volumes as well.

Prices range from cheap to reasonable. Will be adding more over the next few days..

The current auctions can be viewed at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=ateam999@hotmail.com&include=0&since=-1&sort=2&rows=50

6492. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_971342731@rtfm.mit.edu>
Source record: 41212
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

6493. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8s43ou$41s$1@nnrp1.deja.com>
Source record: 41213

In article <39E54B93.2467C6A@att.net>,
Boyd Staley <BoydStaley@att.net> wrote:
>
>
> bmarcum@iglou.com wrote:
> >
> > On 2000-10-06 yak_the_hairy@hotmail.com said:
> > >Stupid question, but why would the XEGS OS have had the
facility for
> > >scanning >64K when it had only 64K? (And why, oh why, did they
make
> > >the function keys that horrid pastel colour?)
> > Why do all the XL/XEs have F1-F4 on the keyboard test when only the
> > 1200, 1400 and 1450 had those keys? I heard rumors that some of the
> > 130XE's had the expanded memory test, and that these machines also
used
> > 64k*4 ram chips instead of 64k*1 (The XEGS had 64k*4 chips).
>
> I have one of those 130XE's with the 64k*4 ram chips. I'll have to
dig
> it out and see if it has the expanded memory test. I'll let you know.
>
I've got one too and I can state that it does have the extended RAM
memory test. The XEGS has the code for that same test but not the
memory so it defaults to a standard looking test and one would never
know it was there. What I can't figure out is why the europeans call
it the 800xe when it states very clearly on the board 130XE (64X4)?

Did you know that if you take the keyboard of an XEGS apart you will
see 900XL molded into the case?

Sent via Deja.com http://www.deja.com/
Before you buy.

6494. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <yrhF5.97704$4d.13532127@news02.optonline.net>
Source record: 41214

You'd think that anyone with a broadband connection would try to protect
their equipment as much as possible, especially since the safeguards are
simple and often inexpensive.

A firewall, software or hardware, is always a good thing to have, IF it's
configured properly. ZoneAlarm, free to an individual, non-commercial user
and inexpensive in its commercial form, has received very good reviews, as
have other such programs.

A visit to the Gibson Research site will give you a good idea of your
machine's vulnerability.

Using a router/switch, like the one made by LinkSys, to connect multiple PCs
to a cable or DSL modem affords some protection as well.

But, by far, the simplest kind of protection you can have is to make sure
that File Sharing and Print Sharing are DESELECTED!!!!

"John K. Picken" <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1001005092342.29642A-100000@vtn1...
>
> While we're on the subject, this could affect anyone with a permanent
> internet connection:
>
> A friend kept getting Visual Basic script viruses appearing in his
> W98 Startup folder. I installed a little program to monitor the
> contents of the Startup folder (look for Monidir1.zip or email me for a
> copy) and sure enough the damned things appeared out of nowhere.
>
> Since he's on a cable modem through a network card I suspected the
> things were coming in off the internet. Apparently they were because
> they stopped appearing as soon as I went into the properties for
> his hard drives and disabled File Sharing.
>
> These virus scripts are only dangerous if they run and, to ensure
> that, they locate themselves in the Startup folder usually with
> Hidden, System and Read Only attributes so make sure your file
> view options show all files.
>
> jkp
>
>

6495. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8s4agt$8qf$1@nnrp1.deja.com>
Source record: 41215

Hello Boyd/Melee, Hows the Atari humming

Re: Xe Mem test thru self test

As Far as I know, no european xe's (non xegs) have this patch, and I
don't recollect Atari officially/unofficially releasing it in the US,
unless you know differently, or you skanked it from Atari themselves

What the hell was the 900xl ?

Carmel_a>

Sent via Deja.com http://www.deja.com/
Before you buy.

6496. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8s4ei0$c71$1@nnrp1.deja.com>
Source record: 41216

In article <8s4agt$8qf$1@nnrp1.deja.com>,
carmel_andrews@my-deja.com wrote:
> Hello Boyd/Melee, Hows the Atari humming
>
> Re: Xe Mem test thru self test
>
> As Far as I know, no european xe's (non xegs) have this patch, and I
> don't recollect Atari officially/unofficially releasing it in the US,
> unless you know differently, or you skanked it from Atari themselves
>
> What the hell was the 900xl ?
>
> Carmel_a>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
No I didn't 'skank' it from anywhere except the otherwise normal
looking 130xe itself. When I poped the top off of it, I freaked out
because there were only four memory chips there instead of the usual
16. When I ran the selftest, I really freaked out when I saw
the 'extra' four large blocks of green memory show up at the bottom of
the regular blocks. A little investigation showed a whole new routine
in the selftest code that tests first for extended memory and if there
then go on with new code or loop back to do test again if no extra
memory.

I don't think Atari announced it or more people would know about it.
And its just my assumption that this is what some people are calling
the 800xe, I don't have a copy of that OS ROM to compare with. But I
do have the XEGS ROM and its identical in its self test code. The XEGS
does have a few more lines of code in it to test $D01F to turn on
Missle Command, but other than that handful of code, its the same ROM
as my 130XE (64X4). So again, I assume the 64X4 came first, and that
makes some kind of sense because Atari never used (16) 64X1 memory
chips again. The XEGS uses 2 of the 64X4 memory chips.

Perhaps the 900XL was the preliminary name of the XEGS, the 'inside'
name of the system before marketing got a hold of it. I don't know,
but I do know that the text '900XL' is clearly readable molded into the
case on the inside of the keyboard case of the XEGS, at least on the
one I took apart (again, I freaked out). Atari could also have meant
to move the keyboard off of the 800XL, made some prototypes (saved the
dies), trashed the idea and then revived the seperate keyboard idea
with the XEGS and just reused the old dies. Who knows what happened

inside Atari at the very end, you tell me and we'll both know.

Sent via Deja.com http://www.deja.com/
Before you buy.

6497. FA: Atari 400 system, TI-99/4A Peripheral Unit, QBert, Ukelele, Anvil. Ends Saturday 14th October, 2000!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <39e5ce73.4302726@news.CIS.DFN.DE>
Source record: 41217
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit,comp.sys.ti,rec.antiques.marketplace

I am auctioning off a nice Atari 400 system. You can find it at the
following URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461840666

If you are looking for a TI-99/4A Peripheral Expansion Unit:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461436538

There is much Intellivision stuff, a 2600 QBert cartridge, Oktoberfest
CDs, an antique wrought iron shoe anvil, and a ukelele too. Find them
here:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPIcommand=ViewListedItems&userid=velcro-spy&include=0&since=28&sort=8&rows=25

6498. Re: FA: Huge collection of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <39E5EB59.8BC7DD74@bellsouth.net>
Source record: 41218

Seems kinda redundant now that the entire collection has been put on the WEB. I guess the collectors will still be interested.

Rob wrote:

> FA: Huge collection of Antic magazines
>
> I have a huge collection of Antic magazines for auction. Many early, rare,
> and sought after issues are included. Some bound/hardcover volumes as well.
>
> Prices range from cheap to reasonable. Will be adding more over the next few
> days..
>
> The current auctions can be viewed at:
>
> http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=ateam999@ho
> tmail.com&include=0&since=-1&sort=2&rows=50

6499. Re: VIRUS WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m38zruar40.fsf@mindspring.com>
Source record: 41219

>
> Using a router/switch, like the one made by LinkSys, to connect multiple PCs
> to a cable or DSL modem affords some protection as well.

My brother in law has one of the LinkSys firewall/hub units for their
cable-modem, its nice and tight. Last time I was down there, I hacked
at it from my work box and couldn't get a thing out of it. Not that
I'm a tcp/ip blackbelt, but none of the standard tools was able to
penetrate it- or do anything more than discover there was something
online at that address.

Gregm

6500. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Jochen Schäfer <josch@bluenetkl.de>
Message-ID: <20001012.17493100@hal9000.bluenetkl.de>
Source record: 41220

>>>>>>>>>>>>>>>>> Ursprüngliche Nachricht <<<<<<<<<<<<<<<<<

Am 12.10.00, 02:53:18, schrieb "John K. Picken" <yg473@victoria.tc.ca> zum
Thema Re: Quirky Memory on 130XE?:

> On 11 Oct 2000 bmarcum@iglou.com wrote:

> > Why do all the XL/XEs have F1-F4 on the keyboard test when only the
> > 1200, 1400 and 1450 had those keys?

> Because noone bothered to rewrite the self-test code when the 600 and
> 800XL's were built and noone bothered again when the XE's came out.
> In fact, the default 1200XL function key routines are all coded into
> the XL/XE OS.
I can even remember some article in a german magazine a long time ago,
where they showed how connect some keys to the boards of an 800XL as
F1-F4.

Jochen Schäfer

6501. Atari Basic, could anyone help me with

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: David Szotten <szotten@telia.com>
Message-ID: <kqnF5.1034$QH2.31348@newsb.telia.net>
Source record: 41221

I have this atari basic file that i need some help with.
It's an array causign me troubble.

Here is an extract from the file:
>DIM MB$(300*19) mean
>
>and what do these mean?
>140 MB$(1)="":MB$(5700)="":MB$(2)=MB$
>150 MB$(1,9)=" ":FOR I=10 TO 19:MB$(I)="":NEXT I
>
>They both exist, but only $MB(1) works.
>$MB(1,9) gives ('wrong dimension')

I tried changin the declaration to DIM $MB(300, 19)
and then $MB(1,9) worked, but not $MB(1), (also 'wrong dimension'=

Please answer to szotten@NOSPAM@hotmail.com
just remove "@NOSPAM"

Thank you
/David

6502. Re: FA: Huge collection of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39e630dd@fmlynet.org>
Source record: 41222

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: drteele <drteele@bellsouth.net>
>Seems kinda redundant now that the entire collection has been put on the WEB.
> guess the collectors will still be interested.

Hey, it is a lot more fun to read it in person as opposed to a copy on the
web. I am not saying that the website is not great, IT IS! but I can't take
my PC to read during class, I CAN take the magazine.

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6503. Re: Atari Basic, could anyone help me with

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m366mxbz9v.fsf@mindspring.com>
Source record: 41223

> >140 MB$(1)="":MB$(5700)="":MB$(2)=MB$

This is an old (and cool) hack to initialize a string. Or at least it looks like it. Usually it would be chr$(0), or some other preferred value. Its behavior is (as I recall) due to a bug in the Basic interpreter. I imagine it would wreak havoc with basic compilers unless they dealt with it as a special case.

> >150 MB$(1,9)=" ":FOR I=10 TO 19:MB$(I)="":NEXT I

The first statement on the line is trying to sett chars 1 thru 9 to spaces, the next is setting the 10th thru the 19th chars to ctrl D or chr$(4). You could replace the first with

for i=1 to 9:mb$(i)=" ":next i

> >
> >They both exist, but only $MB(1) works.
> >$MB(1,9) gives ('wrong dimension')
>
> I tried changin the declaration to DIM $MB(300, 19)

The declaration is for a single string of 300*19 (5700) bytes.

(all the above assumes I remember correctly- or that I understood it at the time.)

Gregm

6504. Re: FA: Huge collection of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001012164100.24643.00001289@ng-cq1.aol.com>
Source record: 41224

>"Rob" rob@SPAMFREEfirststopdvd.com stated:

> Many early, rare, and sought after issues are included.

found some on page 4-5-6; I don't consider the bulk after volume 3 very rare,
but it is a good chance to fill holes in a collection AND at least they did not
dumpster them!

-Ron

I don't have a solution but I admire the problem.

6505. Re: Atari Basic, could anyone help me with

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001012173034.24643.00001302@ng-cq1.aol.com>
Source record: 41225

>"David Szotten" szotten@telia.com asks:

>I have this atari basic file that i need some help with.
>It's an array causing me troubble.

>Here is an extract from the file:
>>DIM MB$(300*19) mean

This line Dimmensions or declares a string of characters; ie: save 19*300 =
5700 bytes for a string variable named "MB$"

>>140 MB$(1)="":MB$(5700)="":MB$(2)=MB$

Line 140 assigns a null character value to MB$; it equates position 1 to null
and sets position 5700 to the same which establishes the length as 5700. Next
it sets position 2 to the value of the string beginning with position 1; 1 goes
into 2, 2 into 3, 3 into 4... complete to the end, ie: 5700. This sets the
length as 5700 and empties the space reserved.

>150 MB$(1,9)=" ":FOR I=10 TO 19:MB$(I)="":NEXT I

Line 150 defines MB$ positions 1 thru 9 as spaces and then places that
character between the quotes into positions 10 thru 19 with a FOR/NEXT Loop.

>>They both exist, but only $MB(1) works.
>>$MB(1,9) gives ('wrong dimension')

The dollar sign ($), by syntax, must be the final character of the variable
name as in "MB$". The expression, "MB$(1)" refers to the value of the variable
beginning with position 1 and continuing through its entire defined length. If
MB$ is unDIMmensioned of not defined, the "PRINT MB$(1)" will generate an
error. "MB$(1,9)" refers to positions 1 thru 9 and will error if MB$ = "Hello"
because the length is currently only defined as 5.

>I tried changin the declaration to DIM $MB(300, 19)
>and then $MB(1,9) worked, but not $MB(1), (also 'wrong dimension

I am a little confused here; DIM MB$(300, 19) should generate an error because
Atari Basic does not support string arrays, and DIM MB$(1,9) should do the
same. DIM MB$(1) should be a legal statement.

-Ron

I don't have a solution but I admire the problem.

6506. CCAG 2001!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <39e655e7$1_2@athena.netset.com>
Source record: 41226

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 23rd, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

5,000 square feet of indoor space and an additional 5,000 square feet of
outdoor space is available along with ample parking.

Setup: 22nd, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 10/12/2000
User Groups:
Erie PA Atari Group
TI Chips

Cleveland Classic Atari Group

Vendors:
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
Fred Wagaman
Alan Hewston
Thomas Mclaren
Andy Frueh
Tim Snider
Curt Vendel(Atari Historical Society)

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room- MAME, etc. We are hoping for some people with arcade systems to bring them.

See ya at the CCAG!

6507. Re: Atari Basic, could anyone help me with

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001012183021.10426A-100000@vtn1>
Source record: 41227

On Thu, 12 Oct 2000, David Szotten wrote:

> I have this atari basic file that i need some help with.
> It's an array causign me troubble.
>
> Here is an extract from the file:
> >DIM MB$(300*19) mean

Your BASIC :) problem is that you have assumed the DIM statement refers
to an array--it refers to a string. Unlike MS BASIC and its variations
which allow string arrays, Atari BASIC does not, but it does allow
strings of up to 32767 characters in length. However _all_ strings must
be DIMensioned before use, there is no default length or dimension.

> >and what do these mean?
> >140 MB$(1)="":MB$(5700)="":MB$(2)=MB$

DIMensioning a string does not establish it with any value or length,
it merely reserves RAM for it. The above statement does the following
a. sets the first character in the string to nul;
b. sets the last character (300*19)th to nul and establishes the
string's actual length; and
c. exploits a quirk in Atari BASIC which causes the second through
last characters in the string to be set to the first character.

Since the desired character in this case is nul and assuming first
program run, the above could be replaced with:
140 MB$(5700)=CHR$(0) [chr$(0) could be replaced with "heart" where
"heart" is the character obtained via Control+Comma.

> >150 MB$(1,9)=" ":FOR I=10 TO 19:MB$(I)="":NEXT I

This statement does the following:
a. changes the first nine characters of MB$ from nul to space; and
b. changes the tenth through nineteenth characters to CHR$(4).

> >They both exist, but only $MB(1) works.
> >$MB(1,9) gives ('wrong dimension')

I'm not sure what you mean by the first statement; the second is
syntactically incorrect: it should read "MB$(1,9)" which, if you're used
to other BASICs means LEFT$(MB$,9).

> I tried changin the declaration to DIM $MB(300, 19)
> and then $MB(1,9) worked, but not $MB(1), (also 'wrong dimension'=

More syntax errors.

> Please answer to szotten@NOSPAM@hotmail.com

It is considered impolite to imply that you don't bother reading the news group to which you post a question. Therefore, I have replied only in this group.

jkp

6508. Re: micro-discount

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39E5D0F5.F17A5B87@mail.uni-mainz.de>
Source record: 41228

Lance Ringquist schrieb:
>
> andreas,
> are you sure that the authors did not fall into certain games that were
> really produced behind the iron curtain, and that they really are not
> the authors?
> that is what the e-mails say.
> and micro-discount folded right after that.
> maybe you are right, or maybe some coder uploaded, or sent to a friend a
> game on the other side of the wall, and is only finding this out today
> that it was published, or the e-mails are bunk.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Well,
I cannot be sure for certain. But I can read the tape covers (if they
are correct and true!) and they say "authors: Ian Copeland, Richard
Munns, ... etc." (sorry I do not know all authors at the moment, maybe I
should write them down). Even the two "polish" games name the authors (1
or 2 polish guy(s)). Check it out !!
-Andreas

6509. Re: xf551 upgrade---Thanks

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39E5D209.4ADF40EE@mail.uni-mainz.de>
Source record: 41229

Arudzki schrieb:
>
> I just got an XF551 drive from an auction on Yahoo. I need to thank
> Larry (White ?) who sent me documentation on upgrading it to 720K 3.5
> . The docs worked without a hitch and the drive seems to be working
> great.
>
[snip]

Well, I just found the original XF551 upgrade docs from Bob Wooley. I would upload them here, but the newsgroup does not allow uploading. And, I do not want to type in that long text... so, E-mail me, if you wanna have the original text, which declares, which bytes must be changed in the XF OS, so it will work properly with 3,5" and 80 tracks. greetings - Andreas

6510. Re: Alternate Reality Intro

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39E5D3B2.44EB1D0F@mail.uni-mainz.de>
Source record: 41230

Dan & Jeri Williams schrieb:
>
> How do I get the intro to play for The Dungeon on a Atari 130 XE? All it
> does is say 128K Initialization and load to the create character screen.
>
> Thanks
>
> Dan

Well,
looks like you have a patched (changed) version of AR. I know there are
several of them flying around in the Net. Some of them have been changed
to NOT/NEVER load the intro. Maybe they do not even contain the intro.
So, search for another version. I also found images that have the intro,
but which crash directly after the intro (bad hacking??) maybe thats why
someone removed the intro from loading... -Andreas

P.S. Originals are nice, especially AR The City, which comes with a
golden disk label... (whereas The Dungeon labels are b/w)

6511. Re: Slingshot(atari UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39E5D4DA.BF7C08B9@mail.uni-mainz.de>
Source record: 41231

carmel_andrews@my-deja.com schrieb:
>
> Hello Andreas M, How is Germany Today, Keep the Atari faith and keep
> those Atari's humming brightly
>
> Re: Slingshot, I believe that Matthew Trimby (of MAD's Crystal Raider
> Fame) wrote Slingshot, although Atari owned the S&M rights they don't own
> the rights to the code or program
> Reason being is that a former director of Futerware (sidewinder), who
> also programmed Atari C's "Thunderfox" told me that Atari had the same
> contract for commercial software programmers (external), as they did for
> APX software programmers
>
> Keeping the Atari humming
>
> Carmel A
> >
>
Mathew Trimby fame:
- Crystal Raider (Mastertronic)
- Twilight World (Atari UK)
- Slingshot (Atari UK)
- Pinball Construction Kit Color Converter
(for PAL systems; converts Gr. 8 to Gr. 15)
- two color Pinballs created with PCS and the color converter
("Back in Time" and another one)

-Andreas

6512. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39E5D61F.99227209@mail.uni-mainz.de>
Source record: 41232

[snip]
> Best of luck. I can tell you how to build a 1MB 30 pin SIMM upgrade. 99.9%
> 130XE compatible, including seperate Antic and CPU banking. (works on my 800XL
> and my XEGS. Not yet on my 800XE)
>
> CU Mathy van Nisselroy

Aha !!
Hope to see this 1MB Ramdisk in Herten. Only 3 weeks left - the clock is ticking. Can I directly order a RD in Herten from you ?? Or do you merely have the schematics ?? Besides: Erhard Puetz is selling (wants to sell) modified Megaram III ramdisks (with 1MB, modified to be Newell compatible I believe) in Herten... So, be fast or Erhard might have the deal !! -Andreas

P.S.: But Newell is not as compatible as your RD - isn`t it ?!?

6513. Re: Timing differences between china made 800XE and 65XE and the rest

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39E5D7E4.16341FD5@mail.uni-mainz.de>
Source record: 41233

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> I'm having trouble converting my 1MB upgrade (which works on the XEGS and
> 800XL) to work with the 800XE. Does anybody know if there are timing
> differences between these two computer types and the rest? BTW I replaced the
> GTIA (Chinese GTIA'S all have a bug) but that doesn't solve the memory problem.
>
> CU Mathy van Nisselroy
>

Well,
I do not know the accurate timing differences, but yes, there are. The
RAMs and Ramdisk are faster than on the older XL and XE computers. Look
at the built-in Selftest. It almost works twice as fast !! So, I guess,
thats why you have difficulties with your RD. Besides, someone told me,
the OS (or maybe the CPU) not only detects the 64k extra Ram (Ramdisk)
but is absolutely limited to 64k extra Ram. If you wanna install more
than 64k Ramdisk, you also have to install a new OS (or CPU - use one
from the older 130XE computers with 16 chips). I believe it was Erhard
Puetz who told me that... -Andreas

6514. Re: playing sound?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39E5D9AE.3F8C29EF@mail.uni-mainz.de>
Source record: 41234

```
don_findo@yahoo.com schrieb:
>
> hi!
>
> can somebody explain how to play back a sound file from a
> demo/game/whatever?
>
> i have the program "theta music composer", and it saves the player +
> the song at once. at least i think so. sooo, how can i load and play
> that sound from my program? i suppose i must call the player every n
> milliseconds or something, but how does it EXACTLY work?
>
> btw, if there are any ppl out there who code demos/games on the atari,
> please contact me, i am very interested in some contacts!
>
> cya, d0N_
>
Well,
normally the sounds created with Chaos music composer (*.CMC),
Multi-Pro-Tracker (*.MPT), Theta-Music-Composer (*.TMC) and many other
polish sound editors generate object files. You can load them from DOS
with the binary load option. You can also use the Music-Player (version
2.0 is latest, but I prefer version 1.6) from MC Gyver to playback these
sounds. Sorry, I do not have more knowledge about that. But thorsten
karwoth explained in his (PD program) "Soundmon. Professional 2.1" how
its done. In german language of course, but there is an english
translation of the complete Soundmon. Prof. avaiable. I once sent this
translation to Nir Dary (hello!), maybe this can help. So call Nir, if
you know him, or hope he is reading this... -Andreas
```

6515. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39E5DCCE.C608672D@mail.uni-mainz.de>
Source record: 41235

carmel_andrews@my-deja.com schrieb:
>
> Hello Mathy, Still keeping the Atari faith, keep that atari humming
> brightly
>
> Re:128k ram test on xe...
>
> I had heard of the 800xe (eastern europe only), To be honest with you I
> am suprised that you have a 65xe with the xegs o/s patch, where did you
> get it from, and is there anymore where that came from, because no xe
> that I know of (pal only) (except xegs) had the addit. ram test patch in
> the self test code
> >
> > Was the 800xe like the proto 800xlf (xl with freddy), and where did they get the xegs
o/s patch from... Or was it a hack
>
> Keeping the Atari humming... still
>
> Carmel A
>
Well,
I am not Mathy, but I do own a 65XE and a 800XE both made in China and
originally sold in east germany and other (former) eastern european
countries. Both XE`s have the ECI slot and a slightly changed Selftest;
this Selftest now shows only the avaiable keys, whereas the 1200XL
function keys have been removed. the memory test shows 48 small cursors
for RAM, 2 big stripes for the OS and 4 medium stripes for the 4
rambanks. the selftest is almost as twice as fast as normally. The board
for both the XE`s says "version 130XE"; it has space for 4 Ramchips (2
for RAM and 2 for Ramdisk). Atari just left the Ramdisk and Gate Array
space empty on it. So you have to buy two RAM/Ramdisk chips and get a
gate array chip somewhere and you have a 65XE and/or a 800XE with 128k
RAM. I have done this !!
Unfortunately the XE`s both have GTIA bugs (which appear as stripes in
GTIA modes), so you have to remove the faulty GTIA chip. Next, the tv
modulator also has a little bug, which shows a grainy and stripy
picture. But it can be easily solved. Read ABBUC magazine 61 or ask
Wolfgang Burger for the english article written by Jiri Bernasek (Czech
republic, eastern europe)... -Andreas

P.S.: Because of the slightly changed OS, there are some (protected)
games (disks, tapes and even carts !!) that will not work with these XE
computers.

6516. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39E5DE69.196713E3@mail.uni-mainz.de>
Source record: 41236

"John K. Picken" schrieb:
>
> On 11 Oct 2000 bmarcum@iglou.com wrote:
>
> > Why do all the XL/XEs have F1-F4 on the keyboard test when only the
> > 1200, 1400 and 1450 had those keys?
>
> Because noone bothered to rewrite the self-test code when the 600 and
> 800XL's were built and noone bothered again when the XE's came out.
> In fact, the default 1200XL function key routines are all coded into
> the XL/XE OS.
>
> jkp

Well,
thats not so correct. You know us europeans, don`t you ?!? We do have
some (formerly eastern european) Atari XE computers, that have a new and
slightly changed OS. There, the Selftest does not contain the 1200XL
function keys anymore. Besides, the XEGS also does not contain them.
(And most later programs use only cursor -=+* instead of CTRL + cursor;
so there is really no need in upgrading the keyboard on XL or older XE
computers with these 1200XL function keys.) -Andreas

6517. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-12 05:27:19 UTC
From: Boyd Staley <BoydStaley@att.net>
Message-ID: <39E54B93.2467C6A@att.net>
Source record: 41211

bmarcum@iglou.com wrote:
>
> On 2000-10-06 yak_the_hairy@hotmail.com said:
> >Stupid question, but why would the XEGS OS have had the facility for
> >scanning >64K when it had only 64K? (And why, oh why, did they make
> >the function keys that horrid pastel colour?)
> Why do all the XL/XEs have F1-F4 on the keyboard test when only the
> 1200, 1400 and 1450 had those keys? I heard rumors that some of the
> 130XE's had the expanded memory test, and that these machines also used
> 64k*4 ram chips instead of 64k*1 (The XEGS had 64k*4 chips).

I have one of those 130XE's with the 64k*4 ram chips. I'll have to dig
it out and see if it has the expanded memory test. I'll let you know.

6518. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8s8ebv$8do$1@user2.teleport.com>
Source record: 41147
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6519. Re: APE cable and APE software 850 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <suftr4cg7cqvab@corp.supernews.com>
Source record: 41148

If you have the time and the inclination you could try building a MAX232
version.

At least that would corner the problem a bit. Figure is the MAX doesn't work
then the problem has to be something other then the cable. Faulty pokey, IRQ
conflict in the PC, something like that anyway.
"Russg" <russg@en.com> wrote in message
news:39e7b4a0$0$56642$6c569032@news.erinet.com...
> I spent a better part of today trying to get my APE/SIO2PC
> cable to work with my pc modem, thru APE software.
> Previously, my 11 foot APE cable wouldn't do concurrent i/o
> at all in APE.
> I got a 14c89 and put that in. And now I could dial out and
> do fairly well, but not satisfactory, APE kept automatically
> going out of 850 emulation, and I had to keep forcing APE
> into 850 emulation.
> I decided my cable was too long and the adapters I had on it
> weren't good, so I installed a slightly shorter 1/2 pc
> serial cable, which had the needed female 9pin D connector
> on the pc end.
> Fired it up and it was worse than my the previous try with
> just the 14c89.
> The moral of the story:
> I wish Steve Tucker would allow less than a 19.2k baud
> setting for the A8 term program, that might help.
> And didn't someone say that the 14(c)89 was supposed to
> operate with a 12v supply, and the SIO only has 5v?
> I dunno.
> Russg
>
>

6520. Re: Track Ball Mode For A8 Sofware

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 00:00:00 UTC
From: rlcolli*SPAMGUARD*@ibm.net
Message-ID: <hR355giyJm0P092yn@ibm.net>
Source record: 41149

In article <39DE055C.4B0EAAF7@mail.uni-mainz.de>,
Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
>Maybe you did not know, there is a little difference between Trackball
>and ST-mouse. Although MC works with both input devices does not mean,
>they are the same. they are not !! Connect the TB to an ST computer and
>you see: it does not work at all !! You have to do a small conversion to
>convert the TB to an ST mouse. (Plans are avaiable from ABBUC, germany).
>maybe somebody already did this with Harvey`s TB (and to make things
>worse: the old Atari 800 version does not support a mouse; so if the TB
>has been converted to a mouse this MC version will not work with it!).

Well, then are all Atari Trackballs the same? I plugged mine into my
ST, and it worked fine as a mouse (I didn't have a right mouse button
though).

--
Ryan 'Gozar' Collins

6521. Re: Slingshot(atari UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sudrbo8etkgpd2@corp.supernews.com>
Source record: 41239

"Andy" <vlnw30101@cableinet.co.uk> wrote in message
news:lNxF5.1745$c93.201631@news1.cableinet.net...
> I don't want to start a discussion about piracy (yawn), but the problem
is,

You just did.

6522. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ybswokic7.fsf@co.umist.ac.uk>
Source record: 41240

melee5@my-deja.com writes:
> What I can't figure out is why the europeans call
> it the 800xe when it states very clearly on the board 130XE (64X4)?

There was a 64K machine released in some parts of Europe that said
800XE on the cover (which is probably why we call it the 800XE =).
There are a few pictures of it on the internet, you can find one at:

http://atari-computer.de/gallerie/comp/800xe.htm

It's not much difference on the outside than the 65XE and 130XE though.
--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

6523. i 8-Bit font for the Newton MessagePad

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39e7663d@fmlynet.org>
Source record: 41241

FamilyNet HQ: Telnet:\\www.family-bbs.net

NEW
Atari 400/800/XL/XE Fonts for Newton
Three different variations of the Atari 8-bit font for the Newton.
Works on NewtOS 2.1 systems and should work on NewtOS 2.0 systems as well.
I have the creator of this font and the developer of the Newton font to
thank. Mark Simonson is the creator of the font, and webmaster of the site
"Mac/Atari Fusion", which is actually the inspiration for this site.
On the Newton side of things, I was so impressed by the font work I saw
at "Newton Connections" that I asked Ben if he could help me port over Mark's
truetype font. A day after permission was given by Mark, Ben had this font
completed! Well done!

To pick up the Atari fonts for Newton 2.0 & 2.1 systems.....

http://www.geocities.com/SiliconValley/Hub/4088/newtonconnect.html -or-
http://www.geocities.com/lady-aramis/newtonconnect.html

http://newted.dyndns.org/users/1f2frfbf/newton.html "Newton Connections"
http://www2.bitstream.net/~marksim/atarimac/ "Mac/Atari Fushion"

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6524. i 8-Bit font for the Newton MessagePad

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39e7663d@fmlynet.org>
Source record: 41242

FamilyNet HQ: Telnet:\\www.family-bbs.net

NEW
Atari 400/800/XL/XE Fonts for Newton
Three different variations of the Atari 8-bit font for the Newton.
Works on NewtOS 2.1 systems and should work on NewtOS 2.0 systems as well.
I have the creator of this font and the developer of the Newton font to
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To pick up the Atari fonts for Newton 2.0 & 2.1 systems.....

http://www.geocities.com/SiliconValley/Hub/4088/newtonconnect.html -or-
http://www.geocities.com/lady-aramis/newtonconnect.html

http://newted.dyndns.org/users/1f2frfbf/newton.html "Newton Connections"
http://www2.bitstream.net/~marksim/atarimac/ "Mac/Atari Fushion"

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6525. FA: Huge collection of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 00:00:00 UTC
From: Rob <rob@SPAMFREEfirststopdvd.com>
Message-ID: <39e79eb5$1@news.parrett.net>
Source record: 41243

FA: Huge collection of Antic magazines

I have a huge collection of Antic magazines for auction. Many early, rare, and sought after issues are included. Some bound/hardcover volumes as well.

Prices range from cheap to reasonable. Will be adding more over the next few days..

The current auctions can be viewed at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=ateam999@hotmail.com&include=0&since=-1&sort=2&rows=50

6526. APE cable and APE software 850 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39e7b4a0$0$56642$6c569032@news.erinet.com>
Source record: 41244

I spent a better part of today trying to get my APE/SIO2PC
cable to work with my pc modem, thru APE software.
Previously, my 11 foot APE cable wouldn't do concurrent i/o
at all in APE.
I got a 14c89 and put that in. And now I could dial out and
do fairly well, but not satisfactory, APE kept automatically
going out of 850 emulation, and I had to keep forcing APE
into 850 emulation.
I decided my cable was too long and the adapters I had on it
weren't good, so I installed a slightly shorter 1/2 pc
serial cable, which had the needed female 9pin D connector
on the pc end.
Fired it up and it was worse than my the previous try with
just the 14c89.
The moral of the story:
I wish Steve Tucker would allow less than a 19.2k baud
setting for the A8 term program, that might help.
And didn't someone say that the 14(c)89 was supposed to
operate with a 12v supply, and the SIO only has 5v?
I dunno.
Russg

6527. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8s8drv$7pv$1@user2.teleport.com>
Source record: 41245
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6528. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8s8e1u$81f$1@user2.teleport.com>
Source record: 41246
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6529. Re: FA: Huge collection of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 02:47:08 UTC
From: llpwhite@cs.com
Message-ID: <20001012224708.22633.00001834@ng-fz1.news.cs.com>
Source record: 41237

I "dumpstered" about 5 years of Compute!s several years ago. (And I really did feel bad about it, but it was a partial extra set). I tried several user groups, and no one wanted them! But, of course, that was before eBay. Now eBay can clean out just about any closet or attic!
Larry

6530. Re: Slingshot(atari UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-13 06:16:49 UTC
From: Andy <vlnw30101@cableinet.co.uk>
Message-ID: <lNxF5.1745$c93.201631@news1.cableinet.net>
Source record: 41238

I don't want to start a discussion about piracy (yawn), but the problem is, that even if I bought the game, (are we talking about 50p here), I'd have no way of transferring it to use on an emulator. I used to own a huge collection of original atari 800 games, which I bought when the atari was still making some money from it, but times change, but I do think Atari have had their money out of me many times over. I loved my atari, but the point is, how can I buy a game legally and use it on emulator without buying an Atari computer. Do Atari sell a cd with their images on, in the same way the intellivision lives CD-ROM was sold, I think not! In my eyes the intellivision cd was well produced and worth buying, but nothing exists like this for the atari 800. I can assure if such a thing existed I'd buy it straight away.

I've actually found a copy now, so thanks anyway!

Andy <vlnw30101@cableinet.co.uk> wrote in message
news:Wp4D5.5013$7U5.571834@news1.cableinet.net...
> Does anybody have an image of this excellent crazy golf type puzzle game
for
> use with an emulator. Pleeasee! Does anybody even remember it, I used to
> love this game! :)
>
>

6531. Software from 30p

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-14 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <39E83C5A.9FCA39B7@cyberpeeps.freeserve.co.uk>
Source record: 41150

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

6532. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-14 00:00:00 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8s9ges$e4f$1@nnrp1.deja.com>
Source record: 41151

Ron,

I've had no joy getting an image of the disks that will be of any use to show how it works... I've tried sio2pc, ape dos & ape windows, all work fine with ss sd & normal ss dd ultra speed, just not with the disks I have fomatted on this menu system!.

I'm building a 1050 -> pc cable this weekend to try that instead I'll see what happens.

I'd like to back them up, the menu system is excellent, you get a choice on menu creation of font style & appearance etc then it creates the menu system. You can then transfer stuff on from multiload, multiboot, boot disk or cassette.

Mark

>
> Can you provide any details about how it was used and how it functioned?
>
> -Ron
>
> I don't have a solution but I admire the problem.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6533. Atari 1020 printer/plotter

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-14 00:00:00 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8s9gjh$e50$1@nnrp1.deja.com>
Source record: 41152

Any idea's where I could get some replacement pens and paper for the
Atari 1020 printer/plotter ?

Mark

Sent via Deja.com http://www.deja.com/
Before you buy.

6534. Re: Atari 1020 printer/plotter

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-14 00:00:00 UTC
From: Andreas Mischka <Andreas.Mischka@t-online.de>
Message-ID: <8s9i0jsqg02$1@news.t-online.com>
Source record: 41153

Hi,

you can find pens here -----> http://www.atari-computer.de/abbuc/

Andi

"mark__e" <mark__e@my-deja.com> schrieb im Newsbeitrag
news:8s9gjh$e50$1@nnrp1.deja.com...
> Any idea's where I could get some replacement pens and paper for the
> Atari 1020 printer/plotter ?
>
> Mark
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

6535. Re: APE cable and APE software 850 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-14 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39e8fbf8$0$35379$53a6afc1@news.erinet.com>
Source record: 41154

(Rick Cortese suggests the MAX232, two chip version of sio2pc.)
I looked at Clarence Dyson's page, which has stuff on the one and
two chip versions. The two chip version can either be with the MAX232
or the 14c89. You suggested the MAX232.
Do you think the MAX232 sio2pc will be better with a 9 foot cable?
My PC and A8 need about that much to connect. No room to set
a monitor near my PC so I could use a shorter cable very well.
Thanks for the suggestion. The two chip version is much more involved
than the one chip. About 6 resistors and about as many capacitors.
Russg

6536. Re: APE cable and APE software 850 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-14 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sui2j03imroa23@corp.supernews.com>
Source record: 41155

"Russg" <russg@en.com> wrote in message
news:39e8fbf8$0$35379$53a6afc1@news.erinet.com...
> (Rick Cortese suggests the MAX232, two chip version of sio2pc.)
> I looked at Clarence Dyson's page, which has stuff on the one and
> two chip versions. The two chip version can either be with the MAX232
> or the 14c89. You suggested the MAX232.
> Do you think the MAX232 sio2pc will be better with a 9 foot cable?

IMO: If you go for it, 1 chip MAX232 would be a good choice.

Just guessing, should be better if signal strength and voltage level are the problem. But I don't know that that is the problem of course. Carolynn's cable just had a broken wire inside the hood for example.

RS232 is supposed to be good for 25' cables, and the MAX232 will drive the cable a bit better.

6537. XE Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: atarivision@my-deja.com
Message-ID: <8sc1ns$7ai$1@nnrp1.deja.com>
Source record: 41163

Looking for most all Atari XE games!

Please send e-mail to Clint at AtariVision@mail.com

Thanks,

Clint Thompson
www.AtariVision.com

Sent via Deja.com http://www.deja.com/
Before you buy.

6538. Atari fonts for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39E995C1.B6515782@earthlink.net>
Source record: 41164

I'm sure they're out there, but I'm not finding them. Has anyone done
Atari 8-bit style fonts for use on a PC?

Thanks,

Mike

6539. Re: Atari fonts for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <PkhG5.6455$W31.96475@news1.online.no>
Source record: 41165

I have them on my page at : http://home.online.no/~olavese/atari/a8dl.htm

"Mike Kohary" <mkohary@earthlink.net> wrote in message
news:39E995C1.B6515782@earthlink.net...
> I'm sure they're out there, but I'm not finding them. Has anyone done
> Atari 8-bit style fonts for use on a PC?
>
> Thanks,
>
> Mike

6540. Re: XE Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <TlhG5.6456$W31.96436@news1.online.no>
Source record: 41166

Check my page on : http://home.online.no/~olavese/

I have some for trade on my trade page there.

<atarivision@my-deja.com> wrote in message
news:8sc1ns$7ai$1@nnrp1.deja.com...
> Looking for most all Atari XE games!
>
> Please send e-mail to Clint at AtariVision@mail.com
>
> Thanks,
>
> Clint Thompson
> www.AtariVision.com
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

6541. Re: Atari fonts for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39E9AD96.29F609C9@earthlink.net>
Source record: 41167

Thanks!

Mike

Vidar \"Hawk\" Olavesen wrote:
>
> I have them on my page at : http://home.online.no/~olavese/atari/a8dl.htm
>
> "Mike Kohary" <mkohary@earthlink.net> wrote in message
> news:39E995C1.B6515782@earthlink.net...
> > I'm sure they're out there, but I'm not finding them. Has anyone done
> > Atari 8-bit style fonts for use on a PC?
> >
> > Thanks,
> >
> > Mike

6542. Looking for 8-bit Assembly Language Cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: John B <heather.bradatanu@sympatico.ca>
Message-ID: <rZjG5.36035$oN2.1179078@news20.bellglobal.com>
Source record: 41168

I want to get my son into assembly language and the easiest system I recall was the Atari 800 with the assembly cart. I have found an Atari 800 but how rare are the assembly carts? I have looked on eBay but none have been listed in awhile.

john

6543. Re: APE cable and APE software 850 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39e9ccc4$0$35386$53a6afc1@news.erinet.com>
Source record: 41169

(Rick C. suggests a 1 chip MAX232, Ken S. says maybe use a
MAX233.)
Rick. I haven't mentioned that my 14c89 works fine for disk drive
emulation. At 1x or 2x speed, (Haven't tried 3x speed). The old
1489 worked fine for drive emulation. So I don't think I have a busted
wire or IRQ conflict or other problem with my setup. It is just the
850 emulation that doesn't work right in APE. I definitely think
it is a signal/voltage level problem because of my long cable.
The one chip MAX232: I haven't seen this one at Dyson's site.
Where might I get a schematic for that one?
The MAX233 sounds like it would be even harder to find a schematic
for. I'm not able to do the thinking on these circuits, I can follow a
schematic tho.
Russg

6544. Atari fonts for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39e9ed1c@fmlynet.org>
Source record: 41170

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Mike Kohary <mkohary@earthlink.net>
> I'm sure they're out there, but I'm not finding them. Has anyone done
> Atari 8-bit style fonts for use on a PC?
> Thanks,
> Mike

Hey Mike,

I have some. I'm not sure how or where I got them but I have them. I could
send them to you if you would like???

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6545. Re: Atari fonts for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39E9E0E3.FB11C439@earthlink.net>
Source record: 41171

Jessica Cornn wrote:
>
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: Mike Kohary <mkohary@earthlink.net>
> > I'm sure they're out there, but I'm not finding them. Has anyone done
> > Atari 8-bit style fonts for use on a PC?
> > Thanks,
> > Mike
>
> Hey Mike,
>
> I have some. I'm not sure how or where I got them but I have them. I could
> send them to you if you would like???
>
> Jessica

Yes please; that would be much appreciated. mkohary@earthlink.net

Thanks,

Mike

6546. Re: Looking for 8-bit Assembly Language Cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001015122238.4616E-100000@vtn1>
Source record: 41172

On Sun, 15 Oct 2000, John B wrote:

> I want to get my son into assembly language and the easiest system I recall
> was the Atari 800 with the assembly cart. I have found an Atari 800 but how
> rare are the assembly carts? I have looked on eBay but none have been listed
> in awhile.
>

Fairly common and should be fairly cheap. If you swap the 800 for an
XL/XE, you can use a ROM image in RAM in place of the cartridge.

A better bet is MAC/65. The cartridges are still fairly expensive but
the disk versions are available for free. Even though I have a MAC/65
cartridge, my preference was always to use the disk version with
SpartaDOS and a RAMdisk.

jkp

6547. Re: APE cable and APE software 850 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <suk864chkcp6d2@corp.supernews.com>
Source record: 41173

"Russg" <russg@en.com> wrote in message
news:39e9ccc4$0$35386$53a6afc1@news.erinet.com...
> (Rick C. suggests a 1 chip MAX232, Ken S. says maybe use a
> MAX233.)
> Rick. I haven't mentioned that my 14c89 works fine for disk drive
> emulation. At 1x or 2x speed, (Haven't tried 3x speed). The old
> 1489 worked fine for drive emulation. So I don't think I have a busted
> wire or IRQ conflict or other problem with my setup. It is just the
> 850 emulation that doesn't work right in APE. I definitely think
> it is a signal/voltage level problem because of my long cable.
> The one chip MAX232: I haven't seen this one at Dyson's site.
> Where might I get a schematic for that one?
> The MAX233 sounds like it would be even harder to find a schematic
> for. I'm not able to do the thinking on these circuits, I can follow a
> schematic tho.
> Russg

Maxim has all there data sheet available for down load in .pdf format. The
MAX232 one chip is in Nick Kennedy's distribution of SIO2PC.
>
>

6548. Atari 1050 Disk Drives FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8sd6mj$t13$1@mohawk.hwcn.org>
Source record: 41174

I still have a few Atari 1050 Disk drives for sale, which I am selling shipped to North Amercia for $30 US funds. Elsewhere in the world, the price is $20 US plus shipping from Canada.

In addition, I still have some Adaptec 4000a boards which I am also selling for $30 US shipped in North America. The Adaptec 4000a converts MFM drives to SCSI and operate with the Black Box and the MIO.

I am also selling 5.25 inch floppy disks in lots of 100 (USED) for $10 US plus shipping.

Atari 2600 dealers might be interested in a lot of 48 Atari 2600 carts,
Asteroids X 12
Star Raiders X 5
Combat X 6
Missle Command X 7
Yar's Revenge X 7
Pac Man X 3
E.T. X 4
Space Invaders X 4

at .75 Cents US each - ie $36 US plus shipping

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

6549. Re: Atari 1020 printer/plotter

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 00:03:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001014200302.23734.00002060@ng-cp1.aol.com>
Source record: 41156

>mark__e@my-deja.com asks:

>Any idea's where I could get some replacement pens and paper for the
>Atari 1020 printer/plotter ?
>

I would check with Best... they have almost everything. Years ago I got mine at
Radio Shack when the 1020 was still alive.

http://www.best-electronics-ca.com/

-Ron

I don't have a solution but I admire the problem.

6550. Re: APE cable and APE software 850 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 03:56:21 UTC
From: Ken Siders <atari7bit@columbus.rr.com>
Message-ID: <FV9G5.1410$6h4.67955@newsread2.prod.itd.earthlink.net>
Source record: 41157

There is also a MAX233 chip that is almost the same as the MAX232 chip
but doesn't require external capacitors. I would think the pinout would
be similiar but am not sure. Might be great for getting the part count
down.
(like to squeeze it into a hood) It usually runs just under $5 US versus
just
under $2 for the MAX232 but it is harder to find. You can probably find
pinouts for both on the web and compare.

--Ken Siders
atari7bit@columbus.rr.com
add 1 to the number to reply
"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:sui2j03imroa23@corp.supernews.com...
> "Russg" <russg@en.com> wrote in message
> news:39e8fbf8$0$35379$53a6afc1@news.erinet.com...
> > (Rick Cortese suggests the MAX232, two chip version of sio2pc.)
> > I looked at Clarence Dyson's page, which has stuff on the one and
> > two chip versions. The two chip version can either be with the MAX232
> > or the 14c89. You suggested the MAX232.
> > Do you think the MAX232 sio2pc will be better with a 9 foot cable?
>
> IMO: If you go for it, 1 chip MAX232 would be a good choice.
>
> Just guessing, should be better if signal strength and voltage level are
the
> problem. But I don't know that that is the problem of course. Carolynn's
> cable just had a broken wire inside the hood for example.
>
> RS232 is supposed to be good for 25' cables, and the MAX232 will drive the
> cable a bit better.
>
>
>

6551. Re: Atari 1020 printer/plotter

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 04:48:54 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8sbcvm$s0c$1@sshuraac-i-1.production.compuserve.com>
Source record: 41158

I have 1020 supplies:
Black pens, for $2.00
Color Pens, $3.00
Single roll paper, $2.00
Dbl roll paper $3.00(won't fit into holder).

and a couple of new things soon.

Plus shipping and any tax.

Rick D.

--

6552. Re: Atari Basic, could anyone help me with

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 05:08:59 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8sbe5b$s0c$2@sshuraac-i-1.production.compuserve.com>
Source record: 41159

Since you used both MB$ and $MB, I can only assume you meant MB$
all of the time, but fell into using another languages
convention.

If MB$(1,9)=" " didn't work with DIM MB$(300*19), but
MB$(1,9)=" " worked with DIM MB$(300,19), then you are
probably using a microsoft type Basic that assumes arrays when
(1,9) is used. MB$(1) won't work because you've declared an
array, so its definately NOT Atari Basic.

Using DIM MB$(300*19) requires the use of Left$, MID$, and Right$
to access substrings.

With Atari Basic, strings are one dimension, and uses (x,y) to
access substrings(1 character).

What Basic is it?

Rick D.

--

6553. Re: Need help with a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 05:16:08 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8sbeio$s0c$3@sshuraac-i-1.production.compuserve.com>
Source record: 41160

130XE interference:

Have you tried swapping power supplies?

How about the RF cable(using toroids?) or monitor cable?

If that doesn't do it, could be a popped ground on the circuit
board.

Rick D.

--

6554. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 05:28:04 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8sbf94$s0c$4@sshuraac-i-1.production.compuserve.com>
Source record: 41161

130XE locks up on extra ram self test:

Even if the ram wasn't there, the computer shouldn't lock up.

Does it work o.k. using DOS to format a ramdisk?

My first guess would be the rom got a glitch at that point in the
code.

Maybe there is a bad ram bank select chip(mmu).

Rick D.

--

6555. Re: Follow-up:

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-15 05:30:30 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8sbfdm$s0c$5@sshuraac-i-1.production.compuserve.com>
Source record: 41162

Toasted 1050:

Ceramic beasty cooked?

One of the rectifier diodes? These and the regulators go bad
easily. May not be the upgrade.

Rick D.

--

6556. Re: Downloading Fonts to Epson/Compatibles

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.971684510@math.tu-berlin.de>
Source record: 41178

llpwhite@cs.com (LLpwhite) writes:

>Anyone remember any article(s) about how to do this. I have an Epson manual
>that isn't very specific on this subject.

Not for the Epson nine-pin writers, but the manual for the NEC P6 here says
everything about it you want to know. It uses a 24 bit (three byte) high
dot matrix, though. (Well, obviously, it's a 24 pin writer, one of the first.)
If there is some interest, I could post the ESC sequences required for font
downloading. I also seem to remember having written a turbo basic program for
making these fonts, and for downloading them. However, all that is ages ago,
maybe I'm still able to find the sources somewhere on my attic. (-;

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

6557. Re: Atari 1020 printer/plotter

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8sf8a2jhe1@nnrp1.deja.com>
Source record: 41179

Thanks Rick, & everyone else, Rick, I'll drop you a mail shortly.

Mark

In article <8sbcvm$s0c$1@sshuraac-i-1.production.compuserve.com>,
Rick D <74766.1561@CompuServe.COM> wrote:
> I have 1020 supplies:
> Black pens, for $2.00
> Color Pens, $3.00
> Single roll paper, $2.00
> Dbl roll paper $3.00(won't fit into holder).
>
> and a couple of new things soon.
>
> Plus shipping and any tax.
>
> Rick D.
>
>
> --
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6558. Re: Looking for 8-bit Assembly Language Cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: John B <heather.bradatanu@sympatico.ca>
Message-ID: <ZSFG5.353160$1h3.9085661@news20.bellglobal.com>
Source record: 41180

John K. Picken wrote in message ...
>
>
>On Sun, 15 Oct 2000, John B wrote:
>
>> I want to get my son into assembly language and the easiest system I
recall
>> was the Atari 800 with the assembly cart. I have found an Atari 800 but
how
>> rare are the assembly carts? I have looked on eBay but none have been
listed
>> in awhile.
>>
>
>Fairly common and should be fairly cheap. If you swap the 800 for an
>XL/XE, you can use a ROM image in RAM in place of the cartridge.
>
>A better bet is MAC/65. The cartridges are still fairly expensive but
>the disk versions are available for free. Even though I have a MAC/65
>cartridge, my preference was always to use the disk version with
>SpartaDOS and a RAMdisk.
>
I believe I used mac/65 before. Are the cartridges still available through
websites atari stores? or do I need to wait for ebay?

Thanks.

john

>jkp
>
>

6559. Re: 810 "The Chip" (Archiver)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: John B <heather.bradatanu@sympatico.ca>
Message-ID: <%SFG5.353161$1h3.9085661@news20.bellglobal.com>
Source record: 41181

LLpwhite wrote in message
<20001015210513.03056.00001963@ng-fj1.news.cs.com>...
>I see that there is an 810 with (presumably) an Archiver Chip installed on
>eBay.
>Never had one of these, since I had two 810 Happy's, but I know that people
>figured out how to clone the 810 Archiver's. Anyone remember the details?
>Anyone remember the details? P.S. Educational interest only -- I have 1050
>Super Archiver's now.

It's been a long time.. but I believe the archiver was just an eprom you
copied and installed in an 810. The program on disk was *very* small.

>Larry

6560. Re: APE cable and APE software 850 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39eb31ee$0$35392$53a6afc1@news.erinet.com>
Source record: 41182

(Rick mentions Nick Kennedy's distribution of the single chip MAX232
sio2pc interface.)
I looked at that. And Clarence Dyson's page on sio2pc interfaces.
And Rick Cortese's diagram.
I have difficulty reading these schematics. I have to hunt for things like
which way the diode goes (cathode to pin 8). And which kind of
capacitor is a -| |- or -| (- . I noticed Dyson's 14c89 diagram has
pin 13 tied low instead of Rick's tying high. And Dyson's has a 5.6k
resistor pin 14 to anode side of diode. I tried that resistor, it didn't
help.
I did have one question. Somewhere I read the decoupling capacitor
from 1489 pin 14 to ground needs to be 'near' pin 14. I have mine
with very long leads going there. Should I shorten the connection so
it is withing 1/4" of pin 14?
Russg

6561. Re: Atari fonts for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <sumekhahprnt86@corp.supernews.com>
Source record: 41183

There are Atari True Type fonts that are included in the install of APE'98
(or whatever the newest one is). You can install APE copy the fonts and then
uninstall it and then copy them back to your font folder (in win95,98,NT).

Dominik

Mike Kohary wrote in message <39E995C1.B6515782@earthlink.net>...
>I'm sure they're out there, but I'm not finding them. Has anyone done
>Atari 8-bit style fonts for use on a PC?
>
>Thanks,
>
>Mike

6562. SV: Atari Basic, could anyone help me with

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: "David Szotten"
Message-ID: <7EHG5.1462$QH2.88012@newsb.telia.net>
Source record: 41184

```
Rick D <74766.1561@CompuServe.COM> wrote
rotediskussionsgruppsmeddelandet:8sbe5b$s0c$2@sshuraac-i-1.production.compus
erve.com...
> Since you used both MB$ and $MB, I can only assume you meant MB$
> all of the time, but fell into using another languages
> convention.
>
> If MB$(1,9)=" " didn't work with DIM MB$(300*19), but
> MB$(1,9)=" " worked with DIM MB$(300,19), then you are
> probably using a microsoft type Basic that assumes arrays when
> (1,9) is used. MB$(1) won't work because you've declared an
> array, so its definately NOT Atari Basic.
>
> Using DIM MB$(300*19) requires the use of Left$, MID$, and Right$
> to access substrings.
>
> With Atari Basic, strings are one dimension, and uses (x,y) to
> access substrings(1 character).
>
> What Basic is it?
>
> Rick D.
>
>
>
> --
>

I'm trying to run the program on a pc using microsoft qbasic.
How would I translate "MB$(x,y)" (and the other) into basic?

/D
```

6563. Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20001016192859.60719A@ilaskey.compulink.co.uk>
Source record: 41185

Hasbro are reported to be looking at strategic alternatives after finding lower than expected revenues from their interactive games division. They confirmed they are restructuring but wouldn't confirm if they are selling off their interactive games division despite this being rumoured elsewhere in the industry.

Time for Atari to change hands again?

Iain

6564. Atari 800 FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8sfl99$l6r$1@mohawk.hwcn.org>
Source record: 41186

I have an Atari 800 with 48k and in working condition.

I am asking $50 US plus shipping.

Email me if interested.

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

6565. FA: Huge collection of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: Rob <rob@SPAMFREEfirststopdvd.com>
Message-ID: <39eb5d2b$1@news.parrett.net>
Source record: 41187

FA: Huge collection of Antic magazines

I have a huge collection of Antic magazines for auction. Many early, rare, and sought after issues are included. Some bound/hardcover volumes as well.

Prices range from cheap to reasonable. Will be adding more over the next few days..

The current auctions can be viewed at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=ateam999@hotmail.com&include=0&since=-1&sort=2&rows=50

6566. Re: Atari fonts for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001016171852.15913.00001897@ng-fd1.aol.com>
Source record: 41188

>"Dominik" dominik1@looksmart.com responded:

>There are Atari True Type fonts that are included in the install of APE'98
>(or whatever the newest one is). You can install APE copy the fonts and then
>uninstall it and then copy them back to your font folder (in win95,98,NT).

Are the inverse and control graphics in any thing resembling the proper order?
The fonts I have seen are all jumbled so as to not render an 8-bit file
correctly.

-Ron

I don't have a solution but I admire the problem.

6567. Re: Looking for 8-bit Assembly Language Cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001016172656.15913.00001899@ng-fd1.aol.com>
Source record: 41189

>"John K. Picken" yg473@victoria.tc.ca replied:

>Fairly common and should be fairly cheap. If you swap the 800 for an
>XL/XE, you can use a ROM image in RAM in place of the cartridge.

The 48K 800 works just fine with a binary load copy of the Asmed cart; I started with that and a Basic cart image in '83 when they were like $45-50. You can even do the same on an emulator, but many times the trace and step features of Debug tend to freezr mine.

-Ron

I don't have a solution but I admire the problem.

6568. Re: Downloading Fonts to Epson/Compatibles

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001016173935.15913.00001900@ng-fd1.aol.com>
Source record: 41190

> llpwhite@cs.com (LLpwhite) asked:

>Anyone remember any article(s) about how to do this. I have an Epson manual
>that isn't very specific on this subject.

It depends on the model and the number of pins. Epson stacks the bytes
vertically in the matrix with d0 down.

-Ron

I don't have a solution but I admire the problem.

6569. Re: SV: Atari Basic, could anyone help me with

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001016191944.29608.00000741@ng-cm1.news.cs.com>
Source record: 41191

>How would I translate "MB$(x,y)" (and the other) into basic?<
Try the following: (I'm presuming that the above line is Atari Basic.)
So a specific example might be
MB$(10,18) which specifies the 10th through 18th bytes in the string MB$ (for a total of 9 bytes). In MS Q or Quick Basic, this would be
MID$(MB$,10,9) which specifies 9 characters in MB$, beginning at the 10th character.

Note that this would also be the same as
MID$(MB$,10,(18-10+1)) which shows a clearer relation to the Atari Basic example.
In special cases, you can also use LEFT$ and RIGHT$, but MID$ works for all cases. I am not sure that MS BASIC will accept an expression as in (18-10+1). I think that it will, but I did not test it.
Larry

6570. Re: Atari Basic, could anyone help me with

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39eb938c$0$35389$53a6afc1@news.erinet.com>
Source record: 41192

```
You will find it difficult to translate Atari BASIC into QBASIC,
I think.
You probably wouldn't DIM MB$, as QBASIC allocates memory
for strings automatically.
MB$(x,y) on the Atari would be MID$(MB$,x,(y-x+1)) in QBASIC.
MID$ syntax is MID$(A$,start,length).
It would be better to understand what the program is doing and
code it yourself, rather than trying to follow A8 BASIC, I think.
Russg
```

6571. Re: 810 "The Chip" (Archiver)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <39EBA062.5FDD492F@bellsouth.net>
Source record: 41193

John B wrote:
>
> LLpwhite wrote in message
> <20001015210513.03056.00001963@ng-fj1.news.cs.com>...
> >I see that there is an 810 with (presumably) an Archiver Chip installed on
> >eBay.
> >Never had one of these, since I had two 810 Happy's, but I know that people
> >figured out how to clone the 810 Archiver's. Anyone remember the details?
> >Anyone remember the details? P.S. Educational interest only -- I have 1050
> >Super Archiver's now.
>
> It's been a long time.. but I believe the archiver was just an eprom you
> copied and installed in an 810. The program on disk was *very* small.
>
> >Larry

There were actually 2 versions, Archiver/Editor 1.0, and Archiver 1.2.

The mod also involved making 2 or 3 solder trace cuts and 3 jumper wire
runs. I had the docs in my hands just last night, but damned if I know
where I put them...

6572. Re: Atari 1050 Disk Drives FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <39EBA0E2.A3ED9B11@bellsouth.net>
Source record: 41194

William Moeller wrote:
>
> In addition, I still have some Adaptec 4000a boards which I am also
> selling for $30 US shipped in North America. The Adaptec 4000a converts
> MFM drives to SCSI and operate with the Black Box and the MIO.

You don't happen to have any Adaptec 4070 (RLL) boards, do you? I can
use one right now....

6573. Re: Atari fonts for PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39ebbd2d@fmlynet.org>
Source record: 41195

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
>> "Dominik" dominik1@looksmart.com responded:
>> There are Atari True Type fonts that are included in the install of APE'98
>> (or whatever the newest one is). You can install APE copy the fonts and then
>> uninstall it and then copy them back to your font folder (in win95,98,NT).
>Are the inverse and control graphics in any thing resembling the proper order?
> The fonts I have seen are all jumbled so as to not render an 8-bit file
> correctly.
> -Ron
> I don't have a solution but I admire the problem.

They do so somewhat. You have to avoid using the apostraphe key. Otherwise, I
am really happy with the fonts I have used.

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6574. Re: Atari Basic, could anyone help me with

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001016182452.26301B-100000@vtn1>
Source record: 41196

On Mon, 16 Oct 2000, Russg wrote:

> It would be better to understand what the program is doing and
> code it yourself, rather than trying to follow A8 BASIC, I think.

Bingo! One of the major differences is that, even with the DIM statement, versions of BASIC for MS-DOS generally limit string length to 255 whereas Atari (and other offshoots of what was originally Shepherdson BASIC) allow long strings (up to 32767 in Atari BASIC) but do not support string arrays.

jkp

6575. FA: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: Eric Woodruff <Eric_Woodruff@CompuServe.com>
Message-ID: <8sga97$98$1@sshuraab-i-1.production.compuserve.com>
Source record: 41247

For Auction:

Atari 1050 Dual Density Disk Drive
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=469887029

Excellent condition and comes in the original packaging.

6576. WTB: A.N.A.L.O.G. issues 1-5

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: michael@janus.oit.umass.edu
Message-ID: <39ebae0e@oit.umass.edu>
Source record: 41248

I'm looking to buy A.N.A.L.O.G. Computing issues 1-5. If you have
any and are interested in selling, please contact me. Thanks.

-- Michael Kieras ---
michael@oit.umass.edu http://www-unix.oit.umass.edu/~michael/

6577. Re: APE cable and APE software 850 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3wvf8w5ow.fsf@mindspring.com>
Source record: 41249

> I did have one question. Somewhere I read the decoupling capacitor
> from 1489 pin 14 to ground needs to be 'near' pin 14. I have mine
> with very long leads going there. Should I shorten the connection so
> it is withing 1/4" of pin 14?
> Russg

The decoupling cap should be "fairly" close, but the location is more of practicality than electrical necessity, but in general, closer is better. The purpose is to provide a local current source when a nearby load suddenly draws more (or less) power- the cap either supplies or shorts the current spike, minimizing the magnitude of the current surge down the supply and ground lines. Current surges are easily induced into nearby circuitry, and can cause erratic switching of circuits that are comparing the voltages of inputs to the supply/ground lines. These caps are most often electrolytic and have fairly high values (> 2 microfarads). If the supply is high impedance (not much current delivery), a cap such as this is also a handy source of higher current (for a short interval).

Small value caps (fractional microfarads and lower) are frequently used because they pass fast signals better than the electrolytic. Fast current changes over time are more strongly radiated into nearby electronics. This is most often seen in higher impedance circuitry in conjunction with high frequency signals- neither of which is the case with this circuit.

When you see specs suggesting the caps be as close as possible to the device in question, its mostly small value caps used to keep high frequency signals outside a chip (a cap looks like a very low resistance to high frequencies)- effectively shorting them to ground rather than letting them into the chip. I imagine this kind of connection is also used when an external capacitor is forming part of some tuned element, the balance of the parts being inside the device. In this case, long leads add resistance (and inductance), detuning the circuit.

Actually though, these caps are forming RC filter networks with the components they connect to, revealing the AC nature of digital circuitry.

Gregm

6578. Re: Atari Basic, could anyone help me with

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39ebe75c@fmlynet.org>
Source record: 41250

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Russg" <russg@en.com>
> You will find it difficult to translate Atari BASIC into QBASIC,
> I think.
> You probably wouldn't DIM MB$, as QBASIC allocates memory
> for strings automatically.
> MB$(x,y) on the Atari would be MID$(MB$,x,(y-x+1)) in QBASIC.
> MID$ syntax is MID$(A$,start,length).
> It would be better to understand what the program is doing and
> code it yourself, rather than trying to follow A8 BASIC, I think.
> Russg

Russg has a point. QBasic is a whole different animal. They are both BASIC and do have similar commands but graphics and sound commands are totally different. For example, you would not PEEK or POKE in QBasic. Syntax is a lot different as seen above. I had a lot of problems when I was beginning with QBasic since I had learned on the A8 but I began to catch myself every time I typed a DIM string and corrected it. I found QBasic to be a lot more efficent than A8 BASIC but I still code with A8 out of love for the machine.

Is this person (of which we are all replying to) attempting to type in code from another source or coding his/her own program?

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6579. 810 "The Chip" (Archiver)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 01:05:13 UTC
From: llpwhite@cs.com
Message-ID: <20001015210513.03056.00001963@ng-fj1.news.cs.com>
Source record: 41175

I see that there is an 810 with (presumably) an Archiver Chip installed on eBay.
Never had one of these, since I had two 810 Happy's, but I know that people figured out how to clone the 810 Archiver's. Anyone remember the details? Anyone remember the details? P.S. Educational interest only -- I have 1050 Super Archiver's now.
Larry

6580. Downloading Fonts to Epson/Compatibles

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 01:14:53 UTC
From: llpwhite@cs.com
Message-ID: <20001015211453.03056.00001964@ng-fj1.news.cs.com>
Source record: 41176

Anyone remember any article(s) about how to do this. I have an Epson manual
that isn't very specific on this subject.
Thanks,
Larry

6581. Re: Downloading Fonts to Epson/Compatibles

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-16 03:04:14 UTC
From: david_p@storm.ca
Message-ID: <8FCEE3026dapstormca@209.87.239.10>
Source record: 41177

[posted and mailed]

llpwhite@cs.com (LLpwhite) wrote in
<20001015211453.03056.00001964@ng-fj1.news.cs.com>:

>Anyone remember any article(s) about how to do this. I have an Epson
>manual that isn't very specific on this subject.
>Thanks,
>Larry
>

Somewhere on the net is a program to convert Daisy Dot II fonts to the
format needed by an Epson compatible printer.

Printer fonts varied in format, depending on whether the printer was in
draft or NLQ mode, but I think most used an 8x9 matrix; in NLQ mode, it was
2 8x9 matrices, printed with a minimal line advance between the two.

Check the docs for Daisy Dot II or III; I think there's some information on
how things work there.

Hope this helps,

David P.

6582. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8sh0djaug2@kohl.informatik.uni-bremen.de>
Source record: 41259

Iain Laskey <ilaskeyremoveme@cix.co.uk> wrote:
> Time for Atari to change hands again?

"I'll buy that for a Dollar." :)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www.tmeyer.de/

6583. FA: SIO2PC device for Atar-PC communication

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8sh4r3$me7$2@korweta.task.gda.pl>
Source record: 41260

If you still dont have one why dont you check it out:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=471194323

j131

6584. Re: Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 00:00:00 UTC
From: drteele <drteele@bellsouth.net>
Message-ID: <39EC5B06.956F02F2@bellsouth.net>
Source record: 41261

Mike,

The 400's typically came with either 16K or 48K. The 400/800's did not have the self-test diagnostic. That only came out later in the XE's.

The easiest way to tell how much memory your 400 has is with a BASIC cartridge. With the cart installed, and here is where I am a little fuzzy, you can type in a command like "PRINT FRE(???)". It is a built-in BASIC PEEK command but I can't remember the address in parentheses. Help anyone?

michaeltyler wrote:

> Okay, I have an Atari 400. I want to find out how much memory it has.
>
> Is there a basic difference between the 8k and 16k models?
>
> Or is there a memory test built in similar to the later XE's?
>
> Any help appreciated.
>
> Cheers
>
> michael

6585. Re: Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <20001017105344.04859.00001530@nso-ch.aol.com>
Source record: 41262

Boot the 400 with an Atari Basic cart and nothing connected. Type PRINT FRE(0) and press return. Since your screen and BASIC take a little memory, it will show a number between 13,000 and 14,000 if you have 16K. It should be between 5,000 and 6,000 if you have 8K. Between 29,000 and 30,000 with 32K. And in spite of the pattern so far, between 37,000 and 38,000 if 48K. The last numbers reflect the fact that Basic overlays 8K of ram on the 48K machines when the cart in installed.

6586. Re: Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39ec6f83$0$30011$53a6d03e@news.erinet.com>
Source record: 41263

```
That'd be ? FRE(0).
```

6587. Re: 130XE in an 800 Case

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001017123848.11794.00000045@ng-cp1.aol.com>
Source record: 41264

> llpwhite@cs.com (LLpwhite) remarked:

>(I have lots of XE's, but no 800's around to look at.)

What a shame; I think you are missing the joy of that 800 keyboard. It is my 8-bit computer of choice although the XL/XE is necessary for some software applications. The 800 was especially sweet when you upgraded from a 400...

-Ron

I don't have a solution but I admire the problem.

6588. Re: Looking for 8-bit Assembly Language Cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 00:00:00 UTC
From: Richard Pike <RJPike@exton.freeserve.co.uk>
Message-ID: <8si4k5neu1@newsg2.svr.pol.co.uk>
Source record: 41265

```
>
> The 48K 800 works just fine with a binary load copy of the Asmed cart; I
> started with that and a Basic cart image in '83 when they were like
$45-50. You
> can even do the same on an emulator, but many times the trace and step
features
> of Debug tend to freezr mine.
>

Is there anywhere where one can download such a binary load? I've caught
the 8-bit bug playing about with an emulator, but programming in assembler
is pretty tricky when you've got to translate everything into decimal
manually and poke it into memory using Basic...
```

6589. Re: Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 00:00:00 UTC
From: michaeltyler <michaeltyler@ntlworld.com>
Message-ID: <3b1H5.10040$NQ4.237332@news2-win.server.ntlworld.com>
Source record: 41266

Thanks guys

Russg <russg@en.com> wrote in message
news:39ec6f83$0$30011$53a6d03e@news.erinet.com...
> That'd be ? FRE(0).
>
>
>

6590. FA: Huge collection of Antic magazines - Last day!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 00:00:00 UTC
From: Rob <rob@SPAMFREEfirststopdvd.com>
Message-ID: <39eca4c3$1@news.parrett.net>
Source record: 41267

FA: Huge collection of Antic magazines

I have a huge collection of Antic magazines for auction. Many early, rare, and sought after issues are included. Some bound/hardcover volumes as well.

Prices range from cheap to reasonable. Will be adding more over the next few days..

The current auctions can be viewed at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=ateam999@hotmail.com&include=0&since=-1&sort=2&rows=50

6591. Re: 130XE in an 800 Case

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 00:00:00 UTC
From: david_p@storm.ca
Message-ID: <8FD0B508Bdapstormca@209.87.239.10>
Source record: 41268

rhamiiton5@aol.comedy.com (RHamiIton5) wrote in
<20001017123848.11794.00000045@ng-cp1.aol.com>:

>> llpwhite@cs.com (LLpwhite) remarked:
>
>>(I have lots of XE's, but no 800's around to look at.)
>
>What a shame; I think you are missing the joy of that 800 keyboard. It
>is my 8-bit computer of choice although the XL/XE is necessary for some
>software applications. The 800 was especially sweet when you upgraded
>from a 400...
>
>-Ron
>
>I don't have a solution but I admire the problem.

Heck, I've gone from an 800 to an 800xl, 130xe, XEGS, 1200xl, back to an
800xl, and I still miss my nuclear-strike resistant 800... there's
something primal about it to me.

Ah, MULE for four... paradise...

David P.

6592. Re: Looking for 8-bit Assembly Language Cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001017174948.14182B-100000@vtn1>
Source record: 41269

On Tue, 17 Oct 2000, Richard Pike wrote:

>
> Is there anywhere where one can download such a binary load? I've caught
> the 8-bit bug playing about with an emulator, but programming in assembler
> is pretty tricky when you've got to translate everything into decimal
> manually and poke it into memory using Basic...
>

Instead of loading a ROM image of what is a very limited assembler, why
not download MAC/65 from the UMich archive? The version released by fTE
when he bought out the ICD stuff was the last disk version and contains
most of the features of the cartridge except for DEBUG.

Aside from features such as macros, it's fast.

jkp

6593. Re: 810 "The Chip" (Archiver)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 01:56:06 UTC
From: llpwhite@cs.com
Message-ID: <20001016215606.20928.00002365@ng-fg1.news.cs.com>
Source record: 41251

>The mod also involved making 2 or 3 solder trace cuts and 3 jumper wire runs<

Yes, I remember talking (years ago) about cutting traces & jumpering for the mod!
Larry

6594. 130XE in an 800 Case

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 02:14:21 UTC
From: llpwhite@cs.com
Message-ID: <20001016221421.20922.00002366@ng-fg1.news.cs.com>
Source record: 41252

Here is an interesting hack on eBay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=468923663
Anyone ever see this done before? Ribbon cables would seem to take care of the joystick, cart, and pbi ports. But will the 800 keyboard adapt easily to the 130's?
(I have lots of XE's, but no 800's around to look at.)
Larry

6595. Re: 130XE in an 800 Case

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 02:54:35 UTC
From: Arudzki <arudzki@mailbox.bellatlantic.net>
Message-ID: <39EBBEB3.402D05E8@mailbox.bellatlantic.net>
Source record: 41253

LLpwhite wrote:

> Here is an interesting hack on eBay:
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=468923663
> Anyone ever see this done before? Ribbon cables would seem to take care of the
> joystick, cart, and pbi ports. But will the 800 keyboard adapt easily to the
> 130's?
> (I have lots of XE's, but no 800's around to look at.)
> Larry

Now there's a hack for hacks sake.....

tony

6596. Re: Downloading Fonts to Epson/Compatib

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 02:55:22 UTC
From: taj16@dreamscape.com
Message-ID: <sunfsqcu6rh7d0@corp.supernews.com>
Source record: 41254

On 16 Oct 2000 21:39:35 , RHamiIton5 wrote:
>> llpwhite@cs.com (LLpwhite) asked:
>
>>Anyone remember any article(s) about how to do this. I have an Epson manual
>>that isn't very specific on this subject.
>
>It depends on the model and the number of pins. Epson stacks the bytes
>vertically in the matrix with d0 down.
>
>-Ron
>
>I don't have a solution but I admire the problem.
>.

I remember a program/article on this in an Antic, early '84 or '85 sometime. It let you create fonts for downloading to either a Gemini 10X or Epson FX-80 printer, and (if I remember correctly) could create Atari Basic code to do the downloading. Some years later I revised the program to create/download fonts to a Star NX-1001, and that program was included on an Ol' Hackers Atari User Group (OHAUG) disk newsletter. I'm not sure now which one.

Downloading characters is very printer-dependent. The Gemini 10X, Epson FX-80, and Star NX-1001 all allowed the entire 96-character ASCII set to be replaced, but the Epson LX-800 I have will only allow downloaded characters with ASCII values between 58 and 63 (decimal). In addition, the grid size was different for each of these printers.

TJ

6597. Atari 2600-7800 New Seal Games Complete 2.00-2.50 Each

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 03:00:41 UTC
From: Bubba <bubba_biff@barney.com>
Message-ID: <thPG5.1327$7f.165233@newshog.newsread.com>
Source record: 41255
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit

http://user.auctions.yahoo.com/user/sega_master_system

Do not say you can buy these games for .80 cents each at O'Shea, Ltd because they went up in price look!

WHOLESALERS or RESELLERS who purchase 1,000 or more Atari games Cost is $.80 each (plus shipping)

Indivduals who purchase less than 1,000 games Cost is $2.00 each (plus shipping) Minimum is 12 games

6598. Re: New Atari 2600-7800 Games For Sale @Look@

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 05:26:12 UTC
From: Bubba <bubba_biff@barney.com>
Message-ID: <UpRG5.1348$7f.167422@newshog.newsread.com>
Source record: 41256
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Otter the asshole 2.00 each oshea's
you so rich mr. know it all you buy a 1000 i will buy 50 of them at 80 each
from you i will also pay the 7.50 shiping charged.

"Otter" <otter@oz.net> wrote in message news:8pp9b6eau0@216.39.130.111...
> <publicservice macro #3>
> http://www.oshealtd.com
> Kershrunkled 2600 and 7800 games for 80 cents.
> </publicservice macro #3>
>
> -- Otter
> (Had ta say it. I just had to.)
>
> RoBearBellie wrote:
> >
> > Uh-oh
> >
> > Better head to the bomb shelter. ;-)

6599. Re: Atari 1050 Disk Drives FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 05:45:38 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-vDp0Rsy4l5lZ@draco.ames.pacbell.net>
Source record: 41257

Hey Len,
Why dont you just buy a scsi embedded drive. that would be cheaper
I think.

Ken

On Tue, 17 Oct 2000 00:44:18, Len Spencer <lspenc13@bellsouth.net>
wrote:

> William Moeller wrote:
> >
> > In addition, I still have some Adaptec 4000a boards which I am also
> > selling for $30 US shipped in North America. The Adaptec 4000a converts
> > MFM drives to SCSI and operate with the Black Box and the MIO.
>
> You don't happen to have any Adaptec 4070 (RLL) boards, do you? I can
> use one right now....

6600. Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-17 06:41:07 UTC
From: michaeltyler <michaeltyler@ntlworld.com>
Message-ID: <wwSG5.8937$NQ4.208779@news2-win.server.ntlworld.com>
Source record: 41258

Okay, I have an Atari 400. I want to find out how much memory it has.

Is there a basic difference between the 8k and 16k models?

Or is there a memory test built in similar to the later XE's?

Any help appreciated.

Cheers

michael

6601. new kind of archive ring

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-18 00:00:00 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <39ED4F97.A55F8C3@freenet.de>
Source record: 41271

Hi classic game lovers !
What do you think about a new kind of game archive ring for our 8 bit Ataris ?
I mean an archive sorted by companies, where you can find a picture of the original package and the game file (atr, xfd, com). You should also get some infos about the history of the company or some interesting stories related to the company.

This would give all collectors a better chance to make his collection complete.
Smaller archives divided to many people are less work for each single one.
We just need someone who coordinates the archive ring...

Tell me your opinion !

Bye,
- Mr. Bacardi -

P.S.: Have a look at my homepage to see how such archive could look like ;-)
http://people.freenet.de/mrbacardi/

6602. Re: Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-18 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8skl8v$3ki$1@mohawk.hwcn.org>
Source record: 41272

drteele (drteele@bellsouth.net) wrote:
: Mike,

: The 400's typically came with either 16K or 48K. The 400/800's did not
: have the self-test diagnostic. That only came out later in the XE's.

: The easiest way to tell how much memory your 400 has is with a BASIC
: cartridge. With the cart installed, and here is where I am a little
: fuzzy, you can type in a command like "PRINT FRE(???)". It is a built-in
: BASIC PEEK command but I can't remember the address in parentheses. Help
: anyone?

Actually, the Atari 400 when first built, came with 8k, and soon after, 16k. It used a single 16k board that was the same as used in the Atari 800. Third party manufacturers made 32k boards, which could be plugged into either the 800 (which opened a slot for things like the bit 80 column board) or the 400 which since it only had one memory slot would bring it up to 32k memory. 48k Memory boards were manufactured to bring the 400 to 48k, but these required soldering a board on to the Atari 400 motherboard which connected 4 points.

Atari never sanctioned any memory upgrade for the Atari 400 and maintained that it was not upgradeable. So, any Atari you see that has more than 16k (you can tell it has 16 k by doing a fre(0) command in basic and getting 13,000 odd bytes free), is using Non Atari brand memory.

There is apparently a hack that allows you to add higher capacity memory chips to a standard 400/800 16k memory module, but I do not know for sure if it will work with both the 400 and 800. The hack was desinged for the "800".

Willy

6603. Re: Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-18 00:00:00 UTC
From: david_p@storm.ca
Message-ID: <8FD1ADBAFdapstormca@209.87.239.10>
Source record: 41273

af332@freenet.hamilton.on.ca (William Moeller) wrote in
<8skl8v$3ki$1@mohawk.hwcn.org>:

>drteele (drteele@bellsouth.net) wrote:
>: Mike,
>
>: The 400's typically came with either 16K or 48K. The 400/800's did not
>: have the self-test diagnostic. That only came out later in the XE's.
>
>: The easiest way to tell how much memory your 400 has is with a BASIC
>: cartridge. With the cart installed, and here is where I am a little
>: fuzzy, you can type in a command like "PRINT FRE(???)". It is a built-in
>: BASIC PEEK command but I can't remember the address in parentheses. Help
>: anyone?
>
>Actually, the Atari 400 when first built, came with 8k, and soon after,
>16k. It used a single 16k board that was the same as used in the Atari
>800. Third party manufacturers made 32k boards, which could be plugged
>into either the 800 (which opened a slot for things like the bit 80 column
>board) or the 400 which since it only had one memory slot would bring it
>up to 32k memory. 48k Memory boards were manufactured to bring the 400 to
>48k, but these required soldering a board on to the Atari 400 motherboard
>which connected 4 points.
>
>Atari never sanctioned any memory upgrade for the Atari 400 and maintained
>that it was not upgradeable. So, any Atari you see that has more than 16k
>(you can tell it has 16 k by doing a fre(0) command in basic and getting
>13,000 odd bytes free), is using Non Atari brand memory.
>
>There is apparently a hack that allows you to add higher capacity memory
>chips to a standard 400/800 16k memory module, but I do not know for sure
>if it will work with both the 400 and 800. The hack was desinged for the
>"800".
>
>Willy
>

Towards the end, Atari did release a 400 upgrade - Atari 400 Home Computer
48K RAM Expansion Kit. It's on page 13 of the Best Revision 9 catalog.

David P.

6604. Re: Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-18 00:00:00 UTC
From: Atari History Webmaster <webmaster@atari-history.com>
Message-ID: <39EE1A37.3AE95564@atari-history.com>
Source record: 41274

Will,

Actually Atari made a factory authorized 48K upgrade kit for the Atari 400
and was only allowed to be done by the service center, it was not a resale
item and there is a whole form that needed to be filled out and sent back to
Atari with the CPU serial # and kit serial# so that if the system was ever
brought to another service center or sent back to Atari, they would have on
record that a factory upgrade kit was performed on the unit and the warantee
was not voided, also by the time it was released they ended up using 64K chips
on the board so its actually a 64K board, but the 400 can only address 48K of
it, it came with a little kit of wires that had to be soldering on the bottom
of the motherboard to bring all the necessary address lines to the slot.
I have a 1979 Atari 400/800 ad and its one of the very few advertising the
Atari 800 with 8K of ram, actually in as far as collectors are concerned the
Atari CX852 8K memory modules are quite hard to come by, so if you ever run
across any, keep them.

Curt

William Moeller wrote:

> drteele (drteele@bellsouth.net) wrote:
> : Mike,
>
> : The 400's typically came with either 16K or 48K. The 400/800's did not
> : have the self-test diagnostic. That only came out later in the XE's.
>
> : The easiest way to tell how much memory your 400 has is with a BASIC
> : cartridge. With the cart installed, and here is where I am a little
> : fuzzy, you can type in a command like "PRINT FRE(???)". It is a built-in
> : BASIC PEEK command but I can't remember the address in parentheses. Help
> : anyone?
>
> Actually, the Atari 400 when first built, came with 8k, and soon after,
> 16k. It used a single 16k board that was the same as used in the Atari
> 800. Third party manufacturers made 32k boards, which could be plugged
> into either the 800 (which opened a slot for things like the bit 80 column
> board) or the 400 which since it only had one memory slot would bring it
> up to 32k memory. 48k Memory boards were manufactured to bring the 400 to
> 48k, but these required soldering a board on to the Atari 400 motherboard
> which connected 4 points.
>
> Atari never sanctioned any memory upgrade for the Atari 400 and maintained
> that it was not upgradeable. So, any Atari you see that has more than 16k
> (you can tell it has 16 k by doing a fre(0) command in basic and getting

> 13,000 odd bytes free), is using Non Atari brand memory.
>
> There is apparently a hack that allows you to add higher capacity memory
> chips to a standard 400/800 16k memory module, but I do not know for sure
> if it will work with both the 400 and 800. The hack was desinged for the
> "800".
>
> Willy

6605. Re: new kind of archive ring

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-18 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <5lpH5.53$bx1.346@newsfeed.slurp.net>
Source record: 41275

On 18 Oct 2000 09:21:59 , "Mr.Bacardi" wrote:
>Hi classic game lovers !
>What do you think about a new kind of game archive ring for our 8 bit
>Ataris ?
>I mean an archive sorted by companies, where you can find a picture of
>the original package and the game file (atr, xfd, com). You should also
>get some infos about the history of the company or some interesting
>stories related to the company.
>
>This would give all collectors a better chance to make his collection
>complete.
>Smaller archives divided to many people are less work for each single
>one.
>We just need someone who coordinates the archive ring...
>
>Tell me your opinion !

Good idea I think....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6606. Re: 130XE in an 800 Case

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-18 00:50:20 UTC
From: llpwhite@cs.com
Message-ID: <20001017205020.28235.00000093@ng-mg1.news.cs.com>
Source record: 41270

>What a shame; I think you are missing the joy of that 800 keyboard<

Yes, that is very true. I started with an 800, and I am currently (passively) looking for a good one, because of the keyboard, and I have a couple of items that will not work under a tranlator/alternate OS in an XL/XE.
And that's also why I think the hack is quite clever -- you can get the good keyboard and have room inside the case for lots of additions, including an IDE hard drive.
Larry

6607. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8smp6aqug1@nnrp1.deja.com>
Source record: 41280

Hello thomas/Iain, Hows the Atari going, Keep the Atari faith, keep those Atari's humming brightly

Anyway Re: Hasbro Int. restructuring

Perhaps Whoeverr gets their mits on Atari, they will not made they same mistake as hasbro, and get Atari back in the business it knows best.... That is H/W not software

Afterall Atari's "Success" in software, is very miniscule, Atar isoft, atari interactive and the atari s/w label that atari had between 87-90 eventually were either wound up, or led to atari being bought out

Keeping the atari faith

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6608. Faulty 1050 floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 00:00:00 UTC
From: russell.spearing@btinternet.com
Message-ID: <39eef181.1567481@news.btinternet.com>
Source record: 41281

Does anybody know where I can get a circuit diagram of the 1050 floppy drive circuit board as mine has developed a fault.

Thanks

Russ

6609. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8smtcb$6ma$1@plutonium.compulink.co.uk>
Source record: 41282

In article <8smp6aqug1@nnrp1.deja.com>, carmel_andrews@my-deja.com ()
wrote:
> Perhaps Whoeverr gets their mits on Atari, they will not made they same
> mistake as hasbro, and get Atari back in the business it knows best....
> That is H/W not software
No point. There is no way anything with Atari on it could compete with
Sony/Nintendo/Microsoft etc. The R&D costs in creating a contendor would
be a show stopper let alone the industry's attitude to Atari. Add in the
fact that for 90% of gamers, Atari is either unknown or vague memory from
twenty years ago. Finally, there isn't a single Atari employee left
anywhere in any shape or form so the machine could be anything but would
just have a badge on it you recognised. Atari were great but long gone.
Not even worth thinking about.

> Afterall Atari's "Success" in software, is very miniscule, Atar
> isoft, atari interactive and the atari s/w label that atari had between
> 87-90 eventually were either wound up, or led to atari being bought out
Oh, I don't know. It was people wanting access to Atari's library of
Arcade games that sold so many machines originally. The fact that they
then decide to start a porting frenzy long after most of the games' self
by date was the main reason for any failure combined with the endemic
'Atari or CBM' attitude of the day.

Iain

6610. Re: B,U.I-L,D. -Y`O,U.R- `O,W.N- `C,A.B-L`E, .B-O`X,...-F`R,E.E-`C,A.B-L`E,.-,.-`,.-`,.-`,.-`,....-`,.-`.,.....-. 543

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-34DFEA.09481019102000@bigmomma.idirect.com>
Source record: 41283
Cross-posted to: comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <CRyH5.9787$5j.1712@harpo>, lwvxpe@fg7fgdfgu6t6dfg.com
wrote:

> L.EGAL C.A.B.L.E TV DE-S.C.R.A.M.B.L.E.R

dat's an oxy, moron. like "army intelligence" or "thought police"
>
>
>
> Want to watch Sporting Events?--Movies?--Pay-Per-View??

razor already waste too much time at computer - razor no need
distraction

>
>
>
> *This is the Famous R-O Shack TV D.e.s.c.r.a.m.b.l.e.r
>
> You can assemble it from R,a,d,i,o S,h,a,c,k parts for about $12 to $1

an' it'll blow up in 10 seconds. why not crapple parts? why no atari
parts?

> We Send You:
>
> 1, E-Z To follow Assembly Instructions.
>
> 2. E-Z To read Original Drawings.

who did design - fischer-price?

> **** PLUS SOMETHING NEW YOU MUST HAVE! ****
>
> Something you can't do without.

> THE UP-TO-DATE 6 PAGE REPORT:
>
> USING A D-E-S-C-R-A-M-B-L-E-R LEGALLY

aka "so you've decided to steal cable"

> Warning: You should not build a T.V D.e.s.c.r.a.m.b.l.e.r
>
> without reading this report first.

den yer ready when cops an' cable company show up, quote from dis. no good, ya gets dragged off ta court anyway, cable company when dey through leave yas with balls an' change.

> You get the complete 6 page report "Using a D-e-s-c-r-a-m-b-l-e-r
> LEGALLY",
>
> the instruction plans and theeasy to follow diagram all for just--$10.00

dat h.l. mencken dude was right. so was dat barnum dude.

> Fill out form below and send it, along
>
> with your $10.00 payment to:
>
>
>
> C-a-b-l-e-F-R-E-E-TV
>
> 1342 East Vine Str #218
>
> Kissimmee Fl 34744

me no send money to dat adress - dat's america's wang!

> (Cash, Check or Money Order.)

> (Florida residents include 7% Florida State Sales Tax)

dat's funny - charging state tax fer a d.e.s.c.r.a.m.b.l.e.r. dat's i.l.l.e.g.a.l. ! razor sure other acronyms like f.b.i. an' i.r.s. wanna know more 'bout c.r.o.o.k. , put der b.u.m. in j.a.i.l.

6611. Re: Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 00:00:00 UTC
From: michaeltyler <michaeltyler@ntlworld.com>
Message-ID: <92FH5.14170$NQ4.327656@news2-win.server.ntlworld.com>
Source record: 41284

Thanks for all the information guys.

Ive now discovered that my 400 is a 16k model

Cheers for all the help

michaeltyler <michaeltyler@ntlworld.com> wrote in message
news:wwSG5.8937$NQ4.208779@news2-win.server.ntlworld.com...
> Okay, I have an Atari 400. I want to find out how much memory it has.
>
> Is there a basic difference between the 8k and 16k models?
>
> Or is there a memory test built in similar to the later XE's?
>
> Any help appreciated.
>
> Cheers
>
> michael
>
>
>

6612. Re: Faulty 1050 floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 00:00:00 UTC
From: Carsten Wessels <Spektakulum@nospam.gmx.de>
Message-ID: <ISFH5.6713$I87.176876@news.tli.de>
Source record: 41285

Hi Russ!

Well, I can only give you an adress in Germany - but maybe they can help you
as well, just give it a try and write them an english email! Have a look at:
http://atari-computer.de/abbuc/Javastart.htm

At the menu on the left click on "Baupl�ne" and then on "Bestellung XL/XE"
There you'll find an email-adress that may help you.

My best regards,

Carsten

--
____
http://www.Mittelalterlicher-Markt.de - Von Gauklern, Meth & Teufelswerk

> Does anybody know where I can get a circuit diagram of the 1050 floppy
> drive circuit board as mine has developed a fault.
>

6613. Need Atari 410 Program Recorder Repaired

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 00:00:00 UTC
From: Sam Staber <secretsam@earthlink.net>
Message-ID: <_gGH5.8676$ji3.219437@newsread1.prod.itd.earthlink.net>
Source record: 41286

Please advise me as to where or who will repair my 410. The belts occasionally slip and the record/playback head may be worn enough to cause problems. I bought it new from Spiegel in 1982.

Thanks,

Sam Staber

6614. crazy monitor schemes

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 00:00:00 UTC
From: Magada Kamal <coma56@deletethis.popstar.com>
Message-ID: <8snilj$6hl$1@bob.news.rcn.net>
Source record: 41287

Has anyone ever heard of an old 80 column monitor being "converted" to be used on Atari 8 bit computers? I'm just wondering if such a thing is even feasible or just a dumb idea altogether. I'm thinking about old mono PC monitors or something like that.

Magada Kamal

6615. Re: crazy monitor schemes

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <suultbmjtm3g6d@corp.supernews.com>
Source record: 41288

The old 80 column composite ones work of course.

The 9 pin ttl ones have problems. Bob Wooley did several hacks that allowed
you to use them, but most of them were beyond what an average person could
do so they never recieved wide spread usage.

There are single chip solutions like the LM1881 sync separator that could
get most of it done, but you still end up with a 40 column screen display
with only 3 level<?> black, green, bright green, for you screen.
"Magada Kamal" <coma56@deletethis.popstar.com> wrote in message
news:8snilj$6hl$1@bob.news.rcn.net...
> Has anyone ever heard of an old 80 column monitor being "converted" to be
> used on Atari 8 bit computers? I'm just wondering if such a thing is even
> feasible or just a dumb idea altogether. I'm thinking about old mono PC
> monitors or something like that.
>
> Magada Kamal
>

6616. Re: whatever happened to Dataque/ Chuck Steinmann

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10010191627420.12160-100000@moose.erie.net>
Source record: 41289

Me too. Was there ever an authoritative response to this inquiry?

On Fri, 18 Aug 2000 carmel_andrews@my-deja.com wrote:

> I'd be very interested in whatever happened to Dataque/Chuck Steinmann
> (he of Gumby and T818 fame) where did he go, did his genius desert him
>
> I'd also be very interested in what happened to the various proposed
> computer projects he was working on, namely mod's on XL/XE systems and
> turn them into new systems, I think there was an article or two in the
> dutch mega mags (I have the Originals, not the dodgy internet copies,
> which I'd been told don't work properly) about the new Atari systems he
> was designing

6617. Re: Atari 1050 Disk Drives FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 03:48:02 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8slqti$e6j$1@mohawk.hwcn.org>
Source record: 41276

Len Spencer (lspenc13@bellsouth.net) wrote:
: William Moeller wrote:
: >
: > In addition, I still have some Adaptec 4000a boards which I am also
: > selling for $30 US shipped in North America. The Adaptec 4000a converts
: > MFM drives to SCSI and operate with the Black Box and the MIO.

: You don't happen to have any Adaptec 4070 (RLL) boards, do you? I can
: use one right now....

No, sorry, I only have the MFM board. I once had one of the RLL type, but
killed it. Don't ever let an Adaptec board touch the power
supply...heheh...no, wait, that was a different board i killed that way...

RLL rated drives will still format as MFM.

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

6618. Re: Atari 1050 Disk Drives FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 03:52:48 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8slr6g$e6j$2@mohawk.hwcn.org>
Source record: 41277

kenames@pacbell.net wrote:
: Hey Len,
: Why dont you just buy a scsi embedded drive. that would be cheaper
: I think.

: Ken

Trying to get an embedded Scsi drive to work with the black box, is hit and miss. You have to be able to disable the parity, or modify your black box with a Pal chip. Newer Scsi drives tend to be huge as well.

If you want to use old mfm drives, the MIO and Black box have proven to work with the Adaptec 4000a and have format utils written.

I do have a 1 gig scsi drive that allows parity to be jumpered off working with my black box though....although, I cant see ever using the full storage of the drive....

Willy

6619. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 06:27:43 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-TdSlnzbqUjGZ@localhost>
Source record: 41278

On Sun, 12 Oct 3900 17:46:22, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> Well,
> I am not Mathy, but I do own a 65XE and a 800XE both made in China and
> originally sold in east germany and other (former) eastern european
> countries. Both XE`s have the ECI slot and a slightly changed Selftest;
> this Selftest now shows only the avaiable keys, whereas the 1200XL
> function keys have been removed. the memory test shows 48 small cursors
> for RAM, 2 big stripes for the OS and 4 medium stripes for the 4
> rambanks. the selftest is almost as twice as fast as normally. The board
> for both the XE`s says "version 130XE"; it has space for 4 Ramchips (2
> for RAM and 2 for Ramdisk). Atari just left the Ramdisk and Gate Array
> space empty on it. So you have to buy two RAM/Ramdisk chips and get a
> gate array chip somewhere and you have a 65XE and/or a 800XE with 128k
> RAM. I have done this !!
> Unfortunately the XE`s both have GTIA bugs (which appear as stripes in
> GTIA modes), so you have to remove the faulty GTIA chip. Next, the tv
> modulator also has a little bug, which shows a grainy and stripy
> picture. But it can be easily solved. Read ABBUC magazine 61 or ask
> Wolfgang Burger for the english article written by Jiri Bernasek (Czech
> republic, eastern europe)... -Andreas
>
> P.S.: Because of the slightly changed OS, there are some (protected)
> games (disks, tapes and even carts !!) that will not work with these XE
> computers.

Could you send me a copy of the rom via email please?

James B
sup8pdct@mail.cth.com.au

6620. Re: Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-19 06:27:47 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-KxyIhVMDp6mY@localhost>
Source record: 41279

On Sun, 17 Oct 3900 09:58:30, drteele <drteele@bellsouth.net> wrote:

> Mike,
>
> The 400's typically came with either 16K or 48K. The 400/800's did not
> have the self-test diagnostic. That only came out later in the XE's.
>
atari only made the 400 8K or 16K. A 32K board could be put in,
instead of the 16K board but as far as I know. atari never made a 32K
board. 3rd party vendours did however. To go past 32k in the 400 A few
jumpers must be added from the cart port to the memory slot.

James B

6621. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <8sp2pi$r03$1@plutonium.compulink.co.uk>
Source record: 41097

In article <8so72biia1@perki.connect.com.au>, mark@baypc.com.au (Mark Bedingfield) wrote:
> Not true, at least completely. I think the resurgance in retro gaming
Retro is a niche interest that only appeals to people of a certain age. Find me a hardcore games player or anyone under 25 who is remotely interested in playing old games. Certainly not enough of a market to sell a console on. Look at the sales for the various Playstation retro titles. They are lowwww. Sega didn't even bother with volume 2 of their retro collections and v1 did nothing.

> Sega would have to be in trouble with the
> Dreamcast (cant get one in Australia as easily as N64
DC is doing stranegly well but it's very regional. It outsells the PS2 massivly in Japan and has increased it's sales in the US by 100% recently but it wasn't that high to begin with there. It's also tipped to be a hot seller in the UK this xmas due to the low number of PS2s around.

> Jag2 can't be a bad thing..
Except as an investment opportunity ;-)

Iain

6622. Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: Nick Langdon <nlangdon@decofilms.com>
Message-ID: <39F00F73.6AD73A4C@decofilms.com>
Source record: 41098
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

You mean the one that goes "When you get an Atari Attack, just pop in Solaris
for a mighty whack Jack!" I have two VHS tapes from Atari that were
commercials for both the games and the ST's.

Clay Halliwell wrote:

> Okay, hopefully someone knows this...
>
> Does anyone know who composed the "Have You Played Atari Today?" ditty?
>
> And on a less difficult note (groan), what's the name of that classical song
> Atari used for a lot of their TV ads back in the 80s?
>
> --
> Clay Halliwell | ATARI XL/XE DO + THE
> clay.FAKEMEAT.h@att.net | 8 - B I T S --------
> e.halliwell@genie.com | /////////// M A T H
> Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
> Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
> http://www.atarihq.com/jeo/ "Where do you want to play Atari today?"

--
http://www.decofilms.com/mariondavies
http://www.decofilms.com/cosmo

6623. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8sp4ku$t0j$1@nets3.rz.RWTH-Aachen.DE>
Source record: 41099

Howdy Andreas

>Hope to see this 1MB Ramdisk in Herten. Only 3 weeks left - the clock is
>ticking. Can I directly order a RD in Herten from you ?? Or do you
>merely have the schematics ?? Besides: Erhard Puetz is selling (wants to
>sell) modified Megaram III ramdisks (with 1MB, modified to be Newell
>compatible I believe) in Herten... So, be fast or Erhard might have the
>deal !! -Andreas
>
>P.S.: But Newell is not as compatible as your RD - isn`t it ?!?

Rene de Bie wants to sell a RAMdisk too. His will be 100% Newell compatible.

I use the OS bit instead of the ANTIC bit.

The MEGARAM III is incompatible to everything that uses the PBI, since it uses $D600. That means NO BlackBox or MSC-IDE controller.

CU Mathy van Nisselroy

6624. PC mice and Atari computers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8sp805$2fb$1@nets3.rz.RWTH-Aachen.DE>
Source record: 41100

Howdy folks

I bought a COMPAQ mouse last sunday. It seems to have a PS2 connector. Would it be possible to convert the signals from that connector into "ST-mouse" signals??? So I don't have to modify this mouse.

CU Mathy van Nisselroy

6625. Re: PC mice and Atari computers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <8spb66enn1@mamenchi.zrz.TU-Berlin.DE>
Source record: 41101

> Howdy folks

> I bought a COMPAQ mouse last sunday. It seems to have a PS2 connector. Would
> it be possible to convert the signals from that connector into "ST-mouse"
> signals??? So I don't have to modify this mouse.

Not really. ST mice send raw mouse tick signals that have to be counted by
the host, whereas PS2 mice send position information directly.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

6626. Holy Grail: CHASE THE CHUCK WAGON - Atari 2600 FA

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: Trevor <ccg@iserv.net>
Message-ID: <39F0350F.65C8B93E@iserv.net>
Source record: 41102

Hello, I just thought I'd quick post this message if anyone is
interested. We have the HOLY GRAIL of Atari 2600 carts CHASE THE CHUCK
WAGON available for sale. If anyone is interested then check out the
auction at the following link
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=470393071

There's an image of the cart and it's in perfect working order. Email me
if you have any questions.
--
THE X-FILES VAULT
http://www.iserv.net/~ccg/index.html
thexfilesvault@yahoo.com

6627. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8spdpevdu1@nnrp1.deja.com>
Source record: 41103

Hello Melee/Raphael, hows the atari going, keep the faith and keep the atari's hummy

Re: testing xe mem thru self test
What planet do you guy's live on, show me a non xegs xe with the additional self test patch that you can get in anytown gb, and I'll eat my socks, the fact still remains that, it wasn't offically released on non xegs systems, as my standard 130xe only shows 48 sq's and 2 8k rom bars (64k), unless I am talking out of that thing we all sit on

Where did you get this 'standard' 130xe from

Also re:800xe, I did see a piccy of it on various w/s and also in atari user mag (database/uk), basically 130xe with an 800xe badge (not worth much), but a 65xe(em) that's another story

Keeping the atari hummy

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6628. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8spehtvur1@nnrp1.deja.com>
Source record: 41104

Hello ron/mark e, hows the atari going, keep the faith and keep the atari hummy

Re: alpha load's and siopc

Alpha load menu's, otherwise known and c.elton, and also any d/d boot menu's (formerly reffered to as pirate menu's), like howfen/multiboot (john williams), Rob C (was not was on the st) superboot, turbo etc etc, they will not work on siopc or pc emulators because the menu's themselves recognise anything compat. with us doubler, so unless theres an siopc us doubler emu for pc... youv'e got no chance, as the menu's themselves have usdoubler code in the program, to sense if you are using a usd compat u'g, like lazer, hyperdrive, happy, duplicator, klone archiver/ super arch.. etc etc, that is why you'll find that d/d menus like the above will not load on 1050's of xf's with super speedy, mini speedy etc etc

good luck

Carmel A
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6629. Re: PC mice and Atari computers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <sv0hm5r2dv828e@corp.supernews.com>
Source record: 41105

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:8sp805$2fb$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I bought a COMPAQ mouse last sunday. It seems to have a PS2 connector.
Would
> it be possible to convert the signals from that connector into "ST-mouse"
> signals??? So I don't have to modify this mouse.
>
> CU Mathy van Nisselroy
>

The difference between a PC mouse and an ST mouse is that
led/detectors<switchs> rotational speed and direction are sent raw to an ST.
The IBM style mice typically have something like a PIC microcontroller
inside the mouse that does all the conversion and sends the data out as
RS232 1200 baud in a packed data format.

IMO: Can't be done w/o some serious hack.

6630. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8spi35$2va$1@nnrp1.deja.com>
Source record: 41106

In article <8spehtvur1@nnrp1.deja.com>,
carmel_andrews@my-deja.com wrote:
> Alpha load menu's, otherwise known and c.elton, and also any d/d boot
> menu's (formerly reffered to as pirate menu's), like howfen/multiboot
> (john williams), Rob C (was not was on the st) superboot, turbo etc
etc,

Cheer's Carmel, makes sense what you said !

I've got an old Rob C menu creator disk, and have a s/d version of that running fine over the sio2pc, so I guess I could bite the bullet and convert everything over to that, and back it up that way, that's going to be one hell of a long job though!!, I'll have to have a think about my best plan of action, really just wanted to back everything up as is,

Is there no other way of imaging a disk, I'm not worried about emulation, just so when my old disk's eventualy fail I have a back up. how long before the old Atari floppies start to degrade anyone ?

> good luck

I'm going to need it! :-)

Mark

Sent via Deja.com http://www.deja.com/
Before you buy.

6631. Re: Faulty 1050 floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: russell.spearing@btinternet.com
Message-ID: <39f09fd7.28045830@news.btinternet.com>
Source record: 41107

Thanks for the info but someone has very kindly emailed me the circuit
diagram and as a result my 1050 is up and running again (phew!!!)

all the best

Russell

>Hi Russ!
>
>Well, I can only give you an adress in Germany - but maybe they can help you
>as well, just give it a try and write them an english email! Have a look at:
>http://atari-computer.de/abbuc/Javastart.htm
>
>At the menu on the left click on "Baupl�ne" and then on "Bestellung XL/XE"
>There you'll find an email-adress that may help you.
>
>My best regards,
>
>Carsten
>
>--
>_____
>http://www.Mittelalterlicher-Markt.de - Von Gauklern, Meth & Teufelswerk
>
>> Does anybody know where I can get a circuit diagram of the 1050 floppy
>> drive circuit board as mine has developed a fault.
>>
>
>
>

6632. Re: XE's and XL's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <kl3l5.26$bM2.491@newsfeed.slurp.net>
Source record: 41108

On 20 Oct 2000 12:38:42 , "Mark Bedingfield" wrote:
>Just wanted to tell everybody that my 8-bit is back up and running after 8
>Years. Why oh why did it ever move to the cupboard. I spent 3-4 hour's
>playing Galaxian, Star Raiders, Defender and LOVED it. I think I will leave
>the Falcon off for a while. Using an 8-bit is like riding a bike, you never
>forget. It took me around 15Min's to get used to it again. Oh Bliss. (Stupid
>grin)..

I know what you mean. I feel the same way when I setup my 130XE system. The
8-bit days were the best....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6633. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_972030297@rtfm.mit.edu>
Source record: 41296
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

6634. Re: Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 00:55:22 UTC
From: dice@clay.com
Message-ID: <_JMH5.49639$JS3.7355707@typhoon.nyroc.rr.com>
Source record: 41290

I have a 400 with 32K (don't recall the vendor), but no jumpers were required.

In article <olg28mVLDrMR-pn2-KxyIhVMDp6mY@localhost>, sup8pdct@mail.cth.com.au says...
>
>On Sun, 17 Oct 3900 09:58:30, drteele <drteele@bellsouth.net> wrote:
>
>> Mike,
>>
>> The 400's typically came with either 16K or 48K. The 400/800's did not
>> have the self-test diagnostic. That only came out later in the XE's.
>>
>atari only made the 400 8K or 16K. A 32K board could be put in,
>instead of the 16K board but as far as I know. atari never made a 32K
>board. 3rd party vendours did however. To go past 32k in the 400 A few
>jumpers must be added from the cart port to the memory slot.
>
>James B
>
>

--
Remove second ".net" from e-mail address to reply!

6635. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 02:33:23 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8so72biia1@perki.connect.com.au>
Source record: 41291

<ilaskey@cix.compulink.co.uk> wrote in message
news:8smtcb$6ma$1@plutonium.compulink.co.uk...
> In article <8smp6aqug1@nnrp1.deja.com>, carmel_andrews@my-deja.com ()
> wrote:
> > Perhaps Whoeverr gets their mits on Atari, they will not made they same
> > mistake as hasbro, and get Atari back in the business it knows best....
> > That is H/W not software
> No point. There is no way anything with Atari on it could compete with
> Sony/Nintendo/Microsoft etc. The R&D costs in creating a contendor would
> be a show stopper let alone the industry's attitude to Atari. Add in the
> fact that for 90% of gamers, Atari is either unknown or vague memory from
> twenty years ago. Finally, there isn't a single Atari employee left
> anywhere in any shape or form so the machine could be anything but would
> just have a badge on it you recognised. Atari were great but long gone.
> Not even worth thinking about.

Not true, at least completely. I think the resurgance in retro gaming (I
hate that stinking term, it makes me feel old), would go along way to
marketing any new console's. Sega would have to be in trouble with the
Dreamcast (cant get one in Australia as easily as N64 or the Gaystation), so
if Sega can pull themselves and their crappy hardware up, Jag2 can't be a
bad thing..

> > Afterall Atari's "Success" in software, is very miniscule, Atar
> > isoft, atari interactive and the atari s/w label that atari had between
> > 87-90 eventually were either wound up, or led to atari being bought out
> Oh, I don't know. It was people wanting access to Atari's library of
> Arcade games that sold so many machines originally. The fact that they
> then decide to start a porting frenzy long after most of the games' self
> by date was the main reason for any failure combined with the endemic
> 'Atari or CBM' attitude of the day.

I was playing Star Raiders last night for 3 hour's I call that software
success:-)

Mark

6636. XE's and XL's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 02:38:42 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8so7caipm1@perki.connect.com.au>
Source record: 41292

Just wanted to tell everybody that my 8-bit is back up and running after 8 Years. Why oh why did it ever move to the cupboard. I spent 3-4 hour's playing Galaxian, Star Raiders, Defender and LOVED it. I think I will leave the Falcon off for a while. Using an 8-bit is like riding a bike, you never forget. It took me around 15Min's to get used to it again. Oh Bliss. (Stupid grin)..

Mark

PS My wife think's Ive gone nuts........

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

6637. Have You Played Atari Today?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 04:30:59 UTC
From: Clay Halliwell <clay.FAKEMEAT.h@att.net>
Message-ID: <7UPH5.9247$7N.512142@bgtnsc05-news.ops.worldnet.att.net>
Source record: 41293
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Okay, hopefully someone knows this...

Does anyone know who composed the "Have You Played Atari Today?" ditty?

And on a less difficult note (groan), what's the name of that classical song
Atari used for a lot of their TV ads back in the 80s?

--
Clay Halliwell | ATARI XL/XE DO + THE
clay.FAKEMEAT.h@att.net | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
http://www.atarihq.com/jeo/ "Where do you want to play Atari today?"

6638. Re: Atari 1050 Disk Drives FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 04:49:20 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-ZOqFsOdr62yx@draco.ames.pacbell.net>
Source record: 41294

Hi,
I have a 1 gig seagate I play with on my bbox from time to time, I
also run it on my K-Products interface for some testing. I redid the
KPInterface for 512 byte sectors also. I was planning on doing an auto
parity feature but have not got that far so I set the parity jumper as
needed on that one. I also have a 4.3 gig Seagate SCSI drive in my PC
that has a parity jumper. I have also been toying with ideas to make
MYDOS do huge partitions too but want some feedback on that before I
write anything. I may even do a PC like Command.com to replace dup.sys
if people want it. Any thoughts welcome.

Ken

On Thu, 19 Oct 2000 03:52:48, af332@freenet.hamilton.on.ca (William
Moeller) wrote:

> kenames@pacbell.net wrote:
> : Hey Len,
> : Why dont you just buy a scsi embedded drive. that would be cheaper
> : I think.
>
> : Ken
>
> Trying to get an embedded Scsi drive to work with the black box, is hit
> and miss. You have to be able to disable the parity, or modify your black
> box with a Pal chip. Newer Scsi drives tend to be huge as well.
>
> If you want to use old mfm drives, the MIO and Black box have proven to
> work with the Adaptec 4000a and have format utils written.
>
> I do have a 1 gig scsi drive that allows parity to be jumpered off working
> with my black box though....although, I cant see ever using the full
> storage of the drive....
>
> Willy

6639. Re: XE's and XL's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 04:52:57 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-E4oWkfNnccVd@draco.ames.pacbell.net>
Source record: 41295

Welcome home.

Ken

On Fri, 20 Oct 2000 02:38:42, "Mark Bedingfield" <mark@baypc.com.au>
wrote:

> Just wanted to tell everybody that my 8-bit is back up and running after 8
> Years. Why oh why did it ever move to the cupboard. I spent 3-4 hour's
> playing Galaxian, Star Raiders, Defender and LOVED it. I think I will leave
> the Falcon off for a while. Using an 8-bit is like riding a bike, you never
> forget. It took me around 15Min's to get used to it again. Oh Bliss. (Stupid
> grin)..
>
> Mark
>
> PS My wife think's Ive gone nuts........
>
> --
> **
> Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
> SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
> Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
> Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> 6 more Atari's a Couple of Mac's and a few crappy pc's.
> Mark Bedingfield, mark@baypc.com.au
> **
>
>
>

6640. Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-20 23:14:29 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <KK$p+iAVHN85EwMZ@steverosie.demon.co.uk>
Source record: 41109
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <39F00F73.6AD73A4C@decofilms.com>, Nick Langdon
<nlangdon@decofilms.com> writes
>You mean the one that goes "When you get an Atari Attack, just pop in Solaris
>for a mighty whack Jack!" I have two VHS tapes from Atari that were
>commercials for both the games and the ST's.

The only Atari adverts I've seen in the UK was the one they couldn't
broadcast before a certain time! The one where the face is pulled off,
using Terminator 2 special effects... or was it by the same computer
that produced T2's effects?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6641. Re: Atari 400 memory??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-21 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-DiVf0vYrdUfl@port11.vdts.cab.cth.com.au>
Source record: 41111

On Sun, 20 Oct 3900 00:55:22, dice@clay.com (Dice) wrote:

> I have a 400 with 32K (don't recall the vendor), but no jumpers were required.

Please reread the statement below

> >atari only made the 400 8K or 16K. A 32K board could be put in,
> >instead of the 16K board but as far as I know. atari never made a 32K
> >board. 3rd party vendours did however. To go past 32k in the 400 A few
> >jumpers must be added from the cart port to the memory slot.

Going past 32 K requires jumpers. not up to 32k

James B

6642. Re: SV: Atari Basic, could anyone help me with

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-21 00:00:00 UTC
From: "Yak the Hairy"
Message-ID: <8srsjr$u52$1@nnrp1.deja.com>
Source record: 41112

In article <20001016191944.29608.00000741@ng-cm1.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:
> cases. I am not sure that MS BASIC will accept an expression as in
(18-10+1).
> I think that it will, but I did not test it.

Of COURSE it will! Sheesh...

--
For every problem, there is a solution that is simple,
elegant, and wrong.

[yak_the_hairy@hotmail.com]

Sent via Deja.com http://www.deja.com/
Before you buy.

6643. Atari Software For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-21 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <8ss1o0$i8i$6@neptunium.btinternet.com>
Source record: 41113
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

6644. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-21 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010211119590.82-100000@TT030>
Source record: 41114

If you follow the link in my signature and then click the
"ForSale" link you will fond some misc things I don't need.

I have some modems and some SCSI 2x cd-rom drives that may be of
interest to Atari 8-bit users, as well as some ST stuff
and misc stuff.

Note: My e-mail address is below. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6645. A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-21 00:00:00 UTC
From: Richard Pike <RJPike@exton.freeserve.co.uk>
Message-ID: <8sse95$dv3$1@newsg1.svr.pol.co.uk>
Source record: 41115

I'm a novice when it comes to the Atari, but I've managed to set up a Player and draw it on the screen with assembler. Now I want to move it across the screen by writing the x coordinate into the appropriate horizontal player register something like this:

```
Do
INX
STX horizontal_register
Wait for screen refresh
Loop
```

What is the best way to implement the "wait" step so that each movement is synchronised with the screen update every 60th of a second? I've thought of adding an interrupt to a line of the Display List that writes a flag each frame, but this doesn't seem very elegant.

Thanks,

Richard

6646. Re: crazy monitor schemes

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-21 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8ssl49$gv4$2@nntp9.atl.mindspring.net>
Source record: 41116

I would guess that the XEP80 runs at a little different frequency than the JAM can accept. The XEP80 does lower case descenders which runs something like an 8x10 character set. This makes for more lines per screen and a little different frequency spec than the NTSC a JAM expects.

Bob

LLpwhite <llpwhite@cs.com> wrote in message news:20001020235248.00883.00000763@ng-fo1.news.cs.com...
> I have a conversion device in my Apple II stuff that converted composite video
> to CGA or Monochrome TTL. My one overriding memory of this device is that it
> worked fine, but this puppy ran HOT! I put that one up in the garage with a
> clear resolution to fix it up with a fan before I ever ran it again! But it
> did put out a fine display. Also, the Apple Composite monitor would do a quite
> good 80 column display. It still had some artifacting, but was far more
> legible than most composite monitors. Still can't figure out why the XEP80
> won't work with a JAM!!
> Regards,
> Larry

6647. Re: crazy monitor schemes

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-21 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8ssl48$gv4$1@nntp9.atl.mindspring.net>
Source record: 41117

The main problem with using an old TTL mono monitor is the loss of grey scales. Without hacking the monitor itself, you end up with only 4 levels of grey - you really need 8. It works OK on BASIC and EDASM type stuff, but AtariWriter and game stuff has missing pixels.

Other than that, it is pretty easy to do if you can do a little soldering.

Bob

Magada Kamal <coma56@deletethis.popstar.com> wrote in message news:8snilj$6hl$1@bob.news.rcn.net...
> Has anyone ever heard of an old 80 column monitor being "converted" to be
> used on Atari 8 bit computers? I'm just wondering if such a thing is even
> feasible or just a dumb idea altogether. I'm thinking about old mono PC
> monitors or something like that.
>
> Magada Kamal
>

6648. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-21 00:00:00 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <8ssl4a$gv4$3@nntp9.atl.mindspring.net>
Source record: 41118

You can do this in the Vertical Blank Interrupt without the Wait....
This VBI runs every screen cycle so you just insert your INX and STX
instruction into the existing code stream. Get a copy of "Mapping the Atari"
and take a look at page 42 (XL edition). Essentially, you plug the address
of your routine into location $0224 and end your code with a JMP $E462. Or
something like that. You have to be careful when you change $0224 that you
don't VBI half way thru...

Bob

Richard Pike <RJPike@exton.freeserve.co.uk> wrote in message
news:8sse95$dv3$1@newsg1.svr.pol.co.uk...
> I'm a novice when it comes to the Atari, but I've managed to set up a
Player
> and draw it on the screen with assembler. Now I want to move it across
the
> screen by writing the x coordinate into the appropriate horizontal player
> register something like this:
>
> Do
> INX
> STX horizontal_register
> Wait for screen refresh
> Loop
>
> What is the best way to implement the "wait" step so that each movement is
> synchronised with the screen update every 60th of a second? I've thought
of
> adding an interrupt to a line of the Display List that writes a flag each
> frame, but this doesn't seem very elegant.
>
> Thanks,
>
> Richard
>
>
>
>
>

6649. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-21 00:00:00 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3pukt51o4.fsf@mindspring.com>
Source record: 41119

> You can do this in the Vertical Blank Interrupt without the Wait....
> This VBI runs every screen cycle so you just insert your INX and STX
> instruction into the existing code stream. Get a copy of "Mapping the Atari"
> and take a look at page 42 (XL edition). Essentially, you plug the address
> of your routine into location $0224 and end your code with a JMP $E462. Or
> something like that. You have to be careful when you change $0224 that you
> don't VBI half way thru...

Another thing that can be handy is to use a local memory location
(free for misc use and the address known to your VBI routine and
whatever main program you're using, basic, action, lisp- whatever).
The vbi routine simply reads this byte and stores it to the player
missile horizontal position byte. Then your program can adjust the
value as it pleases, and the player's position is updated the next
VBI. This is essentially forming a shadow register, you'll see quite a
few references to them as you get to know the Atari memory map.

Gregm

6650. Re: crazy monitor schemes

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-21 03:52:48 UTC
From: llpwhite@cs.com
Message-ID: <20001020235248.00883.00000763@ng-fo1.news.cs.com>
Source record: 41110

I have a conversion device in my Apple II stuff that converted composite video to CGA or Monochrome TTL. My one overriding memory of this device is that it worked fine, but this puppy ran HOT! I put that one up in the garage with a clear resolution to fix it up with a fan before I ever ran it again! But it did put out a fine display. Also, the Apple Composite monitor would do a quite good 80 column display. It still had some artifacting, but was far more legible than most composite monitors. Still can't figure out why the XEP80 won't work with a JAM!!
Regards,
Larry

6651. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 00:00:00 UTC
From: Richard Pike <RJPike@exton.freeserve.co.uk>
Message-ID: <8stbthgga1@news6.svr.pol.co.uk>
Source record: 41125

> Another thing that can be handy is to use a local memory location
> (free for misc use and the address known to your VBI routine and
> whatever main program you're using, basic, action, lisp- whatever).
> The vbi routine simply reads this byte and stores it to the player
> missile horizontal position byte. Then your program can adjust the
> value as it pleases, and the player's position is updated the next
> VBI. This is essentially forming a shadow register, you'll see quite a
> few references to them as you get to know the Atari memory map.
>
Yes, I've tried this trick with Display List interrupts. But if you're using an assembler routine to update the coordinates you still need a "wait" to make sure the objects are drawn before their coodinates change again. I found the simplest solution is to have a VBI that just sets a flag each frame, then a main loop like this:

```
Do
If flag=1
Update coordinates
flag=0
End if
Loop
```

6652. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 00:00:00 UTC
From: Richard Pike <RJPike@exton.freeserve.co.uk>
Message-ID: <8stc1u$ag7$1@news7.svr.pol.co.uk>
Source record: 41126

Thanks Bob. A VBI routine seems to be the way forward. I found some useful hints on this subject in De Re Atari.

Atari Bob <ataribob@mindspring.com> wrote in message news:8ssl4a$gv4$3@nntp9.atl.mindspring.net...
> You can do this in the Vertical Blank Interrupt without the Wait....
> This VBI runs every screen cycle so you just insert your INX and STX
> instruction into the existing code stream. Get a copy of "Mapping the Atari"
> and take a look at page 42 (XL edition). Essentially, you plug the address
> of your routine into location $0224 and end your code with a JMP $E462. Or
> something like that. You have to be careful when you change $0224 that you
> don't VBI half way thru...
>
> Bob
>

6653. Software from 30p

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <39F2622D.2FE1A0D1@cyberpeeps.freeserve.co.uk>
Source record: 41127

```
As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.
```

6654. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <syyI5.12002$W31.178296@news1.online.no>
Source record: 41128

"ItzjustMike" <itzjustmike@aol.com> wrote in message
news:20001021233725.14761.00000820@ng-ct1.aol.com...
> Okay, I'm willing to admit I might have missed something here but why not
just
> do a poke to D40A Wsync?
>
> D40A (W) Wait for horizontal synchronization. Allows the OS to
synchronize
> the vetrical TV dispaly by causing the 6502 CPU to halt and restart 7
machine
> cycles before the beginning of the next TV scan line. It is alsw used to
> synchronize VBI and DLI's with the screen display

Would that work ? I think the VBI is the thing to do. No need to do anything
but update the position and it waits until the beam is on the way up and
that wont give any flicker. the $D40A I use on my DLI's. If I don't use them
on the DLI, PRIOR to the one I need to update, the colors (for example)
would not start at the proper position and look jagged in the edges. I think
this address waits for the HORIZONTAL blank to occur.

I have the sources (PAL only, sorry) on :
http://home.online.no/~olavese/atari/a8dl.htm

They are written for AMAC.

6655. Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39F2C384.DE7C5C86@earthlink.net>
Source record: 41129

Is there a way to hook up an Atari-style joystick to a PC gameport?

Mike

6656. Re: XE's and XL's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39F2C7FF.A2B29A63@earthlink.net>
Source record: 41130

Mark Bedingfield wrote:
>
> Just wanted to tell everybody that my 8-bit is back up and running after 8
> Years. Why oh why did it ever move to the cupboard. I spent 3-4 hour's
> playing Galaxian, Star Raiders, Defender and LOVED it. I think I will leave
> the Falcon off for a while. Using an 8-bit is like riding a bike, you never
> forget. It took me around 15Min's to get used to it again. Oh Bliss. (Stupid
> grin)..
>
> Mark
>
> PS My wife think's Ive gone nuts........

Yeah, I recently set up my 8-bit in the den, after ages in the closet.
My wife has bugged me for years to either get rid of it or make some use
out of it; I don't think she really expected me to actually set it up
again. ;) It looks quite out of place, but so what? Damn thing is so
fun, even my wife got into it after a little coaxing (Ms Pac Man turned
the trick).

Mike

6657. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c03c2b$bdf0a960$49264bd5@microsof>
Source record: 41131

Mike Kohary <mkohary@earthlink.net> schreef in artikel
<39F2C384.DE7C5C86@earthlink.net>...

> Is there a way to hook up an Atari-style joystick to a PC gameport?
>
> Mike

YES!!

Get the adapter from "the Belgian guy" (whose name I keep fogetting). I got
one, and it's great!

So, anybody remember the guy I'm talking about?

Richard

6658. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39F2F57F.606033A9@earthlink.net>
Source record: 41132

Richard Douwes wrote:
>
> Mike Kohary <mkohary@earthlink.net> schreef in artikel
> <39F2C384.DE7C5C86@earthlink.net>...
>
> > Is there a way to hook up an Atari-style joystick to a PC gameport?
> >
> > Mike
>
> YES!!
>
> Get the adapter from "the Belgian guy" (whose name I keep fogetting). I got
> one, and it's great!
>
> So, anybody remember the guy I'm talking about?

Hey "Belgian Guy", send me an e-mail and you will have an order. ;) I
would love to use a "real" joystick with my PC for MAME games and Atari
emulation.

Mike

6659. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <39F38A08.6251562F@hotmail.com>
Source record: 41133

There is a program which allows for connecting NES, SNES, Genesis, PSX, etc. controllers to the parallel port. It is called SNESKEY and it makes the controller act as keypresses on the keyboard. If you hook up an Atari joystick using the Genesis wiring scheme it would work. You should find the website by searching for SNESKEY.

Mike Kohary wrote:
>
> Is there a way to hook up an Atari-style joystick to a PC gameport?
>
> Mike

6660. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <39F38AF2.F2BB087F@hotmail.com>
Source record: 41134

The OS increments location $0E (could be $14, I forget) every frame, so
wait for that.

Richard Pike wrote:
>
> I'm a novice when it comes to the Atari, but I've managed to set up a Player
> and draw it on the screen with assembler. Now I want to move it across the
> screen by writing the x coordinate into the appropriate horizontal player
> register something like this:
>
> Do
> INX
> STX horizontal_register
> Wait for screen refresh
> Loop
>
> What is the best way to implement the "wait" step so that each movement is
> synchronised with the screen update every 60th of a second? I've thought of
> adding an interrupt to a line of the Display List that writes a flag each
> frame, but this doesn't seem very elegant.
>
> Thanks,
>
> Richard

6661. Re: XE's and XL's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 00:00:00 UTC
From: russell.spearing@btinternet.com
Message-ID: <39f375bf.1153753@news.btinternet.com>
Source record: 41135

Just last week, I also got my 130XE system out of the loft & set it
up. Unfortunately, my 1050 drive didn't work (I'm sure it did when I
packed it all up last, albeit about 5 years ago). But I have now fixed
the drive, and having some great fun, and yes, my wife thinks I'm nuts
also. However she still likes playing Frogger, Preppie and Galaxian
etc. And now I've got it connected to my PC with APE its even better.

>Just wanted to tell everybody that my 8-bit is back up and running after 8
>Years. Why oh why did it ever move to the cupboard. I spent 3-4 hour's
>playing Galaxian, Star Raiders, Defender and LOVED it. I think I will leave
>the Falcon off for a while. Using an 8-bit is like riding a bike, you never
>forget. It took me around 15Min's to get used to it again. Oh Bliss. (Stupid
>grin)..
>
>Mark
>
>PS My wife think's Ive gone nuts........
>
>--
>**
>Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
>SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
>Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
>Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
>6 more Atari's a Couple of Mac's and a few crappy pc's.
>Mark Bedingfield, mark@baypc.com.au
>**
>
>
>

6662. Atari Happy Drive 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 01:09:00 UTC
From: Chainsaw <buck17@mylinuxisp.com>
Message-ID: <sv4fhcjd1c7k3f@corp.supernews.com>
Source record: 41120

Hello-> I acquired a 1050 happy drive with software and warpdos. I initially had to replace the parking sensor due to burnt wires, it now formats,reads, and writes. It seems to pass all of the diagnostic tests on the software disk. The trouble is that when I use the happy backup program (copy any disks or sector trace) it will successfully copy the first pass. After the disk switch for the second pass it reports the remaining sectors as unreadable format. I've tried all of the options i.e. forced slow mode-skew alignment and sector by sector copy, I've also double checked density settings as well as sectors needed. Seems like when I swich disks it clears my settings even though the menu's report no changes. I'm hoping this is a user error <hee hee> Is there an easy way to check/adjust my head alignment? CAN ANYBODY HELP ME BEFORE I GO CRAZY?

6663. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 01:15:18 UTC
From: nach4321@aol.com
Message-ID: <20001021211518.03777.00000450@ng-fd1.aol.com>
Source record: 41121

Here is Mapping the Atari XL edition if you don't have a copy.
http://www.atariarchives.org/mapping/

Allan

6664. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 03:37:25 UTC
From: itzjustmike@aol.com
Message-ID: <20001021233725.14761.00000820@ng-ct1.aol.com>
Source record: 41122

Okay, I'm willing to admit I might have missed something here but why not just do a poke to D40A Wsync?

D40A (W) Wait for horizontal synchronization. Allows the OS to synchronize the vetrical TV dispaly by causing the 6502 CPU to halt and restart 7 machine cycles before the beginning of the next TV scan line. It is alsw used to synchronize VBI and DLI's with the screen display

6665. Wanted:CSS 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 04:33:42 UTC
From: bcoburnree@aol.com
Message-ID: <20001022003342.04448.00000815@ng-fb1.aol.com>
Source record: 41123

Is anyone out there in possession of a Super Archiver 2 enhanced 1050?
I'd like to buy it if the price is good...TIA
Mike(mechaman)Reese

6666. Re: xf551 upgrade---Thanks

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 04:36:34 UTC
From: bcoburnree@aol.com
Message-ID: <20001022003634.04448.00000817@ng-fb1.aol.com>
Source record: 41124

Yeah, I have one that CSS had upgraded and it has gone out twice, once before the enhancement, and again after. I think that the XF551 was the worst 8 bit item ATARI produced....
Mike(mechaman)Reese

6667. - Major automotive website (Posted 23/10/2000 13:48:51.900)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-22 13:48:51 UTC
From: enquiries@seriousmonkey.com
Message-ID: <8t1ca3nde123@lure.pipex.net>
Source record: 41055

seriousmonkey.com is set to revolutionise the global automotive
industry with a wide range of genuinely groundbreaking and innovative
Internet services benefiting business and consumers alike.

In order to support the hyper-growth expansion of our global operations,
seriousmonkey.com will shortly be looking for a number of high-calibre,
professional candidates to join our fast-paced and dedicated teams in
London and the Republic of Ireland.

To visit seriousmonkey.com or view our online job vacancies, go to
http://www.seriousmonkey.com

Frank Pottle
Managing Director
seriousmonkey.com

Article posted 23/10/2000 13:48:51.900

6668. Re: XE's and XL's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: compkid <srtoys@yahoo.com>
Message-ID: <62T0OcDbiG6juqu0OA6=+ly1enQT@4ax.com>
Source record: 41047

It's been 20+ years for me.

Just got the 800 I bought off Ebay working.
It's sitting next to the 800xl I fixed,
the SIOPC cable looks like a dead spider next to them both.
Tyring to remember Atari Basic after using a IBM pc for years
that's a little harder.

My significant other just laughs and goes back to playing nintendo.
(super nintendo she doesn't like the N64 I bought her.)

It is good to be back.

On Fri, 20 Oct 2000 12:38:42 +1000, "Mark Bedingfield"
<mark@baypc.com.au> wrote:

>Just wanted to tell everybody that my 8-bit is back up and running after 8
>Years. Why oh why did it ever move to the cupboard. I spent 3-4 hour's
>playing Galaxian, Star Raiders, Defender and LOVED it. I think I will leave
>the Falcon off for a while. Using an 8-bit is like riding a bike, you never
>forget. It took me around 15Min's to get used to it again. Oh Bliss. (Stupid
>grin)..
>
>Mark
>
>PS My wife think's Ive gone nuts........

6669. I think it's dead

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: Magada Kamal <coma56@deletethis.popstar.com>
Message-ID: <8t247s$326$1@bob.news.rcn.net>
Source record: 41048

I brought my old Atari 800 up from the basement, plugged it in, and nothing happened. Well, the power came on, the teevee screen showed the cursor in the upper left corner, but it won't do anything else. No input from the keyboard, the inner speaker wont make the typing beep sounds that I remember either. Oh well...

Magada Kamal

6670. FA: Moonmist by INFOCOM for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: bozokitty@mindspring.com
Message-ID: <39f4b3e9.67673172@news.mindspring.com>
Source record: 41049
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I have a copy of Moonmist by Infocom for Atari XL/XE series for
auction on eBay.

If you're interested, check out:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=472581955

Thanks.

/___/\
| O O |
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U

bozokitty@mindspring.com

6671. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: Lisa or Peter Laing <snailboy1REMOVECAPS@earthlink.net>
Message-ID: <hu2J5.17733$rD3.1082791@newsread2.prod.itd.earthlink.net>
Source record: 41050

```
Richard Pike <RJPike@exton.freeserve.co.uk> wrote in message
news:8stbth$gga$1@news6.svr.pol.co.uk...
> > Another thing that can be handy is to use a local memory location
> > (free for misc use and the address known to your VBI routine and
> > whatever main program you're using, basic, action, lisp- whatever).
> > The vbi routine simply reads this byte and stores it to the player
> > missile horizontal position byte. Then your program can adjust the
> > value as it pleases, and the player's position is updated the next
> > VBI. This is essentially forming a shadow register, you'll see quite a
> > few references to them as you get to know the Atari memory map.
> >
> Yes, I've tried this trick with Display List interrupts. But if you're
> using an assembler routine to update the coordinates you still need a
"wait"
> to make sure the objects are drawn before their coodinates change again.
I
> found the simplest solution is to have a VBI that just sets a flag each
> frame, then a main loop like this:

>
> Do
> If flag=1
> Update coordinates
> flag=0
> End if
> Loop

This is true for simple asm routines, but sometimes the
routine, even hand optimized, can take longer than one
jiffy to execute. In that case shadow registers are
definately the way to go! Actually a combination of
your above code with a flag and a shadow routine is
probably best.

For simple stuff I would probably just hang the player INX,
STX routine off a DLI. It seems easier to me, Especially
if your just moving the player horizontally. Just choose a
scanline below (or above) your player (not in the middle of
it), and set the Interrupt bit. That way you can turn it on
or off with one store:

*SCANLINEDLI = DLISET;
*SCANLINEDLI = DLICLEAR;

Where DLISET is your original mode line with the DLI bit set
and DLICLEAR is your original mode line unchanged.
```

It saves unhooking the VBI vector when your done.

The buffering idea mentioned earlier (shadow registers) is really
useful if your assembly language routine takes some time.

Cheers,
Peter

6672. Re: Bounty Bob assistance

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001023181816.00199.00001077@ng-cq1.aol.com>
Source record: 41051

>Thomas Bruss bruss@uni-duesseldorf.de answered:

> If somebody needs
>help to get to level 6, please let me know.

What is your algorithm for level 5, Jumping 101? Thanks to Vidar O. who sent me an .EXE which runs on the 64K XL but not the 256K XL; both are NTSC. The boot disk starts fine with the "loading... screen followed by about 300 sectors, and then just dies a silent black death?

I finished #4 on the binary load version to receive the message but don't seem to have enough prizes to get all the mutants.

tia

-Ron

I don't have a solution but I admire the problem.

6673. Re: I think it's dead

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39f4c7be$0$35384$53a6afc1@news.erinet.com>
Source record: 41052

You had a cart in there?
The 800 goes to memo pad. I think. I guess you can type stuff.
I don't remember.
Try a cart if you have one.
Russg

6674. Re: Atari Happy Drive 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: Chainsaw <buck17@mylinuxisp.com>
Message-ID: <sv9io0f6si6oe3@corp.supernews.com>
Source record: 41053

Well here's a follow-up on the situation->
I reconfigured my setup and put the happy as drive #1 (the boot drive)
When I try to boot any disks out of an assortment it always gives me a
boot error. Now I'm 85% sure the heads out of alignment 'cause I can't
remember ever successfully copying any disks to it. Although when
starting the Happy backup program it did read the happy software disk to
get initialized- but it also wrote that disk. I think that was the only
successful backup I made with it.
Is head alignment done with by repositioning the parking sensor? That
was the first repair I made to the drive after receiving it.
I'm about to see how far the happy will fly out of my window!

Message by Chainsaw <buck17@mylinuxisp.com> on: 10/23/00 4:45:07 AM
>Thanks for the advice->
>
>My docs are starting to get dog-eared from me reading them over and
>over!
>The drive does go into a mode-> when performing a happy backup the happy
>software has to be read into the happy drive-> this initializes the
>enhancement, but when I change disks to get sectors 14-39 or 40 it seems
>to lose the enhancement or forget what it's doing. I almost always have
>to use forced slow mode or it won't read the sectors properly on the
>original. After I'm prompted to swap the disk for the second pass it
>seems to slip back into fast mode (thus improperly reading the disk)- it
>does this regardless of how many times I flip the slow switch on the
>controller, and the software doesn't give me the opportunity to verify
>my settings when going into the second pass. I have two disk drives (the
>other is unhappy) and it seems kinda unnessecary to swap disks but the
>program demands that I only use the happy drive. I probably wouldn't
>have this problem if I had two happys 'cause there's a program on the
>disk called multidrive- specifically for copying happy to happy. It will
>lock up if I try it with an unhappy drive. Well thanks for the help!
>Does anyone know if Happy computers is still in business?
>
>
>Message by melee5@my-deja.com on: 10/23/00 1:31:17 AM
>>In article <sv4fhcjd1c7k3f@corp.supernews.com>,
>> Chainsaw <buck17@mylinuxisp.com> wrote:
>>> Hello-> I acquired a 1050 happy drive with software and warpdos. I
>>> initially had to replace the parking sensor due to burnt wires, it now
>>> formats,reads, and writes. It seems to pass all of the diagnostic
>>tests
>>> on the software disk. The trouble is that when I use the happy backup
>>> program (copy any disks or sector trace) it will successfully copy the

>>> first pass. After the disk switch for the second pass it reports the
>>> remaining sectors as unreadable format. I've tried all of the options
>>> i.e. forced slow mode-skew alignment and sector by sector copy, I've
>>> also double checked density settings as well as sectors needed. Seems
>>> like when I swich disks it clears my settings even though the menu's
>>> report no changes. I'm hoping this is a user error <hee hee> Is there
>>an
>>> easy way to check/adjust my head alignment? CAN ANYBODY HELP ME
>>BEFORE I
>>> GO CRAZY?
>>>
>>>
>>I'm not sure I have all the Happy software available so I can't state
>>that your doing something wrong for certain, but I do know that the
>>Happy will always try to grab the first boot sector and store it into
>>internal memory whenever a disk is changed. Perhaps the format on the
>>second disk is not what the Happy is expecting? There might also be
>>a 'mode' that the Happy must be in to do the task at hand, one that
>>might kill the 'grab boot sector' thing and allow you to continue
>>without error. Re-read documentation?
>>
>>If the Happy will read and write to other disks/drives then it should
>>be aligned well enough. Short of an oscilloscope and an alignment disk
>>that's how I determine if a drive is on track.
>>
>>
>>Sent via Deja.com http://www.deja.com/
>>Before you buy.
>>
>

6675. Re: I think it's dead

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39f521de@fmlynet.org>
Source record: 41054

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Russg" <russg@en.com>
> You had a cart in there?
> The 800 goes to memo pad. I think. I guess you can type stuff.
> I don't remember.
> Try a cart if you have one.
> Russg

You are SUPPOSED to be able to type things. Yes, my 800 is a little weird (gone the way of Franken 800 in some senses) but it should be responding to the keyboard at bootup.

Jessica
--800 fanatic and Breakout player

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6676. What kind of disks Does the 1050 Use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: Dan & Jeri Williams <dwilliams@milwaukeepc.com>
Message-ID: <39f3e25b$0$173$3936f1fe@news-core.twtelecom.net>
Source record: 41141

I am currently using only Double Density disks, what I was wondering is if the 1050 could format a High density disk for what it needs? And before you tell me, yes I know that it won't use the full capacity of a HD disk, I was just wondering since all I can really find are HD disks.

Thanks

Dan

6677. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c03cc2$91929a80$43264bd5@microsof>
Source record: 41142

Mike Kohary <mkohary@earthlink.net> schreef in artikel
<39F2F57F.606033A9@earthlink.net>...

> Hey "Belgian Guy", send me an e-mail and you will have an order. ;) I
> would love to use a "real" joystick with my PC for MAME games and Atari
> emulation.
>
> Mike

I looked it up. Here it is:

Look at:

http://users.swing.be/atari/joystick.html

and try:

fernandes@agel.ucl.ac.be

His name is Emmanuel Fernandes (a real Belgian sounding name <g>). I hope
his email address still works. I can highly recommend the interface (and
the guy!)

Richard

6678. Re: xf551 upgrade---Thanks

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001023062141.09210.00001135@ng-bh1.news.cs.com>
Source record: 41143

>Yeah, I have one that CSS had upgraded and it has gone out twice, once before the enhancement, and again after.<

What failed? There are very few components in the XF551 compared to earlier drives. The mechanism is a low power unit (Mitsumi's, at least) More-or-less "encasing" the P/S section was likely a bad move. And the SIO sockets should be reinforced. The "crappy" circuit board is a frequently mentioned issue, but I wouldn't think cause any particular problem so long as one doesn't alter the traces.(?) What else is amiss?
P.S. I added an internal (Pentium) fan using an external supply. Don't know if that helps anything, but it does run still cooler.
Larry

6679. Re: What kind of disks Does the 1050 Use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001023032317.3765A-100000@vtn1>
Source record: 41144

On Mon, 23 Oct 2000, Dan & Jeri Williams wrote:

> I am currently using only Double Density disks, what I was wondering is if
> the 1050 could format a High density disk for what it needs? And before you
> tell me, yes I know that it won't use the full capacity of a HD disk, I was
> just wondering since all I can really find are HD disks.
>

Best try to find some used DD disks at a garage sale. HD disks do not
work correctly with the 1050 or the XF551; the magnetic characteristics
of the media are incompatible.

You can get away with using hard-sectored disks (the ones with multiple
timing holes) with a 1050 (but not a 551) so even old Apple 8-bit disks
can be reformatted.

If you do manage to pick up a pile of old disks, often zapping them
with a strong magnet before formatting makes the formatting easier.
I use an old Radio Shack cassette tape eraser for this.

jkp

6680. Re: Scott Adams is back on the Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8t18jkida1@nets3.rz.RWTH-Aachen.DE>
Source record: 41145

Howdy Folks

>The ABBUC Magazin informed me that Scott Adams has written a new Atari 8 bit
>game, that can be found at www.msadams.com
>
>If enough people respond, he will keep writing new games.

Sorry guys (and girls)

I emailed Scott. No Atari version. Only PC. :-((

CU Mathy van Nisselroy

6681. ABUC JHV, should I bring Philips monitors?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8t1935ida2@nets3.rz.RWTH-Aachen.DE>
Source record: 41146

Howdy folks

This is for people comming to the JHV of the ABBUC at the Buergerhaus Sued, in Herten, Germany on the 28th of Oktober. (JHV=Yearly meeting ABBUC=Atari 8bit user group with over 400 members world wide (but mostly in Germany, as the language used in the magazins in German))

I have found a shop where they have a few monitors I might be willing to take with me to the JHV. One Philips CM8833 is already ordered. That leaves (IIRC) one CM8833 and one Commodore 1084. Should I take them with me. Make sure you respond before Friday morning. I need time to get them.

CU Mathy van Nisselroy

6682. Re: Atari Happy Drive 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 01:31:20 UTC
From: melee5@my-deja.com
Message-ID: <8t04d8ujh1@nnrp1.deja.com>
Source record: 41136

In article <sv4fhcjd1c7k3f@corp.supernews.com>,
Chainsaw <buck17@mylinuxisp.com> wrote:
> Hello-> I acquired a 1050 happy drive with software and warpdos. I
> initially had to replace the parking sensor due to burnt wires, it now
> formats,reads, and writes. It seems to pass all of the diagnostic
tests
> on the software disk. The trouble is that when I use the happy backup
> program (copy any disks or sector trace) it will successfully copy the
> first pass. After the disk switch for the second pass it reports the
> remaining sectors as unreadable format. I've tried all of the options
> i.e. forced slow mode-skew alignment and sector by sector copy, I've
> also double checked density settings as well as sectors needed. Seems
> like when I swich disks it clears my settings even though the menu's
> report no changes. I'm hoping this is a user error <hee hee> Is there
an
> easy way to check/adjust my head alignment? CAN ANYBODY HELP ME
BEFORE I
> GO CRAZY?
>
>
I'm not sure I have all the Happy software available so I can't state
that your doing something wrong for certain, but I do know that the
Happy will always try to grab the first boot sector and store it into
internal memory whenever a disk is changed. Perhaps the format on the
second disk is not what the Happy is expecting? There might also be
a 'mode' that the Happy must be in to do the task at hand, one that
might kill the 'grab boot sector' thing and allow you to continue
without error. Re-read documentation?

If the Happy will read and write to other disks/drives then it should
be aligned well enough. Short of an oscilloscope and an alignment disk
that's how I determine if a drive is on track.

Sent via Deja.com http://www.deja.com/
Before you buy.

6683. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 01:42:35 UTC
From: melee5@my-deja.com
Message-ID: <8t052c$v8n$1@nnrp1.deja.com>
Source record: 41137

Thanks for the link. Yeah, I guess that *would* explain why they call
it an 800XE. Plain as day, but I wonder what it says on the board?
Anybody want to lift their cover? I just wish I could host a jpeg scan
of my mother board and see how Carmel likes his socks - well done? :)

In article <v7ybswokic7.fsf@co.umist.ac.uk>,
Raphael James Espino <rje@co.umist.ac.uk> wrote:
> melee5@my-deja.com writes:
> > What I can't figure out is why the europeans call
> > it the 800xe when it states very clearly on the board 130XE (64X4)?
>
> There was a 64K machine released in some parts of Europe that said
> 800XE on the cover (which is probably why we call it the 800XE =).
> There are a few pictures of it on the internet, you can find one at:
>
> http://atari-computer.de/gallerie/comp/800xe.htm
>
> It's not much difference on the outside than the 65XE and 130XE
though.
> --
> Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links
pages,
> http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0
ramdisk
> ----------------- Join The Atari 8-bit Computer WebRing at: ----------
----
> ------
http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6684. Re: Atari Happy Drive 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 04:45:11 UTC
From: Chainsaw <buck17@mylinuxisp.com>
Message-ID: <sv7gin2mq4851c@corp.supernews.com>
Source record: 41138

Thanks for the advice->

My docs are starting to get dog-eared from me reading them over and
over!
The drive does go into a mode-> when performing a happy backup the happy
software has to be read into the happy drive-> this initializes the
enhancement, but when I change disks to get sectors 14-39 or 40 it seems
to lose the enhancement or forget what it's doing. I almost always have
to use forced slow mode or it won't read the sectors properly on the
original. After I'm prompted to swap the disk for the second pass it
seems to slip back into fast mode (thus improperly reading the disk)- it
does this regardless of how many times I flip the slow switch on the
controller, and the software doesn't give me the opportunity to verify
my settings when going into the second pass. I have two disk drives (the
other is unhappy) and it seems kinda unnessecary to swap disks but the
program demands that I only use the happy drive. I probably wouldn't
have this problem if I had two happys 'cause there's a program on the
disk called multidrive- specifically for copying happy to happy. It will
lock up if I try it with an unhappy drive. Well thanks for the help!
Does anyone know if Happy computers is still in business?

Message by melee5@my-deja.com on: 10/23/00 1:31:17 AM
>In article <sv4fhcjd1c7k3f@corp.supernews.com>,
> Chainsaw <buck17@mylinuxisp.com> wrote:
>> Hello-> I acquired a 1050 happy drive with software and warpdos. I
>> initially had to replace the parking sensor due to burnt wires, it now
>> formats,reads, and writes. It seems to pass all of the diagnostic
>tests
>> on the software disk. The trouble is that when I use the happy backup
>> program (copy any disks or sector trace) it will successfully copy the
>> first pass. After the disk switch for the second pass it reports the
>> remaining sectors as unreadable format. I've tried all of the options
>> i.e. forced slow mode-skew alignment and sector by sector copy, I've
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>> like when I swich disks it clears my settings even though the menu's
>> report no changes. I'm hoping this is a user error <hee hee> Is there
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>> easy way to check/adjust my head alignment? CAN ANYBODY HELP ME
>BEFORE I
>> GO CRAZY?
>>
>>
>I'm not sure I have all the Happy software available so I can't state
>that your doing something wrong for certain, but I do know that the
>Happy will always try to grab the first boot sector and store it into

>internal memory whenever a disk is changed. Perhaps the format on the
>second disk is not what the Happy is expecting? There might also be
>a 'mode' that the Happy must be in to do the task at hand, one that
>might kill the 'grab boot sector' thing and allow you to continue
>without error. Re-read documentation?
>
>If the Happy will read and write to other disks/drives then it should
>be aligned well enough. Short of an oscilloscope and an alignment disk
>that's how I determine if a drive is on track.
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>

6685. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 04:50:17 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3k8b017qu.fsf@mindspring.com>
Source record: 41139

It might serve, but given the lack of cpu cycles to burn in an Atari,
its better to not spend time waiting. And waiting for the next scan
line could cause trouble if multiple updates occur at different lines
down the display- nothing fatal, just potentially ugly. I think that
sync feature is often used for twiddling the screen color across
lines- ie; sync on the start of a line, set a color, count cycles, set
another color, etc...

Gregm

> Okay, I'm willing to admit I might have missed something here but why not just
> do a poke to D40A Wsync?
>
> D40A (W) Wait for horizontal synchronization. Allows the OS to synchronize
> the vetrical TV dispaly by causing the 6502 CPU to halt and restart 7 machine
> cycles before the beginning of the next TV scan line. It is alsw used to
> synchronize VBI and DLI's with the screen display

6686. Re: XE's and XL's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 06:55:41 UTC
From: Dan & Jeri Williams <dwilliams@milwaukeepc.com>
Message-ID: <39f3e177$0$173$3936f1fe@news-core.twtelecom.net>
Source record: 41140

Good to hear it, and for the record my wife thinks I'm nuts too! I was
playing Alley Cat today and she couldn't stand it!!

Daniel

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:8so7caipm1@perki.connect.com.au...
> Just wanted to tell everybody that my 8-bit is back up and running after 8
> Years. Why oh why did it ever move to the cupboard. I spent 3-4 hour's
> playing Galaxian, Star Raiders, Defender and LOVED it. I think I will
leave
> the Falcon off for a while. Using an 8-bit is like riding a bike, you
never
> forget. It took me around 15Min's to get used to it again. Oh Bliss.
(Stupid
> grin)..
>
> Mark
>
> PS My wife think's Ive gone nuts........
>
> --
> **
> Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
> SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
> Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
> Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> 6 more Atari's a Couple of Mac's and a few crappy pc's.
> Mark Bedingfield, mark@baypc.com.au
> **
>
>
>

6687. Re: XE's and XL's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-23 23:44:04 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8t2ekk$302$1@perki.connect.com.au>
Source record: 41056

"compkid" <srtoys@yahoo.com> wrote in message
news:62T0OcDbiG6juqu0OA6=+ly1enQT@4ax.com...
> It's been 20+ years for me.
>
> Just got the 800 I bought off Ebay working.
> It's sitting next to the 800xl I fixed,
> the SIOPC cable looks like a dead spider next to them both.
> Tyring to remember Atari Basic after using a IBM pc for years
> that's a little harder.
>
> My significant other just laughs and goes back to playing nintendo.
> (super nintendo she doesn't like the N64 I bought her.)
>
> It is good to be back.

My wife is currently giving Banjo Kazooie a hiding in the vain hope she can beat it. My 1 year old daughter cant figure out why that beeping (1050), is coming from the Mega STE. I had no trouble at all remembering how to beat Star Raiders, beat it first go. Now on to the last Starfighter. Incedently does any one know where to get old games and how to get the suckers on a DD disk?

Mark

6688. Another Question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <vsaJ5.5336$Ms3.205399@stones>
Source record: 41061

When using Player/Missiles, do you save any CPU clocks
by switching off Antic's data fetching and doing it directly
yourself (in a few DLIs)? The display I'm doing just contains
horizontal bars, so the data remains the same for a few lines,
the DLIs (6 in all) are there anyway to change the PM colours
and so the option to not use Antic DMA for players is there,
but only if I gain from it.

Thanks,

Mark.

6689. Re: I think it's dead

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-ttsmcBk3f1dQ@port30.vdts.cab.cth.com.au>
Source record: 41062

On Sun, 23 Oct 3900 15:40:43, "Magada Kamal"
<coma56@deletethis.popstar.com> wrote:

> I brought my old Atari 800 up from the basement, plugged it in, and nothing
> happened. Well, the power came on, the teevee screen showed the cursor in
> the upper left corner, but it won't do anything else. No input from the
> keyboard, the inner speaker wont make the typing beep sounds that I remember

At least it is fixable. Every chip is in a good quality socket. If a
screen comes up with a cursor, Sounds like antic and gtia are ok.
Would look at pokey first to replace.

James B

6690. Re: Another Question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: davidjfirth@my-deja.com
Message-ID: <8t3knsnll1@nnrp1.deja.com>
Source record: 41063

In article <vsaJ5.5336$Ms3.205399@stones>,
"Mark Keates" <mark@mkeates.force9.co.uk> wrote:
> When using Player/Missiles, do you save any CPU clocks
> by switching off Antic's data fetching and doing it directly
> yourself (in a few DLIs)? The display I'm doing just contains
> horizontal bars, so the data remains the same for a few lines,
> the DLIs (6 in all) are there anyway to change the PM colours
> and so the option to not use Antic DMA for players is there,
> but only if I gain from it.

Switching off the Antic PMG DMA will save you a few cycles. You can change the PMG Graphics (GRAFP0-GRAFP3 & GRAFM), Horizontal Location (HPOSP0-HPOSP3, HPOSM0-HPOSM3) and Colour (Forgot register names off top of my head) within a DLI. You must make sure that you store to the hardware registers and not the shadow locations.

David Firth

Sent via Deja.com http://www.deja.com/
Before you buy.

6691. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be>
Message-ID: <8t3k5hkhp1@ail.sri.ucl.ac.be>
Source record: 41064

"Richard Douwes" <rdouwes@hetnet.nl> wrote in message
news:01c03cc2$91929a80$43264bd5@microsof...
> Mike Kohary <mkohary@earthlink.net> schreef in artikel
> <39F2F57F.606033A9@earthlink.net>...
>
> > Hey "Belgian Guy", send me an e-mail and you will have an order. ;) I
> > would love to use a "real" joystick with my PC for MAME games and Atari
> > emulation.
> >
> > Mike
>
> I looked it up. Here it is:
>
> Look at:
>
> http://users.swing.be/atari/joystick.html
>
> and try:
>
> fernandes@agel.ucl.ac.be
>
> His name is Emmanuel Fernandes (a real Belgian sounding name <g>). I hope
> his email address still works. I can highly recommend the interface (and
> the guy!)
>
> Richard
>
>

Hi!!!

Richard, thanks for the advertisement.... BTW, how's everything? Is the
device still working ?

The URL is correct and the e-mail address still works.... So if anybody is
interested, take a look. But I don't have much free time now......

Bye,

Emmanuel.....

6692. FA: SIO2PC on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8t3l1p$e7g$1@korweta.task.gda.pl>
Source record: 41065

Want to connect an old 8bit wit PC?
Check it out!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=478146417

j131

6693. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c03da7$2f089be0$62264bd5@microsof>
Source record: 41066

Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be> schreef in artikel
<8t3k5hkhp1@ail.sri.ucl.ac.be>...

> Richard, thanks for the advertisement.... BTW, how's everything? Is the
> device still working ?

The device is working GREAT! I have my 2 CX40's always beside me on my
desk.

> Bye,
>
> Emmanuel.....

Thanks again Emmanuel for this great gadget!

Richard

6694. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8t3s5d$653$1@nets3.rz.RWTH-Aachen.DE>
Source record: 41067

Howdy Rich

>The 1.79 mHz is another story all together.

The only reason I want a scope is to check out my Atari's. So I need 1.79 MHz. Saw a small ad with one for DM 50 or approx. 20 US$. Hmm, I have that kind of money, but do I want the scope I can get for that amount.

What I was thinking is that most of the signal a scope measured are way to fast for the human eye and therefore have to be 'slowed down' (divided be... or something like it). So I was thinking that we could do the dividing/slowing up of the signal outside the Atari (that would be running the 'scope software') and just let the Atari display the picture and tell the 'scoping hardware' what it should do.

CU Mathy van Nisselroy

PS found a couple of ADC204'S yesterday. Along with 5 6522, some 6502's (standard, not Atari), 2 or 3 PIA's, two 6116 (RAM), three 62256 (32kB SRAM) and some other 'yet unknown' chips. Saved them from the recycling bin for under 2 bucks total. Hope they work.

6695. Re: new kind of archive ring

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8t3she$653$2@nets3.rz.RWTH-Aachen.DE>
Source record: 41068

Howdy Mr.Bacardi

>I mean an archive sorted by companies, where you can find a picture of
>the original package and the game file (atr, xfd, com). You should also
>get some infos about the history of the company or some interesting
>stories related to the company.

Not only to you, but to all who place Atari software on the net:

PLEASE PUT IT THERE IN ATARI READABLE FORM (too).

I hate having to convert ATR's and XFD's.
I guys use PC's because they are faster?
Well then why don't you let those with fast PC's do the conversion to ATR and
XFD and save us slow 8 bit users from waiting ages.

CU Mathy van Nisselroy

6696. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svb2m33f6u8b51@corp.supernews.com>
Source record: 41069
Body handling: HTML body converted to readable text

"Mathy Van Nisselroy" wrote in message
news:8t3s5d$653$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Rich
>
> >The 1.79 mHz is another story all together.
>
> The only reason I want a scope is to check out my Atari's. So I need 1.79
MHz.
> Saw a small ad with one for DM 50 or approx. 20 US$. Hmm, I have that
kind of
> money, but do I want the scope I can get for that amount.

If the scope works you do. Even if you use it for nothing else, a scope
works perfectly as voltmeter. Actually it works better then a voltmeter
since it is several million times faster. I have friends that refuse to use
a DVM if they have a scope available.

You can check every fast single and see if it is going the expected range,
SIO for example. You also pick up things like voltage spikes that are much
to fast for a DVM to respond to.
>
> What I was thinking is that most of the signal a scope measured are way to
fast
> for the human eye and therefore have to be 'slowed down' (divided be...
or
> something like it). So I was thinking that we could do the
dividing/slowing up
> of the signal outside the Atari (that would be running the 'scope
software')
> and just let the Atari display the picture and tell the 'scoping hardware'
what
> it should do.

If it works, they have trigger probes on them, variable delays, various
sweep rates. For instance, you can attach the trigger probe to the SIO data
line and repeated send the same character down the line. You don't have to
worry about exact timing because the sweep of the electron beam is started
when the first transistion of the SIO is made. You then adjust how fast the
beam moves across the CRT such that the entire data packet fits. Once again,
probably a good million to one ratio. You can have the electron beam take
anywhere from a full second to go across or times measured in nano seconds
to get the signal properly displayed.
>
> CU Mathy van Nisselroy

>
> PS found a couple of ADC204'S yesterday. Along with 5 6522, some 6502's
> (standard, not Atari), 2 or 3 PIA's, two 6116 (RAM), three 62256 (32kB
SRAM)
> and some other 'yet unknown' chips. Saved them from the recycling bin for
> under 2 bucks total. Hope they work.

PPS I have been looking really hard at Atmel micocontrollers. The one I have
been spending the most time with is the AT90S8515. It is a 8 bit RISC
processor that runs at 8 mHz and does 8 mips.

First point is they only use ~8 mamps, only cost ~$8, and there are free
schematics for using them with a 62256 SRAM.

Second point is I think I really like Atmel. The only problem with their
silicon is it is so popular now, you have problems getting your hands on it.
On their web site, they have a PDF file for interfacing the 8515 to an IBM
keyboard, which means fast turn around for doing things like an IBM keyboard
<=> Atari interface.

The have just announced a new 30 mips processor that includes ~36k SCRAM,
FLASH, and something like 40,000 cell FPGA. Prices in large lots are going to be ~$20
and I think they are giving away the tools on CD for working with this puppy
if you ask them right now. We probably have the same projects in mind for
what we *could* do with this thing.

These Atmel processors are really easy to program: Several packages
[assembler IDE, Basic, C] in the $0-$200 range, no parts interface and
powered from a printer port or few parts powered from a serial port.

Anyway, I am so convinced that the Atmel stuff will leave PIC in their dust
my next project is learning 8515 assembly programming. I also got to meet some Atmel
people at a trade show a few years back, great people.

If you want to see what some people are already doing with them them a good
place to start is www.dontronics.com and follow the web ring from there.
Hard to get me excited but I think I am excited about these developments.

6697. Re: SIO2PC on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svb2s05qcfer87@corp.supernews.com>
Source record: 41070

Just a quick question. You aren't the same webmaster that was calling me
"loser" and "fuck you" via ICQ are you?

<webmaster@cbmpan.gdynia.pl> wrote in message
news:8t3l1p$e7g$1@korweta.task.gda.pl...
> Want to connect an old 8bit wit PC?
> Check it out!
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=478146417
>
> j131

6698. Re: I think it's dead

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39f5b6fb$0$35391$53a6afc1@news.erinet.com>
Source record: 41071

800s are fun to fix. IF you have another that works.
You can swap out the memory cards. (If you have like 3 16k
cards, try taking two out.) You can swap the OS card out.
Once opened, you can swap the personality board out.
And if none of that works, you can start swapping the POKEY,
GTIA, ANTIC, CPU and some other socketed chips out.
So, probably you don't have a second one to work with.
Anyway, READY only comes up with it working and a BASIC
cart in.
If the power light comes on, your power is probably working.
Wait, ANTIC, CPU, GTIA are on the personality board I think.
You can take a known working main board and try plugging
in the different boards to locate the problem.
So, maybe get a second 800.
Russg

6699. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39f5b92a$0$35390$53a6afc1@news.erinet.com>
Source record: 41072

I have a Heath Model 10-30 oscilloscope.
I haven't the faintest what I can do with it.
You mention using it for a voltmeter.
The scope was built from a kit by my mother. It must be
30 or 50 years old.
What can I do with it?
Russg

6700. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Richard Pike <RJPike@exton.freeserve.co.uk>
Message-ID: <8t4gal$7an$1@newsg3.svr.pol.co.uk>
Source record: 41073

> For simple stuff I would probably just hang the player INX,
> STX routine off a DLI. It seems easier to me, Especially
> if your just moving the player horizontally. Just choose a
> scanline below (or above) your player (not in the middle of
> it), and set the Interrupt bit. That way you can turn it on
> or off with one store:

For simple horizontal movement I agree absolutely, but my aim is to get the player fully joystick controlled with up/down movement and perhaps even have some other players reacting to it! I still think a "wait" command in the main loop is the simplest solution. This doesn't waste processor time because it only waits if the main loop is executed in less than one frame.

6701. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svbk4voo29h88e@corp.supernews.com>
Source record: 41074

Guessing but it will have at least 2 leads, one will be the ground. Not sure how they trigger it to start the electron beam. Heath did a lot of stuff with kits for TVs so I would imagine they have a built in triggered sweep. All you should have to do is get it so it is displaying a horizontal trace accross the tube. You then adjust the span/gain such that at 0.0V the line is on the bottom of the screen and say 5V is full scale at the top of the tube. If it doesn't have a scale on the screen, you could even use a grease pencil to do the marking.

The main thing you will notice is speed of response. Instead of waiting for a DVM to stablize, you get an instant indication of the voltage. I have seen people debugging using a scope and it looks like they are nodding their head in response to "Would you like a date with Meg Ryan?" question.

If it is one of the 'slow phosphor' types, all the better for catching spikes. Even w/o having it triggered properly, you will see something like

spike up here every once in a while
**************************** 5V logic level
Blurred area where the logic levels are changing, normal
****************************0V logic level
spike here every once in a while

http://www.qth.net/

Is a mailing list for hams, I would bet just about anything you could find someone there that could give you all the details. I didn't find anything in their archive, but some of it was even older, ref to circa 1948 scope kit for $39.

http://www.heathkit-museum.com/test/om-2.html

Was the only reference<3 on this page> I could find with specs. Seems like it may be a pretty good scope for knocking around since it sounds like you have a later model.

"Russg" <russg@en.com> wrote in message
news:39f5b92a$0$35390$53a6afc1@news.erinet.com...
> I have a Heath Model 10-30 oscilloscope.
> I haven't the faintest what I can do with it.
> You mention using it for a voltmeter.
> The scope was built from a kit by my mother. It must be
> 30 or 50 years old.
> What can I do with it?
> Russg
>
>

6702. Re: I think it's dead

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Magada Kamal <coma56@deletethis.popstar.com>
Message-ID: <8t4jbc$797$1@bob.news.rcn.net>
Source record: 41075

> "Russg" <russg@en.com> wrote:
> 800s are fun to fix. IF you have another that works.
> You can swap out the memory cards. (If you have like 3 16k
> cards, try taking two out.) You can swap the OS card out.
> Once opened, you can swap the personality board out.

Wow, I didn't know these machines had a personality :-)

> And if none of that works, you can start swapping the POKEY,
> GTIA, ANTIC, CPU and some other socketed chips out.
> So, probably you don't have a second one to work with.
> Anyway, READY only comes up with it working and a BASIC
> cart in.

Yeah, I guess I have to find another 800 and experiment with swapping the various chips between them... sometimes I wonder if there even are any of these old computers out there, I never see them at thrift stores or places like that.

> If the power light comes on, your power is probably working.
> Wait, ANTIC, CPU, GTIA are on the personality board I think.
> You can take a known working main board and try plugging
> in the different boards to locate the problem.
> So, maybe get a second 800.
> Russg
>
>

Thanks for the info,

Magada Kamal

6703. Re: Atari Happy Drive 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8t4svm$q7c$1@nnrp1.deja.com>
Source record: 41076

In article <sv9io0f6si6oe3@corp.supernews.com>,
Chainsaw <buck17@mylinuxisp.com> wrote:
> Well here's a follow-up on the situation->
> I reconfigured my setup and put the happy as drive #1 (the boot drive)
> When I try to boot any disks out of an assortment it always gives me a
> boot error. Now I'm 85% sure the heads out of alignment 'cause I can't
> remember ever successfully copying any disks to it. Although when
> starting the Happy backup program it did read the happy software disk
to
> get initialized- but it also wrote that disk. I think that was the
only
> successful backup I made with it.
> Is head alignment done with by repositioning the parking sensor? That
> was the first repair I made to the drive after receiving it.
> I'm about to see how far the happy will fly out of my window!
>
snip

Don't do that!! Or at least throw it at my window. I remember reading somewhere that when using Happy software one had to close the door and then turn the drive on with the Happy disk in place. There was a stern warning to *not* do this with any other disk. To me this sounds like a method of loading the internal memory with special code that would then allow for the use of all the features of the Happy drive. I have never even tried to do what you are, but I do know that SpartaDOS will not work with a Happy drive normally. I would use only the WarpDOS the Happy came with, booting it as described above.

To test the drive for alignment, I would boot Mydos with your other drive first, then format and write DOS to a disk in the Happy and then try to boot with the Happy. If that works then try reading the disk in your other drive. You should be able to detect a problem very quickly that way. Since WarpDOS is a special Happy DOS that doesn't have many features, I have hardly used it all and I'm not even sure that I have all the Happy programs that there are. The documentation is very confusing at times and since I have no need to do the special copying allowed with the Happy, I remain blissfully ignorant of just how to proceed from here.

Are you sure its a Happy? There was a clone that was supposed to do all the things a Happy did, but didn't work. If it says Happy Computing on the add-on board then its the genuine thing. If you get really disgusted looking at your Happy, you can always send it to me!

Sent via Deja.com http://www.deja.com/
Before you buy.

6704. Re: What kind of disks Does the 1050 Use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8t4tve$r48$1@nnrp1.deja.com>
Source record: 41077

In article <39f3e25b$0$173$3936f1fe@news-core.twtelecom.net>,
"Dan & Jeri Williams" <dwilliams@milwaukeepc.com> wrote:
> I am currently using only Double Density disks, what I was wondering
is if
> the 1050 could format a High density disk for what it needs? And
before you
> tell me, yes I know that it won't use the full capacity of a HD disk,
I was
> just wondering since all I can really find are HD disks.
>
> Thanks
>
> Dan
>
>

Using HD disk in a 1050 is a hopeless quest, I can't get mine to even complete a format of one, let alone store any data of value on it. Don't bother looking in stores for DD disks, they were sold out years ago, you will have to go to 8-bit Atari vendors for those disks or if you want to spend the big money call the 3M diskette hotline 1-800-328-9438 and get their recommendations of vendors who by federal law, I'm told, MUST produce DD disks for years to come.

http://www.best-electronics-ca.com - Best Electronics
http://www.angelfire.com/mn/video61 - Video61
http://www.myatari.com - B & C ComputerVisions
http://www.teleport.com/~bensmith/bscomputers.shtml - Bravo Seirra Computers

Sent via Deja.com http://www.deja.com/
Before you buy.

6705. Re: SIO2PC on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <20001024162104.04832.00000229@ng-co1.aol.com>
Source record: 41078

Oh No,
I must have clicked on the Apple II comp.sys by accident.

AB

6706. Re: I think it's dead

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39f610ee@fmlynet.org>
Source record: 41079

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Russg" <russg@en.com>
> 800s are fun to fix. IF you have another that works.
> You can swap out the memory cards. (If you have like 3 16k
> cards, try taking two out.) You can swap the OS card out.
> Once opened, you can swap the personality board out.
> And if none of that works, you can start swapping the POKEY,
> GTIA, ANTIC, CPU and some other socketed chips out.

Oh yeah, they are a lot of fun! even if they are not broken, it works so well.

> Anyway, READY only comes up with it working and a BASIC
> cart in.

Otherwise, ATARI COMPUTER MEMO PAD comes up.

> If the power light comes on, your power is probably working.

It wouldn't do as much it has thusfar without it.

Did you try "dropping" it a few inches off of the ground? It works! Shakes out
the dust.

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6707. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39f61302$0$34970$53a6afc1@news.erinet.com>
Source record: 41080

Thanks for the tips.
It has 5 inputs/bannana plug holes plus a shielded vert. input hole.
Horizontal input. a couple grounds, an external sync. and 12 pot knobs.
I have the book on it, but never tried to read it. I suppose I could
try to figure it out.
My Dad used to fix TVs.
Russg

6708. Re: Atari Happy Drive 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Chainsaw <buck17@mylinuxisp.com>
Message-ID: <svc7ug99ii4bd7@corp.supernews.com>
Source record: 41081

The latest chapter in the continuing saga of the UNHAPPY drive.....
After reconfiguring my setup and using the happy as the one and only drive, it wouldn't boot any disks- so after an hour of trial and error adjusting the parking sensor I got the track alignment perfect. It now will boot all of my disks, it's reading and writting just fine and it is definitely an original Happy Enhancement. I have the original software and docs- such as they are. Brand new these came with xeroxed documentation that was far from user friendly. I verified this in a vintage software piracy book I have 'Advanced Atari Software Protection Techniques'.
Yes when you perform a happy backup, you load the software disk in the drive and it programs the enhancement- the mod is actually a little computer in the drive- a 6502 cpu and 4k RAM. The backup process works okay but it does require a disk change after the first 13 or so sectors are read/written. I'm still having the problem that after the disk swap, it loses it's ability to read the original disk. It reports the rest of the sectors as unreadable format very quickly as if it has slipped back into fast read mode. I've double checked all of the preferences such as sectors needed and skew alignment, as well as forced slow mode. One thing I was surprised to learn is that happy drives cant read unstable sectors (fuzzy sectors) so any software written after 1985 wont fly!
Well I'm not gonna pitch it- it's still a novelty collector item. I just wanted to be able to backup the 100 or so original disks I have in my collection before they fail. Thanks again.

Message by melee5@my-deja.com on: 10/24/00 8:55:23 PM
>In article <sv9io0f6si6oe3@corp.supernews.com>,
> Chainsaw <buck17@mylinuxisp.com> wrote:
>> Well here's a follow-up on the situation->
>> I reconfigured my setup and put the happy as drive #1 (the boot drive)
>> When I try to boot any disks out of an assortment it always gives me a
>> boot error. Now I'm 85% sure the heads out of alignment 'cause I can't
>> remember ever successfully copying any disks to it. Although when
>> starting the Happy backup program it did read the happy software disk
>to
>> get initialized- but it also wrote that disk. I think that was the
>only
>> successful backup I made with it.
>> Is head alignment done with by repositioning the parking sensor? That
>> was the first repair I made to the drive after receiving it.
>> I'm about to see how far the happy will fly out of my window!
>>
>snip
>

>Don't do that!! Or at least throw it at my window. I remember reading
>somewhere that when using Happy software one had to close the door and
>then turn the drive on with the Happy disk in place. There was a stern
>warning to *not* do this with any other disk. To me this sounds like a
>method of loading the internal memory with special code that would then
>allow for the use of all the features of the Happy drive. I have never
>even tried to do what you are, but I do know that SpartaDOS will not
>work with a Happy drive normally. I would use only the WarpDOS the
>Happy came with, booting it as described above.
>
>To test the drive for alignment, I would boot Mydos with your other
>drive first, then format and write DOS to a disk in the Happy and then
>try to boot with the Happy. If that works then try reading the disk in
>your other drive. You should be able to detect a problem very quickly
>that way. Since WarpDOS is a special Happy DOS that doesn't have many
>features, I have hardly used it all and I'm not even sure that I have
>all the Happy programs that there are. The documentation is very
>confusing at times and since I have no need to do the special copying
>allowed with the Happy, I remain blissfully ignorant of just how to
>proceed from here.
>
>Are you sure its a Happy? There was a clone that was supposed to do
>all the things a Happy did, but didn't work. If it says Happy
>Computing on the add-on board then its the genuine thing. If you get
>really disgusted looking at your Happy, you can always send it to me!
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>

6709. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39f62f41$0$35392$53a6afc1@news.erinet.com>
Source record: 41082

I looked at the link you had.
It was for an om-2. About like mine, but not as many knobs.
The one I have is an IO-30, not a 10-30.
It was bought 12/15/61 for $69.95 and a Basic Elect. Educational Kit
was bought at the same time for $19.95.
I noticed a link to Bill Wilkinson's Heath page. Apparently he worked
for Heath in about 1971.
It has a 5" green screen.
Thanks for the tips.
Now maybe I'll fire it up.
I did try to use it once to try to figure out infrared TV remote control
signals. It made a nice trace with up squares for the pattern the
remote was putting out.
Russg

6710. rare boxed 8bit atari software on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 00:05:23 UTC
From: cjh3@hotmail.com
Message-ID: <39f4d21c.2469509@192.168.0.4>
Source record: 41057

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=477228165

6711. CC65 : Anyone using this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 03:17:57 UTC
From: tbdcfd@my-deja.com
Message-ID: <8t2v12$72i$1@nnrp1.deja.com>
Source record: 41058

Are there any CC65 users who have the latest version and lib files for
Atari 8-bit systems?

Any active CC65 users? Anybody want to point me to a good web site for
using it to do Atari 8-bit code?

Thanks!

- Ted D.

Sent via Deja.com http://www.deja.com/
Before you buy.

6712. Re: I think it's dead

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 04:09:26 UTC
From: Magada Kamal <coma56@deletethis.popstar.com>
Message-ID: <8t321o$r9b$1@bob.news.rcn.net>
Source record: 41059

> In article <39f4c7be$0$35384$53a6afc1@news.erinet.com>
> "Russg" <russg@en.com> wrote:
> You had a cart in there?
> The 800 goes to memo pad. I think. I guess you can type stuff.
> I don't remember.
> Try a cart if you have one.
> Russg
>
>

yeah, I've tried several different cartridges (including games), but there's no response from the keyboard. It doesn't even put the "ready" message up, it's just frozen. I'm sad to see my 800 go like this, but I guess it's 21 years old...

Magada Kamal

6713. Re: I think it's dead

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-24 06:48:57 UTC
From: Richard Daley <richard.daley@tesco.net>
Message-ID: <8t3b9ljg1@epos.tesco.net>
Source record: 41060

"Magada Kamal" <coma56@deletethis.popstar.com> wrote in message
news:8t321o$r9b$1@bob.news.rcn.net...
>
> > In article <39f4c7be$0$35384$53a6afc1@news.erinet.com>
> > "Russg" <russg@en.com> wrote:

Time for surgery, take it apart, and remove and reinsert the keyboard
connectors a few times, this sometimes works if there is a little corrosion
in there, also re-seating the chips may work. At least worth a try, it has
worked for me several times.

Richard
> > You had a cart in there?
> > The 800 goes to memo pad. I think. I guess you can type stuff.
> > I don't remember.
> > Try a cart if you have one.
> > Russg
> >
> >
>
> yeah, I've tried several different cartridges (including games), but
there's
> no response from the keyboard. It doesn't even put the "ready" message up,
> it's just frozen. I'm sad to see my 800 go like this, but I guess it's 21
> years old...
>
> Magada Kamal

6714. Re: Landscape

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: PJR <paul@mailchute.co.uk>
Message-ID: <RTBJ5.13108$bL1.259799@news6-win.server.ntlworld.com>
Source record: 40997

Stealth by Broderbund

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-LngeSCdnoEsU@port15.vdts.cab.cth.com.au...
> On Sun, 25 Oct 3900 13:00:24, "Mark Bedingfield" <mark@baypc.com.au>
> wrote:
>
> > G'day all, I have a copy of a Game called Landscape that is stuffed (2
long
> > in the closet). Does anyone know where a copy can be got from or have a
copy
> > that thay want to sell. By copy I mean ANY disk original or what ever, I
> > don't know how copyright applies to games from 1983....
> Landscape is an early pirate release of a game whose name escaps me at
> the moment. So the copyright is already been viloated. I should have
> an atr of it here somewhere.
>
> James B
>
>

6715. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <8t732ciua1@nnrp1.deja.com>
Source record: 40998

I'll second that! I have a couple of Wico's sitting right here by my
PC.
isaac

In article <01c03da7$2f089be0$62264bd5@microsof>,
"Richard Douwes" <rdouwes@hetnet.nl> wrote:
> Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be> schreef in artikel
> <8t3k5hkhp1@ail.sri.ucl.ac.be>...
>
> > Richard, thanks for the advertisement.... BTW, how's everything? Is
the
> > device still working ?
>
> The device is working GREAT! I have my 2 CX40's always beside me on my
> desk.
>
> > Bye,
> >
> > Emmanuel.....
>
> Thanks again Emmanuel for this great gadget!
>
> Richard
>

--
isaac davis
indavis@juno.com

Sent via Deja.com http://www.deja.com/
Before you buy.

6716. Happy archiver/editor software

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: buck17@mylinuxisp.com
Message-ID: <sve49p8mq0im79@corp.supernews.com>
Source record: 40999

Does anyone have a copy of the Happy Archiver/editor software for sale or trade? This is the software that came either seperately or combined with 'THE CHIP' enhancement for 810's. The last release of the software will also work with Happy enhanced 810's and 1050's. A companion manual would signifigantly increase my offer. Thanks again!

6717. er To Home BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39f72a2c@fmlynet.org>
Source record: 41000

FamilyNet HQ: Telnet:\\www.family-bbs.net

So has the Closer to Home Telnet BBS closed down?

I really enjoyed that place.

Talk soon,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6718. Re: Atari T-shirt at Pennys!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010251619190.80-100000@TT030>
Source record: 41001

On Wed, 25 Oct 2000, John Hale wrote:

> My 22-year old son just picked up a t-shirt at J. C. Penny's this week
> with the Atari Mt. Fuji logo and the name Atari in orange on white.

I have a blue one with the same white logo, got it at Gadzooks
in the mall.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6719. Re: CC65 : Anyone using this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <hhJJ5.7623$Ms3.249935@stones>
Source record: 41002

Don't forget David Lloyd too for his SID chip project ;-)

I'm currently using the CA65 assembler from it as it lets
you create object files that can then be linked using
LD65, taking away all of the hassles of resolving variable
addresses via import/export statements.

I highly recommend this for development!

Mark

6720. Atari T-shirt at Pennys!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39f77e8d@fmlynet.org>
Source record: 41003

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: John Hale <john.hale3@home.com>
> My 22-year old son just picked up a t-shirt at J. C. Penny's this week
> with the Atari Mt. Fuji logo and the name Atari in orange on white.

Man, if I knew that they sold them at Penny's I would not have waited around
for one on eBay, ah well. Guess who is going to J.C. Penny this weekend...
hehe

COOL!
Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6721. pOSTING AN ARCHIVE OF DISKS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39f77e8d@fmlynet.org>
Source record: 41004

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: buck17@mylinuxisp.com (Mo)
> I have a nice collection of original and duped atari 8 bit disks- I'd love to
> archive them on the net! Most are copy protected though and even with a happy
> drive I haven't been able to reproduce them. How would I convert these disks
> to an atr or whatever for the net?

Well, for one, if you have copy protected disks you need to 1) Punch Write-Protect tabs in them (with an inexpensive little tool that I believe is sold at most Atari vendors and 2) Crack the code on the disks. Obviously, #2 may be difficult but if you have programming experience it can be done

(I own
copies of several cracked games which were sold as blanks-The Goonies comes to mind)

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6722. er To Home BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39f77e8d@fmlynet.org>
Source record: 41005

FamilyNet HQ: Telnet:\\www.family-bbs.net

> So has the Closer to Home Telnet BBS closed down?

> I really enjoyed that place.

> Talk soon,

> Doctor Clu

Looks like it...sad to say it though. I went there on occasion (wish I went more often now) and it was very enjoyable. Anyone have any news on this?

All The Best,
Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6723. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39F76BAE.3D4FBF4C@earthlink.net>
Source record: 41006

TJ Edmister wrote:
>
> There is a program which allows for connecting NES, SNES, Genesis, PSX,
> etc. controllers to the parallel port. It is called SNESKEY and it makes
> the controller act as keypresses on the keyboard. If you hook up an
> Atari joystick using the Genesis wiring scheme it would work. You should
> find the website by searching for SNESKEY.

Thanks!

Mike
--
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Mike Kohary Seattle, WA http://www.kohary.com
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6724. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39F76BD2.9B010DA7@earthlink.net>
Source record: 41007

Emmanuel Fernandes wrote:
>
> The URL is correct and the e-mail address still works.... So if anybody is
> interested, take a look. But I don't have much free time now......

Make time for me; I'll be in touch. ;)

Mike
--
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
Mike Kohary Seattle, WA http://www.kohary.com
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6725. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3itqgiauj.fsf@mindspring.com>
Source record: 41008

> > For simple horizontal movement I agree absolutely, but my aim is to get the
> > player fully joystick controlled with up/down movement and perhaps even have
> > some other players reacting to it! I still think a "wait" command in the
> > main loop is the simplest solution. This doesn't waste processor time
> > because it only waits if the main loop is executed in less than one frame.
>
> I would have the joystick movement and the vertical/horzantle movement
> in a vbi routine. Just check the joystick switches and move the player
> if needed.
> Moving the player in a vbi resultes in smooth movement.
> James B

Be careful with vertical movement within a VBI routine, you only have a few hundred cycles available. If you run over, the display will flicker. Generally the direct VBI (runs before the electron beam starts drawing) only has 80 or so instruction cycles, the deferred routine (runs after the screen is drawn) has > 150 or so. Since you have to move each byte of a player/missle in memory to achieve vertical movement, the cycle count can add up quickly. You might end up having to move part of the player/missle in one vbi pass and the rest in a subsequent one. That kind of thing can turn ugly. The realtime software engineer people frequently end up in this kind of bind, when they have an interrupt routine that absolutely, positively must run on time all the time- or they need some exact delay between one event and the next.

I agree though, vbi movement of PM's is great, just try to maximize efficiency and be prepared to face some gnarly issues if your movement routines take too much time to execute.

Gregm

6726. Re: Landscape

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-LngeSCdnoEsU@port15.vdts.cab.cth.com.au>
Source record: 41088

On Sun, 25 Oct 3900 13:00:24, "Mark Bedingfield" <mark@baypc.com.au>
wrote:

> G'day all, I have a copy of a Game called Landscape that is stuffed (2 long
> in the closet). Does anyone know where a copy can be got from or have a copy
> that thay want to sell. By copy I mean ANY disk original or what ever, I
> don't know how copyright applies to games from 1983....
Landscape is an early pirate release of a game whose name escaps me at
the moment. So the copyright is already been viloated. I should have
an atr of it here somewhere.

James B

6727. Re: I think it's dead

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-8gdWdEU69bE5@port15.vdts.cab.cth.com.au>
Source record: 41089

On Sun, 24 Oct 3900 12:28:11, "Russg" <russg@en.com> wrote:

> 800s are fun to fix. IF you have another that works.
> You can swap out the memory cards. (If you have like 3 16k
> cards, try taking two out.) You can swap the OS card out.
> Once opened, you can swap the personality board out.
> And if none of that works, you can start swapping the POKEY,
> GTIA, ANTIC, CPU and some other socketed chips out.
> So, probably you don't have a second one to work with.
> Anyway, READY only comes up with it working and a BASIC
> cart in.

The cpu, antic and gtia are on the cpu board that is hidden inside the rf shield. a full dissemble is required to get at this board. Pokey and pia are on the main board as well as several glue chips. The personality board has the os rom on it contained in 2 rom chips. the third chip has the floating point routines.

James B

6728. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-CSp95Pkvxsgv@port15.vdts.cab.cth.com.au>
Source record: 41090

On Sun, 24 Oct 3900 18:27:03, "Richard Pike"
<RJPike@exton.freeserve.co.uk> wrote:

> > For simple stuff I would probably just hang the player INX,
> > STX routine off a DLI. It seems easier to me, Especially
> > if your just moving the player horizontally. Just choose a
> > scanline below (or above) your player (not in the middle of
> > it), and set the Interrupt bit. That way you can turn it on
> > or off with one store:
>
> For simple horizontal movement I agree absolutely, but my aim is to get the
> player fully joystick controlled with up/down movement and perhaps even have
> some other players reacting to it! I still think a "wait" command in the
> main loop is the simplest solution. This doesn't waste processor time
> because it only waits if the main loop is executed in less than one frame.

I would have the joystick movement and the vertical/horzantle movement
in a vbi routine. Just check the joystick switches and move the player
if needed.
Moving the player in a vbi resultes in smooth movement.
James B

6729. Re: Another Question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <8t682l$6s$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 41091

Hi Mark,

> When using Player/Missiles, do you save any CPU clocks
> by switching off Antic's data fetching and doing it directly
> yourself (in a few DLIs)?

In principle yes. However, note that fetching PM graphics yourself by
means of the CPU costs overall more cycles than letting ANTIC to do
the job for you, at least if you have to poke new data into the PM
data registers every scan line.

> The display I'm doing just contains
> horizontal bars, so the data remains the same for a few lines,
> the DLIs (6 in all) are there anyway to change the PM colours
> and so the option to not use Antic DMA for players is there,
> but only if I gain from it.

It gains a bit, sure. ANTIC has to read the data from RAM and hence
has to lock up the bus.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

6730. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <8t68d0$6s$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 41092

```
> I'm a novice when it comes to the Atari, but I've managed to set up a Player
> and draw it on the screen with assembler. Now I want to move it across the
> screen by writing the x coordinate into the appropriate horizontal player
> register something like this:

> Do
> INX
> STX horizontal_register
> Wait for screen refresh
> Loop

> What is the best way to implement the "wait" step so that each movement is
> synchronised with the screen update every 60th of a second?

The simplest I could think of would be:

LOOP:
INX
STX $D000
LDA $14 ;load timer
WAIT:
CMP $14 ;until change
BEQ WAIT
BNE LOOP ;continue

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_______ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____
```

6731. FS portfolio and ST manuals

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Ronato <pete@instruction-manuals.co.uk>
Message-ID: <OIzJ5.6598$Ms3.231367@stones>
Source record: 41093

http://www.instruction-manuals.co.uk/category/computer/atari.htm

please email me if interested

6732. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8t6ivu$qr3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 41094

Howdy Rick

>If the scope works you do. Even if you use it for nothing else, a scope
>works perfectly as voltmeter. Actually it works better then a voltmeter
>since it is several million times faster. I have friends that refuse to use
>a DVM if they have a scope available.

I have a DVM. And I have often wished it was faster. But the silly thing with stuff that uses digits on there display is that if they are too fast, you can't read them. I'll think about the scope.

>PPS I have been looking really hard at Atmel micocontrollers.
>On their web site, they have a PDF file for interfacing the 8515 to an IBM
>keyboard, which means fast turn around for doing things like an IBM keyboard
><=> Atari interface.

Has already been done. Andre Bertram (MacFalkner@aol.com) develope AKI (Atari Keyboard Interface) and it seems to be a lot better then Transkey. And he also is looking into these ATMEL chips. Check out his site at
http://members.aol.com/MacFalkner/index2.html
BTW you can choose between English and German on the site.

CU Mathy van Nisselroy

6733. Re: CC65 : Anyone using this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8t6jd2$qr3$2@nets3.rz.RWTH-Aachen.DE>
Source record: 41095

Howdy Ted

>Are there any CC65 users who have the latest version and lib files for
>Atari 8-bit systems?
>
>Any active CC65 users? Anybody want to point me to a good web site for
>using it to do Atari 8-bit code?

Tom Hunt is using it. But contacting him seems to quite a hassle at the
moment. Try: http://cth.tzo.com or tonhunt@brightnet.com

CU Mathy van Nisselroy

6734. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svdm35a4uphc53@corp.supernews.com>
Source record: 41096

> >PPS I have been looking really hard at Atmel micocontrollers.
> >On their web site, they have a PDF file for interfacing the 8515 to an
IBM
> >keyboard, which means fast turn around for doing things like an IBM
keyboard
> ><=> Atari interface.
>
> Has already been done. Andre Bertram (MacFalkner@aol.com) develope AKI
(Atari
> Keyboard Interface) and it seems to be a lot better then Transkey. And he
also
> is looking into these ATMEL chips. Check out his site at
> http://members.aol.com/MacFalkner/index2.html
> BTW you can choose between English and German on the site.

This is all really good stuff, but I was thinking in terms of the Atmel processors being so strong they could be used as a coprocessor. There is even a guy in Italy that has written an asm language program that only requires something like 2 bits of a port and 2 resistors to interface the micro to a tv set.

Also just read a post where someone said ~inside information is the Atmel processor cores<8 mHz> will run up to 20 mHz. They derate them because the on chip eeprom will not work right at those speeds.

There's a lot of nice instructions in the Atmel, things like harware multiply IIRC. At 8 mips, it probably means you could put one in an Atari and do everything from keyboard interface to floating point calculations.

With the new one coming out with 30 mips and 40k FPGA, it looks like you could do GTIA and Pokey work alikes in the FPGA. Anyway, my first project on the Atmel will be writing a 6502 emulator. If you do the standard; emulation requires 5X the processor of the target, then the Atmel at 30 mips is about 300X as fast as a 6502. Even the existing ones 4-8 mHz would be an order of magnitude faster then a 6502.

That's the plan anyway. 6502 emulator on an 8 mHz AT80S8515. Atmel gets their 30 mHz RISC<same instruction set> + programable logic device on the market. I learn how to use their design tools and see if I can do stuff like put a tv interface and sound into the FPGA. Could be I am to old for this, kind of thing for the young.

6735. Landscape

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 03:00:24 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8t5egkien1@perki.connect.com.au>
Source record: 41083

G'day all, I have a copy of a Game called Landscape that is stuffed (2 long in the closet). Does anyone know where a copy can be got from or have a copy that thay want to sell. By copy I mean ANY disk original or what ever, I don't know how copyright applies to games from 1983....

Mark

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

6736. Atari T-shirt at Pennys!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 03:18:13 UTC
From: John Hale <john.hale3@home.com>
Message-ID: <39F65030.A1C42C27@home.com>
Source record: 41084

My 22-year old son just picked up a t-shirt at J. C. Penny's this week
with the Atari Mt. Fuji logo and the name Atari in orange on white.

6737. Re: I think it's dead

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 03:27:04 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8t5ju8odm1@sshuraaa-i-1.production.compuserve.com>
Source record: 41085

Reseating the chips of the 800 is the place to start-including
the chips in the cards. But note that the cpu card is under the
metal case in the back. A complete disassemly is required for
it. Also, checking the cart connectors and sockets.

Rick D.

--

6738. Re: XE's and XL's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 03:40:18 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8t5kn2odm2@sshuraaa-i-1.production.compuserve.com>
Source record: 41086

There are thousands of Atari 8 games still around. The vendors list has people and places that have or had them. Commerical games are 99% tied to single density disks without special, expensive, and hard to find hardware.

Rick D.

--

6739. pOSTING AN ARCHIVE OF DISKS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-25 07:26:11 UTC
From: buck17@mylinuxisp.com
Message-ID: <svcqo0bt18is65@corp.supernews.com>
Source record: 41087

I have a nice collection of original and duped atari 8 bit disks- I'd love to archive them on the net! Most are copy protected though and even with a happy drive I haven't been able to reproduce them. How would I convert these disks to an atr or whatever for the net?

6740. Re: Landscape

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-WmfDPFuDn0Zv@port1.vdts.cab.cth.com.au>
Source record: 41010

On Sun, 25 Oct 3900 15:11:36, "PJR" <paul@mailchute.co.uk> wrote:

> Stealth by Broderbund
>

Thats the one. Thanks
James B

6741. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 00:00:00 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <8t8s43$de5$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 41011

> Be careful with vertical movement within a VBI routine, you only have
> a few hundred cycles available.

No, I'm sorry, that's not true. The VBI isn't time critical at all. It is
more like thousands of cycles than a few hundred, and even then there's nothing
to worry about.

> If you run over, the display will flicker.

No, why? ANTIC loads the DL start address itself, all the system VBI does
is to poke the shadow registers back into the hardware registers, plus the
timer management and the clock.

However, one problem is IO activity and VBI, where the CPU really requires
a lot of cycles for handling the serial port. Therefore, a VBI should be
almost always be a deferred VBI, unless it MUST be active even when the
CRITICIO flag is set.

> Generally the direct VBI (runs before the electron beam
> starts drawing) only has 80 or so instruction cycles, the deferred
> routine (runs after the screen is drawn) has > 150 or so.

Ehem. (-: The immedate VBI routine is what the Os jumps at as soon as it
gets the VBI interrupt from ANTIC. This is usually the Os routine, but
you may place another one here, provided you jump back into the Os when
you're done. Immediate VBIs should be kept short, but the main reason is not
due to display synchronization, which isn't that critical. The problem is
that the VBI has a higher priority than the IRQ used by Pokey for serial
IO and will lock-up IO transfers.
The deferred VBI is called by the OS VBI handler when it is done, and when
the CRITICIO flag is clear. Hence, all shadow registers are poked in,
and the CPU power is not really required. You may enlarge the VBI routine
as much as you wish provided you end it *before* the next VBI comes in.
It may even end way way down below the display, there's no problem with this.

In fact, some games are even written by means of a huge VBI routine which
handles all the movements - simply because this is the easiest way to
synchronize with the display refresh. And these routines are surely larger
than a few hundred cylces. (-;

> Since you
> have to move each byte of a player/missle in memory to achieve
> vertical movement, the cycle count can add up quickly. You might end
> up having to move part of the player/missle in one vbi pass and the
> rest in a subsequent one. That kind of thing can turn ugly. The
> realtime software engineer people frequently end up in this kind of
> bind, when they have an interrupt routine that absolutely, positively

> must run on time all the time- or they need some exact delay between
> one event and the next.

One of the tricks to avoid this situation - even though you can easely
move all four players and all four missles in one VBI, no big deal - is
to have a DLI at the end of the display which sets a flag that is polled
in the VBI and which is used to bail out quickly. Some "stack magic" could
be used as well if you're tough. (-;

> I agree though, vbi movement of PM's is great, just try to maximize
> efficiency and be prepared to face some gnarly issues if your movement
> routines take too much time to execute.

It won't, believe me. (-; The VBI is really nice and not critical at all.

See also: De Re Atari.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

6742. Black screen of death!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 06:58:40 UTC
From: buck17@mylinuxisp.com
Message-ID: <svfdgahfhdg631@corp.supernews.com>
Source record: 41009

I guess the atari's have the equivalent of the windows blue screen...
I've got an 800XL -> gives nothing but a black screen and an atari vcs 2600
same thing. Any ideas? I had another 2600 that would only do black and white
and on tinkering with it I found a RF tuner on the board- tuned it right back
to color! I don't think that's the case with these two units though. I've
tried different cartridges with no help. Thanks...

6743. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 10:31:40 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8t916c$e5q$1@nets3.rz.RWTH-Aachen.DE>
Source record: 41012

Howdy Rich

>This is all really good stuff, but I was thinking in terms of the Atmel
>processors being so strong they could be used as a coprocessor. There is
>even a guy in Italy that has written an asm language program that only
>requires something like 2 bits of a port and 2 resistors to interface the
>micro to a tv set.

What would be nice is to have a GTIA with 80 x 50 text and 640 by 480 graphics
in atleast 256 colors.

And since I'm dreaming anyway, I'd also like to have a SIO-Network-hub-kinda
thing, where you plug up to 8 computers via SIO into this device and use one or
two connectors for the periferals (Disk Drives, etc.). Each computer would be
able (after loading a small utility) to take control over other computers for
the purpose of exchanging information (either 'GAMELINK' stuff or pull data of
a harddisk connected to one of the computers). If possible, there should be a
way to do two things at once (like computer 1 exchanges data with number 2
while numer 3 is loading stuff from disk.

CU Mathy van Nisselroy

6744. 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 10:44:05 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8t91tl$e5q$2@nets3.rz.RWTH-Aachen.DE>
Source record: 41013
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Howdy folks

I've got the impression that there are a lot more 80 column upgrades (commercially available (at one point) and home built) for the C64 then the Atari 8 bit. I found a old German magazin I have and it has a test of C64 80column upgrades. There were at least 4 of them and they didn't even mention the Batteries Included thingie.

How good are these upgrades?
(I found a 6545 at the recycle center. Saved it and a lot of other 65xx chips from the scrapheap. Looked like they came from Commodore's)

Are schematics available.

CU Mathy van Nisselroy

PS This is cross-posted to c.s.cbm and c.s.atari.8bit

6745. Re: Source for WD1772 controler chip??

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 11:12:51 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8t93jj$e5q$5@nets3.rz.RWTH-Aachen.DE>
Source record: 41014

Howdy folks

I found the following on c.s.cbm, the C64 site.

>Someone above mentioned a source of the WD1772 controller chips. It
>was either an on-line store or something about an Atari disk drive.
>
>Would someone please post that information again?? I've got one dead
>1581 drive that I need to get fixed.

Guess where I'm gonna get my WD1772 when I need one?

CU Mathy van Nisselroy

6746. Re: er To Home BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 11:39:21 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <og5gvskfpmt44uo8apuidve6taorserioc@4ax.com>
Source record: 41015

On Tue, 25 Oct 2000 16:53:36 , "Jessica Cornn"
<Jessica.Cornnp0.f2.n8.z8@fmlynet.org> drooled an embarassing wet spot
in his lap as he typed:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>> So has the Closer to Home Telnet BBS closed down?
>
>> I really enjoyed that place.
>
>> Talk soon,
>
>> Doctor Clu
>
>Looks like it...sad to say it though. I went there on occasion (wish I went
>more often now) and it was very enjoyable. Anyone have any news on this?
>
>All The Best,
>Jessica
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

I can't even get to the website (cth.tzo.com); it appears to be down,
also. :-(

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6747. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 12:11:06 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8t970n$9sq$1@nnrp1.deja.com>
Source record: 41017

Hello there Mark/Melee hows the atari going, keep the atari faith the keep those atari's humming brightly

Re:US alpha load... again (boring, and I didn't like that menu, I prefered howfendos)

If you are going to go down the robc route, make sure that the disk is either single dens., or true double density (not usd/happy formatted), I'm not too sure about 1050 enhanced density as I havent seen an atr image in 1050 density used on an emulator (PC)

I would suggest that you use (if you have it) howfendos vers.3.7 or 3.8, which allow you to convert from robc ian k, john w (multiboot) prev. howfendos and us alpha (aka c-elton) to howfendos

Howfendos is the only menu that i know that allows you to foirmat in true d/d, and also all the other densities, also it's thew only menu system compatable with the german 1050 u/g for 1050 called mini & super speedy, mini & super speedy was basically a european version of happy/lazer

Hope this helps

carmel a

Sent via Deja.com http://www.deja.com/
Before you buy.

6748. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 12:11:06 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8t970m$9sp$1@nnrp1.deja.com>
Source record: 41018

Hello there Mark/Melee hows the atari going, keep the atari faith the keep those atari's humming brightly

Re:US alpha load... again (boring, and I didn't like that menu, I prefered howfendos)

If you are going to go down the robc route, make sure that the disk is either single dens., or true double density (not usd/happy formatted), I'm not too sure about 1050 enhanced density as I havent seen an atr image in 1050 density used on an emulator (PC)

I would suggest that you use (if you have it) howfendos vers.3.7 or 3.8, which allow you to convert from robc ian k, john w (multiboot) prev. howfendos and us alpha (aka c-elton) to howfendos

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Hope this helps

carmel a

Sent via Deja.com http://www.deja.com/
Before you buy.

6749. Re: whatever happened to Dataque/ Chuck Steinmann

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 12:17:26 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8t97ci$a6r$1@nnrp1.deja.com>
Source record: 41019

hello sage, hows the atari going, keep the atari faith

RE: what happened to chuck steinmann/dataque

the only response was from mathy van nistleroy, couldn't/didn't shed any
more light

I am still interested though

Any help from you yanks (americans) would be greatly appreciated

yours

carmel a

Sent via Deja.com http://www.deja.com/
Before you buy.

6750. LS08 - Timing and the Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 12:19:50 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8t97h6$j1n$2@nets3.rz.RWTH-Aachen.DE>
Source record: 41016

Howdy folks

I've checked out my 800XE and have found out that it's more like the XEGS and less like the other XE's and the XL's then I thought.

On the XL's, the 130XE and the American 65XE (not sure about the last one, but I guess it's like the 130XE) Phi 0 (zero) leaves the ANTIC from pin 34. It's than buffered by the LS08 and enters SALLY (the CPU) at pin 37. Inside SALLY Phi 1 and Phi 2 are created from Phi 0. Phi 2 leaves SALLY at pin 39 and pulled up before it is buffered by the LS08 again. Than it enters ANTIC again at pin 29.

The GTIA chip select signal goes strait from the LS138 pin 15 to GTIA pin 32.

On the XEGS, the 800XE and the European 65XE, Phi 0 is not buffered by the LS08. The Phi 2 stuff is the same. But the GTIA select signal is now buffered between pin 15 of the LS138 and pin 32 of the GTIA.

What this means, I think, is that Phi 2 is moved forward in time by approximately 10 miliseconds and the GTIA is selected approximately 10 miliseconds later.

Could this have an effect on the Atari??? Could there be a reason for this???

Still doesn't explain why my memory upgrade works on the XEGS but not on the 800XE. :-((BTW it works on the 800XL too). One difference between the upgraded XEGS and the upgraded 800XE is that I use the empty places on the 800XE's motherboard. The 800XE and the European 65XE have motherboards that are made to be 130XE motherboards. With jumpers and empty holes where the CO25953 and the extra RAMs in the 130XE would be.

CU Mathy van Nisselroy

BTW these 800XE's and European 65XE's use 64 by 4 bit RAM chips instead of 64 by 1 chips. Although I have seem an 800XE with eight 64 by 1 bit chips.

6751. Re: 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 13:04:33 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svgatk8fmdtsa9@corp.supernews.com>
Source record: 41020
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:8t91tl$e5q$2@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I've got the impression that there are a lot more 80 column upgrades
> (commercially available (at one point) and home built) for the C64 then the
> Atari 8 bit. I found a old German magazin I have and it has a test of C64
> 80column upgrades. There were at least 4 of them and they didn't even mention
> the Batteries Included thingie.
>
> How good are these upgrades?
> (I found a 6545 at the recycle center. Saved it and a lot of other 65xx chips
> from the scrapheap. Looked like they came from Commodore's)
>
> Are schematics available.
>
> CU Mathy van Nisselroy
>
> PS This is cross-posted to c.s.cbm and c.s.atari.8bit

Bob Wooley used a 6545 in his upgrade. IIRC it has additional registers over the 6845 that allow for easier access to video RAM. You can do things like load some registers as a pointer to video RAM/text position and then write to a register and that character is automatically transfered to video RAM/screen.

6752. Re: Black screen of death!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 13:07:46 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svgb3lkvl9e9fc@corp.supernews.com>
Source record: 41021

Always check the power supplies first. The 800XL power supplies are notorious for burning out. They don't always just quit like a good little power supply should, sometimes they go under voltage and start producing odd results.

"Mo " <buck17@mylinuxisp.com> wrote in message news:svfdgahfhdg631@corp.supernews.com...
> I guess the atari's have the equivalent of the windows blue screen...
> I've got an 800XL -> gives nothing but a black screen and an atari vcs 2600
> same thing. Any ideas? I had another 2600 that would only do black and white
> and on tinkering with it I found a RF tuner on the board- tuned it right back
> to color! I don't think that's the case with these two units though. I've
> tried different cartridges with no help. Thanks...

6753. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 13:15:27 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8t9ap9$d20$1@nnrp1.deja.com>
Source record: 41022

In article <8t970m$9sp$1@nnrp1.deja.com>,
carmel_andrews@my-deja.com wrote:
> Hello there Mark/Melee hows the atari going, keep the atari faith the
> keep those atari's humming brightly
>
> Re:US alpha load... again (boring, and I didn't like that menu, I
> prefered howfendos)

Cheers Carmel, I've actually had some success with the Alpha load last night, Steve Tucker(ape, top bloke!) managed to update an ATR file I managed to copy & send him so it worked ok under ape, which means I can get them all backed up on my PC hooray !!. After I've done that I'll have a look at other menu arrangements that are more compatable with everything. If I can work out what mod's he's made to the file I'll post them here. I've never head of howfendos, I'll have a look around for it sounds ideal. I've got a d/d joystick controlled dos menu called microdos xl on some of my disks ?, could that be a variation on a theme ?

> If you are going to go down the robc route,
Not now I'm not :-)
>
> Hope this helps

as always, thanks a lot

Mark

Sent via Deja.com http://www.deja.com/
Before you buy.

6754. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 13:32:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svgch42ibndi78@corp.supernews.com>
Source record: 41023

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:8t916c$e5q$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Rich
>
> >This is all really good stuff, but I was thinking in terms of the Atmel
> >processors being so strong they could be used as a coprocessor. There is
> >even a guy in Italy that has written an asm language program that only
> >requires something like 2 bits of a port and 2 resistors to interface the
> >micro to a tv set.
>
> What would be nice is to have a GTIA with 80 x 50 text and 640 by 480 graphics
> in atleast 256 colors.

I've just started doing the wire wrap for a 8515. I really suck at starting new languages or programming right now, the "old" thing. Actually I am doing the wire wrap w/o even having an 8515 in my hot little hands, most places I hang out are sold out of them.

Plan calls for ~14 mHz clock divided by 2 for the processor and feeding a 74LS166 parallel to serial converter.

You need 14 mHz to get 640 dots on the screen during the horizontal trace => 80 columns.

I have a few latching schemes in mind for color info, but haven't figured out how to effectively get more then one color register that is active at any one time.

>
> And since I'm dreaming anyway, I'd also like to have a SIO-Network-hub-kinda
> thing, where you plug up to 8 computers via SIO into this device and use one or
> two connectors for the periferals (Disk Drives, etc.). Each computer would be
> able (after loading a small utility) to take control over other computers for
> the purpose of exchanging information (either 'GAMELINK' stuff or pull data of
> a harddisk connected to one of the computers). If possible, there should be a
> way to do two things at once (like computer 1 exchanges data with number 2
> while numer 3 is loading stuff from disk.

I have to check the data sheets, but Atmel RISC processors have a built in serial port and I think some have 2. I think they have a some of the common fast serial interfaces like SPI available.

It looks like what happened was Atmel started making 8051<~similar to the one we have in an XF551> clones, then went nuts and did a RISC version with Harvard architecture. They have the ~same pinouts as the 8031/8051 etcetera microcontrollers. They make several version of the 8051 compatible processor in CMOS that run up to 24 mHz, but they aren't as interesting to me as the RISC based ones.
>
> CU Mathy van Nisselroy
>

6755. Re: er To Home BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 14:33:06 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39f8b3ed@fmlynet.org>
Source record: 41031

FamilyNet HQ: Telnet:\\www.family-bbs.net

> I can't even get to the website (cth.tzo.com); it appears to be down,
> also. :-(
> --
> Mindfield
> "Ignorance breeds confidence more often than does knowledge." -Darwin
> Remove the badgers before E-Mailing.

I noticed that first of all but perhaps I should have mentioned it.

Rest in Peace, Closer to Home.

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6756. Re: need phantasie1,2,3 for atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 15:34:17 UTC
From: DCM01@USA.NET
Message-ID: <39f84d4e.723349@news.CIS.DFN.DE>
Source record: 41034

I havve Phantasie II for the 8bit. It is quite ambitious technically
for an 8bit game, with multiple characters and scrolling maps and
graphical battles. I played it maybe 3 times a few months ago, but
then a disk crashed! I haven't been able to generate a working new
diskette from a Phantasie disk image yet.

The downside of Phantasie II is the disk access which could be faster
and better, at least that was my first impression.

On Thu, 26 Oct 2000 20:44:28 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>I don't think III was released for Atari 8-bit, but I do know Phantasie I
>was. I have II and III on Atari ST, but only Phantasie I on Atari

6757. need phantasie1,2,3 for atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 15:35:04 UTC
From: wemery73@my-deja.com
Message-ID: <8t9iv9kfl1@nnrp1.deja.com>
Source record: 41024

Need phantasie1,2,3 for atari 800xl ..

Im running Atari800Win emulator because my atari died....

If you know were can get these 2 games let me know please...

e-mail is wemery73@kellnet.com

the years might be wrong i got this from apple...

Phantasie
1985 - INTRODUCTORY -
Search for the Nine Rings to help you battles the Dark Lord's evil minions. By Doug Wood

Phantasie II
1986 - INTRODUCTORY -
Descent into the Netherworld - Locate and destroy the Dark Lord's evil orb in this new adventure that is the exciting sequel to SSI's best-selling fantasy game. By Doug Wood

Phantasie III The Wrath of Nikademus
1987 - INTRODUCTORY -
More than a sequel to Phantasie I and II, this is the final confrontation between your band of 6 heroes and the Dark Lord Nikademus. By Doug Wood

Sent via Deja.com http://www.deja.com/
Before you buy.

6758. Tuesday Night Chats

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 15:41:36 UTC
From: DCM01@USA.NET
Message-ID: <39f84f01.1159238@news.CIS.DFN.DE>
Source record: 41035

For about 7 weeks I posted and set topics for weekly IRC chat sessions. We had pretty good turnout and it was generally fun and successful. Recently my busy schedule caused some overload and I stopped setting up the chats. I regret that I failed to let anybody know anything. I think the chats may have continued in my absence anyhow, which would be great.

I hope to get back to those chats but for now I am still not able to.

6759. Re: pOSTING AN ARCHIVE OF DISKS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 16:08:08 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <bi4gvsgjdne1f10gujn7sm4n48v7hc7h0b@4ax.com>
Source record: 41025

The other Day buck17@mylinuxisp.com (Mo) wrote:

>I have a nice collection of original and duped atari 8 bit disks- I'd love to
>archive them on the net! Most are copy protected though and even with a happy
>drive I haven't been able to reproduce them. How would I convert these disks
>to an atr or whatever for the net?

You need to use the PROsys from Steven Tucker of APE. It's a cable
with electronics plus some software that will read even protected
stuff into ATR format.

Only one niggle with it (sorry Steve) is that emulators cannot use the
images made unlike other ATR's. Not a problem if you use APE and a
real Atari but not so hot if you have old real disks but don't have
either space or ability to have an old Atari hardware wise so
emulators become the only easy way to relive the memories.
--
Paul Irvine

REMOVE SPAM IN ADDRESS TO REPLY!!!!!

6760. FA: ON EBAY ATARI 850, 810, 410, OKIMATE, GAMES/SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 16:48:18 UTC
From: jcarter677@aol.com
Message-ID: <20001026124818.04938.00001641@ng-cc1.aol.com>
Source record: 41026

See my Auctions on eBay for the Subject items and more.

Search by Seller: Bookman3

Thanks and Good Luck!

6761. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 18:24:48 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8t9st8$tb9$1@nnrp1.deja.com>
Source record: 41027

Hello again mark/melee, keeping that atari hummy i see

Re: US Alpha Load

Well done my man, how the help did stephen tucker get around the us alpha load recogmnising the us d format, or did he just mimic the usd format and make it t/d/d (true /d/d)

Also re: microdos xl, why are you still using dos based menu systems (as they can only load dos binary files (I've got loads that i've created myself, incl. rockford/mastertronic, KDSM/cognito, zybex/zepplin, redmax/code masters etc etc, Although |I have a problem with GPS (grand prix sim by codemasters- which looks a bit like the atari arcade game championship supersprint) the small problemette is that I dont know where the last sector of the game loads in memory, as the tape loader only indicates 4 load blocks after the loader, where infact theres five, which is 1x 128 byte block on it's own, I just don't know where it loads in Ram, any help, and I'll give you a copy of the finished binary file, or anyone who can help

I prefer howfen/rob c type menu's because you very rarely have memory conflicts, like you do with dos menus, and with howfewndos you have 1030 sectors left for the files in 1050 dens, 714 in 810 dens, cant remember what it was for d/dens, rob c gives you 4 sectors less then the total no of sectors allowed on a 1050 810 format so that will be 1036 (1050), or 716 (810), mind you with robc it's basically a colour version of john w (multiboot) which I dont like anyway, and any m/bt or rob c stuff I have, I convert straight away to howfendos

Happy atari'ng

Carmel Andrews

Sent via Deja.com http://www.deja.com/
Before you buy.

6762. Re: need phantasie1,2,3 for atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 18:44:28 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <yX_J5.635$Yy1.10778@news1.online.no>
Source record: 41028

<wemery73@my-deja.com> wrote in message news:8t9iv9kfl1@nnrp1.deja.com...
> Need phantasie1,2,3 for atari 800xl ..
>
> Im running Atari800Win emulator because my atari died....
>
> If you know were can get these 2 games let me know please...
>
> e-mail is wemery73@kellnet.com

I don't think III was released for Atari 8-bit, but I do know Phantasie I
was. I have II and III on Atari ST, but only Phantasie I on Atari

6763. announcing scott adams whomper stomper on cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 20:23:29 UTC
From: Video61@webtv.net
Message-ID: <4291-39F892C1-33@storefull-175.iap.bryant.webtv.net>
Source record: 41030

whomper stomper from scott adams is now availible on cartridge for the
atari 8-bit computers with at least 48k of ram.
thanks to scott adams for permission to port this game over to
cartridge format.
ordering information can be found at,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6764. Re: need phantasie1,2,3 for atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-26 20:25:21 UTC
From: Video61@webtv.net
Message-ID: <4291-39F89331-34@storefull-175.iap.bryant.webtv.net>
Source record: 41029

phantasie I&2 came out on the 8-bit,but today i am unaware of any left
at any atari dealers,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6765. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 00:42:56 UTC
From: Arudzki <arudzki@mailbox.bellatlantic.net>
Message-ID: <39F8CED1.17D83C5A@mailbox.bellatlantic.net>
Source record: 41032

> > Be careful with vertical movement within a VBI routine, you only have
> > a few hundred cycles available.
>
> No, I'm sorry, that's not true. The VBI isn't time critical at all. It is
> more like thousands of cycles than a few hundred, and even then there's nothing
> to worry about.

The immediate VBI only has a few thousand cycles to spare, but doesn't the
deferred VBI have like 20,000 free?

>
>
> > If you run over, the display will flicker.

If you run over on a Display List interrupt, the display will flicker or screw
up....

tony

6766. Re: Re: er To Home BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 02:09:56 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <24ohvsg7v2takij8bsqmrsk8gu7k6fa311@4ax.com>
Source record: 41033

On Wed, 26 Oct 2000 14:33:06 , "Jessica Cornn"
<Jessica.Cornnp0.f2.n8.z8@fmlynet.org> drooled an embarassing wet spot
in his lap as he typed:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>> I can't even get to the website (cth.tzo.com); it appears to be down,
>> also. :-(
>> --
>> Mindfield
>> "Ignorance breeds confidence more often than does knowledge." -Darwin
>> Remove the badgers before E-Mailing.
>
>I noticed that first of all but perhaps I should have mentioned it.
>
>Rest in Peace, Closer to Home.

Well, tzo.com is a dynamic DNS routing service, so no response from
the cth subdomain may simply mean that the site hosting CTH is down
for repairs or something. At least, we can HOPE that's the case and
CTH will rise again. (Yes, I'm grasping at straws... it'd be a damn
shame to see it go. The BBS was a real trip down memory lane, and I
enjoyed talking with the SysOp; we both knew a lot of the same old
folks from way back) Perhaps my only consolation is that I mirrored
his FTP site some months back... I was planning on updating the mirror
at some point. *sigh*

>
>Jessica
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6767. Re: What kind of disks Does the 1050 Use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 04:20:06 UTC
From: Jon Tibbetts <nuclearspam@home.com>
Message-ID: <39F90282.8C151E5A@home.com>
Source record: 41036

Hi Dan,

> I am currently using only Double Density
> disks, what I was wondering is if the 1050
> could format a High density disk for what
> it needs?

I did these 2 things, so I know it'll work:

1. www.myatari.com - 10 count=$2.95
They worked with me and Paypal, so they're
not all bad. ;) (Also, plenty of game dupes.
If you buy some you'll see what I mean.)

2. I went digging online. I found some
Verbatim MD/2D disks for $4.99. They weren't
formatted, but they do have the little hub
ring that makes the difference. I formatted
them and they work great. You can find them
here:

http://www.insight.com/web/apps/products/productpresentation.php?product_id=vrb18188

HTH,
--Jon

6768. Re: Faulty 1050 floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 07:09:31 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <sviam8k8lnsqe4@corp.supernews.com>
Source record: 41037

Hello Russell Spearing,

Since you wrote that someone has very kindly emailed
you the circuit diagram and as a result your 1050 is up
and running again, I was wondering if you could please
email me a copy of the circuit diagram?

I am suffering from a faulty 1050 Floppy Drive myself
which has caused me to archive my entire Atari 800XL
computer system.

I need to repair it to run some of my best software in
order to port it over to my Windows 95 PC with
Atari800Win emulator.

Wally
w_a_lang@willinet.net

6769. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 08:50:06 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <8tbfju$om4$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 41038

Hi Tony,

> The immediate VBI only has a few thousand cycles to spare, but doesn't the
> deferred VBI have like 20,000 free?

This sounds more likely, indeed. (-;

>> > If you run over, the display will flicker.

> If you run over on a Display List interrupt, the display will flicker or screw
> up....

It will just interrupt the VBI, no problem, all provided the VBI or DLI
will return before the next interrupt of the same kind occurs. The 6502 will
push return addresses onto the stack recursively. Provided you can make sure
that you never run out of stack, then there's no problem even with that.

Yes, I did this once... A huge VBI that took about half the display to finish,
which is interrupted by DLIs to modify the display on the fly.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

6770. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 09:16:08 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-5ddkQr5vD9Q7@port3.vdts.cab.cth.com.au>
Source record: 41039

On Sun, 27 Oct 3900 00:42:56, Arudzki
<arudzki@mailbox.bellatlantic.net> wrote:

> > > Be careful with vertical movement within a VBI routine, you only have
> > > a few hundred cycles available.
> >
> > No, I'm sorry, that's not true. The VBI isn't time critical at all. It is
> > more like thousands of cycles than a few hundred, and even then there's nothing
> > to worry about.
>
> The immediate VBI only has a few thousand cycles to spare, but doesn't the
> deferred VBI have like 20,000 free?

looking up de re atari, 2,000 for immediate and about 20,000 for
defered. This is for NTSC. PAL systems will have more cycles to play
with. Many of the 20,000 are while the screen is drawn.
>
> >
> >
> > > If you run over, the display will flicker.
>
> If you run over on a Display List interrupt, the display will flicker or screw
> up....

The DLI will run as normal It is just another interupt routine that
will interupt the vbi and run.

James B

6771. Just a test to see if my server is sane again

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 09:53:05 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8tbja1$1kj$1@nets3.rz.RWTH-Aachen.DE>
Source record: 41040

```
test
```

6772. Re: Scope

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 09:56:45 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8tbjgt$1kj$2@nets3.rz.RWTH-Aachen.DE>
Source record: 41041

Howdy Rich, folks

>You need 14 mHz to get 640 dots on the screen during the horizontal trace =>
>80 columns.
>
>I have a few latching schemes in mind for color info, but haven't figured
>out how to effectively get more then one color register that is active at
>any one time.

There seems to be a young lady working on a 24bit graphics upgrade for the C64
(to replace the VIC chip). Maybe she can help you. Read a LITTLE bit more
about her/it at http://hometown.aol.com/rgharris/news.htm Start reading at
'One demo that.....EXPO...' it's one of the bigger paragraphs.

CU Mathy van Nisselroy

6773. newsgroup software (winvn) chokes on messages that are CC-ed (to an Email address)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 10:00:45 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8tbjod$1kj$3@nets3.rz.RWTH-Aachen.DE>
Source record: 41042

Howdy folks

I just found out that ones again this stupid PC software (winvn under windows NT 4.0) chokes everytime I try to post a message and there is an email address at "Cc-By-Mail". Please help. It hasn't happened in months, now it's back.

Can please, please kill Bill Gates???

CU Mathy van Nisselroy

6774. Re: 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 10:04:40 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8tbjvo$1kj$4@nets3.rz.RWTH-Aachen.DE>
Source record: 41043
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Howdy Rich, folks

>Bob Wooley used a 6545 in his upgrade. IIRC it has additional registers over
>the 6845 that allow for easier access to video RAM. You can do things like
>load some registers as a pointer to video RAM/text position and then write
>to a register and that character is automatically transfered to video
>RAM/screen.

I have the schematics to that one. Still have to figure that out. Problemn is
, it's an internal upgrade. I'ld like to have a plug in version.

CU Mathy van Nisselroy

6775. Re: 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 10:22:01 UTC
From: Nicolas Welte <welte@chemie.uni-konstanz.de>
Message-ID: <39F95749.3CEE698C@chemie.uni-konstanz.de>
Source record: 41044
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Mathy Van Nisselroy wrote:
>
> Howdy Rich, folks
>
> >Bob Wooley used a 6545 in his upgrade. IIRC it has additional registers over
> >the 6845 that allow for easier access to video RAM. You can do things like
> >load some registers as a pointer to video RAM/text position and then write
> >to a register and that character is automatically transfered to video
> >RAM/screen.
>
> I have the schematics to that one. Still have to figure that out. Problemn is
> , it's an internal upgrade. I'ld like to have a plug in version.

The best 80 column upgrade for the C64 is called C128. Supported by
quite some software for C64 mode. It doesn't really make sense to use
any of the external 80 column cartridges. It also offers high resolution
graphics, color, up to 64k of video memory, ...

Nicolas

6776. Re: er To Home BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 11:31:08 UTC
From: NoOne@FakeEmail.com
Message-ID: <8FDA4F121CTHEnterprises@205.212.123.11>
Source record: 41045

Jessica.Cornnp0.f2.n8.z8@fmlynet.org (Jessica Cornn) wrote in
<0002.39f77e8d@fmlynet.org>:

>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>> So has the Closer to Home Telnet BBS closed down?
>
>> I really enjoyed that place.
>

I'm in the process of moving the web pages to-

http://members.nbci.com/cc65foratari/Index.html

I'm still looking for a server that could serve as a home for the BBS.

Best,
Tom

(NOTE: Fake email address used in this message to cut down on spam bots).

>> Talk soon,
>
>> Doctor Clu
>
>Looks like it...sad to say it though. I went there on occasion (wish I
>went more often now) and it was very enjoyable. Anyone have any news on
>this?
>
>All The Best,
>Jessica
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>
>

6777. Re: need phantasie1,2,3 for atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 12:40:23 UTC
From: wemery73@my-deja.com
Message-ID: <8tbt3n$fl7$1@nnrp1.deja.com>
Source record: 41046

can you send me the files for phantasie 2 so i can play them on my
atari800win_2.6c emulator .... or tell me how can covert a .st file
into a .atr file...

i found phantasie 1 ".atr."files and they work great.

still need phantasie 2 and phantasie 3 ..

any and all help will be great

e-mail is wemery73@kellnet.com

In article <39f84d4e.723349@news.CIS.DFN.DE>,
DCM01@USA.NET (Daniel Miller) wrote:
> I havve Phantasie II for the 8bit. It is quite ambitious technically
> for an 8bit game, with multiple characters and scrolling maps and
> graphical battles. I played it maybe 3 times a few months ago, but
> then a disk crashed! I haven't been able to generate a working new
> diskette from a Phantasie disk image yet.
>
> The downside of Phantasie II is the disk access which could be faster
> and better, at least that was my first impression.
>
> On Thu, 26 Oct 2000 20:44:28 +0200, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> wrote:
>
> >I don't think III was released for Atari 8-bit, but I do know
Phantasie I
> >was. I have II and III on Atari ST, but only Phantasie I on Atari
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6778. Re: 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 13:51:37 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svj21rs43tgr35@corp.supernews.com>
Source record: 40897
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:8tbjvo$1kj$4@nets3.rz.RWTH-Aachen.DE...
> Howdy Rich, folks
>
> >Bob Wooley used a 6545 in his upgrade. IIRC it has additional registers over
> >the 6845 that allow for easier access to video RAM. You can do things like
> >load some registers as a pointer to video RAM/text position and then write
> >to a register and that character is automatically transfered to video
> >RAM/screen.
>
> I have the schematics to that one. Still have to figure that out. Problemn is
> , it's an internal upgrade. I'ld like to have a plug in version.

Ahhh, The Wooley Paradox!

I have seen some of the plug in boards IIRC what they do is add a phase locked loop tied to one of the CPU signals like Phase 2 clock to multiply the the signal up to ~14 MHz for the dot clock. I think you would need to do this on any plug in board, it just requires 2 ICs ~4046<?> and a divide by N counter.

I am pretty sure you could just do it using the Cartridge Control Line and map it into the $D5xx region.

6779. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 15:51:59 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39F9A49F.ABD577CE@mail.uni-mainz.de>
Source record: 40898

```
Iain Laskey schrieb:
>
> Hasbro are reported to be looking at strategic alternatives after finding
> lower than expected revenues from their interactive games division. They
> confirmed they are restructuring but wouldn't confirm if they are selling
> off their interactive games division despite this being rumoured elsewhere
> in the industry.
>
> Time for Atari to change hands again?
>
> Iain

Maybe Hasbro should "sell" Atari (the logo, the name and all licences,
etc.) at Ebay then... ;-) -Andreas
```

6780. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 16:02:46 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39F9A726.8C705FF8@mail.uni-mainz.de>
Source record: 40899

Hello Carmel,
I own a Speedy 1050 and a XF551. Howfen DOS works good on both drives...
(but yes, it does not work at all with SIO2PC). Besides I also have a
patched XF551 which uses sector skewing, but with a Happy SIO (and
Warp/Ultra Speed) not a USD SIO and Howfen works even there...
-Andreas

carmel_andrews@my-deja.com schrieb:
>
> Hello ron/mark e, hows the atari going, keep the faith and keep the atari
> hummy
>
> Re: alpha load's and siopc
>
> Alpha load menu's, otherwise known and c.elton, and also any d/d boot
> menu's (formerly reffered to as pirate menu's), like howfen/multiboot
> (john williams), Rob C (was not was on the st) superboot, turbo etc etc,
> they will not work on siopc or pc emulators because the menu's themselves
> recognise anything compat. with us doubler, so unless theres an siopc us
> doubler emu for pc... youv'e got no chance, as the menu's themselves have
> usdoubler code in the program, to sense if you are using a usd compat
> u'g, like lazer, hyperdrive, happy, duplicator, klone archiver/ super
> arch.. etc etc, that is why you'll find that d/d menus like the above
> will not load on 1050's of xf's with super speedy, mini speedy etc etc
>
> good luck
>
> Carmel A
> >
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

6781. Re: CC65 : Anyone using this?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 16:10:53 UTC
From: NoOne@FakeEmail.com
Message-ID: <8FDA76C58CTHEnterprises@205.212.123.11>
Source record: 40900

You might check out-

http://members.nbci.com/cc65foratari/

There are A8 and MS-DOS versions you can download. Also note that these versions of CC65 still function as JRD originally designed them to. ie- They allow forward referencing without header files and the assembler (or is it the linker?) uses three passes for a more thorough symbol resolution. There are also some updated lib files in the ARCs/ZIPs that have some minor bugs fixed.

tbdcfd@my-deja.com wrote in <8t2v12$72i$1@nnrp1.deja.com>:

>Are there any CC65 users who have the latest version and lib files for
>Atari 8-bit systems?
>

6782. Re: 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 16:17:43 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39F9AAA7.4B6808A9@mail.uni-mainz.de>
Source record: 40901
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> I've got the impression that there are a lot more 80 column upgrades
> (commercially available (at one point) and home built) for the C64 then the
> Atari 8 bit. I found a old German magazin I have and it has a test of C64
> 80column upgrades. There were at least 4 of them and they didn't even mention
> the Batteries Included thingie.
>
> How good are these upgrades?
> (I found a 6545 at the recycle center. Saved it and a lot of other 65xx chips
> from the scrapheap. Looked like they came from Commodore's)
>
> Are schematics available.
>
> CU Mathy van Nisselroy
>
> PS This is cross-posted to c.s.cbm and c.s.atari.8bit

Well,
ABBUC (Wolfgang Burger) still has hundreds of XEP80 devices left. So why
should we bother about CBM 80column upgrades. Besides, there is really
not much software for such a device. (But there is some amount of
software that will not run with such a device installed; i.e. games
mostly do not like 80 columns...) -Andreas

6783. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 16:27:13 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39F9ACE1.47FE3E61@mail.uni-mainz.de>
Source record: 40902

Hello Carmel,
you have a converter program that converts disk files directly to Howfen
?!? Well, I merely own Howfen DOS itself and it only converts tapes.
Thus I would have to download anything from disk (DOS 2 format) to tape
and then upload it from tape to Howfen DOS. Not the way I like it. So do
you have a disk2howfen converter ??? Would like to see it... -Andreas

carmel_andrews@my-deja.com schrieb:
>
> Hello again mark/melee, keeping that atari hummy i see
>
> Re: US Alpha Load
>
> Well done my man, how the help did stephen tucker get around the us
> alpha load recogmnising the us d format, or did he just mimic the usd
> format and make it t/d/d (true /d/d)
>
> Also re: microdos xl, why are you still using dos based menu systems (
> as they can only load dos binary files (I've got loads that i've created
> myself, incl. rockford/mastertronic, KDSM/cognito, zybex/zepplin,
> redmax/code masters etc etc, Although |I have a problem with GPS (grand
> prix sim by codemasters- which looks a bit like the atari arcade game
> championship supersprint) the small problemette is that I dont know
> where the last sector of the game loads in memory, as the tape loader
> only indicates 4 load blocks after the loader, where infact theres five,
> which is 1x 128 byte block on it's own, I just don't know where it loads
> in Ram, any help, and I'll give you a copy of the finished binary file,
> or anyone who can help
>
> I prefer howfen/rob c type menu's because you very rarely have memory
> conflicts, like you do with dos menus, and with howfewndos you have 1030
> sectors left for the files in 1050 dens, 714 in 810 dens, cant remember
> what it was for d/dens, rob c gives you 4 sectors less then the total no
> of sectors allowed on a 1050 810 format so that will be 1036 (1050), or
> 716 (810), mind you with robc it's basically a colour version of john w
> (multiboot) which I dont like anyway, and any m/bt or rob c stuff I
> have, I convert straight away to howfendos
>
> Happy atari'ng
>
> Carmel Andrews
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

6784. 1050 TRANSFER HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 19:47:18 UTC
From: Craig Allen <CAA1@caa1.freeserve.co.uk>
Message-ID: <8tcm3f$s6j$1@newsg2.svr.pol.co.uk>
Source record: 40903

Could anybody please tell me what software I require to transfer games from tape (xc12) to disk (1050) and if possible where I could get a copy.

any help appreciated.

Regards

Craig (U.K.)

6785. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 20:52:13 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ccqjvsgtheofbnghhoe3o9lb5o6nj7ghkq@4ax.com>
Source record: 40905

On Mon, 16 Oct 2000 18:29:00 GMT, ilaskeyremoveme@cix.co.uk (Iain Laskey) drooled an embarassing wet spot in his lap as he typed:

>Hasbro are reported to be looking at strategic alternatives after finding
>lower than expected revenues from their interactive games division. They
>confirmed they are restructuring but wouldn't confirm if they are selling
>off their interactive games division despite this being rumoured elsewhere
>in the industry.
>
>Time for Atari to change hands again?
>
>Iain

Yep. I've heard speculation that a likely bidder for the venerable Fuji is none other than (ack!) Microsoft. It's speculation, but based on some truth: Microsoft recognizes the popularity of retro-gaming, as evidenced in their Microsoft Arcade series. With ownership of Atari and all its properties it could go one better and maybe do what Hasbro's been doing -- except (hopefully) do a much better job than Hasbro has done.

I do hope that doesn't happen, tho...

Anyone happen to have $5 mil lying around?

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6786. Re: Re: er To Home BBS

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 20:55:49 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <jlqjvs4oiam56a4hi5jabfdnbvuqtira2u@4ax.com>
Source record: 40906

On Fri, 27 Oct 2000 11:31:08 GMT, NoOne@FakeEmail.com (Tom Hunt)
drooled an embarassing wet spot in his lap as he typed:

>I'm in the process of moving the web pages to-
>
>http://members.nbci.com/cc65foratari/Index.html
>
>I'm still looking for a server that could serve as a home for the BBS.
>
>Best,
>Tom

Yes! It lives. :-) Now let's hope a server can be found for the
BBS. :-)

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6787. Re: 1050 TRANSFER HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 21:15:31 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001027171531.04632.00000440@ng-fq1.aol.com>
Source record: 40907

>"Craig Allen" CAA1@caa1.freeserve.co.uk asks:

>Could anybody please tell me what software I require to transfer games from
>tape (xc12) to disk (1050) and if possible where I could get a copy.

Several utilities exist; can you transfer from PC to 1050?

-Ron

I don't have a solution but I admire the problem.

6788. Re: newsgroup software (winvn) chokes on messages that are CC-ed (to an Email address)

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 21:41:42 UTC
From: david_p@storm.ca
Message-ID: <8FDABBD75dapstormca@209.87.239.10>
Source record: 40908

I find Xnews works well; small (under 1 meg) download, reasonably good feature set. I'm running Win98SE and Win ME, but I believe it works on NT as well.

David P.

[posted and mailed]

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote in <8tbjod$1kj$3@nets3.rz.RWTH-Aachen.DE>:

>Howdy folks
>
>I just found out that ones again this stupid PC software (winvn under
>windows NT 4.0) chokes everytime I try to post a message and there is an
>email address at "Cc-By-Mail". Please help. It hasn't happened in
>months, now it's back.
>
>Can please, please kill Bill Gates???
>
>CU Mathy van Nisselroy
>
>

6789. Re: 1050 TRANSFER HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 22:58:37 UTC
From: buck17@mylinuxisp.com
Message-ID: <svjq452erca83d@corp.supernews.com>
Source record: 40904

Hello, what I've used is Diskey Disk Editor, it was published by Adventure International. The only drawback is that it can only do single stage load programs- which are the older smaller ones (i.e. stellar lander, moon patrol, etc.). Hope this helps- I'd make a copy for you but it's copy protected and I'm still working on that.
Mo

In article <8tcm3f$s6j$1@newsg2.svr.pol.co.uk>, "Craig Allen" <CAA1@caa1.freeserve.co.uk> wrote:
>
>Could anybody please tell me what software I require to transfer games from
>tape (xc12) to disk (1050) and if possible where I could get a copy.
>
>any help appreciated.
>
>
>
>
>Regards
>
>Craig (U.K.)
>
>
>
>

6790. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 23:00:25 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8td1e5gcq1@nnrp1.deja.com>
Source record: 40909

Hello andreas, how is atari and germany today, keppy the atari faith,
and keep your atari hummy

Re: US alpha load1: I created the binary files from the original howfen
multipart files by looking at the games loader proper, IE on a single
howfen formatted disk with no menu (created with the howfen tape to
bootdisk utility) the 1st sector of the game loader proper is the forth
sector on a normal howfen boot, and its just a case of sieving the
revelant sectors thru a dissasembler, I used to use my built in
omnimon/ultimon (when I originally created the files) on my 130xe,
finding out how much code was loaded in what parts of memory, either by
using the cassette (iocb) locations or the Disk/casette (dcb) locations,
and making sure that the data that was loaded, corresponded to the data
on the disk.. There are exceptions to this rule like bounty bob s/b,
warhawk/ international karate, op.blood etc.etc, where once the program
loads into memory, it modifies the data/encrypts it, so the only way of
copying it is by dumping ram to disk (which on some programs... op.blood
and bounty bob s/b examples of this, still will not work), anyway once
you know where everything loads in ram, and you know roughly the start
sector and amount of sectors (and you know where the data/proggie
runs/init's) all you need is a dos (I use superdos as you can load upto
250 sectors, without problems) If your built in m/l monitor etc allows
intell. switching betw. dos and the monitor editor, all you do is find
the first piece of free mem after your dos (i use 3850h on superdos, and
load the required amount of sectors, using the monitor read sector to
mem command, however if the load block exceeds 32k (255 sectors- or 250
sectors) I usually to an even split and create 2 binary files, making
sure the you edit the binary header, to make sure that the data loads in
the right area of ram.. ie zybex has 2 blocks, a loader, which also
contains some code for the game proper, and the main block of b600h
bytes, which you would split into 2 files, making sure that the second
file had the run/init addr., and because of the way zybex works you'll
need the 19h sector loader, as the data from 600h to I think 0fffh (it's
ages since i orig converted the file to binary) then gets transferred to
high memory (page c0xx and higher), making sure you know where the bank
switch routine inits (forget looking for jsr's and jmp's, I use bne's
(their easier), if you have binary files you wish to convert to howfen,
all you do is get a routine or utility to convert the file to boot tape
(I wouldnt bother using a dos to boot tape utility on the jon c turbo
menu- it's crap, or the dos to boot menu- it only handles files upto 256
sectors, so once you have got you dos/boot tape routine or utility, to
test weather the boot tape works, on the full version of howfendos v3.7
and 3.8, you have a utility called, howfen tape to disk, whcih will take
a standard single or multipart tape and convert it over and create a

howfen boot disk, when you've created your howfen boot disk, load it up, if it loads and all is well, and it run's ok, just reload the howfen dos 3.7 menu util, get an unused disk, and follow the menu options to create a new menu, once you have your new menu, get the newly created howfen boot disk that you made, and follow the menu options for the disk to menu, and you will have the program on the menu, alternately if the howfen boot disk didnt run properly,load up the howfen dos 3.7 utility and create your new menu disk, then with the boot tape you recently created, follow the options for cassette to menu, Sorry about that

Also re Superspeedy and d/d menu's, superspeedy will only load/read menus in single density, 1050 density or true double, if you have a howfen or robc, iank alpha/elton turbo etc etc. menu formatted using usdoubler option it will not load on a super speedy as I remember, because superspeedy isn't usdoubler compatable, and thus will not load usdoubler menu's... according to h peters and derek fern, and my own experience

Happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6791. Re: Quirky Memory on 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 23:08:38 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8td1tigpa1@nnrp1.deja.com>
Source record: 40910

hi yah melee/mark hows the atari going, keep atari hummy, that's what i say

re:quirky mem on 130xe

I can only guess that the 800xe was basically there 800xlf, which atari
neglected to release, although I have seen a motherboard of an 800xlf with my
own eyes, Unfortunately the bloke who had had it, got shot of it when he sold
his atari gear to some bloke in manchester (UK- Crap northern city), so the
800xe is the xlf in an xe's casing i guess... Perhaps Curt vendel could put a
new slant on this

Also Re: quirky mem on 130xe, I will only eat my socks If someone somewhere in
the world or in GB (within commutable distance of london that is) can physically
show me a UK or even European non xegs xe system that has the patch in the self
test that shows up the additional mem on a standard 130xe, you can have my socks
if you want them, they're a bit christian you know (they go to church... geddit)

I also sent this by E male... geddit

reply in the normal fash...

keeping the atari hummy

carmel a

Sent via Deja.com http://www.deja.com/
Before you buy.

6792. Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-27 23:22:08 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8td2mq$hb1$1@nnrp1.deja.com>
Source record: 40911
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hello there atarifreaks, keeping the atari hummy i see, keep the atari faith

Re: Have you played atari today

That was advertising copy for either pos (point of sale) or insertion into advrt'g print media.. I think it was promoting the vcs (now called 2600), and had a piccy of defender (me thinks)

The Only Atari ad I ever saw on telly, and I live in London (Atari capital of the universe... forget sunnyvale c.a) was the ad for the 520 st (the one where the artist is painting on canvas), I also remenmber the numerous trailers that atari were pumping out at the various UK-pcw shows of the mid 80's, like the fun is back (2600), and Atari is back, and something promoting the xegs as an advanced game system ?!!! (the one showing the cart. version of rescue of fractulas (the intro screen, presumably copied from english software's mediator.. very similar) and also GATO, spectrum hollowbyte (now part of hasbro)
>

happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6793. Atari 8bit Cartridges for trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 00:47:04 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8tdfd2bni1@lust.ihug.co.nz>
Source record: 40914
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

My updated trade list of Atari 8bit carts. Message me if your interested.
(I'll trade for other 8bit carts or, 2600/7800/lynx/jag/INTV/tg16 carts too)

Archon VG
Atari
Atari Artist G, small wear on label
Atari
Atariwriter VG
Atari
Basic VG
Atari
Blue Max VG, will only trade Atari
Bughunt VG
Atari
Bughunt VG
Atari
Centipede G
Atari
Computer Chess VG, label fade?
Atari
Congo Bongo VG
Sega
Defender G, actiplaque on label
Atari
ET phone Home Bad: Dead cart
Atari
Final Legacy G, small actiplaque
Atari
Final Legacy VG
Atari
Food Fight VG, will only trade Atari
Galaxian VG
Atari
Kickback G
Thorn EMI
Miner 2049er G, slight wear
Big Five
Millipede VG
Atari
Missile Command G, Slight Label Fade
Atari
Pacman VG
Atari

Pacman G, Scratches on back
Atari
Pole position VG
Atari
River Raid Bad: Dead cart
Activision
Robotron 2084 VG
Atari
Star Raiders VG
Atari
Wizard of Wor G, Dirty Label
Zaxxon VG
Sega

See my webpage for my complete tradelist including other systems.

Regards

Aaron

==========
Holmes Atari 8bit Games Page:
http://homepages.ihug.co.nz/~aaronat/atari.html
==========

6794. Antic, Atari User & Compute Magazines for trade...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 00:52:23 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8tdfd3bni2@lust.ihug.co.nz>
Source record: 40915
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I have these mags for trade currently, will trade for other Antic, Analog,
Atari User, Page 6, or early '80's console mags.

Antic May 86 Vol.5.1
Antic Jun 86 Vol.5.2
Antic Jul 86 Vol.5.3
Antic Aug 86 Vol.5.4
Antic Sep 86 Vol.5.5 x2
Antic Oct 86 Vol.5.6 x2 1x Back Cover ripped
Antic Feb 87 Vol.5.10 x2 1x Missing first few pages & cover
Antic Mar 87 Vol.5.11
Antic Apr 87 Vol.5.12 x3
Antic May 87 Vol.6.1 x 3
Antic Jun 87 Vol.6.2
Antic Jul 87 Vol.6.3
Antic Aug 87 Vol.6.4
Antic Sep 87 Vol.6.5
Antic Oct 87 Vol.6.6 x2
Antic Nov 87 Vol.6.7

Atari User Jul 86 Vol.2.3

Compute Jun 85
Compute Aug 85
Compute Sep 85
Compute Jul 86
Compute Sep 86
Compute Oct 86
Compute Dec 86
Compute Jan 87

See my webpage for my complete trade list including other systems...
--
Regards

Aaron

==========
Holmes Atari 8bit Games Page:
http://homepages.ihug.co.nz/~aaronat/atari.html
==========

6795. WTB:1050 with Super Archiver

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 01:29:49 UTC
From: bcoburnree@aol.com
Message-ID: <20001027212949.19014.00001957@ng-fc1.aol.com>
Source record: 40912

As the subject says, I'm looking for a 1050 with the CSS super Archiver upgrade, either SA1 or SA2

TIA

Mike Reese
BCoburnree@aol.com

6796. Cartridge trade lists updated.

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 02:36:07 UTC
From: Kate Slaminko <krslam@netscape.net>
Message-ID: <39FA3B97.E56814E3@netscape.net>
Source record: 40913

My list of classic carts for trade has been updated again.
50 more items added since the last update. Over 400 Carts available for

Atari 2600, 5200, 7800, Intellivision, Colecovision, Studio II,
Channel F, Astrocade, Arcadia, Microvision, Commodore 64, VIC-20,
TI-99/4A,
Atari 400/800/XL/XE, CoCo color computer. See the list at:

http://members.xoom.com/krslam/havelist.htm

Thanks for looking!
Ron

6797. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 03:28:56 UTC
From: bensmith@user2.teleport.com
Message-ID: <8tdh5ofqq1@user2.teleport.com>
Source record: 40916
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6798. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 03:30:25 UTC
From: bensmith@user2.teleport.com
Message-ID: <8tdh8hfvf1@user2.teleport.com>
Source record: 40917
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6799. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 03:35:31 UTC
From: bensmith@user2.teleport.com
Message-ID: <8tdhi3$jd4$1@user2.teleport.com>
Source record: 40918
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6800. Re: Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 03:57:40 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <v8jkvss1a0inlbcifmi39gqbtpqijqhir9@4ax.com>
Source record: 40919
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Fri, 27 Oct 2000 23:22:08 GMT, carmel_andrews@my-deja.com drooled
an embarassing wet spot in his lap as he typed:

>Hello there atarifreaks, keeping the atari hummy i see, keep the atari
>faith
>
>Re: Have you played atari today
>
>That was advertising copy for either pos (point of sale) or insertion
>into advrt'g print media.. I think it was promoting the vcs (now called
>2600), and had a piccy of defender (me thinks)
>
>The Only Atari ad I ever saw on telly, and I live in London (Atari
>capital of the universe... forget sunnyvale c.a) was the ad for the 520
>st (the one where the artist is painting on canvas), I also remenmber
>the numerous trailers that atari were pumping out at the various UK-pcw
>shows of the mid 80's, like the fun is back (2600), and Atari is back,
>and something promoting the xegs as an advanced game system ?!!! (the
>one showing the cart. version of rescue of fractulas (the intro screen,
>presumably copied from english software's mediator.. very similar) and
>also GATO, spectrum hollowbyte (now part of hasbro)

I acutally have a number of these ads on my FTP site, along with loads
of others. I don't have the last two you mention though. Actually I
know there are quite a few I'm missing, but I've managed to amass
quite a few from the early 80s up through to the Jag.

So, they did advertize, but most of their campaigns were short-lived
and targeted to specific areas/networks. Pity, really...

>>
>
>happy Atari'ng
>
>Carmel A
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6801. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 09:42:30 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_972726101@rtfm.mit.edu>
Source record: 40920
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

6802. Re: 1050 TRANSFER HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 13:54:54 UTC
From: russell.spearing@btinternet.com
Message-ID: <39fad878.19090071@news.btinternet.com>
Source record: 40921

Hi Craig,

The best tape to disk program I've used is Transdisk IV which was
published by Digicomm and marketed here in the UK by Page 6 Atari
Magazine in the late 1980's. If you have APE or SIO2PC software and
cable I could email you a copy as an ATR file and then you could copy
it to a floppy with APE etc.

>
>Could anybody please tell me what software I require to transfer games from
>tape (xc12) to disk (1050) and if possible where I could get a copy.
>
>any help appreciated.
>
>
>
>
>Regards
>
>Craig (U.K.)
>
>
>
>

6803. Software from 30p

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 15:25:35 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <39FAEFEF.61561D87@cyberpeeps.freeserve.co.uk>
Source record: 40922

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

6804. Re: 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 15:50:37 UTC
From: Arudzki <arudzki@mailbox.bellatlantic.net>
Message-ID: <39FAF50C.836388DF@mailbox.bellatlantic.net>
Source record: 40923
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

> Well,
> ABBUC (Wolfgang Burger) still has hundreds of XEP80 devices left. So why
> should we bother about CBM 80column upgrades. Besides, there is really
> not much software for such a device. (But there is some amount of
> software that will not run with such a device installed; i.e. games
> mostly do not like 80 columns...) -Andreas

Who can we contact about getting one? someone have an e-mail address?

tony

6805. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 15:57:00 UTC
From: Arudzki <arudzki@mailbox.bellatlantic.net>
Message-ID: <39FAF686.BDADBA58@mailbox.bellatlantic.net>
Source record: 40924

>

I wrote:

> > The immediate VBI only has a few thousand cycles to spare, but doesn't the
> > deferred VBI have like 20,000 free?
>

The reply:

> looking up de re atari, 2,000 for immediate and about 20,000 for
> defered. This is for NTSC. PAL systems will have more cycles to play
> with. Many of the 20,000 are while the screen is drawn.
> >

That was scarey. I pulled the 'few thousand' and '20,000' out of the dark resesses of my cluttered mind.....Man, Atari stuff really does stick with you.....

tony

6806. Action!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 16:18:25 UTC
From: patchell <patchell@silcom.com>
Message-ID: <39FAFC50.EA884FF7@silcom.com>
Source record: 40925

I am interested in anything anybody might happen to know what ever
became of OSS Action! ?

I have the cartridge, I used to use Action! for most of my
programming. Somewhere in the intervening years I managed to loose the
manual. I would like to get a replacement copy. Does anybody know
what, if anything, is availiable (for instance, does anybody have old
unsold inventory)?

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*--
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

6807. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 17:10:41 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svm23784lklq3d@corp.supernews.com>
Source record: 40926
Body handling: HTML body converted to readable text

"patchell" wrote in message
news:39FAFC50.EA884FF7@silcom.com...
> I am interested in anything anybody might happen to know what ever
> became of OSS Action! ?
>
> I have the cartridge, I used to use Action! for most of my
> programming. Somewhere in the intervening years I managed to loose the
> manual. I would like to get a replacement copy. Does anybody know
> what, if anything, is availiable (for instance, does anybody have old
> unsold inventory)?

OSS was bought out by ICD and ICD was bought out by FTE. If my info is correct, there wasn't an inventory of Action carts when FTE took over. There was a minor update to the Action! cart, instead of using the INIT vector to start the program it switched to the RUN vector so it would have better compatibility with other products.

Bill Kendrick posted a copy of the language syntax ~pages 191-196 of the manual and said he might put it up on the archive at umich. I saved a copy if you want it emailed to you.

I haven't programmed in Action! in years, but I still remember quite a bit. If you have a specific question like "Why doesn't this piece of code do what I want it to?" I could probably tell you.

6808. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 18:03:32 UTC
From: CybrSlider <cybrslider@home.com>
Message-ID: <UxEK5.131231$g6.60916361@news2.rdc2.tx.home.com>
Source record: 40927
Body handling: HTML body converted to readable text

I would definitely be interested in receiving a copy of that language syntax. I also lost my manual and after not programming or even looking at what I did program for 10 years, the programs I wrote in Basic are very hard to follow. So, Action! is what I'm going to start back up in.

There was a series of articles in Analog about programming in Action! written by Dave Arlington. I don't know how many there were but I managed to find copies of the first 5 of them. Does anyone know if there were more and if so, were I might find copies of them? I know there are some Analog issues posted on the net but I couldn't find them. Anyone know where those might be.

BTW, B&C (www.myatari.com\) does list Action! manuals for sale. $15.

David

Rick Cortese wrote in message
news:svm23784lklq3d@corp.supernews.com...
> "patchell" wrote in message
> news:39FAFC50.EA884FF7@silcom.com...
> > I am interested in anything anybody might happen to know what ever
> > became of OSS Action! ?
> >
> > I have the cartridge, I used to use Action! for most of my
> > programming. Somewhere in the intervening years I managed to loose the
> > manual. I would like to get a replacement copy. Does anybody know
> > what, if anything, is availiable (for instance, does anybody have old
> > unsold inventory)?
>
> OSS was bought out by ICD and ICD was bought out by FTE. If my info is
> correct, there wasn't an inventory of Action carts when FTE took over.
There
> was a minor update to the Action! cart, instead of using the INIT vector
to
> start the program it switched to the RUN vector so it would have better
> compatibility with other products. myself>
>
> Bill Kendrick posted a copy of the language syntax ~pages 191-196 of the
> manual and said he might put it up on the archive at umich. I saved a copy
> if you want it emailed to you.
>
> I haven't programmed in Action! in years, but I still remember quite a
bit.
> If you have a specific question like "Why doesn't this piece of code do

what
> I want it to?" I could probably tell you.
>
>

6809. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 18:41:56 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svm7eieuubeq41@corp.supernews.com>
Source record: 40928

Well, two requests so I guess newsgroup posting would be appropriate.

The keywords are pretty close to the BASIC equivalent with a slight change
in syntax. Basic's POKE is just POKE() kind of stuff.

Bill probably has some examples on his web site, I reccomend getting them if
he does. He really wrote his code to be readable and obvious.

```
*****************************
action-appendix-a.txt

-----------------------------------------------------------------------

This document is an ASCII text transcript of pages 191 through 196
(Appendix A) of the Action! programming language documentation,
"A Reference Manual For The ACTION! System," copyright 1982, 1983
by Optimized Systems Software, Inc.

Typed by Bill Kendrick, bill@newbreedsoftware.com, June, 1999.

-----------------------------------------------------------------------

Appendix A: ACTION! Language Syntax
-----------------------------------

The following is the syntax of the ACTION! language in
Backus-Naur form. This form has a couple of special
characters:

Symbol Meaning
------ -------
::= "is defined as"
| "or"
{} "optional"

The appendix is set up to allow you easy access to the
particular information you want, with subsections as
follows:

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Compiler Constant
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A.1 ACTION! Constants

Numeric Constant

```
<num const> ::= <dec num> | <hex num> | <char>
<dec num> ::= <dec num><digit> | <digit>
<hex num> ::= <hexnum><hex digit> | $<hex digit>
<char> ::= '<any printable character>
<hex digit> ::= <digit> | A | B | C | D | E | F
<digit> ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
```

String Constant

```
<str const> ::= "<string>"
```

```
<string> ::= <string><str char> | <str char>
<string char> ::= <all printable characters, except " >

Compiler Constant
-----------------
<comp const> ::= <comp const>+<base comp const> |
<base comp const>
<base comp const> ::= <identifier> | <num const> |
<ptr ref> | *

A.2 Operators and Fundamental Data Types
----------------------------------------

Operators
---------
<special op> ::= AND | OR | & | %
<rel op> ::= XOR | ! | = | # | <> | < | <= | > | >=
<add op> ::= + | -

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<mult op> ::= * | / | MOD | LSH | RSH
<unary op> ::= @ | -

Fundamental Data Types
----------------------
<fund type> ::= CARD | CHAR | BYTE | INT

A.3 ACTION! Program Structure
-----------------------------

ACTION! Program
---------------
<program> := <program> MODULE <prog module> |
{MODULE} <prog module>
<prog module> ::= {<system decls>} <routine list>

A.4 Declarations
----------------

System Declarations
-------------------
<system decls> ::= <DEFINE decl> | <TYPE decl> |
<var decl>

DEFINE Directive
----------------
<DEFINE decl> ::= <DEFINE> <def list>
<def list> ::= <def list>,<def> | <def>
<def> ::= <identifier>=<str const>

TYPE Declaration (for records)
------------------------------
<TYPE decl> := TYPE <rec ident list>
```

```
<rec ident list> ::= <rec ident list> <rec ident> |
<rec ident>
<rec ident> ::= <rec name>=[<field init>]
<rec name> ::= <identifier>
<field init> ::= <fund var decl>

Variable Declarations
---------------------
<var decl> ::= <var decl> <base var decl> | <base var decl>
<base var decl> ::= <fund decl> | <POINTER decl> |
<ARRAY decl> | <record decl>

Variable Declaration for Fundamental Data Types
-----------------------------------------------
<fund decl> ::= <fund decl> <base fund decl> |
<base fund decl>
<base fund decl> ::= <fund type> <fund ident list>
<fund type> ::= CARD | CHAR | BYTE | INT
<fund ident list> ::= <fund ident list>,<fund ident> |
<fund ident>
<fund ident> ::= <identifier>{=<init opts>}

--193--

<init opts> ::= <addr> | [<value>]
<addr> ::= <comp const>
<value> ::= <num const>

Variable Declaration for Pointers
---------------------------------
<POINTER decl> ::= <ptr type> POINTER <ptr ident list>
<ptr type> ::= <fund type> | <rec name>
<ptr ident list> ::= <ptr ident list>,<ptr ident> |
<ptr ident>
<ptr ident> ::= <identifier>{=<value>}

Variable Declaration for Arrays
-------------------------------
<ARRAY decl> ::= <fund type> ARRAY <arr ident list>
<arr ident list> ::= <arr ident list>,<arr ident> |
<arr ident>
<arr ident> ::= <identifier>{(<dim>)}{=<arr init opts>}
<dim> ::= <num const>
<arr init opts> ::= <addr> | [<value>] | <str const>
<addr> ::= <comp const>
<value list> ::= <value list><value> | <value>
<value> ::= <comp const>

Variable Declaration for Records
--------------------------------
<record decl> ::= <identifier> <rec ident list>
<rec ident list> ::= <rec ident list>,<rec ident> |
```

```
<rec ident>
<rec ident> ::= <identifier>{=<address>}
<address> ::= <comp const>
```

A.5 Variable References

Memory References

```
<mem reference> ::= <mem contents> | @<identifier>
<mem contents> ::= <fund ref> | <arr ref> | <ptr ref> |
<rec ref>
<fund ref> ::= <identifier>
<arr ref> ::= <identifier>(<arith exp>)
<ptr ref> ::= <identifier>^
<rec ref> ::= <identifier>.<identifier>
```

A.6 ACTION! Routines

Routines

```
<routine list> ::= <routine list> <routine> | <routine>
<routine> ::= <proc routine> | <func routine>
```

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Procedure Structure

```
<proc routine> ::= <PROC decl> {<system decls>}
{<stmt list>}{RETURN}
<PROC decl> ::= PROC <identifier>{=<addr>}({<param decl>})
<addr> ::= <comp const>
```

Function Structure

```
<function routine> ::= <FUNC decl> {<system decls>}
{<stmt list>}{RETURN (<arith exp>)}
<FUNC decl> ::= <fund type> FUNC <identifier>{=<addr>}
({<param decl>})
<addr> ::= <comp const>
```

Routine calls

```
<routine call> ::= <FUNC call> | <PROC call>
<FUNC call> ::= <identifier>({<params>})
<PROC call> ::= <identifier>({<params>})
```

Parameters

```
<param decl> ::= <var decl> NOTE: max. of 8 parameters allowed
```

A.7 Statements

<stmt list> ::= <stmt list> <stmt> | <stmt>
<stmt> ::= <simp stmt> | <struc stmt> | <code block>

<sim stmt> ::= <assign stmt> | <EXIT stmt> | <routine call>
<struc stmt> ::= <IF stmt> | <DO loop> | <WHILE loop> |
<FOR loop>

Assignment Statement

<assign stmt> ::= <mem contents>=<arith exp>

EXIT Statement

<EXIT stmt> ::= EXIT

IF Statement

<IF stmt> ::= IF <cond exp> THEN {stmt list}
{|:ELSEIF exten:|}{ELSE exten} FI
<ELSEIF exten> ::= ELSEIF <cond exp> THEN {stmt list}
<ELSE exten> ::= ELSE {stmt list}

DO - OD Loop

<DO Loop> ::= DO {<stmt list>} {<UNTIL stmt>} OD

--195--

UNTIL Statement

<UNTIL stmt> ::= UNTIL <cond exp>

WHILE Statement

<WHILE loop> ::= WHILE <cond exp> <DO loop>

FOR Loop

<FOR loop> ::= FOR <identifier>=<start> TO <finish>
{STEP <inc>}<DO loop>
<start> ::= <arith exp>
<finish> ::= <arith exp>
<inc> ::= <arith exp>

Code Blocks

<code block> ::= [<comp const list>]
<comp const list> ::= <comp const list> <comp const> |
<comp const>

A.8 Expressions

```
Relation Expressions
--------------------
<complex rel> ::= <complex rel><special op><simp rel exp> |
<simp rel exp><special op><simp rel exp>
<simple rel exp> ::= <arith exp><rel op><arith exp>

Arithmetic Expressions
----------------------
<arith exp> ::= <arith exp><add op><mult exp> |
<mult exp>
<mult exp> ::= <mult exp><mult op><value> | <value>
<value> ::= <num const> | <mem reference> | (<arith exp>)

--196--

------------------------------------------------------------------------

-bill!
bill@newbreedsoftware.com
**********************
```

6810. Satan's Hollow cart, does it exist?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 20:28:48 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <8tfd6sfiu1@nnrp1.phx.gblx.net>
Source record: 40929

I have been looking for Satan's Hollow on cart for 8-bit Atari. Does it exist? I would pay high or trade heavy for it.

(any one of the following could be traded from my collection, Jaguar Aircars shrinkwrapped, Crazy Climber 2600 loose cart, Dracula X for Turbo Grafx etc., many more possibilities.)

E-mail me if you can enlighten me. Thanks! -Satcom2

6811. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 20:45:11 UTC
From: patchell <patchell@silcom.com>
Message-ID: <39FB3AD7.128AD166@silcom.com>
Source record: 40930

Yes, that would be nice, better than having nothing.

Thank you very much.

Rick Cortese wrote:

>
> Bill Kendrick posted a copy of the language syntax ~pages 191-196 of the
> manual and said he might put it up on the archive at umich. I saved a copy
> if you want it emailed to you.
>
> I haven't programmed in Action! in years, but I still remember quite a bit.
> If you have a specific question like "Why doesn't this piece of code do what
> I want it to?" I could probably tell you.

I haven't programmed in it for quite a few years either (which is why I
somehow managed to loose the manual). I do have a copy of the Action! tool kit
manual. I probably should scan that in just for posterity sakes.

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*--
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

6812. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 20:46:19 UTC
From: patchell <patchell@silcom.com>
Message-ID: <39FB3B1A.A1672396@silcom.com>
Source record: 40931
Body handling: HTML body converted to readable text

CybrSlider wrote:

> I would definitely be interested in receiving a copy of that language
> syntax. I also lost my manual and after not programming or even looking at
> what I did program for 10 years, the programs I wrote in Basic are very hard
> to follow. So, Action! is what I'm going to start back up in.
>
> There was a series of articles in Analog about programming in Action!
> written by Dave Arlington. I don't know how many there were but I managed to
> find copies of the first 5 of them. Does anyone know if there were more and
> if so, were I might find copies of them? I know there are some Analog issues
> posted on the net but I couldn't find them. Anyone know where those might
> be.
>
> BTW, B&C (www.myatari.com\) does list Action! manuals for sale. $15.
>

Thanks for the Info.

>
> David
>
> Rick Cortese wrote in message
> news:svm23784lklq3d@corp.supernews.com...
> > "patchell" wrote in message
> > news:39FAFC50.EA884FF7@silcom.com...
> > > I am interested in anything anybody might happen to know what ever
> > > became of OSS Action! ?
> > >
> > > I have the cartridge, I used to use Action! for most of my
> > > programming. Somewhere in the intervening years I managed to loose the
> > > manual. I would like to get a replacement copy. Does anybody know
> > > what, if anything, is availiable (for instance, does anybody have old
> > > unsold inventory)?
> >
> > OSS was bought out by ICD and ICD was bought out by FTE. If my info is
> > correct, there wasn't an inventory of Action carts when FTE took over.
> There
> > was a minor update to the Action! cart, instead of using the INIT vector
> to
> > start the program it switched to the RUN vector so it would have better
> > compatibility with other products. > myself>
> >
> > Bill Kendrick posted a copy of the language syntax ~pages 191-196 of the

> > manual and said he might put it up on the archive at umich. I saved a copy
> > if you want it emailed to you.
> >
> > I haven't programmed in Action! in years, but I still remember quite a
> bit.
> > If you have a specific question like "Why doesn't this piece of code do
> what
> > I want it to?" I could probably tell you.
> >
> >

--
-Jim

* Visit:http://www.silcom.com/~patchell/
*---
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

6813. Re: Satan's Hollow cart, does it exist?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-28 23:55:26 UTC
From: ejgnandt@my-deja.com
Message-ID: <8tfp1ceve1@nnrp1.deja.com>
Source record: 40934

> I have been looking for Satan's Hollow on cart for 8-bit Atari. Does it exist?

Its listed as NR - not released. Another victim of the big crash. Quite a few intended CBS titles didn't make to the 8bit.

Sent via Deja.com http://www.deja.com/
Before you buy.

6814. Re: What kind of disks Does the 1050 Use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 00:16:21 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8tfq8ifqr1@nnrp1.deja.com>
Source record: 40935

hello there dan/jeri, keeping the atari hummy i see

Re: what disks does the a1050 use

It's most probably been mentioned elsewhere, but the 1050 does not, I REPEAT DOES NOT use and can not handle high dens. HD disks, so forget using hd disks, if youv'e got any, use 'em on your pc (if you have an int. 5,25 hd mech, or sling them in the bin

Keeping the Atari faith

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6815. Re: 1050 TRANSFER HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 00:37:29 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8tfrg9gmh1@nnrp1.deja.com>
Source record: 40936

Hello there russell/craig, keeping the atari hummy i see

Re: transfering atari tape to disk

Transdisk, not bad, make sure you have the latest version (the one that allows you to use the xe the 64k+ xl's xtra memory)
It does handle some ? but not all the non standard tapes, Unless you have indepth hacking knowledge of 6502 and know the structure of trandisk menus (xl/xe and xt.sys) which start at sector 915 on a 1050 dens. disk, you wont be able to convert the file to howfen or dos

In the US the had a couple of programs C.O.S (not to be confused with a similar title by english s/w) by Alpha systems (of impersonator and parrot fame) or the impossible (CSS, of Super archiver and the pill fame)

The Germans had a program called the freezer (not to be confused with a similar sounding program from trandisks authors), they also had/have C-SIM and Super C-Sim (the down side to these programs wher that they only handled standard multi part boot tapes (no EA, Novagen, English s/w etc) I beleive C-Sim and compatables were eventualy built into the german/ european equivalent of Omnimon

The best menu creator I'd seen is howfendos, I know I have versions 3.7 and 3.8 available, I cant remember If i have version4, although like c-sim it only handled standard multipart boot tapes, because howfendos came with built in routine to convert from rob c , jw (multiboot), ian k, elton (us alpha), most of the non standard stuff (as above) were originally hacked out and split, and put onto these menus, most, if not all of the non standard boot stuff is now on howfen

Nothing against transdisk (as I used to use it before i had howfen), but howfen's game loader takes up less space, and each file on a transdisk menu is betw. 20-50 sectors longer then if you had the same file on howfen, dont ask me why

Good luck, keep those atari's hummy

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6816. Re: CX85 Keypad handler disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 01:31:42 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001028182839.1784A-100000@vtn1>
Source record: 40937

There are PD handlers available for the CX85 which work much better than
the stuff released by Atari. Essentially, all you need is a vertical
blank routine to read the joystick port and translate the stick value
into anything you like. The only additional coding is for two keys which
return the same value and are differentiated by a trigger value.

jkp

On Sun, 29 Oct 2000, Mo wrote:

> Does anyone know where I can get a copy of the keypad handler disk? (master
> disk for the cx95)
> Thanks...
>
>

6817. Re: MS-DOS compatability

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 01:51:35 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svn0jpcsqhnm39@corp.supernews.com>
Source record: 40938

Strictly speaking, no. Loosely speaking, even a stock 1050 can, just not
well.

Doesn't have anything to do with Sparta DOS. IBM uses 512 byte sectors and a
stock 1050 will only read the first 128 bytes of an IBM sector and a USD
will only read the first 256 bytes.

You may be thinking of a Happy Drive or maybe a Black Box.
"Mo " <buck17@mylinuxisp.com> wrote in message
news:svmpgn7b5uqf1@corp.supernews.com...
> Is it true that with a US doubler and Sparta Dos, that an Atari can read
> MS-DOS format disks? Just a rumor I heard...
> Thanks..

6818. CX85 Keypad handler disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 02:05:36 UTC
From: buck17@mylinuxisp.com
Message-ID: <svmpek9efrf1de@corp.supernews.com>
Source record: 40932

Does anyone know where I can get a copy of the keypad handler disk? (master disk for the cx95)
Thanks...

6819. Giving something back in return...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 02:06:04 UTC
From: patchell <patchell@silcom.com>
Message-ID: <39FB860C.33E4439A@silcom.com>
Source record: 40939

I want to thank all of those who helped me in locating the Action!
stuff (well, I ordered it at least, that is all I can hope for until it
arrives).

In re-payment, I thought I would make something availiable that some
of you die hard hackers might find interesting at the very least. I
have posted the source code for the Duplicator Board. Anyway, here is
the URL:

http://www.silcom.com/~patchell/atari/duplicator.html

Have fun.

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*--
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

6820. MS-DOS compatability

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 02:06:42 UTC
From: buck17@mylinuxisp.com
Message-ID: <svmpgn7b5uqf1@corp.supernews.com>
Source record: 40933

Is it true that with a US doubler and Sparta Dos, that an Atari can read
MS-DOS format disks? Just a rumor I heard...
Thanks..

6821. Any ATR8000 users out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 02:11:00 UTC
From: patchell <patchell@silcom.com>
Message-ID: <39FB8734.B3428F00@silcom.com>
Source record: 40940

I was kind of curious if anybody out there is still using the ATR
8000? I have one, but it has been a long time since it was connected
up.

At one time I was running mine with a pair of 8 inch double sided,
double density drives that I purchased at an auction when Lobo Drives
was liquidated. I later changed to a pair of 3.5 inch single sided
disks and a pair of 5.25 inch double sided disks. Those were the
days.....

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*--
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

6822. Atari questionaire...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 04:56:41 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <76OK5.305$z93.44406@news.goodnet.com>
Source record: 40941

Anyways, some (purely hypothetical) questions:

1) *IF* such a computer, with the specs I list below, were to be released... by Atari, mind you.... would you buy one, provided that you could run (at least) old ST software on it?

a) 1040ST and/or Mega ST case
b) 32-64Mb of RAM
c) ATI accelerated 3D video chipset
d) Yamaha XG audio chipset

2) If that unit came in two models; the 1040ST-styled one being less powerful than the Mega ST model, which would you buy?

a) Home
b) Business

3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000 for the Mega ST model? If not, what would you be willing to pay for either?

3) If Atari, as a computer manufacturer, returned, would you be excited and tell others?

Please, no smart-ass remarks or non-serious replies. I am planning on compiling the number of users that reply positively to this post and I'll post this message to other Atari newsgroups and elsewhere to see just how many people are out there that *would* be willing to buy such a system. No need to repeat reply if you visit more than one newsgroup this message is at.

If you know people that might be interested, show them this message and let me know if they are. I'll add their numbers to the list. I want to see just how worthwhile my idea is to the general Atarian/non-Atarian Internet public.

Thank you for your time...

Jared

6823. Re: Faulty 1050 floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 08:12:24 UTC
From: russell.spearing@btinternet.com
Message-ID: <39fbdbab.85456378@news.btinternet.com>
Source record: 40942

Hi Wally,

The circuit diagram is on its way to you're email address.

Hope it helps

Russell

>
>Hello Russell Spearing,
>
>Since you wrote that someone has very kindly emailed
>you the circuit diagram and as a result your 1050 is up
>and running again, I was wondering if you could please
>email me a copy of the circuit diagram?
>
>I am suffering from a faulty 1050 Floppy Drive myself
>which has caused me to archive my entire Atari 800XL
>computer system.
>
>I need to repair it to run some of my best software in
>order to port it over to my Windows 95 PC with
>Atari800Win emulator.
>
>Wally
>w_a_lang@willinet.net
>
>
>

6824. Atari questionaire...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 09:23:32 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39fdbaa7@fmlynet.org>
Source record: 40965

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Jared Falvo" <luposian@mailcity.com>
> Anyways, some (purely hypothetical) questions:
> 1) *IF* such a computer, with the specs I list below, were to be released...
> by Atari, mind you.... would you buy one, provided that you could run (at
> least) old ST software on it?
> a) 1040ST and/or Mega ST case
> b) 32-64Mb of RAM
> c) ATI accelerated 3D video chipset
> d) Yamaha XG audio chipset

Absolutely. I have always wanted an ST and if this came out, It would be at
the top of my list.

> 2) If that unit came in two models; the 1040ST-styled one being less
> powerful than the Mega ST model, which would you buy?
> a) Home
> b) Business

Oh, for both instances I would take the Mega ST, provided it would surf the
net. I have a business on eBay I must attend to.

> 3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000 for
> the Mega ST model? If not, what would you be willing to pay for either?

Anything would be worth it in the long haul-Atari items are built like tanks.

> 3) If Atari, as a computer manufacturer, returned, would you be excited and
> tell others?

OH YES!! You are dealing with a fanatical Atarian here!!!!

Best of luck,

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6825. Re: Atari questionaire...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 09:50:17 UTC
From: "Bosco T. Hearns" <bosco@my-deja.com>
Message-ID: <8tgrso$7d6$1@nnrp1.deja.com>
Source record: 40943

```
In article <76OK5.305$z93.44406@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:
> Anyways, some (purely hypothetical) questions:
>
> 1) *IF* such a computer, with the specs I list below, were to be released...
> by Atari, mind you.... would you buy one, provided that you could run (at
> least) old ST software on it?
>
> a) 1040ST and/or Mega ST case
> b) 32-64Mb of RAM
> c) ATI accelerated 3D video chipset
> d) Yamaha XG audio chipset
>
> 2) If that unit came in two models; the 1040ST-styled one being less
> powerful than the Mega ST model, which would you buy?
>
> a) Home
> b) Business
>
> 3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000 for
> the Mega ST model? If not, what would you be willing to pay for either?
>
> 3) If Atari, as a computer manufacturer, returned, would you be excited and
> tell others?
>
> Please, no smart-ass remarks or non-serious replies. I am planning on
> compiling the number of users that reply positively to this post and I'll
> post this message to other Atari newsgroups and elsewhere to see just how
> many people are out there that *would* be willing to buy such a system. No
> need to repeat reply if you visit more than one newsgroup this message is
> at.
>
> If you know people that might be interested, show them this message and let
> me know if they are. I'll add their numbers to the list. I want to see
> just how worthwhile my idea is to the general Atarian/non-Atarian Internet
> public.
>
> Thank you for your time...
>
> Jared
>

Hmmmm.... Didja look at this newsgroup's name? The ST is *not* an 8-bit
computer. -- '' Daddy, I forgot the Lincoln Logs '' '' That's okay! I've got
```

an Erector set '' '' Put a towel over it, Pablo! ''

Sent via Deja.com http://www.deja.com/
Before you buy.

6826. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 10:26:53 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <LYSK5.2279$Yy1.43683@news1.online.no>
Source record: 40944

Of those 3, I'd choose the 800XL. I love my old tanks too though, but XL's have more expansion possibilities and runs more software. I'd go for a 130XE if you find one with a decent keyboard. They were released with both shite keyboards and decent keyboards. I have one of each.

"Barry Smith" <bsmith99@mindspring.com> wrote in message news:8tfffa$o5v$1@slb6.atl.mindspring.net...
> Hello group,
>
> in your opinion which is the best Atari computer to get? I have never had an
> Atari system and was thinking about getting one. Which is better, the 800,
> 800Xl or 1200XL?
>
> Thanks,
> Barry
>
>

6827. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 11:43:02 UTC
From: spamless@Nil.nil
Message-ID: <39fc0d46$1@news.inch.com>
Source record: 40945

Barry Smith <bsmith99@mindspring.com> wrote:

> in your opinion which is the best Atari computer to get? I have never had an
> Atari system and was thinking about getting one. Which is better, the 800,
> 800Xl or 1200XL?

I would go for an 800XL with a Rambo upgrade and a better power supply
than comes with the computer (I had a power supply that worked fine
... until I installed a Rambo - within two weeks it had burnt out - I
built my own supply and it was back working for years afterwards).

(there are other upgrades - some are more compatible with some software)

6828. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 12:37:19 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8th5lvdhp1@nnrp1.deja.com>
Source record: 40946

```
> Well done my man, how the help did stephen tucker get around the us
> alpha load recognising the us d format, or did he just mimic the usd
> format and make it t/d/d (true /d/d)
```

Looks like is was a baud rate issue (in my non expert opinion!), I've disassembled the first few sectors and had a good look, this seems to be the case, you only have to change 1 byte to make it work!
Any way, I've uploaded what I found to my *very* fledgling Atari site http://www.umii.co.uk/alpha/alpha.htm I have under construction, with instructions ont what to do, I've also included a download of a fixed ATR file (It's got all the menu creation software on it if anyone want's to play around) Thanks for everyone's help, let me know if I've commented any of the code wrong, I'm a bit rusty with 6502 ML, just glad I never chucked my mapping the Atari book out!
Thanks to Steve, if I had not had his fixed version to compare it with I would have never got there at all !!

Mark

Sent via Deja.com http://www.deja.com/
Before you buy.

6829. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 12:52:16 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3vgubu7wf.fsf@mindspring.com>
Source record: 40947

Arudzki <arudzki@mailbox.bellatlantic.net> writes:

> > > Be careful with vertical movement within a VBI routine, you only have
> > > a few hundred cycles available.
> >
> > No, I'm sorry, that's not true. The VBI isn't time critical at all. It is
> > more like thousands of cycles than a few hundred, and even then there's nothing
> > to worry about.
>
> The immediate VBI only has a few thousand cycles to spare, but doesn't the
> deferred VBI have like 20,000 free?
>
> >
> >
> > > If you run over, the display will flicker.
>
> If you run over on a Display List interrupt, the display will flicker or screw
> up....
>

Thanks all for the correction- so whats a few orders of magnitudes
here and there....

Gregm

6830. Re: Giving something back in return...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 13:20:27 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svo8vcqkjt27c3@corp.supernews.com>
Source record: 40948
Body handling: HTML body converted to readable text

"patchell" wrote in message
news:39FB860C.33E4439A@silcom.com...
> I want to thank all of those who helped me in locating the Action!
> stuff (well, I ordered it at least, that is all I can hope for until it
> arrives).
>
> In re-payment, I thought I would make something availiable that some
> of you die hard hackers might find interesting at the very least. I
> have posted the source code for the Duplicator Board. Anyway, here is
> the URL:
>
> http://www.silcom.com/~patchell/atari/duplicator.html
>
> Have fun.

Thanks! Wandering through the code I noticed the 1050 can half
step. If that is right, kind of a shame no one ever came out with 80 track
drives mechanisms for it.

6831. Re: Any ATR8000 users out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 13:35:04 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svo9qq178i5a85@corp.supernews.com>
Source record: 40949

"patchell" <patchell@silcom.com> wrote in message
news:39FB8734.B3428F00@silcom.com...
> I was kind of curious if anybody out there is still using the ATR
> 8000? I have one, but it has been a long time since it was connected
> up.
>
> At one time I was running mine with a pair of 8 inch double sided,
> double density drives that I purchased at an auction when Lobo Drives
> was liquidated. I later changed to a pair of 3.5 inch single sided
> disks and a pair of 5.25 inch double sided disks. Those were the
> days.....

I still have one. Drive set up I have is 720k 5.25", 720k/360k switchable 5.25", 360k 5.25", 720k 3.5".

But haven't turned it on in a couple of years now. Not much programming lately, so most of the time I just use an USD 1050 if I boot the Atari. I have an old Tandy 1000tx with SIO2PC software on it, but I don't really use that much except for testing SIO2PC cables.

I own two STs, but never really fell in love with the things. I think most computers post Atari 8 bits lack the amount of synergy, so it is hard to like them.

6832. Re: Satan's Hollow cart, does it exist?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 14:12:28 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20001029141235.38325A@ilaskey.compulink.co.uk>
Source record: 40951

In article <8tfp1ceve1@nnrp1.deja.com>, ejgnandt@my-deja.com () wrote:

>
>
> > I have been looking for Satan's Hollow on cart for 8-bit Atari. Does
> it exist?
>
> Its listed as NR - not released. Another victim of the big crash. Quite
> a few intended CBS titles didn't make to the 8bit.
The game itself is easy to find though as a multiboot or whatever.

Iain

6833. Re: Atari questionaire...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 14:12:31 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20001029141240.38325B@ilaskey.compulink.co.uk>
Source record: 40950

In article <76OK5.305$z93.44406@news.goodnet.com>, luposian@mailcity.com (Jared Falvo) wrote:

> Anyways, some (purely hypothetical) questions:
>
> 1) *IF* such a computer, with the specs I list below, were to be
> released...
> by Atari, mind you.... would you buy one, provided that you could run
> (at
> least) old ST software on it?
>
> a) 1040ST and/or Mega ST case
> b) 32-64Mb of RAM
> c) ATI accelerated 3D video chipset
> d) Yamaha XG audio chipset

But there are clones already that pretty much have this or better spec.
Why make yet another?

6834. Re: Atari questionaire...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 14:29:26 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010291428190.90-100000@TT030>
Source record: 40954

On Sun, 29 Oct 2000, Iain Laskey wrote:

> In article <76OK5.305$z93.44406@news.goodnet.com>, luposian@mailcity.com
> (Jared Falvo) wrote:
>
> > Anyways, some (purely hypothetical) questions:

> But there are clones already that pretty much have this or better spec.
> Why make yet another?

This is pretty much what the ST section has been saying
to this person for the past x number of weeks.
It ain't sinking in though...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6835. Re: Any ATR8000 users out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 17:30:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001029123024.02450.00000301@ng-fh1.aol.com>
Source record: 40952

>patchell patchell@silcom.com asks:

> I was kind of curious if anybody out there is still using the ATR
>8000? I have one, but it has been a long time since it was connected
>up.

I am in the same shape; used the ATR8000 for several years with 2-360K DSDD generic PC drives. Alas, it died and is under repair at present.

-Ron

I don't have a solution but I admire the problem.

6836. Re: CX85 Keypad handler disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 20:51:12 UTC
From: buck17@mylinuxisp.com
Message-ID: <svord58cbr1od5@corp.supernews.com>
Source record: 40953

Well, that makes sense, and I've written a basic calculator program that uses the keypad, but I guess what I could use is the source listing of the handler.sys to give me some ideas. Thanks again, Mo.

In article <Pine.GSO.3.95.iB1.0.1001028182839.1784A-100000@vtn1>, "John K. Picken" <yg473@victoria.tc.ca> wrote:
>
>There are PD handlers available for the CX85 which work much better than
>the stuff released by Atari. Essentially, all you need is a vertical
>blank routine to read the joystick port and translate the stick value
>into anything you like. The only additional coding is for two keys which
>return the same value and are differentiated by a trigger value.
>
>jkp
>
>
>On Sun, 29 Oct 2000, Mo wrote:
>
>> Does anyone know where I can get a copy of the keypad handler disk? (master
>> disk for the cx95)
>> Thanks...
>>
>>
>

6837. Re: Atari questionaire...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 23:30:07 UTC
From: Don <dons@qnet.com>
Message-ID: <39FCB2FF.AB89736@qnet.com>
Source record: 40956

Hey this is way off topic for this group. Take it to the correct group.

Don

Lonny Pursell wrote:

> On Sun, 29 Oct 2000, Iain Laskey wrote:
>
> > In article <76OK5.305$z93.44406@news.goodnet.com>, luposian@mailcity.com
> > (Jared Falvo) wrote:
> >
> > > Anyways, some (purely hypothetical) questions:
>
> > But there are clones already that pretty much have this or better spec.
> > Why make yet another?
>
> This is pretty much what the ST section has been saying
> to this person for the past x number of weeks.
> It ain't sinking in though...
>
> ---
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6838. Re: XE's and XL's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-29 23:54:11 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ti9f8$f69$1@perki.connect.com.au>
Source record: 40955

"Rick D" <74766.1561@CompuServe.COM> wrote in message
news:8t5kn2odm2@sshuraaa-i-1.production.compuserve.com...
> There are thousands of Atari 8 games still around. The vendors
> list has people and places that have or had them. Commerical
> games are 99% tied to single density disks without special,
> expensive, and hard to find hardware.

Where is the list avaliable from? Does anyone know the legality of 8-bit
stuff at the moment? I.E. after xx amount of years the copyright drops as
support is no longer avaliable?

Mark

6839. Re: CX85 Keypad handler disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 02:11:20 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m38zr7dqnr.fsf@mindspring.com>
Source record: 40957

Although I don't have the source handy, it only takes a few lines of
Basic to turn the keypad output into atascii. If you write a little
program that just prints the joystick and joystick trigger values,
you'll see the relation. In your program, it could very nicely be
rigged as a gosub routine, setting some variable with the next keypad
value pressed.

Gregm

> Well, that makes sense, and I've written a basic calculator program that uses
> the keypad, but I guess what I could use is the source listing of the
> handler.sys to give me some ideas. Thanks again, Mo.
>
>
>
>
>
> In article <Pine.GSO.3.95.iB1.0.1001028182839.1784A-100000@vtn1>, "John K.
> Picken" <yg473@victoria.tc.ca> wrote:
> >
> >There are PD handlers available for the CX85 which work much better than
> >the stuff released by Atari. Essentially, all you need is a vertical
> >blank routine to read the joystick port and translate the stick value
> >into anything you like. The only additional coding is for two keys which
> >return the same value and are differentiated by a trigger value.
> >
> >jkp
> >
> >
> >On Sun, 29 Oct 2000, Mo wrote:
> >
> >> Does anyone know where I can get a copy of the keypad handler disk? (master
> >> disk for the cx95)
> >> Thanks...
> >>
> >>
> >

6840. Re: XE's and XL's

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 02:25:43 UTC
From: patchell <patchell@silcom.com>
Message-ID: <39FCDC27.82AD7524@silcom.com>
Source record: 40958

Mark Bedingfield wrote:

> "Rick D" <74766.1561@CompuServe.COM> wrote in message
> news:8t5kn2odm2@sshuraaa-i-1.production.compuserve.com...
> > There are thousands of Atari 8 games still around. The vendors
> > list has people and places that have or had them. Commerical
> > games are 99% tied to single density disks without special,
> > expensive, and hard to find hardware.
>
> Where is the list avaliable from? Does anyone know the legality of 8-bit
> stuff at the moment? I.E. after xx amount of years the copyright drops as
> support is no longer avaliable?
>
> Mark

Copyrights are always in force. But, it is a cival matter (generally not
criminal). There has to be somebody that actually cares.

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*---
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

6841. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 04:53:01 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <8tiurcnsi1@nnrp1.deja.com>
Source record: 40959

Barry,
Get yourself an 800 w/48K, 4 wico joysticks, 3 good friends, and a copy of either Ali Baba and the Forty Thieves, or M.U.L.E. and you have the ultimate setup. Better set aside some serious time, because I have spent countless hours with each. The 800 is built like a sherman tank, and is "IT" for me. I still have my original 800, and it warms my heart just knowing it is there.

Seriously, no matter which Atari 8bit you end up with, you can't go wrong.

Isaac

In article <8tfffa$o5v$1@slb6.atl.mindspring.net>,
"Barry Smith" <bsmith99@mindspring.com> wrote:
> Hello group,
>
> in your opinion which is the best Atari computer to get? I have never had an
> Atari system and was thinking about getting one. Which is better, the 800,
> 800Xl or 1200XL?
>
> Thanks,
> Barry
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6842. Re: A question for programmers

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 08:12:21 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-M2BMsQpMQN1f@port14.vdts.cab.cth.com.au>
Source record: 40960

On Sun, 28 Oct 3900 15:57:00, Arudzki
<arudzki@mailbox.bellatlantic.net> wrote:

> >
>
> I wrote:
>
> > > The immediate VBI only has a few thousand cycles to spare, but doesn't the
> > > deferred VBI have like 20,000 free?
> >
>
> The reply:
>
> > looking up de re atari, 2,000 for immediate and about 20,000 for
> > defered. This is for NTSC. PAL systems will have more cycles to play
> > with. Many of the 20,000 are while the screen is drawn.
> > >
>
> That was scarey. I pulled the 'few thousand' and '20,000' out of the dark resesses of
> my cluttered mind.....Man, Atari stuff really does stick with you.....

wow

While you are at it, how about some winning lotto numbers :)

James B

6843. LDW SUPER 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 11:16:09 UTC
From: Valery Prokopenko <leric@tums1.ukrtec.net>
Message-ID: <972908539.993806@gate.ukrtec.net>
Source record: 40961

Hi!

At me is ATARI 65XE and disk drive LDW SUPER 2000.
As to me to write down the programs with IBM on the ATARI-disk drive.

Thanks.

6844. JHV of the ABBUC. Pictures of the Atari 8 bit meeting on the NET

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 12:28:08 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8tjpgo$hs8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 40971

Howdy folks

Pictures of the Yearly members meeting of the Atari Bit Byter User Club in
Herten Germany can be found at www.atari-computer.de/abbuc

Click on 'mit' (with) or 'ohne' (without) Java.
A menu will appear on the right side of your screen.

Click on JHV 2000
2 new entries will appear.
Click on 'Bilder'
Then click on the pencil below the first mini-foto.
This picture will be enlarged.
Click the -> arrow to see the rest of the pictures.

Two pictures below mine (Why My name is the only one mentioned is beyond me)
you can see Erhard Puetz. But Fox-1, TXG and Andreas Magenheimer should be on
some of them too. (today the connection is very very slow, so I'm not gonna
check).

CU Mathy van Nisselroy

6845. Re: 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 12:34:18 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8tjpsa$hs8$2@nets3.rz.RWTH-Aachen.DE>
Source record: 40962
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Howdy Tony

>> Well,
>> ABBUC (Wolfgang Burger) still has hundreds of XEP80 devices left. So why
>> should we bother about CBM 80column upgrades. Besides, there is really
>> not much software for such a device. (But there is some amount of
>> software that will not run with such a device installed; i.e. games
>> mostly do not like 80 columns...) -Andreas
>
>Who can we contact about getting one? someone have an e-mail address?

Try http://www.atari-computer.de/abbuc or wburger@cityweb.de

CU Mathy van Nisselroy

6846. Re: Giving something back in return...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 12:37:34 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8tjq2e$hs8$3@nets3.rz.RWTH-Aachen.DE>
Source record: 40963

Howdy Patchell

>> In re-payment, I thought I would make something availiable that some
>> of you die hard hackers might find interesting at the very least. I
>> have posted the source code for the Duplicator Board. Anyway, here is
>> the URL:
>>
>> http://www.silcom.com/~patchell/atari/duplicator.html

You wouldn't happen to have the layout for the PCB too now would ye'?? :-))

Cu Mathy van Nisselroy

PS I once wanted one. How good are/were they

6847. FA: Atari 2600 Zellers Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 15:09:09 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <qxgL5.82009$YG5.62095@tor-nn1.netcom.ca>
Source record: 40964
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

I have the following Atari 2600 Zellers games up for auction on Ebay. As soon as my ISP sorts out their webserver problems, I will be posting pictures. Any questions, just drop me a line. Please remove the "NOSPAM" from my address if replying via email. - Richard

Atari 2600 Ocean City Defender Zellers
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=482843839

Atari 2600 Pinball Zellers
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=482847563

Atari 2600 Freeway Zellers
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=482851253

Atari 2600 Dragon Treasure Zellers
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=482854865

Ataro 2600 Earth Attack Zellers
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=482857943

6848. Re: Atari questionaire...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 16:49:15 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010301648120.90-100000@TT030>
Source record: 40968

```
Hey, don't tell me, tell Jared...

On Sun, 29 Oct 2000, Don wrote:

> Hey this is way off topic for this group. Take it to the correct group.
>
> Don

--------------------------------------------------------------------
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

6849. Re: Atari questionaire...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 17:25:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svrblur47q1i41@corp.supernews.com>
Source record: 40966

"Jessica Cornn" <Jessica.Cornnp0.f2.n8.z8@fmlynet.org> wrote in message
news:0002.39fdbaa7@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "Jared Falvo" <luposian@mailcity.com>
> > Anyways, some (purely hypothetical) questions:
> > 1) *IF* such a computer, with the specs I list below, were to be
released...
> > by Atari, mind you.... would you buy one, provided that you could run
(at
> > least) old ST software on it?
> > a) 1040ST and/or Mega ST case
> > b) 32-64Mb of RAM
> > c) ATI accelerated 3D video chipset
> > d) Yamaha XG audio chipset
>
> Absolutely. I have always wanted an ST and if this came out, It would be
at
> the top of my list.

You don't want to let your enthusiasm for Atari get in the way here. The original ST was less then $500 and a large part of the price was due to high ram prices at the time. I think 256k DRAMS were selling for ~$2.50 each back then, you needed 32 for a 512k ST with its 16 bit wide buss.

IMO: Good as it was, it isn't worth $1000 to play Dungeon Master. That brings you to the point where you have to think in terms of what you can do with the machine that you can't do now. Using your "surf the net" as a criteria, you can do that with cheaper hardware on other platforms.

Every computer needs a killer application for it. The early STs were better game machines then their contemporaries with the exception of the Amiga and they had a good foothold in DTP with Calamus. They also enjoyed good popularity with their midi capabilities, as is off mentioned the STacy was on tour with a number of popular musical groups at the time.

Those niches were a snapshot in time. As soon as the markets were exposed, me too products came out on other platforms. This transferred the killer aps nature to being a commodity.

Any successful product now has to either have a niche with a killer ap, or be able to survive in a commodity based market. Something like an ST that runs for a year on 3 pen light batteries would find a niche, otherwise it is just the same old same old.

6850. Questions about 800XL / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 17:45:15 UTC
From: "b.patterson2" <b.patterson2@ntlworld.com>
Message-ID: <QtiL5.71095$sE.208683@news6-win.server.ntlworld.com>
Source record: 40967

Hi, If anyone could answer a few questions about the 8-bit Ataris I'd be grateful!

First, I've got an 800XL with a 1050 drive, but I'm having difficulty finding blank disks to use with it. However, I have got a whole load of 5.25" disks for my BBC Master 128, and wondered if it would be possible to use these disks with the Atari ?

Also, what is an SIO2PC cable, and where can I buy one from? And finally, I know there was a later 5.25" disk drive released with the 130XE/65XE machines, the XF551 (?) Does anyone know of a place to buy one of these (preferably in the UK)

TIA

Barry

****
Atari 520STE/ 4Mb - Atari 520 STFM - Atari 800XL/ 1050/ 1010 - Atari 65XE/ XC12
Amiga A1200(T) / 030-50/ 34Mb/ 3.2Gb IDE / 32x CD-ROM/ 1438S/ Amiga OS3.5
Amiga A600HD / 2Mb / Squirrel SCSI/ 2x SCSI CD-ROM - Amiga A1200 / 340Mb IDE
C64 / 1541 / C2N - Vic-20 / 1542 / C2N - Plus/4 - C64C / 1541-MkII
Spectrum 48k+/ Spectrum 128k +2/ Spectrum 128k +3/ Spectrum 48k
AMD K6-2 500/ 128Mb/ 17Gb IDE/ Yamaha 6416 SCSI CDR/ Plextor 40x SCSI CD
Acorn Archimedes A3000/ 2Mb/ 60Mb IDE - BBC Master 128k
Amstrad CPC 464/ Amstrad CPC6128 / Amstrad GX4000 - Dragon 32
****

6851. Re: Questions about 800XL / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 22:37:58 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <rqtrvs4b5lqpuq1o6834nn3nusrjj7famu@4ax.com>
Source record: 40969
Body handling: HTML body converted to readable text

On Mon, 30 Oct 2000 17:45:15 -0000, "b.patterson2"
drooled an embarassing wet spot in his lap
as he typed:

>Hi, If anyone could answer a few questions about the 8-bit Ataris I'd be
>grateful!
>
>First, I've got an 800XL with a 1050 drive, but I'm having difficulty
>finding blank disks to use with it. However, I have got a whole load of
>5.25" disks for my BBC Master 128, and wondered if it would be possible to
>use these disks with the Atari ?

Any standard 5.25" floppies will do.

>
>Also, what is an SIO2PC cable, and where can I buy one from? And finally, I

SIO2PC is a cable that allows you to hook any Atari floppy drive up to
your PC in order to transfer data to and from the PC and Atari 8-bit
floppies with the bundled software.

>know there was a later 5.25" disk drive released with the 130XE/65XE
>machines, the XF551 (?) Does anyone know of a place to buy one of these
>(preferably in the UK)

Yes, it's the XF551; double-sided, double-density, high speed transfer
under SpartaDOS or MYDOS (though not quite as fast as a 1050 with US
Doublers). Can't help you with where to buy one in the UK tho...

>
>TIA
>
>Barry
>
>
>**
>Atari 520STE/ 4Mb - Atari 520 STFM - Atari 800XL/ 1050/ 1010 - Atari 65XE/
>XC12
>Amiga A1200(T) / 030-50/ 34Mb/ 3.2Gb IDE / 32x CD-ROM/ 1438S/ Amiga OS3.5
>Amiga A600HD / 2Mb / Squirrel SCSI/ 2x SCSI CD-ROM - Amiga A1200 / 340Mb IDE
>C64 / 1541 / C2N - Vic-20 / 1542 / C2N - Plus/4 - C64C / 1541-MkII
>Spectrum 48k+/ Spectrum 128k +2/ Spectrum 128k +3/ Spectrum 48k
>AMD K6-2 500/ 128Mb/ 17Gb IDE/ Yamaha 6416 SCSI CDR/ Plextor 40x SCSI CD
>Acorn Archimedes A3000/ 2Mb/ 60Mb IDE - BBC Master 128k
>Amstrad CPC 464/ Amstrad CPC6128 / Amstrad GX4000 - Dragon 32

>**
>
>

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6852. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-30 23:29:48 UTC
From: Vinnie Rinaldi <vinrin57@optonline.net>
Message-ID: <MvnL5.154781$4d.23053613@news02.optonline.net>
Source record: 40970

My 2cents? I think Hasbro's done a terrible job... I see the price, and the packaging, of their 'retro' packs at clubs like Sam's, and Price Club...too little value for the price...

"Mindfield" <mindfield@badgers.home.com> wrote in message news:ccqjvsgtheofbnghhoe3o9lb5o6nj7ghkq@4ax.com...
> On Mon, 16 Oct 2000 18:29:00 GMT, ilaskeyremoveme@cix.co.uk (Iain
> Laskey) drooled an embarassing wet spot in his lap as he typed:
>
> >Hasbro are reported to be looking at strategic alternatives after finding
> >lower than expected revenues from their interactive games division. They
> >confirmed they are restructuring but wouldn't confirm if they are selling
> >off their interactive games division despite this being rumoured elsewhere
> >in the industry.
> >
> >Time for Atari to change hands again?
> >
> >Iain
>
> Yep. I've heard speculation that a likely bidder for the venerable
> Fuji is none other than (ack!) Microsoft. It's speculation, but based
> on some truth: Microsoft recognizes the popularity of retro-gaming, as
> evidenced in their Microsoft Arcade series. With ownership of Atari
> and all its properties it could go one better and maybe do what
> Hasbro's been doing -- except (hopefully) do a much better job than
> Hasbro has done.
>
> I do hope that doesn't happen, tho...
>
> Anyone happen to have $5 mil lying around?
>
> --
> Mindfield
>
> "Ignorance breeds confidence more often than does knowledge." -Darwin
>
> Remove the badgers before E-Mailing.

6853. Re: Giving something back in return...

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-31 09:46:34 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-zoHXjuNQUyqd@port19.vdts.cab.cth.com.au>
Source record: 40972

On Thu, 1 Jan 1970 01:59:59, patchell <patchell@silcom.com> wrote:

> I want to thank all of those who helped me in locating the Action!
> stuff (well, I ordered it at least, that is all I can hope for until it
> arrives).
>
> In re-payment, I thought I would make something availiable that some
> of you die hard hackers might find interesting at the very least. I
> have posted the source code for the Duplicator Board. Anyway, here is
> the URL:
>
> http://www.silcom.com/~patchell/atari/duplicator.html

Just for your info, Some guy in West aust made a copy of it and was
selling it. I seen it, pulled it apart (didn't have plated through
holes) and took photo's of it. Did a circuit despite the numbers
rubbed off the chips. and took a copy of the rom. Didn't do anything
about it.

James B

6854. Re: JHV of the ABBUC. Pictures of the Atari 8 bit meeting on the NET

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-31 10:08:06 UTC
From: llpwhite@cs.com
Message-ID: <20001031050806.23355.00000484@ng-fz1.news.cs.com>
Source record: 40973

Hi Mathy-
Could you identify some of the CSA8/newslist "regulars" in the photos for those of us who have never actually met most of the folks from the European countries? I would like to be able to "put a face with a name". For instance, are you the one with the beard in the foreground of the picture of your selling booth?
Thanks,
Larry White

6855. Re: Tape to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-31 12:53:46 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39FEC0DA.51937ECF@mail.uni-mainz.de>
Source record: 40974

carmel_andrews@my-deja.com schrieb:
>
> Hello there Ron H, How's it going, Keep those Atari's humming that is
> what i say
>
> Re: Ataridsk and mydos dd 1050
> Does Ataridsk allow you to use atari 5.25 formatted disks in the int. pc
> 5.25 with ataridsk

Hello Carmel,
yes, thats exactly what Ataridsk (from Hiassoft) is good for. You can use it under DOS on the PC to read and transfer Atari files from an Atari 180k disk to the PC or to transfer PC files to an Atari 180k disk. The steps are:

Atari -> PC
1) Load Ataridsk under DOS
2) Choose Options, when the second pull-down window appears choose your 5,25 drive (drive A: or B:); press ESC;
3) Choose Mount disk (the program reads the Atari DIR; must be 180k, otherwise an error occurs)
4) Choose XL to PC transfer
5) The XL files appear in a window, select/deselect your files here with the Space key and then use Copy files (at the end of the window) to transfer all files to the PC...

PC -> Atari
1) Load Ataridsk under DOS
2) Choose options, a second window appears, here choose your 5,25" drive (A: or B:)
3) Next (still in the second window) choose format disk, install a 5,25" DD disk and confirm with Yes;
4) When done, press Escape, then choose PC to XL transfer (there is no need to mount the disk, it is mounted automatically after formatting)
5) a new window appears, choose your desired files with the Space key and move to the end of the window where you find "Copy files", press Enter here and all selected files will be copied to your Atari 180 disk. (If there is not enough space on the 5,25" disk an error will occur with every file that cannot be transferred)
6) now put the 180k disk into your Atari DD drive and read it...
(if you have any difficulties to read the Atari files, you should use a 5,25" DD drive in your PC instead of a HD drive...)
Good Luck - Andreas

6856. Re: 1050 TRANSFER HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-31 13:03:23 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39FEC31B.902578EE@mail.uni-mainz.de>
Source record: 40975

Craig Allen schrieb:
>
> Could anybody please tell me what software I require to transfer games from
> tape (xc12) to disk (1050) and if possible where I could get a copy.
>
> any help appreciated.
>
> Regards
>
> Craig (U.K.)

Try HOWFEN DOS or its Tape to Disk program. For me, the best Cas. to
Disk converter and loader program... -Andreas

6857. Re: MS-DOS compatability

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-31 13:20:43 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <39FEC72B.315251BB@mail.uni-mainz.de>
Source record: 40976

Mo schrieb:
>
> Is it true that with a US doubler and Sparta Dos, that an Atari can read
> MS-DOS format disks? Just a rumor I heard...
> Thanks..

Well,
I do not know/have the USD, but the Happy came with a file program to
read 180k formatted IBM disks (works good with IBM and DOS; not sure if
WIN xx still formats 180k). Besides there is also Ataridsk (a PC program
from HiasSoft) to transfer files from/to Atari... -Andreas

6858. Re: need phantasie1,2,3 for atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-10-31 23:07:11 UTC
From: Byron Followell <byronfollowell@hotmail.com>
Message-ID: <8tnj5u$d37$1@slb2.atl.mindspring.net>
Source record: 40977

You can't convert an .st file into a .str file. atr files are 8 bit disk
images for various emulators. st images are just that, Atari ST disk images
for ST emulators. If you had those in st format you could play them on Atari
ST emulator like Pacifist or WinStone.

- Byron Followell

<wemery73@my-deja.com> wrote in message news:8tbt3n$fl7$1@nnrp1.deja.com...
> can you send me the files for phantasie 2 so i can play them on my
> atari800win_2.6c emulator .... or tell me how can covert a .st file
> into a .atr file...
>
> i found phantasie 1 ".atr."files and they work great.
>
> still need phantasie 2 and phantasie 3 ..
>
> any and all help will be great
>
> e-mail is wemery73@kellnet.com
>
>
> In article <39f84d4e.723349@news.CIS.DFN.DE>,
> DCM01@USA.NET (Daniel Miller) wrote:
> > I havve Phantasie II for the 8bit. It is quite ambitious technically
> > for an 8bit game, with multiple characters and scrolling maps and
> > graphical battles. I played it maybe 3 times a few months ago, but
> > then a disk crashed! I haven't been able to generate a working new
> > diskette from a Phantasie disk image yet.
> >
> > The downside of Phantasie II is the disk access which could be faster
> > and better, at least that was my first impression.
> >
> > On Thu, 26 Oct 2000 20:44:28 +0200, "Vidar \"Hawk\" Olavesen"
> > <olavese@online.no> wrote:
> >
> > >I don't think III was released for Atari 8-bit, but I do know
> Phantasie I
> > >was. I have II and III on Atari ST, but only Phantasie I on Atari
> >
> >
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

6859. Re: MS-DOS compatability

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-01 01:03:21 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001031165918.2345A-100000@vtn1>
Source record: 40978

The USD can only handle 128- and 256-byte sectors. All PC drives (HDD and FDD) use 512-byte sectors so there's no way. The Happy controller firmware must have included a 512-byte capability at the hardware level.

jkp

On Tue, 31 Oct 2000, Andreas Magenheimer wrote:

>
>
> Mo schrieb:
> >
> > Is it true that with a US doubler and Sparta Dos, that an Atari can read
> > MS-DOS format disks? Just a rumor I heard...
> > Thanks..
>
> Well,
> I do not know/have the USD, but the Happy came with a file program to
> read 180k formatted IBM disks (works good with IBM and DOS; not sure if
> WIN xx still formats 180k). Besides there is also Ataridsk (a PC program
> from HiasSoft) to transfer files from/to Atari... -Andreas
>
>

6860. Re: MS-DOS compatability

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-01 03:30:12 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <svv3giljn1ov81@corp.supernews.com>
Source record: 40979

Did Bob Puff add RAM to his XF3.5 upgrade?

Reason I ask is I seem to recall he had some kind of MS DOS reading
capability in that too.

I know we speculated about it at the time, but with a new ROM you should be
able to read the same 512 byte sector 4 times and only send the data in 128
byte chunks.

Of course it then wouldn't be a USD or 1050 strictly speaking.

"John K. Picken" <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1001031165918.2345A-100000@vtn1...
>
>
> The USD can only handle 128- and 256-byte sectors. All PC drives (HDD and
> FDD) use 512-byte sectors so there's no way. The Happy controller firmware
> must have included a 512-byte capability at the hardware level.
>
> jkp
>
>
> On Tue, 31 Oct 2000, Andreas Magenheimer wrote:
>
> >
> >
> > Mo schrieb:
> > >
> > > Is it true that with a US doubler and Sparta Dos, that an Atari can
read
> > > MS-DOS format disks? Just a rumor I heard...
> > > Thanks..
> >
> > Well,
> > I do not know/have the USD, but the Happy came with a file program to
> > read 180k formatted IBM disks (works good with IBM and DOS; not sure if
> > WIN xx still formats 180k). Besides there is also Ataridsk (a PC program
> > from HiasSoft) to transfer files from/to Atari... -Andreas
> >
> >
>

6861. Re: Any ATR8000 users out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-01 03:49:19 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <39FF92BF.CCBE7972@compuserve.com>
Source record: 40980

patchell wrote:

> I was kind of curious if anybody out there is still using the ATR
> 8000? I have one, but it has been a long time since it was connected
> up.
>
> -Jim
>

Yes, I still have and use my original ATR-8000. It has 2 360K 5 1/4" and
1 1.2meg 5 1/2" drives on it. I use a Gemini 10X , Canon BJ4100, a HP DJ,
and a HP laser 6L printer on it. And I have several others I am not
using, one with a copower board.

Rick D.

6862. PC Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-01 10:51:04 UTC
From: Valery Prokopenko <leric@tums1.ukrtec.net>
Message-ID: <973079828.404468@gate.ukrtec.net>
Source record: 40981

I have made PC Xformer cable. Connect to LPT.
I start xformer.exe -x (Xformer version 3.8).
The program gives out the message " Unable to calibrate cable ".
What me do?

6863. Re: PC Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-01 15:16:57 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t00ctq9g1cjr17@corp.supernews.com>
Source record: 40982

The Xformer cable is about a 15 year old design and I don't think Derek supports it any longer.

The Xformer cable used timing loops and IMO was really set up to handle the slower computers available at the time. Problems started happening ~when the Pentiums came out. Maybe you could test the cable on an old 386/486 to see if it works.

Other then that, use the cable to build a SIO2PC or Prosystem cable and go from there. They should allow you to convert the ATR to XFD format after some jumping through hoops.

The only restriction is you can't run copy protected images from the emulators. If you know enough to build a Xformer cable, you know enough to build an SIO2PC cable. The extra cost/parts for an SIO2PC is only about 90¢ and they should never go obsolete.

"Valery Prokopenko" <leric@tums1.ukrtec.net> wrote in message news:973079828.404468@gate.ukrtec.net...
> I have made PC Xformer cable. Connect to LPT.
> I start xformer.exe -x (Xformer version 3.8).
> The program gives out the message " Unable to calibrate cable ".
> What me do?
>
>

6864. Re: MS-DOS compatability

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-01 17:01:32 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A004C6C.66F98A5E@mail.uni-mainz.de>
Source record: 40983

"John K. Picken" schrieb:
>
> The USD can only handle 128- and 256-byte sectors. All PC drives (HDD and
> FDD) use 512-byte sectors so there's no way. The Happy controller firmware
> must have included a 512-byte capability at the hardware level.
>
> jkp
>
>
Well,
they did not. they used a (software-) trick. Since the Happy has a track
buffer it could buffer up to 6-8k; the program just told the Happy to
split the 512bytes into two sectors of 256 bytes. You can do this with
almost any drive that is capable of 256 bytes per sector. Just write a
program that splits 512 bytes sectors in two 256 bytes sectors and you
are done... -Andreas

P.S.: A friend of mine tried it with a self-written program for the
XF551 and it worked. You know: the XF does not have a track buffer...

6865. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-01 21:19:07 UTC
From: Andy <vlnw30101@cableinet.co.uk>
Message-ID: <fN%L5.153$qe2.23599@news1.cableinet.net>
Source record: 40984

yeah, the atari was brilliant, it never got the recognition it deserved here in UK. I loved missile command, fort apocalypse, elektraglide, quasimodo, mercenary, beta lyrae, mountain king, bruce lee, phantom, zybex, ninja commando, draconus, ninja, spellbound, god I could go on forever. I don't think new games will ever be as playable as these, sigh...

Steve Breech <sbreech1@atarist.com> wrote in message news:O_Tx5.9187$Ic.153785@typhoon.columbus.rr.com...
> Hmmm...I would have to say:
> 1.)Jumpman (Epyx)
> 2.)The Nightmare (Epyx)
> 3.)Crypt of the Undead (Epyx)
> 4.)The Eidolon (Epyx)
> 5.)Hardball (?)
>
> But, I'll tell you all what....I like WAY TOO MANY games on the 8 bit Atari.
> These computers rely upon FUN GAMEPLAY rather than catchy graphics and
> sounds. I don't know how many games I have bought for my win machine
> because the caught my eye, only to realize that the game just isn't any fun.
> Oh well, that's my 2 cents worth.
> Steve.
>
>

6866. Re: Giving something back in return...

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 00:29:40 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3A00B573.78D3449B@silcom.com>
Source record: 40985

sup8pdct@mail.cth.com.au wrote:

> On Thu, 1 Jan 1970 01:59:59, patchell <patchell@silcom.com> wrote:
>
> > I want to thank all of those who helped me in locating the Action!
> > stuff (well, I ordered it at least, that is all I can hope for until it
> > arrives).
> >
> > In re-payment, I thought I would make something availiable that some
> > of you die hard hackers might find interesting at the very least. I
> > have posted the source code for the Duplicator Board. Anyway, here is
> > the URL:
> >
> > http://www.silcom.com/~patchell/atari/duplicator.html
>
> Just for your info, Some guy in West aust made a copy of it and was
> selling it. I seen it, pulled it apart (didn't have plated through
> holes) and took photo's of it. Did a circuit despite the numbers
> rubbed off the chips. and took a copy of the rom. Didn't do anything
> about it.
>
> James B

Well, I can't complain. I did the same thing for the 810 Happy board.
(there is a picture on my website).

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*---
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

6867. Re: Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 01:19:45 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <u6g10t4fbakfep0d46i0466mu00j375vme@4ax.com>
Source record: 40986

On Mon, 30 Oct 2000 23:29:48 GMT, "Vinnie Rinaldi"
<vinrin57@optonline.net> drooled an embarassing wet spot in his lap as
he typed:

>My 2cents? I think Hasbro's done a terrible job... I see the price, and the
>packaging, of their 'retro' packs at clubs like Sam's, and Price Club...too
>little value for the price...

Hasbro's updates are not much more than hastily slapped together
retrofits that try and recapture the fun and wonder of the originals,
but fall just short of capturing the fun and wonder of a Slinky. I
mean, they're okay on their own, but the rush job is painfully evident
throughout their games. Galaga's just the latest in a stream of
rushed games -- it won't even play properly on my system, presumably
because it doesn't like my video card (Voodoo3).

I guess no one told Hasbro about beta testing...

...or alpha testing...

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6868. Re: What is your favorite Atari 8-bit video game?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 02:19:41 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tqik7$8h7$1@perki.connect.com.au>
Source record: 40987

"Andy" <vlnw30101@cableinet.co.uk> wrote in message
news:fN%L5.153$qe2.23599@news1.cableinet.net...
> yeah, the atari was brilliant, it never got the recognition it deserved
here
> in UK. I loved missile command, fort apocalypse, elektraglide, quasimodo,
> mercenary, beta lyrae, mountain king, bruce lee, phantom, zybex, ninja
> commando, draconus, ninja, spellbound, god I could go on forever. I don't
> think new games will ever be as playable as these, sigh...

I spent nearly 10 years playing Alternate Reality the Dungeon to christ
know's what hour of the morning and I never got bored with it once. But I am
married now:-)

Mark

6869. Re: PC Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 02:20:46 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tqim9$8mi$1@perki.connect.com.au>
Source record: 40988

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:t00ctq9g1cjr17@corp.supernews.com...
> The Xformer cable is about a 15 year old design and I don't think Derek
> supports it any longer.
>
> The Xformer cable used timing loops and IMO was really set up to handle
the
> slower computers available at the time. Problems started happening ~when
the
> Pentiums came out. Maybe you could test the cable on an old 386/486 to see
> if it works.
>
> Other then that, use the cable to build a SIO2PC or Prosystem cable and go
> from there. They should allow you to convert the ATR to XFD format after
> some jumping through hoops.
>
> The only restriction is you can't run copy protected images from the
> emulators. If you know enough to build a Xformer cable, you know enough to
> build an SIO2PC cable. The extra cost/parts for an SIO2PC is only about
90&#65533;
> and they should never go obsolete.

Wasnt there a version of Xformer for the ST? I have been trying to find out
for years.

Mark

6870. Re: PC Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 02:34:32 UTC
From: Don <dons@qnet.com>
Message-ID: <3A00D2B8.C73A5456@qnet.com>
Source record: 40991

Mark Bedingfield wrote:

>
>
> Wasnt there a version of Xformer for the ST? I have been trying to find out
> for years.
>
> Mark

Yes, there is version for the ST. It was still listed at emulators.com. It
works with only ST computers i tried a TT and it wouldnt work. Very simple to
build uses 1 resistor.

Don

6871. Re: PC Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 02:47:12 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t01lbugqdoqn9d@corp.supernews.com>
Source record: 40989

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:8tqim9$8mi$1@perki.connect.com.au...
>
> "Rick Cortese" <ricortes@netmagic.net> wrote in message
> news:t00ctq9g1cjr17@corp.supernews.com...
> > The Xformer cable is about a 15 year old design and I don't think Derek
> > supports it any longer.
> >
> > The Xformer cable used timing loops and IMO was really set up to handle
> the
> > slower computers available at the time. Problems started happening ~when
> the
> > Pentiums came out. Maybe you could test the cable on an old 386/486 to
see
> > if it works.
> >
> > Other then that, use the cable to build a SIO2PC or Prosystem cable and
go
> > from there. They should allow you to convert the ATR to XFD format after
> > some jumping through hoops.
> >
> > The only restriction is you can't run copy protected images from the
> > emulators. If you know enough to build a Xformer cable, you know enough
to
> > build an SIO2PC cable. The extra cost/parts for an SIO2PC is only about
> 90
> > and they should never go obsolete.
>
> Wasnt there a version of Xformer for the ST? I have been trying to find
out
> for years.

Yes, I actually bought a Xformer cable from B&C when they first came out and
IIRC the package had a disk with Xformer on it. Could have been seperate,
but I seem to recall a disk in there.

There was also someone who wrote an ST program that installed the 1050 on
your desktop so you got an bit more of disk storage.

6872. Re: PC Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 03:05:11 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001101220511.06355.00000140@ng-fq1.aol.com>
Source record: 40990

>"Rick Cortese" ricortes@netmagic.net replied:

>The Xformer cable is about a 15 year old design and I don't think Derek
>supports it any longer.

That is about it; Derek sent me a response to my email saying any PC faster
than a P75 was probably out of range...

-Ron

I don't have a solution but I admire the problem.

6873. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 03:32:48 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <Af5M5.274$sz3.120375@news1.telusplanet.net>
Source record: 40992
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed email address rather than your reply button. Dealer enquiries are welcome.

- Last Updated 11/01/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - 2 units left
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

6874. FS/T Atari 8-bit Games, Components and Literature

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 04:37:13 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <Zb6M5.396$sz3.140532@news1.telusplanet.net>
Source record: 40993
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed link rather than your reply button

Last Updated 11/01/00
- Sold/traded items removed

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.8bit (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

Hardware Please make an offer
==========
- Atari 600XL - with power supply, RF cable
- Atari 800XL - with power supply, RF cable
- Best Data Smart One 2400X - 2400 baud modem

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

8-Bit Cartridges Please make an offer
==========
- Basic with Basic Reference Manual
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Realsports Football
- Star Raiders
- Tennis

8-Bit Books Please make an offer
==========
- Compute's "The Atari Basic Source Book"

Atari Force Comics
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

6875. Re: Faulty 1050 floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 09:05:41 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <t02bkrcgpnd0a7@corp.supernews.com>
Source record: 40994

Hello Russell Spearing,

You wrote in your message:
>
> The circuit diagram is on its way to you're email address.
>
> Hope it helps
>
It does help, thank you Russell, very much.

Wally

6876. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 16:20:35 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ts48jcnf1@user2.teleport.com>
Source record: 40995
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6877. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 16:22:47 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ts4cn$d0d$1@user2.teleport.com>
Source record: 40996
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6878. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 16:26:08 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ts4j0$d89$1@user2.teleport.com>
Source record: 40847
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for someone to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming. Call Ben anytime @(503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6879. 8 Bit Stuff free (SF Bay Area, Calif)

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 19:01:13 UTC
From: ptchamb.fake@fake.svpal.net
Message-ID: <ptchamb.fake-0211001101430001@192.168.1.2>
Source record: 40848

Hi everyone: I have not posted on this group before but this is no joke.

I have saved a very complete set of Atari 8 bit documents, computers, software, and periferals, (850, happy drives, etc)

I have saved them for 15 yrs. I am now 57 and am never going to get to setting it up.

I was going to try EBay but I dont even want to inventory it.

It consists of working computers, 850, disk drives, (at least one happy drive)

A rack of games on disk, foreign language learning stuff, tape player, books on ataris, assembly lang for 6502, some internal documents from atari with source code, more books and even a cardboard box full of the old magazine devoted to atari 8 bitters that I cant think of the name right now. As well are computer boards, internal power supplies, roms, cartriges of games, basic and many others. There are spreadsheets, word processors, etc etc etc.

Keyboards for 400's internals, etc.

I live very near where atari's headquarters were and picked up a lot of stuff as they were changing ownership. It was pennies on the market.

It will take an suv or a -large- trunk to take it.

I dont want to throw it away but am willing to give it to someone that can come and pick it up so I can have my shop back. I am in Los Altos in the Bay area of california near San Jose.

It was all working (the assembled pieces) when it was put away over 10 years ago. I make no claims now but it has been sheltered either in the attic or the shop for that period.

The deal is this: You contact me, you come, you take it ALL. No cherry picking. I would further expect you to share the stuff with others who need or want it. They were great computers and I always wanted to have a hobby with them but I realize it is not going to happen.

I am sorry for the folks who live too far away but packing all this stuff for shipping would be a tremendous headache and I just plain dont have the time.

Contact me at ptchambatsvpaldotorg

Phil

--
Phil C

Phil C (SF Bay Area, Calif)
Remove "fake" in email address to send email....

6880. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 22:03:07 UTC
From: Russg <russg@en.com>
Message-ID: <3a021ba8$0$34963$53a6afc1@news.erinet.com>
Source record: 40852

There was/is another thread on alpha load, which mentions howfen.
Andreas Magenheimer says he owns it.
Maybe he can help you crack it?
I never heard of nor understand what's so special about howfen or
alpha loader.
I didn't think I would fall behind.
Russg

6881. Re: 8 Bit Stuff free (SF Bay Area, Calif)

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 22:07:59 UTC
From: ptchamb.fake@fake.svpal.net
Message-ID: <ptchamb.fake-0211001408300001@192.168.1.2>
Source record: 40849

In article <ptchamb.fake-0211001101430001@192.168.1.2>,
ptchamb.fake@fake.svpal.net (Phil C) wrote:

> Hi everyone: I have not posted on this group before but this is no joke.
>
> I have saved a very complete set of Atari 8 bit documents, computers,
Just wanted to let folks know that I have had responses to this and unless
I post again, it is gone.

phil

> software, and periferals, (850, happy drives, etc)
>
> I have saved them for 15 yrs. I am now 57 and am never going to get
> to setting it up.
>
> I was going to try EBay but I dont even want to inventory it.
>
> It consists of working computers, 850, disk drives, (at least one happy drive)
>
> A rack of games on disk, foreign language learning stuff, tape player,
> books on ataris, assembly lang for 6502, some internal documents from
> atari with source code, more books and even a cardboard box full of the
> old magazine devoted to atari 8 bitters that I cant think of the name
> right now. As well are computer boards, internal power supplies, roms,
> cartriges of games, basic and many others. There are spreadsheets, word
> processors, etc etc etc.
>
> Keyboards for 400's internals, etc.
>
> I live very near where atari's headquarters were and picked up a lot of
> stuff as they were changing ownership. It was pennies on the market.
>
> It will take an suv or a -large- trunk to take it.
>
> I dont want to throw it away but am willing to give it to someone that
> can come and pick it up so I can have my shop back. I am in Los Altos
> in the Bay area of california near San Jose.
>
> It was all working (the assembled pieces) when it was put away over 10
> years ago. I make no claims now but it has been sheltered either in the
> attic or the shop for that period.
>
> The deal is this: You contact me, you come, you take it ALL. No cherry
> picking. I would further expect you to share the stuff with others who

> need or want it. They were great computers and I always wanted to have a
> hobby with them but I realize it is not going to happen.
>
> I am sorry for the folks who live too far away but packing all this stuff
> for shipping would be a tremendous headache and I just plain dont have the
> time.
>
> Contact me at ptchambatsvpaldotorg
>
> Phil

--
Phil C

Phil C (SF Bay Area, Calif)
Remove "fake" in email address to send email....

6882. Howfen Dos

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-02 22:28:14 UTC
From: russell.spearing@btinternet.com
Message-ID: <3a01e9c0.87032238@news.btinternet.com>
Source record: 40850

Does anybody know where I can get a copy of Howfen Dos. I have an original copy of version 2.2 but when I copy it to an ATR file on the PC and then boot into that copy it tells me that it is a copied disc and won't go any further.

Any help gratefully appreciated.

Russell
(UK)

6883. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a0307ad@fmlynet.org>
Source record: 40856

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: spamless@Nil.nil
> Barry Smith <bsmith99@mindspring.com> wrote:
>> in your opinion which is the best Atari computer to get? I have never had an
>> Atari system and was thinking about getting one. Which is better, the 800,
>> 800Xl or 1200XL?

> I would go for an 800XL with a Rambo upgrade and a better power supply
> than comes with the computer (I had a power supply that worked fine
> .... until I installed a Rambo - within two weeks it had burnt out - I
> built my own supply and it was back working for years afterwards).
> (there are other upgrades - some are more compatible with some software)

Naturally I go with the beige, so 400/800 for me is the way to go. Granted,
neither can access the additional 16K of memory like the XL computers and they
have some software that is anot available to them that the XL and XE can
access.

With that said, I love their keyboards (both the 400 and 800), how they are
built, how they look.. they are just cool machines!!

The Atari "Hippo" 800 all the way!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6884. Re: Howfen Dos

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3a030af2$0$35385$53a6afc1@news.erinet.com>
Source record: 40857

I replied to this yesterday. But somehow my reply got posted in
the 'Alpha Loader' thread instead.
Andreas Magenheimer says he owns howfen DOS.
I never heard of a copy protected DOS, but I guess it is one.
I facetiously suggested Andreas might help you crack it.
I said I never heard of howfen DOS, or alpha loader for that matter.
Wonder what's so special about howfen and alpha loader.
Never thought I'd not understand something like this on the A8.
Someone says they have version 3.7 or 3.8. Sounds like your
2.2 is a bit outdated.
So, What's so special about howfen DOS, and alpha loader?
Russg

6885. Re: Howfen Dos

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a031200$0$34964$53a6afc1@news.erinet.com>
Source record: 40858

I'm sorry if I keep posting reply to this. I'm having problems with my
Outlook Express and servers or something.
In another thread, Alpha Loader thread, Andreas Magenheimer says he
owns howfen DOS.
I never heard of a copy protected DOS before, but apparently howfen
is.
What's so special about howfen?
Your (Russell's) 2.2 is aparently outdated as someone else mentions
3.7 or 3.8.
Anyhow, maybe Andreas will read this thread and respond as to
whether howfen is copy protected and so forth.
Russg

6886. Re: Howfen Dos

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001103171116.25547.00000573@ng-cl1.aol.com>
Source record: 40859

>carmel_andrews@my-deja.com requested:

>I have version(s) 3.7 and 3.8, I havent an siopc or ape/ape prosys cable,
>but I do own a pc with int. 5.25 d/d, can anyone help me with anadisk or
>deanna, and I'll be able to convert them to pc Atr format

If your 8-bit can do d/d, then I would recommend AtariLink by Hiassoft over what you suggest. It is file oriented so complete disks must be compacted with Discomm or equivalent; the .DCM file can be reconstituted onto a blank (or not) .ATR or .XFD image.

-Ron

I don't have a solution but I admire the problem.

6887. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a034dfc@fmlynet.org>
Source record: 40860

FamilyNet HQ: Telnet:\\www.family-bbs.net

>> From: spamless@Nil.nil
>> Barry Smith <bsmith99@mindspring.com> wrote:
>>>in your opinion which is the best Atari computer to get? I have never had an
>>> Atari system and was thinking about getting one. Which is better, the 800,
>>> 800Xl or 1200XL?
>> I would go for an 800XL with a Rambo upgrade and a better power supply
>> than comes with the computer (I had a power supply that worked fine
>> .... until I installed a Rambo - within two weeks it had burnt out - I
>> built my own supply and it was back working for years afterwards).
>> (there are other upgrades - some are more compatible with some software)
> Naturally I go with the beige, so 400/800 for me is the way to go. Granted,
>neither can access the additional 16K of memory like the XL computers and they
> have some software that is anot available to them that the XL and XE can
> access.
> With that said, I love their keyboards (both the 400 and 800), how they are
> built, how they look.. they are just cool machines!!

> The Atari "Hippo" 800 all the way!

> Doctor Clu

Good to see you back my Hippo friend! I can't help but agree. The computer
looks like something out of a "b" sci-fi film. It's cool in an architectural
sense as well, very anti modern with sort of a clunky design. Plus, the 400
looks like the cash registers at McDonald's.

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6888. Re: Any ATR8000 users out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 00:00:00 UTC
From: JT <jtjammer@ivillage.com>
Message-ID: <3a039928$1_3@data.wt.net>
Source record: 40861

I have an ATR 8000 with manuals that I would like to sell (plus a lot more 8-bit stuff). Anyone interested?

6889. Re: Howfen Dos

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 01:20:16 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001102202016.10616.00000195@ng-bg1.aol.com>
Source record: 40851

>russell.spearing@btinternet.com (Russell Spearing) asks:

>Does anybody know where I can get a copy of Howfen Dos. I have an
>original copy of version 2.2 but when I copy it to an ATR file on the
>PC and then boot into that copy it tells me that it is a copied disc
>and won't go any further.

Interesting scenario... Unless there is some hardware mod to the drive, this
situation must be a sector copy problem with the ATR transfer process; have you
checked to see if some data is hidden in sector 720?

-Ron

I don't have a solution but I admire the problem.

6890. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 02:38:49 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001102213849.10573.00000309@ng-bg1.aol.com>
Source record: 40853

>mark__e mark__e@my-deja.com

>Any way, I've uploaded what I found to my *very* fledgling Atari site
>http://www.umii.co.uk/alpha/alpha.htm I have under construction, with
>instructions ont what to do, I've also included a download of a fixed ATR
>file (It’s got all the menu creation software on it if anyone want's to play
around)

Interesting stuff. Strictly double density; they skips sectors 2-3 because
numbers 1, 2, 3 can only be 128 bytes while 4 & 5 can be 256. One of your JSR
$2020 is actually just 3 ascii spaces in the text.

still digesting...

-Ron

I don't have a solution but I admire the problem.

6891. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 02:41:53 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001102214153.10573.00000310@ng-bg1.aol.com>
Source record: 40854

>carmel_andrews@my-deja.com remarks:

>I'm not too sure about 1050 enhanced density as I havent seen an atr
>image in 1050 density used on an emulator (PC)

1050 density .ATR's and .XFD's are a little scarce, but they do exist; I think
I have a couple found somewhere...

-Ron

I don't have a solution but I admire the problem.

6892. Re: Any ATR8000 users out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 03:39:21 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3A023368.121E3C66@silcom.com>
Source record: 40855

Richard Detlefsen wrote:

> patchell wrote:
>
> > I was kind of curious if anybody out there is still using the ATR
> > 8000? I have one, but it has been a long time since it was connected
> > up.
> >
> > -Jim
> >
>
> Yes, I still have and use my original ATR-8000. It has 2 360K 5 1/4" and
> 1 1.2meg 5 1/2" drives on it. I use a Gemini 10X , Canon BJ4100, a HP DJ,
> and a HP laser 6L printer on it. And I have several others I am not
> using, one with a copower board.
>
> Rick D.

I finally located the pair of 360K 5 1/4" drives I had for mine. Main reason I want to get it all back up and running is so I can transfer all of the files I had that are of interest to me to CD rom for archival purposes. And, it might be fun to run a program or two. I am still trying to find a joystick in my junk....know there is one in there someplace.

I also, on occasion, ran CP/M on the Atr, although, I used a standard RS-232 terminal when I did this (I used an old Wyse 50). When I ran CP/M, I used 8 inch drives. If I still have the floppies, I have no idea where they are. I rarely used CP/M, the Atari worked much better for most things in my opinion.

--
-Jim
---
* Visit:http://www.silcom.com/~patchell/
*---
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

6893. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 08:57:40 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8ttum1rjf1@nnrp1.deja.com>
Source record: 40862

In article <20001102213849.10573.00000309@ng-bg1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
JSR
> $2020 is actually just 3 ascii spaces in the text.

Whoops well spotted, I'll fix that over the weekend I said I was a bit
rusty :-).
Mark

Sent via Deja.com http://www.deja.com/
Before you buy.

6894. Re: Howfen Dos

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 13:20:31 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8tue2q$6nh$1@nnrp1.deja.com>
Source record: 40863

Hello there atari guys, hows the atari going

Re:Howfen dos

Howfen dos, isn't a dos in the true sense.. i.e dos 2.5, it is predominantly a menu system, and menu conversion program, it is unprotected and is single stage disk boot

I have version(s) 3.7 and 3.8, I havent an siopc or ape/ape prosys cable, but I do own a pc with int. 5.25 d/d, can anyone help me with anadisk or deanna, and I'll be able to convert them to pc Atr format

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6895. FS: Atari 8-bit Games on cart, disk & cassette (originals)

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 14:48:41 UTC
From: pjr <pjr@stillavailable.co.uk>
Message-ID: <OdAM5.716$hk2.10406@news6-win.server.ntlworld.com>
Source record: 40864

FOR SALE - all items are originals with boxes and instructions unless stated otherwise. Prices are in GB Pounds. Please add shipping cost. If interested please send email to: pjr@stillavailable.co.uk.

ROM Cartridges:

BALLBLAZER Atari
4.00
BLUE MAX Atari
4.00
DAVID'S MIDNIGHT MAGIC Atari 4.00
DESERT FALCON Atari 4.00
FOOD FIGHT Atari
4.00
ONE-ON-ONE BASKETBALL Atari 4.00

DISKS:

ACE OF ACES US Gold 2.50
BOMB Ke-Soft 2.00
BOMBI Power-Per-Post 2.00
BOP 'N WRESTLE Mindscape 8.00
DARG B.Ware 1.50
DIGI-STUDIO DGS (4 disks) 4.00
EUREKA ANG Software 2.00
EUROPEAN SUPER SOCCER Tynesoft 2.50
FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
GLAGGS IT Power-Per-Post 2.00
HANS KLOSS Avalon 2.00
HUMANOID Sonix 2.00
KE-COMMANDER Ke-Soft 2.00
KULT Tiger Dev 2.00
LASER HAWK Red Rat 2.50
LITTLE DEVIL Red Rat 2.50
LIZARD Tiger Dev 2.00
MAXWELL'S DEMON/MEMORY MANIA Gentry (Tatty Box) 1.00
MIDNIGHT Mirage 2.00
MINES ANG 2.00
MINESWEEPER Power-Per-Post 2.00
MISSION ZIRCON Tiger Dev 2.00
QUICK + QUICK SUPPORT DISK Power-Per-Post (A4 manual) 3.00
QUICK ED Power-Per-Post 2.00
ROBOMASH TWAUG 2.00
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Full Price Cassettes:

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COLOSSUS CHESS 3.0 English 2.50
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COLOURSPACE Llamasoft 1.00
DRUID Firebird 2.00
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POLE POSITION US Gold 2.00
RAMPAGE Activision 2.00
RESCUE ON FRACTALUS Activision 2.00
SLINGSHOT Atari 2.00
SOLO FLIGHT US Gold 2.00
SPACE LOBSTERS Red Rat 2.00

Budget Price Cassettes: all @ 50p each

180 Mastertronic
AMERICAN ROAD RACE Silverbird
BMX SIMULATOR Codemasters
BOMBFUSION Mastertronic (2)
CASTLE TOP Alternative
CHIMERA Firebird
COPS N' ROBBERS Atlantis
COSMIC PIRATE Byte Back
CRACK-UP Atlantis
DAYLIGHT ROBBERY Atlantis
DESPATCH RIDER Mastertronic
DREADNAUGHT Byte Back
ENCOUNTER Atlantis
ESCAPE FROM DOOMWORLD Byte Back
EXPLODING WALL Byte Back (2)
FEUD Bulldog (2)

FRENESIS Mastertronic
FRUIT MACHINE SIMULATOR Codemasters
GREEN BERET Hit Squad
GUN LAW Mastertronic
GUNFIGHTER Atlantis
HEAD OVER HEELS Hit Squad
ENRY'S HOUSE Mastertronic (2)
INVASION Bulldog (2)
JET-BOOT JACK Byte Back
JOE BLADE Players
KENNY DALGLISH SOCCER MGR. Zeppelin
KIKSTART Mastertronic
LASER HAWK Byte Back
LAST V8 Mastertronic
LEAGUE CHALLENGE Atlantis
LEAPSTER Alternative
LOS ANGELES SWAT Mastertronic (2)
MAD JAX Byte Back
MASTER CHESS Mastertronic
MERCENARY Novagen
MILK RACE Mastertronic (2)
MISSING... ONE DROID Bug-Byte
MISSION SHARK Zeppelin
MOUNTAIN BIKE RACER Zeppelin
NINJA COMMANDO Zeppelin
ON CUE Mastertronic
ONE MAN AND HIS HIS DROID Mastertronic
PANIK Atlantis
PANTHER Mastertronic
PERISCOPE UP Atlantis
POGOTRON Gamebusters
POTHOLE PETE Atlantis
POWERDOWN Mastertronic
PRO GOLF Atlantis
PROTECTOR Mastertronic (2)
RED MAX Codemasters
REVENGE II Mastertronic (2)
ROCKFORD/CRYSTAL RAIDER Mastertronic
ROGUE Mastertronic
ROULETTE SIMULATOR Byte Back (2)
SPEED ZONE Mastertronic (2)
SPOOKY CASTLE Atlantis
SPY VS SPY III Hi Tec
STACK-UP Zeppelin
STEEPLE JACK English
STRATOSPHERE Players
SURVIVORS Atlantis
TIMESLIP Byte Back
TITAN Atlantis (2)
TOMAHAWK Byte Back

TRANSMUTER Codemasters
UNIVERSAL HERO Mastertronic (2)
VIDEO CLASSICS Silverbird
WINTER WALLY Alternative
WORLD SOCCER Zeppelin

"APX" Cassettes (note these do not include any printed documentation) 30p each

BLACKJACK CASINO
BLOCK 'EM
CODECRACKER
COUNTER 1
DECISION MAKER
DICE POKER
DSEMBLER
EXTENDED WSFN (TURTLE)
INSTEDIT 2.0
MEMORY MATCH
MORSE CODE TUTOR
PHOBOS
SOUND EDITOR
T: TEXT DISPLAY DEVICE
TACK TREK
TERMINAL EMULATOR
TYPO ATTACK 1.1
ULTIMATE RENUMBER UTILITY

"APX" Disks (note these do not include any printed documentation) 30p each

BLACKJACK TUTOR 2.0
BLIS 2.0
COUNTER
FAMILY CASH FLOW
GRAPHICS/SOUND DEMO

Atari Books (mint condition)

Atari Adventures by Tony Bridge 4.00
Computer Animation Primer offers??

6896. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-03 16:47:57 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001103084405.19717A-100000@vtn1>
Source record: 40865

On 3 Nov 2000, RHamiIton5 wrote:

> >carmel_andrews@my-deja.com remarks:
>
> >I'm not too sure about 1050 enhanced density as I havent seen an atr
> >image in 1050 density used on an emulator (PC)
>
> 1050 density .ATR's and .XFD's are a little scarce, but they do exist; I think
> I have a couple found somewhere...
>

If the Atari can handle the image, so can SIO2PC as, on the PC, it's just
a file. My first PC was a $10 garage sale special which only had two
360k floppies. Using SpartaDOS, I set up a 353k format which was the
absolute maximum the PC could stick on a 360k floppy allowing for FAT,
the SIO2PC header, etc. It worked fine and could easily be reformatted
for use with MyDOS.

jkp

6897. Atari 8-Bit Computers: Frequently Asked Questions

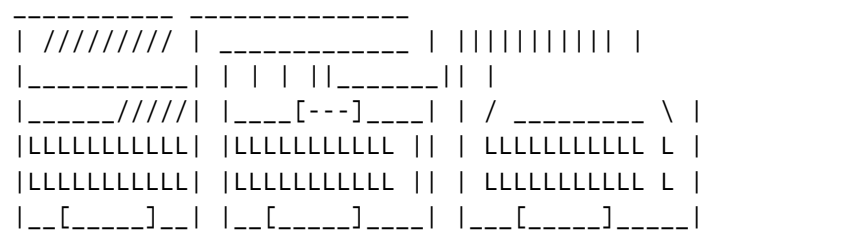
Newsgroup: comp.sys.atari.8bit
Date: 2000-11-04 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_973331121@rtfm.mit.edu>
Source record: 40869
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

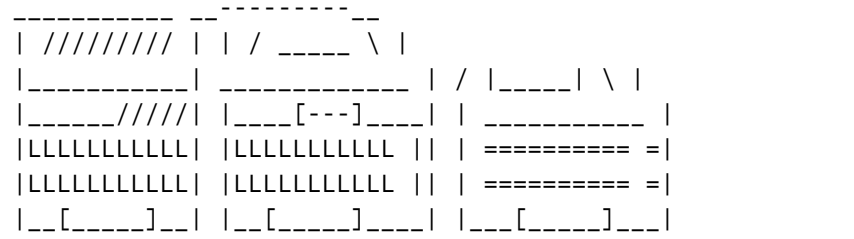
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: September 15, 2000

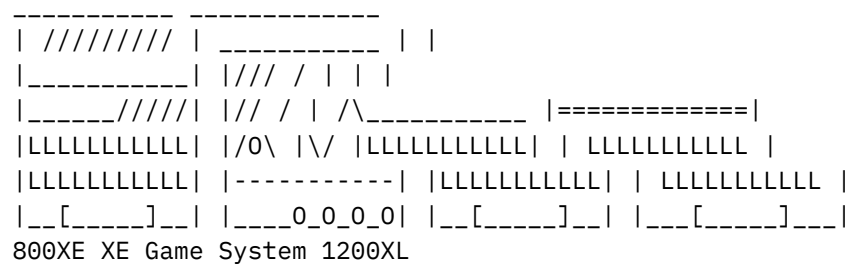
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List







Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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given.

This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

****
For other 8-bit Atari related FAQs
(vendors/developers, new users, emulators, BBS's, hardware mod's, disk images)
please follow the links contained in:

http://www.faqs.org/faqs/atari-8-bit/welcome/

which is also posted to news:comp.sys.atari.8bit every 7 days.
****

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0.1) Table of contents

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Coming soon:
What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800. Credit for providing this information for the FAQ goes to:

Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

ATARI BASIC: (according to Atari BASIC Sourcebook)
Paul Laughton and Kathleen O'Brien - Most of Atari Basic
Paul Krasno - Helped with Trnscendental routines
Bill Wilkinson - Designed Floating Point Scheme
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables
Paul invented
Mike Peters - Key punching and operating

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush

Extreme Racing. Atari Games Corporation is a brand of Midway Games Inc. (NYSE:MWY). The Atari Games home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDIE chip, supporting the unique (but rarely used)
ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

Only by the final production run of the 130XE and the European 65XE (when was this???) was the XL/XE OS revised to include a "keyboard test mode" that matched the XE keyboard, and a RAM test that tests the full 128K of RAM.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game (hold down Select at startup), while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

TODAY
Hasbro is a worldwide leader in the children's and family leisure time and entertainment products and services, including the design, manufacture and marketing of games and toys ranging from traditional to high-tech. Both internationally and in the U.S., its PLAYSKOOL, KENNER,

TONKA, ODDZON, SUPER SOAKER, MILTON BRADLEY, PARKER BROTHERS, TIGER, HASBRO INTERACTIVE, MICROPROSE, GALOOB and WIZARDS OF THE COAST brands and products provide the highest quality and most recognizable play experiences in the world.

Hasbro Interactive, Inc. is a global interactive entertainment industry leader, innovating new ways to play and developing, publishing and distributing the highest quality interactive games and lifestyle products for a full range of genres and platforms. A subsidiary of Hasbro, Inc. (NYSE: HAS - news), Hasbro Interactive has offices in the U.S., U.K., Canada, Germany and Australia, and internal development studios in the U.S. and U.K. For further information, visit Hasbro Interactive's Web site at http://www.hasbro-interactive.com.

Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/

Atari currently (4/00) markets:
Atari Arcade Hits 1 & 2
Centipede
Frogger
Glover
H.E.D.Z. - Head Extreme Destruction Zone
Missile Command
Nerf ArenaBlast
Pong
Q*Bert
The Next Tetris

Subject: 1.2) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:bill@newbreedsoftware.com (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

ANTIC Mode #	CIO/BASIC Graphics #	Display Type	Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12	++ Char	40 x 24	5
5	13	++ Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4

9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was

(fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.3) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have a special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDIE is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDIE also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDIE for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDIE does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an extra 8 RAM chips."

And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near FREDDIE does all the bank selection.CO25953. One line from FREDDIE , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip since Ras (Cas?) is required by ALL dynamic ram.

Some words on GTIA bugs, from Andreas Magenheimer, mailto:magea000@mail.uni-mainz.de :

All of these newer and buggy GTIA`s were built with the "eastern european" XE computers. they were made in China. Although Atari knew about this, they did not change them. so you have to replace them with older XL/XE GTIA chips...

But one more thing to GTIA and Antic chips: All PAL versions of these chips have a color bug, since gr. 11 produces 16 colors, but merely 15 different colors (one color: brown at the beginning and end of the palette is absolutely the same; normally there should be a red tone here !); with gr. 9 you will see 16 shades, but merely 15 different shades (the same as gr. 11, one shade is doubled!).

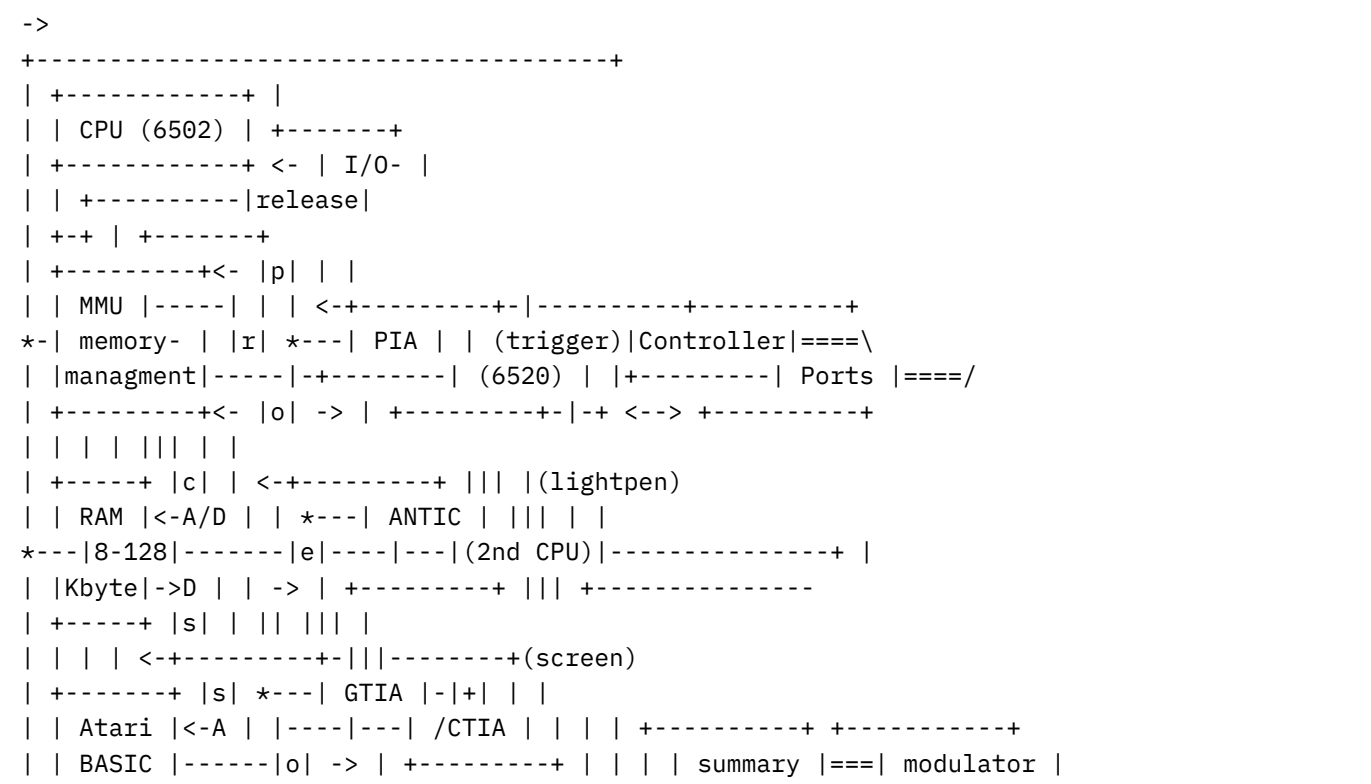
Strange enough, I also found this color bug to appear in PAL Antic chips, there is also the red tone missing (and the brown one doubled !). This color bug appears in all PAL Antic and especially GTIA chips. Atari never fixed it, so you find it inside any GTIA equipped PAL Atari 800 and also the later XL and XE models. Since PAL users have to live with this bug, they sometimes do programs which look absolutely strange on NTSC and vice versa (not to mention the different Herz frame 50/60 hz and higher PAL line resolution/overscan).

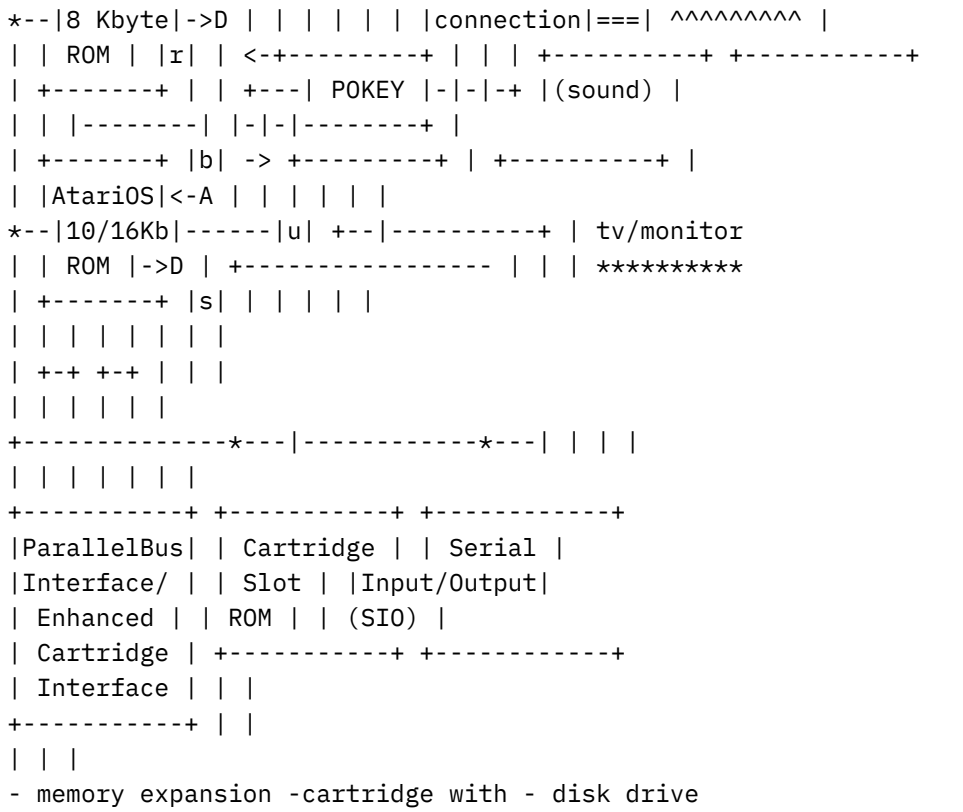
Imagine the following: a PAL GTIA has 15 colors in gr. 11
a NTSC GTIA has 16 colors in gr. 11
a PAL GTIA has 15 shades in gr. 9
a NTSC GTIA has 16 shades in gr. 9

Thus, a combination of gr. 9 and 11 gives:
16x16 = 256 colors on NTSC
15x15 = 225 colors on PAL

And - as said before, the bug seems also to appear with Antic...
Bad luck, we PAL users... Greets - Andreas Magenheimer.

Hardware Arrangement (With thanks to mailto:twh@bigfoot.de (Thomas Havemeister))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/European 65XE only

Technical data and schematics for the Antic, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Divisions release of this data. See: http://www.atari-history.com/articles.html

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Subject: 1.4) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official

mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an

acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to
store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large
number of special formatting that couldn't be copied using
ordinary sector copiers. Usually the boot process involved
checking to see if a certain sector error occurred, then
proceeding. If the error did not occur, the disk was a copy
and would not work.

For carts, usually the method of protection was to write to
the cart area of memory and see if the value changed. If the

value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette image file?

mailto:ernest@wxs.nl (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a way to store all software that has been recorded on cassette tapes on the hard disk of your PC. I have written a program that is similar to the SIO2PC utility written by Nick Kennedy. But this one is intended for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free disk space to work with. The sound card should be able to sample sound at a sample rate of 44.100 Hz mono. The sample must be recorded into a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file. The .cas file is a digital cassette image file that only contains the data that is on the cassette tape. Once you have that, you can throw away the .wav file. The .cas files are typically 16 to 64K, so they are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette image) you do not need a sound card. You do need a SIO2PC cable or similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@wxs.nl

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Subject: 10.1) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch
Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus
separate chroma (color) and luminance (brightness) signals which the best
composite video monitors can take advantage of. Popular examples of such
monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only
be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port;
so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via
hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via
an RCA-style jack. This higher-resolution signal produces crisp, clear 80
column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list.
The monitor connector on the back of the Atari can be utilized using a

4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's

suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 10.2) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

But James Bradford responds: (7/19/00)
Not true. the PAL Flag is in the GTIA chip, not in ROM. The NTSC and PAL roms are the same. Only Rev A ROM was had different versions. I am not sure if Rev B ROMs had seperate versions.

Graham continues:
The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 10.3) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos

that won't work on NTSC machines are usually returning from a VBI
(vertical blanking interrupt) too late. Some also attempt to use more
vertical resolution ("longer" display lists) than an NTSC display can
handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 10.4) What are the PAL, NTSC and SECAM video broadcast standards?

Here are several links on the topic.

http://www.ee.washington.edu/conselec/CE/kuhn/ntsc/95x4.htm
http://www.alkenmrs.com/video/standards.html
http://www.ee.surrey.ac.uk/Contrib/WorldTV/
http://www3.3dresearch.com/video/Countries2.html
http://www3.3dresearch.com/video/Conversion2.html

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.cs.huji.ac.il/~itayc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)

Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first

portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (Russ Gilbert)

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go
to the left 1 to 13 then #14 is under #1 and left again
so that #25 is under #13.

Most term programs allow a null connection, without a
carrier detect. Notably, 'Express 850' does not. I have
only used 'Procomm 2.4.3' (the last shareware version of
Procomm) on the PC and Bob Term on the Atari, but other
term programs may work.

To check your null modem connection, start both PC and
Atari term programs, set baud to 2400 or 4800 on both
computers. No parity, 8 data bits, 1 stop bit on the PC.
Be sure to use the correct COM port on the PC. Go to
'terminal' mode and you should now be able to type on
either computer and see it on the other screen. To
accomplish a file transfer, use Y-modem probably from
Bob Term, rather than X-modem. X-modem will often append
bytes to a file transfer, an undesirable event. There is
also a very nice Z-modem recieve program for the Atari,
called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about
30 feet long, is to use two female DB25 connectors
(Radio Shack) some three or more conductor cable. Using
the two DB25 female connectors allows unplugging your
modems and plugging in the null modem cable into the two
modem cables. This also avoids the confusion of

variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8

9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 11.4) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

Subject: 12.1) What are the Atari 810, 1050, and XF551 Disk Drives?

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. Single-Sided, Single-Density:
40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM
Shipped with DOS I (very early) or DOS 2.0S

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus "Enhanced"/"Dual" Density capability:
Single-Sided, Single-Density, 810 compatible
Single-Sided, Enhanced-Density:
40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
Shipped with DOS 2.0S, DOS 3, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4
Third-party upgrades for the 1050:
ICD US Doubler SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
Happy Backup. also read/write 180K 5.25" MS-DOS floppies
CSS Super Archiver SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
CSS Super Archiver II SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone)
Super Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone),w/180K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be
ON on the CPU. The problem has to do with the secondary winding of the Power
Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do

it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it
'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it
won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive
Single-Sided, Single-Density, 810 compatible
Single-Sided, Enhanced-Density, 1050 compatible
Single-Sided, Double-Density:
80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, rendering it incompatible
with existing third-party 180K formats on the reverse side of the disk.
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS
5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM.
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm
CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see http://www.nleaudio.com/css/products/XFupdate.htm

Subject: 12.2) What floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar,
James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

Printer port=has a standard Centronics printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printer port,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
HDI a PCB master
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL.
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB

- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander).
Trak AT-D1 SS SD, printer port, master
Trak AT-D2 SS SD/DD, printer port, master
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-1 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD-601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD-602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800 only

==> K-Products/Supra Hard Disk Drive Interface
by K-Products (bobkla19 @ mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2Kbps

==> CSS Black Box
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
see http://www.nleaudio.com/css/products/black.htm

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk

(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE Harddisk-Controller
created by Steve Birmanns and Matthias Belitz
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/European 65XE ECI
BTL 2004 SASI Hard Disk Adapter
More info at http://www.atarimagazines.com/v5n12/BTLHardDisk.html

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Subject: 12.4) What should I know about modems and the Atari?

Thanks to Bob Puff and Clay Halliwell for helping me with this section.
But I'm still not real confident about the accuracy here. I'd love for
anyone to help me fix up this section!

There are three types of modem protocols: modulation protocols, error
correction protocols, and compression protocols. The international

standards for these protocols are laid down by the branch of the United Nations known as the ITU-TSS (formerly the CCITT). ITU standards are known by their "V-Dot" names. They're only names, don't try to apply any meaning to the names.

Modulation protocol standards, the major ones
(bits per second)
300 bps - V.21 (103J is used instead in the USA)
1200 bps - V.22 (212A is used instead in the USA)
2400 bps - V.22bis
9600 bps - V.32
14.4 Kbps - V.32bis
28.8 Kbps - V.34

Error Correction standard:
V.42 - requires either software or hardware flow control

Compression standard:
V.42bis - requires V.42, and hardware flow control.

If your modem is capable of V.42bis compression, set your communications software to enable hardware flow control. If your terminal interface allows you to set the terminal<->modem (DTE) and modem<->modem (DCE) baud rates separately, you should set the DTE rate to the maximum allowed. If the DTE and DCE cannot be set separately, set the terminal baud rate at four times the maximum actual data rate of your modem (V.42bis achieves a compression ratio of up to 4:1). Examples: If a V.22bis/V.42bis modem is used, set the terminal for 9600 baud. If a V.32/V.42bis modem is used, set the terminal for 38400 baud. If a V.32bis/V.42bis modem is used, set the terminal for 57600 baud.

Let's define a "high-speed" modem as a modem capable of V.42bis compression. (Some 2400 bps modems, and all modems faster than that)

Using high-speed modems on the Atari

Unless you're using a CSS Black Box or a patched MIO, the 8-bit Atari RS232 interfaces do not support hardware flow control. (I have heard that the P:R: Connection does too, but it can't be controlled in software.) So we must send the modem a command to tell the modem not to use it. Using a Hayes-compatible modem, the modem command AT &K4 will enable software flow control, and disable hardware flow control. AT &K0 will disable all flow control.

The MIO patch, HyperSpeed by Len Spencer, is available at:
http://members.aol.com/lenspencer/atari8.htm

Question. Why does my modem report V.42bis is used even when my terminal it set for the same speed as my modem?

Cause the modem will do what you tell it. You've configged it to talk at the highest speed, using LAP/M, and compression. Even if you connect modem to modem at 14.4k, you can be talking to the modem at 300 baud, and it will still

use everything. You'll undoubtedly drop bytes, but hey...

Question. Why does V.42bis compression appear to function after I have sent the modem the AT &K4 or AT &K0 commands? And knowing the Atari doesn't support hardware flow control?

Compression doesn't have to have flow control to work. Same as above - its just an added step that the data goes through. Note that if the modem's input buffer is small, you can overrun it easily if you send it data faster than it can digest and send. That's why you -really should- be using flow control with compression... But it's not a necessity.

Question. Why does V.42 error correction appear to work even when I have disabled flow control with the AT &K0 command?

Question. Why don't I have problems performing binary downloads when I have software flow control enabled? (flow control characters could appear in data stream accidentally)

Depends on the protocol. Zmodem accounts for spurious XON/XOFFs. Xmodem and Ymodem don't. Also, you are able to digest the data as fast as the modem is giving it to you, hence no flow control is happening. I suspect it would be a different case if you were uploading using a streaming protocol like Ymodem G.

More tips, from Clay Halliwell:
On 11 Feb 1996, mgfrank@acsu.buffalo.edu (Marc G. Frank) said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Jon Melbo responded to me in 1997:
On Fri, 21 Mar 1997 11:06:11 -0600, "Michael Current"
<mcurrent@carleton.edu> wrote:

>I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection. I
>need to do the
>at&k4 no matter what I'm dialing into, and no matter what comm program I'm
>running.
>
>Nobody's ever really been able to explain it to me, but I know it has helped a
>few other people. Try it!

What &K4 does is select XON/XOFF flow control. Apparently, all/most atari serial interfaces or at least R: handler software does not support hardware (CTS/RTS) handshaking (selected on the modem via &K3 which is also a default). Anyway, that's why the &K4 setting helps a lot.

Glenn Saunders responded to other writing of Jon's, 4/5/97:
: 28.8 CARRIER connects are possible BB or no, it's just that there is
: no point in having your modem do data faster than your puter can.

It simplifies modem configuration to let the modems connect at their native speeds.

: Right! But you should never have your DCE to DCE speed exceed your
: DTE to DCE speed. Never, unless you like errors and strange behavior.
: With a BB, one should use CTS/RTS flow control, and force the modem to
: operate at a maximum of 19.2 PERIOD (this means disable compression).

It doesn't really matter. CTS/RTS can throttle the I/O down as much as it needs to. The faster modem will wait for I/O without any complaints. Disabling compression isn't a good idea because it will disable it for ALL calls including 9600 or 14.4 users in which it could do some good even on an 8-bit BBS. Software flow control is pretty much dead in telecommunication, and has been dead as long as data compression has been standard since the stop and start commands take way too long to register that way.

: If using some other serial interface, I would use software flow
: control, disable data compression on the modem, force the modem to a
: max speed of 9600bps, and experiment with error correction. Does

This combination is deadly for most modern users unless they degrade their modem via reconfiguration. And if users have to do this, odds are they will stay away rather than futz with AT settings to get a reliable connect. That's why I think the MIO essentially died as a viable BBS interface when 14.4s became standard. They won't work well unless the "mythical" hardware flow control of the thing is enabled in some way.

An explanation of XON/XOFF from Eric Sokolowsky, 4/11/97:

I looked in my modem manual, and the at&k4 command enables XON/XOFF flow control, which is a form of software flow control. As I understand it, when a XOFF is sent by the receiving end of a line, the sending end holds off sending for a little while to give the receiving end a chance to catch up. When the receiving end catches up, it can send a XON which tells the sending end to continue sending. Using this should reduce the liklihood of dropped characters. It's not as good as hardware (RTS/CTS -- check out the FC light on most high-speed external modems on fast transfers) flow control (enabled by default or the at&k3 command), but it's good enough for the Atari, which as I understand, doesn't normally allow hardware flow control, unless using such a device as the Black Box.

to which Robert Ely responded:

Just a quick addition. If you are using a modem at 9600bps or faster, don't use xon/xoff, use the RTS/CTS. Since you can do this with the MI/O and BlackBox, use it for all it's worth. If you are on an 850 or P:R:Connection, you won't be able to deal with it and probably won't be going at or above 9600bps anyway.

Subject: 12.5) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A. Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on a 16K ROM cartridge from Video 61.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Carolyn Hoglin, mailto:choglin@usa.net adds:
I didn't see TOP-DOS mentioned anywhere. This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs

600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a--Taiwan version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, w/ Telelink I. =Novation 'CAT'
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =Okidata ML80. 40cps
1027 Letter-Quality Printer-80 col letter quality =Mann-Tally Riteman LQ. 20cps
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XCA12 Program Recorder
CA12 Program Recorder
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality.
Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/
(Curt Vendel, mailto:webmaster@atari-history.com)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,include disk drive controller&FREDDIE
800XLF late European 800XL with a redesigned motherboard, + the FREDDIE chip
900XLF 800XLF motherboard with further improvements,found in early 65XE's
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in voltamps or watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are

entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current:
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current:
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,822,850,1010,1200XL,810
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,822,850,1010,1200XL,810
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz, 26 VA
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE (Germany)
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12

10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE, 800XE and European 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Monitor Jack, SECAM systems:
Jer Sobola, mailto:jsobola@ramserwis.com.pl provided this pinout:
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield

3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

```
R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
```

10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)
Credit for AMIS to MACE by Steven Sturza, mailto:cordata@ameritech.net

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that

performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of Video 61, www.atarisales.com

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's inside your Atari and compare them with the numbers from the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

On versions A, B, and C, Greg Miller writes:

"Rev A had a number of bugs, not just the commonly described crash bug. Rev B fixed most (maybe all, I don't remember) of these, but in the process, they added a new bug. You see, the crashes were caused by a bug in one of OSS's memory move routines. When the bug was fixed, the fix mistakenly applied to a routine that actually worked in Rev A, causing the new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove the alteration made to the routine that was broken by Rev B.

You can get more details from the annotated source listing published by Compute! books. Bill Wilkinson described many of the problems in detail.
~~~~~~~~~~~~~~~~~~~~

He also talked about it in his column in Compute! magazine."

Wally Lang adds:

--- Warner's Atari issued Rev B in two formats:
(1) As a built-in Basic on 600XL and 800XL computers.
(2) As a special request order item for 400/800 and 1200XL computers.

--- Tramiel's Atari issued Rev C in both formats for XE series computers and ALL previous Atari 8-Bit Computers.

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell, mailto:earl.halliwell@dyess.af.mil provides this tidbit:

A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s artifacted in green/blue, and all XL/XEs artifact in red/blue.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section also kept at http://www.student.kun.nl/f.offenga/osroms.txt

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev.	TV	Date	CRC-32	Part Nr(s)
A	NTSC	(?)	(?)	(?)
A	PAL	(?)	0x72b3fed4	CO15199, CO15299, CO12399B
B	NTSC	(?)	0x0e86d61d	CO12499B, CO14599B, 12399B
B	PAL	(?)	(?)	(?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev.	System	Date	CRC-32	Part Nr(s)
10	1200XL	10/26/1982	0xc5c11546	CO60616A, CO60617A
11	1200XL	12/23/1982	(?)	CO60616B, CO60617B
1	600XL	03/11/1983	0x643bcc98	CO62024
2	XL/XE	05/10/1983	0x1f9cd270	CO61598B
3	800XE	03/01/1985	0x29f133f7	C300717
4	XEGS	05/07/1987	0x1eaf4002	C101687
~~~~~~~~~~~~~~~~~~

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:stevenposey@usa.net (Steven E. Posey) (Party Quiz controllers descr)

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a box
with 2 joystick port connectors.

Party Quiz by Suncom

Subject: 13.13) What programming languages are available for the Atari?

This section also kept at http://www.student.kun.nl/f.offenga/lang13.txt

Revision : 1.3
Date.... : 4/19/1999

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package..... : programs, documentation
features..... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari

available..... : ?
package....... : assembler, editor, monitor, manual
features...... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package....... : assembler, editor, debugger, manual
features...... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package....... : assembler, editor, monitor
features...... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package....... : assembler, editor, menu, manual
features...... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package....... : assembler, editor, monitor
features...... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package....... : assembler, editor, disassembler
features...... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package..... : assembler, editor, linker, docs
features..... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?

available..... : ?
package....... : assembler, editor, menu, debugger
features...... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package....... : assembler, linker, librarian
part of cc65 (c-compiler)
features...... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl
package....... : assembler, menu shell, manual
features...... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package....... : BASIC compiler
features...... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package....... : BASIC compiler
features...... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981

author/company : Microsoft
available..... : ?
package....... : ?
features...... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package....... : BASIC interpreter, manual
features...... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler (V1.1)
features...... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden

available..... : ?
package....... : ?
features...... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package....... : ?
features...... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : ?
package....... : compiler, linker, assembler, librarian
features...... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package....... : Compiler
features...... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : ?
package....... : Compiler, Linker
features...... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
package..... : ?
features..... : ?

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?

Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?
features...... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package....... : ?
features...... : ?

- Extended fig-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20029
package....... : ?
features...... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software

available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package....... : compiler, editor, monitor and library
features...... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package....... : ?
features...... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package....... : compiler and editor

features..... : ?

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original
Atari 400/800. Most probably do work on XL/XE's if you use a translator to
run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase First Star Software / Parker
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Demon Attack Imagic
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Fort Apocalypse Synapse
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jawbreaker II
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.

Lunar Leeper
Mario Bros. ('83) Atari
Maze Epyx
MicroMaestro Chalkboard Inc.
Monkey Wrench
Monster Maze Epyx
Ms. Pac-Man Atari [some problems
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype

Subject: 13.17) What games make use of the Light Gun?

mailto:jmouchmino@aol.com (Bertrand M. (LEXX)) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

Bertrand M. (LEXX)

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4." This renders much light gun and light pen software unusable on the 400.

Subject: 13.18) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g.,
you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation
table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator

32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==========
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
==========
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==========

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d

```
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

=======================================================================
End of atari-8-bit/faq
=======================================================================
```

6898. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-04 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_973331121@rtfm.mit.edu>
Source record: 40870
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

6899. FA & FS: 800+ games+trackball/ games on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-04 00:00:00 UTC
From: p-d <nospam@nosspam.com>
Message-ID: <3A0415FE.AC21E3B3@nosspam.com>
Source record: 40871

Ebay:
485826530: Atari 800 computer + 7 games + Trackball
Current bid: $9.99
Auction ends on: Nov-05-00 17:58:22 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=485826530

Yahoo:
http://page.auctions.yahoo.com/show/auctions?userID=pauldbz&at=true&alocale=1us&u=

or
http://auctions.yahoo.com/user/pauldbz
Congorilla Arcade video game (donkey kong)
Sega genesis + all the connections and 3 games(you choose em) - 1st
bid wins
Playstation - pick 2 of these(GTA2, Midways Hockey , Analog
controller)
Sega genesis with all the connections and 3 games(you choose em) -
1st bid wins
Intellivision - 4 incomplete games
26 empty nintendo nes game boxes
11 common Intellivision Games - all complete in boxes
Intellivision - Tron deadly discs + Tron maze-a-tron
Intellivision - 4 sears games
Intellivision Intellivoice and 3 games
Intellivision - 4 rare complete games
PC Games - Flight Squadron II 5-Pack
12 sega Genesis games Complete in the Box
Six(6) Atari 5200 games - All Complete in the box
Atari 2600 - Rare games, pick two(Pitfall II & Sorcerer's
Apprentice & Miner)
Bang & Olufsen BEOGRAM CD X cd player
Atari 2600 Four Coleco games in the BOX
Nintendo NES - Two Dogbone controllers
Atari 5200 - Popeye, Qbert, Frogger all w/boxes and instructions
Coleco Colecovision + all connections + 12 games
Atari 2600 - Four games by Imagic in the Box
4 Rare/ER Colecovision Games(you choose em)(Pitfall, Miner)
10 Rare games for the Atari 2600(Star wars, GI Joe, Alien)
Sega Genesis with 14 Sports Games - Paypal - 1st bid wins!!
Super Nintendo SNES + all the connections + one game - PayPal - 1st
bid wins!
9 atari 2600 games w/Boxes and Instructions(you choose em)
Atari 2600 - Two Joysticks Both Like New in the Box
6 Boxed common atari 2600 games
4 Sega Genesis 6 button Joypads + Mortal Kombat II (2) + Game

Genie
Tomy Tron Tabletop Game from 1982 (Disney)
Nintendo NES - 3 Complete Games(Pirates, star trek, Smash tv,
Football, RBI)
Nintendo Gameboy Game boy - 64 in 1 cartridge
Commodore monitor 1084S (amiga atari coleco NES psx)
ColecoVision - Star Wars: The Arcade Game
Nintendo NES with 5 games(you choose em) - 1st bid wins!!!
Atari 2600 + 30 games + all the connections - 1st bid wins!!!

For Sale:

ALL GAMES ARE CARTRIDGE ONLY unless noted otherwise.
Pictures can be taken for you if seriously interested.
Shipping is extra

There is a Minimum order amount of $20(unless you are
the winning bidder in one of my auctions).

Atari 400/800/xe carts: $5 each unless noted otherwise

3-D Tic-Tac-Toe $9
Assembler no label
Asteroids
Atari artist $7
Basic $3
Buck Rogers: Planet of Zoom
Caverns of Mars
Centipede
Congo Bongo
Computer Chess $8
Decathlon
Defender
Deluxe Invaders $8
Donkey Kong
Dig Dug
Eastern Front(1941)
ET Phone home
Fantastic Voyage $9 Hole in Label
Fun with Art $9
Galaxian
Joust
Jumpman Jr $6
Kaboom $7
KoalaPainter $8
Miner 2049'er $9
Missile Command
MS. Pac-man $7
Music Composer
Pac-man

Pilot programming Language
Q*Bert
Qix
Pengo $10
Pole Position
Popeye
Skywriter
Space Invaders
Spy Hunter $20
Star Trek: Strategic Operations Sim.
Star Raiders $3
Super Breakout
Telelink I
Wizard of Wor $15 Yellow cart
Wizard of Wor $10 brown cart

Buck Rogers Boxed(cart,wob) $9
Demon Attack Boxed(cart,wob) $9
Frogger Boxed(cart) $9
Gorf Boxed(cart,wob)(no manual) $9
Miner 2049'er Boxed(cart,wob) $9

wob=writing on the box

6900. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-04 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <t08aehapkrnaeb@corp.supernews.com>
Source record: 40872

>carmel_andrews@my-deja.com remarks:

>I'm not too sure about 1050 enhanced density as I havent seen an atr
>image in 1050 density used on an emulator (PC)

If these images are 40 Tracks * 26 Sectors = 1440 sectors, APE creates
them...

--
-- Gork
... When you REALLY need one ...

6901. Re: Questions about 800XL / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-04 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <t08b3fme1sdn99@corp.supernews.com>
Source record: 40873
Body handling: HTML body converted to readable text

"b.patterson2" wrote
> Also, what is an SIO2PC cable, and where can I buy one from?

A short time ago I ordered an "SIO2PC" cable from Steve Tucker at
http://www.nacs.net/~classics/ . I also ordered his software and have been
VERY happy with both. I was VERY impressed with the software, and recommend
both the software, and the hardware if you're either lazy or electronics
disoriented like me. It's GREAT to have my Atari set up and no longer in
the closet! AND, it frees up a space in the closet to store my
girlfriend... ;)

--
-- Gork
... When you REALLY need one ...

6902. Re: Questions about 800XL / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-04 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t08lh17e5j0i8a@corp.supernews.com>
Source record: 40874
Body handling: HTML body converted to readable text

Just a by the by, the people I promised cables to, I finally got my act together and sent them out this week.

Almost want to thank people for getting me going again. I was pretty slow getting my butt in gear, but learned a few tricks along the way.

Some of it was pretty simple, after doing the first two with flat cable which kind of made everything hard, just used the cable off a broken mouse so it ended up ~8' long.

But even the flat cable had some tricks I should have figured out about the same time I found out ice cream cones are hollow. Really easy to just cut a vertical slot in the box and insert the cable there vs round hole and strain relief.

Now onto my next project.
"Gork" wrote in message
news:t08b3fme1sdn99@corp.supernews.com...
> "b.patterson2" wrote
> > Also, what is an SIO2PC cable, and where can I buy one from?
>
> A short time ago I ordered an "SIO2PC" cable from Steve Tucker at
> http://www.nacs.net/~classics/ . I also ordered his software and have
been
> VERY happy with both. I was VERY impressed with the software, and
recommend
> both the software, and the hardware if you're either lazy or electronics
> disoriented like me. It's GREAT to have my Atari set up and no longer in
> the closet! AND, it frees up a space in the closet to store my
> girlfriend... ;)
>
> --
> -- Gork
> ... When you REALLY need one ...
>
>

6903. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-04 00:51:01 UTC
From: ernliz2064@my-deja.com
Message-ID: <8tvmhj$b2u$1@nnrp1.deja.com>
Source record: 40866

In article <8tiurcnsi1@nnrp1.deja.com>,
Isaac Davis <idavis@my-deja.com> wrote:
> Seriously, no matter which Atari 8bit you end up with, you can't go
> wrong.
>
> Isaac
>

Absolutely! I have an old 800, 800XL and 130 XE and they are still going strong. Only problem is -- I'm running out of floppy drives to run the hundreds of programs I have! Too bad Atari didn't "quality control" the drives better. In any case, I have years of quality 8-bit experience left, thanks to a great computer system that simply died due to bad marketing.

EW

Sent via Deja.com http://www.deja.com/
Before you buy.

6904. Atari 1050 at eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-04 03:36:27 UTC
From: Eric Chomko <chomko@IDT.NET>
Message-ID: <8u007r$du5@nnrp2.farm.idt.net>
Source record: 40867
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

check this link for a nice unit:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=488771838

6905. Re: Howfen Dos

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-04 04:40:28 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-RuQCTPx6EHcE@draco.ames.pacbell.net>
Source record: 40868

Well you could always move away from M$ to a real os like OS/2. It
never gives me problems like M$ does.

Ken

On Fri, 3 Nov 2000 15:36:05, "Russ Gilbert" <russg@en.com> wrote:

> I'm sorry if I keep posting reply to this. I'm having problems with my
> Outlook Express and servers or something.
> In another thread, Alpha Loader thread, Andreas Magenheimer says he
> owns howfen DOS.
> I never heard of a copy protected DOS before, but apparently howfen
> is.
> What's so special about howfen?
> Your (Russell's) 2.2 is aparently outdated as someone else mentions
> 3.7 or 3.8.
> Anyhow, maybe Andreas will read this thread and respond as to
> whether howfen is copy protected and so forth.
> Russg
>
>

6906. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 00:00:00 UTC
From: Gork <fnu_lnu@worldnet.net>
Message-ID: <t0at79fs09c318@corp.supernews.com>
Source record: 40878

"Gork" fnu_lnu@worldnet.net remarked:
If these images are 40 Tracks * 26 Sectors = 1440 sectors, APE creates
them...

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote
> 1050 enhanced is 40 tracks * 26 sectors = 1040 total.

I guess that would make sense seeing as 40*26=1040... Hmm... Perhaps I'm
showing how little I know, but it seems odd APE states it will create a 40
tracks*26 sectors=1440 sectors disk... <scratches head>

--
-- Gork
... When you REALLY need one ...

6907. 3d Narrow Escape or Crazy Coaster Color Wheel

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <8u4f3c$p8k$1@msunews.cl.msu.edu>
Source record: 40879
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,alt.atari.2600vcs,rec.games.vectrex

I am in need of either the 3D Narrow Escape or Crazy Coaster color wheel for the Vectrex 3D Imager. If you have either the color wheel or whole game for trade or for sale, please let me know.

Tempest
reicher6@pilot.msu.edu

6908. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.3a06293d@fmlynet.org>
Source record: 40880

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Isaac Davis <idavis@my-deja.com>
> Barry,
> Get yourself an 800 w/48K, 4 wico joysticks, 3 good friends, and a
> copy of either Ali Baba and the Forty Thieves, or M.U.L.E. and you have
> the ultimate setup. Better set aside some serious time, because I have
> spent countless hours with each.

The gamers paradise! The ability for four players to play at once is
remarkable for a system of its time. To think that we buy $40 adapters for
Playstation so that we can have the same ability.

> The 800 is built like a sherman tank,

And it fights like a hippo. The 400/800 is the only computer that I am
confident enough to drop. It helps the computer, actually.

> and is "IT" for me.

Absolutely here. I bought my 800 earlier last year and have tried the Xl and
XE computers to find that the 800 is the best of them all.

> I still have my original 800, and it warms my heart
> just knowing it is there.

Great, just keep it for another 20 years and share it with the grandkids.
Watch them laugh at the shape and cry for joy as they play the classic games.

> Seriously, no matter which Atari 8bit you end up with, you can't go
> wrong.

No, they are all strong machines. The 800 is my preference though.

Go Well,
Jessica

> Isaac
> In article <8tfffa$o5v$1@slb6.atl.mindspring.net>,
> "Barry Smith" <bsmith99@mindspring.com> wrote:
>> Hello group,
>>
>> in your opinion which is the best Atari computer to get? I have never
> had an
>> Atari system and was thinking about getting one. Which is better, the
> 800,
>> 800Xl or 1200XL?
>>

>> Thanks,
>> Barry
>>
>>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6909. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.3a06293d@fmlynet.org>
Source record: 40881

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Vinnie Rinaldi" <vinrin57@optonline.net>
> My 2cents? I think Hasbro's done a terrible job... I see the price, and the
> packaging, of their 'retro' packs at clubs like Sam's, and Price Club...too
> little value for the price...

I went to Toys R' Us today and found the new Pac Man PC game by Hasbro/Atari and it was $24.99. Though I hear the PlayStation version of Pac is amazing, give me an 800 and a Pac Man cart, I will show you how to have some Pac fun! Plus, the set would be about $10 at Goodwill. Of course, being of the "true" Atari breed, I would go for the real McCoy or an emulator.

All in all, I have a few Hasbro games for my PC. The games themselves are not bad but they have a tendency to freeze up on my computer, and you are talking a 700mHz Athlon with a few Gigs to spare on the HD...

Go well,
Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6910. For Auction: Atari 130XE, 1050, Software, and Books

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 00:00:00 UTC
From: Eric Woodruff <Eric_Woodruff@CompuServe.com>
Message-ID: <8u56gd$t4$1@sshuraab-i-1.production.compuserve.com>
Source record: 40882

For auction on ebay as one lot: Atari 130XE, 1050 Disk Drive, Books, and Software

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=490458050

Both the computer and drive are in excellent condition. Four books, lots of software.

Eric Woodruff
Eric_Woodruff@CompuServe.com

6911. Re: Giving something back in return...

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 00:00:00 UTC
From: Karl Heller <kheller2@ix.netcom.com>
Message-ID: <05112000224750167O%kheller2@ix.netcom.com>
Source record: 40883

Are we all talking about the 1050 Duplicator? If so I own one of
those... all manuals and software. In fact, I think I have another
"clone" of it.

Very fast reads!! It couldn't copy everything.... but it was damn
fast.

Karl

In article <39FB860C.33E4439A@silcom.com>, patchell
<patchell@silcom.com> wrote:

> I want to thank all of those who helped me in locating the Action!
> stuff (well, I ordered it at least, that is all I can hope for until it
> arrives).
>
> In re-payment, I thought I would make something availiable that some
> of you die hard hackers might find interesting at the very least. I
> have posted the source code for the Duplicator Board. Anyway, here is
> the URL:
>
> http://www.silcom.com/~patchell/atari/duplicator.html
>
> Have fun.
>
> --
> -Jim
> --
> * Visit:http://www.silcom.com/~patchell/
> *---
> *If you didn't buy a home in Santa Barbara,
> * You didn't pay enough!
> --

6912. Cleaning out my 8Bit Collection

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 00:00:00 UTC
From: Karl Heller <kheller2@ix.netcom.com>
Message-ID: <051120002259092590%kheller2@ix.netcom.com>
Source record: 40884

I've noticed a lot of Atari 8bit hardware for sale on EBay with very little action. I take it that the Atari8 collectors market is a not as popular as it once was.

In any event, I have a basement full of hardware, manuals, magazines etc.. that I'm looking to part with. I'm a collector myself and have lots of gear that I cleaned up and made new again. I have all types of 800XLs, 800s, 1020s, Indus GTs, ICD PRCs etc.. Don't even get me started on the video game systems I have. (I'm not getting rid of it all.. I need to bring my son up in an Atari world).

However, I don't need all of it anymore (did I ever!??). I'd like to part it out but that might drive me crazy. Anyone looking for a bulk purchase of equipment or want to visit my basement? I live in Eastern PA.

If you are looking for something as well.. just send me an email with what you want and how much you want to pay for it. I'll see if I have it.

(And no, my 1400XL system and 1450XL boards are not for sale! *grin* ... at least not yet.)

Karl

Please contact me at kheller2 at mac.com or kheller2 at ix.netcom.com.

6913. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <12228-3A062B3E-102@storefull-173.iap.bryant.webtv.net>
Source record: 40885

XEGM with a 10 foot keyboard extender cable to pass the keyboard back,
and forth on 2 player micro-league baseball,
simply awesome!
thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6914. Tom Hunt

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 00:00:00 UTC
From: Cabell <cabellSPAMOFF@richmond.infi.net>
Message-ID: <8u5bk2jla1@nw003t.infi.net>
Source record: 40886

I haven't been able to access Tom's BBS or website for a while now. Does anyone know the scoop? I hope he is alright.

--
Cabell Clarke
Atari BBS: telnet://cabell.tzo.com 12a-6a EST
www.geocities.com/siliconvalley/node/6969

6915. Re: Any ATR8000 users out there?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 04:11:07 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001104231107.04972.00000110@ng-cl1.aol.com>
Source record: 40875

>"JT" jtjammer@ivillage.com stated:

>I have an ATR 8000 with manuals that I would like to sell (plus a lot more
>8-bit stuff). Anyone interested?

Extremely. What is available? Where is it located? What are you asking?

-Ron

I don't have a solution but I admire the problem.

6916. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 04:16:37 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001104231637.04972.00000111@ng-cl1.aol.com>
Source record: 40876

>"Gork" fnu_lnu@worldnet.net remarked:

>If these images are 40 Tracks * 26 Sectors = 1440 sectors, APE creates
>them...

1050 enhanced is 40 tracks * 26 sectors = 1040 total.

-Ron

I don't have a solution but I admire the problem.

6917. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-05 04:26:17 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001104232617.04972.00000112@ng-cl1.aol.com>
Source record: 40877

>mark__e mark__e@my-deja.com stated:

>I've uploaded what I found to my *very* fledgling Atari site
> http://www.umii.co.uk/alpha/alpha.htm I have under construction, with
>instructions ont what to do, I've also included a download of a fixed
>ATR file (It’s got all the menu creation software on it if anyone
>want's to play around) Thanks for everyone's help, let me know if I've
>commented any of the code wrong,

That .ATR which I D/L'd has some code in sector 2 with only sector 3 being empty? It is a 180K DD image and for some strange reason, sectors 719-720 are unreadable. I have not yet deciphered what format it uses for the directory and VTOC.

-Ron

I don't have a solution but I admire the problem.

6918. Re: Atari Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <q01d0to3lhrrjvrpik7g58bsk5q9mtnadc@4ax.com>
Source record: 40797

On Mon, 06 Nov 2000 04:53:11 GMT, "J. paul" <jpaul55@mac.com> drooled
an embarassing wet spot in his lap as he typed:

>I have an Atari gaming system. How do I figure out what model it is. Also,
>some of the parts are broken (like the cable that connects the Atari to the
>TV). Does anyone know where to find replacements? Or maybe a good website on
>fixing up old Atari system? If you have any advice please email me. Thanks.

If it's a gaming system -- that is, the XEGS (Gray, pastel buttons,
cartrige port on an angle, detached keyboard) then that's the model
you have. Otherwise, a quick guide to the models:

400: Membrane keyboard, cartrige slot underneath a flip-up lid, beige
case. Specs: 8/16k RAM, CTIA ANTIC graphics chip.
800: Same as 400, 2 cartrige slots, 4 expansion cart slots, 4 joystick
ports, proper keyboard, gradiated brown-yellow-white function keys
along the right hand side of the keyboard proper. Specs: 48k RAM,
CTIA ANTIC graphics chip.
600XL: Off-White/dark brown case, brown keys, function keys in silver
along the right-hand side, one cartrige port in the middle-back, short
back end. Specs: 16k RAM, GITA ANTIC graphics chip.
800XL: Same as 600XL, longer back end. Specs: 64k RAM, GITA ANTIC
graphics.
1200XL: Same as 800XL, even longer back, 4 extra function keys above
keyboard, no expansion bus, cartrige port on side. Specs: 64k RAM,
GTIA ANTIC Graphics chip, many software incompatibilities.
1400XL: Looks like a 1200XL. Specs: 64k RAM, GTIA ANTIC graphics,
chip, FREDDY MMU, Votrax SC-01 speech synthesizer (bettern known for
its role in the arcade game Gorf), internal 300 baud modem with 2
phone jacks (line/phone) in the rear, parallel bus. Very few of these
exist, those that do being prototypes.
1450XLD: Like the 1400XL, but with two built-in 5.25" floppy drives at
the rear of the unit; this is one bulky sucker. Very few of these
exist, those that do being prototypes.
65XE: Gray case, white keys, diagonal slats in the rear of the case,
cartrige port at the back, parallelogram function keys above keyboard,
no expansion bus (in NA models). (Also known as the 800XE in Europe).
Specs: 64k RAM, GTIA ANTIC graphics chip,
130XE: Same as 65XE, but with an expansion bus located next to the
cartrige port. Specs: 128k RAM, GTIA ANTIC graphics chip.

Of course, if you want pictures, you can always go to
www.atari-history.com. :-)

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6919. Re: Boot Disk -> Binary file

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A069C7E.8BC90FA5@asw.cz>
Source record: 40798

Emmanuel Fernandes wrote:
> Yes I know that if the game reads sector directly, what I want to do is
> impossible. But the my disks have only one binary file which are booted
> directly by the Atari on power-on. I am looking for an Atari utility which
> could "extract" that bunch of bytes an save it under a .BIN in any other
> disk.

If I got you right and you want only the 'boot sector' of image, you can use my ADIR software and extract boot easily. Cmd line is: "adir image.atr -e -boot". It should create image_boot.atr file which is minimal file needed. (PC/SIO2PC needed).

But, why don't you use any of the multiboot programs? Howfen dos or JonW menus? They let to put many boot sectors on one diskette. (Atari only needed).

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

6920. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a06d1fc@fmlynet.org>
Source record: 40799

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Isaac Davis <idavis@my-deja.com>
> Barry,
> Get yourself an 800 w/48K, 4 wico joysticks, 3 good friends, and a
> copy of either Ali Baba and the Forty Thieves, or M.U.L.E.

Tell me more about Ali Baba. My friend and I always played the reverse side
with Return of Heralces. What did you like about Ali Baba?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6921. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a06e00d@fmlynet.org>
Source record: 40800

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Video61@webtv.net (Lance Ringquist)
> XEGM with a 10 foot keyboard extender cable to pass the keyboard back,
> and forth on 2 player micro-league baseball,
> simply awesome!
> thanks,
> lance
> www.atarisales.com
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Not a sales plug.. nah! ;)

But I have to admit, if there was any other system I had to like after the 400/800 it would be the XEGS simple because of the detachable keyboard. (What is hilarious is the XEGS has a manual for the game system, and then a manual TWICE as thick for the keyboard.)

Did some BBS'ing (well I still do BBS'ing on the Atari8) on the XEGS, and probably will again once I round up an extension cable like the one your are mentioning.

HEy, take it easy everyone.

Doctor Clu

PS: XEGS machines make great BBS's Just set them up, and then unplug the keyboard and let it go. Or what I was thinking of doing at work with a extra modem line not being used... set up a XEGS and have the main machine tucked away but have the keyboard readily accessable with a out of view. :)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6922. Re: Tom Hunt

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a06e00d@fmlynet.org>
Source record: 40801

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy)
> Howdy folks
>>> I haven't been able to access Tom's BBS or website for a while now. Does
>>> anyone know the scoop? I hope he is alright.
>> I'd like to contact Tom, but he doesn't respond on e-mails, anyone knows
>> why?
>Try his email address tomhunt@brightnet.com again. His site seems to be down
> for now.
> CUMathy van Nisselroy

Many of us here were asking about Tom Hunt a few weeks back when the Closer to Home telnet BBS was unable to be accessed via telnet. (For those that may not have heard or new here, the Closer to Home BBS was an amazing BBS that was an emulated Atari8 environment on a PC running a Atari8 BBS program connected to a telnet gateway. You could telnet in with an Atari8 or PC with a term program with ATASCII font and see an ATASCII BBS again!)
Tom got on here and gave the new site address, which still works...

http://members.nbci.com/cc65foratari/SiteIndex.html

Said the telnet BBS will be back up as soon as he finds a server to host it. Here's keeping our fingers crossed on that one.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6923. Atari 1050 Disk Drives FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8u6j8spua2@mohawk.hwcn.org>
Source record: 40802

I still have a few Atari 1050 Disk drives for sale, $30 US shipped in
North America.....or $20 US plus shipping everywhere else. The drives
include an SIO cable, power supply and Floppy Disk with Dos 2.5

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

6924. Re: Howfen Dos

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A06DA15.82569998@mail.uni-mainz.de>
Source record: 40803

kenames@pacbell.net schrieb:
>
> Well you could always move away from M$ to a real os like OS/2. It
> never gives me problems like M$ does.
>
> Ken
>
> On Fri, 3 Nov 2000 15:36:05, "Russ Gilbert" <russg@en.com> wrote:
>
> > I'm sorry if I keep posting reply to this. I'm having problems with my
> > Outlook Express and servers or something.
> > In another thread, Alpha Loader thread, Andreas Magenheimer says he
> > owns howfen DOS.
> > I never heard of a copy protected DOS before, but apparently howfen
> > is.
> > What's so special about howfen?
> > Your (Russell's) 2.2 is aparently outdated as someone else mentions
> > 3.7 or 3.8.
> > Anyhow, maybe Andreas will read this thread and respond as to
> > whether howfen is copy protected and so forth.
> > Russg
> >
> >
Well,
I never said, Howfen is copy protected, I just stated that Howfen maybe
is/was a commercial program and thus copyrighted. And somebody agreed
and told me that it once had been commercially advertised in Page 6 (a
british magazine). But hackers were so nice to a) make pirate copies and
b) update (or upgrade) these copies to newer versions. Many of these
newer versions (3.07 for example) are avaiable in certain Pd
bibliotheques and collections, like Page 6/N.A.U., ABBUC, HAPS, Bellcom,
etc... -Andreas Magenheimer

6925. Re: 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A06E090.B9C4693A@mail.uni-mainz.de>
Source record: 40804
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Mathy Van Nisselroy schrieb:
>
> Howdy Andreas, folks
>
> >ABBUC (Wolfgang Burger) still has hundreds of XEP80 devices left. So why
> >should we bother about CBM 80column upgrades. Besides, there is really
> >not much software for such a device. (But there is some amount of
> >software that will not run with such a device installed; i.e. games
> >mostly do not like 80 columns...) -Andreas
>
> If you design such a device properly, software that isn't intended for use with
> such an upgrade will never know that it is there. The problem with the XEP80
> is that it is not fast, has no colour and doesn't have enough RAM onboard. The
> NS405 that is inside the XEP80 can handle colour and up to 64kB (without
> bankswitching, which IS mentioned a a possibility to go beyond 64kB,in the
> DataSheets). On teh XEP80 if you send data to it's parallelport, the picture
> is distorted. Because the XEP80 only has 8kB RAM. Or was that just two. BTW
> the NS405 has a 16 bit bus.
>
> CU Mathy van Nisselroy
>
> PS remember, this is still being cross-posted to both c.s.atari.8bit and
> c.s.cbm

Well,
thats true. But to use the XEP80 you need a driver. This can be absolutely short, but it does need at least some bytes of RAM. And there will always be some programs which will not work because of RAM conflicts (even if the driver uses less than 256 bytes) with the driver program and other programs that will not work in 80columns mode. So, if you have an XEP80 -always- connected to your Atari you may have to switch between 40 and 80 columns very often or you even have to remove it (or its driver program) to get certain programs running. An 80 columns PBI device would have been much better then, this can be done with the XEP80 but requires some modification...

Since there are not many users (nor many programs) really using the XEP80 (for many users this is only a collectors item), you will of course also not find many more modifying the XEP80 or creating (buying) a complete new 80 columns device. Besides, standard Micropainter pictures have 7680 to 7684 bytes (graphic modes 8,9, 15, etc.) so 8k RAM should normally be enough for such a picture...

Let`s assume someone is writing some a) PD text/wordprocessor program for the XEP 80 and b) more important for me, some graphic converter/loader/viewer programs for it. Maybe it will then be used a little more often. How about upgrading the XEP80 to a "graphic card" (i.e. spend more than 8kRAM, include a special graphic chip), so the little Atari could show GIF, JPG, TIF, BMP and other graphic formats very easily and fast... -Andreas

(I do own an XEP80, once connected it to the Atari, but never really used it. So, it is just lying around...)

6926. Re: JHV of the ABBUC. Pictures of the Atari 8 bit meeting on the NET

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A06E237.52BADFB6@mail.uni-mainz.de>
Source record: 40805

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> Larry White asked me to tell ye'all who's on the pictures of the JHV of the
> ABBUC at the ABBUC site.
> http://www.atari-computer.de/abbuc
>
> Top picture: ?, Wolfgang Burger, Joost Kuep
> 2+3 : first row: Sacha Hofer, Alfons Kluepfel, Michael Goroll (from
> Thueringen), Benni and Walter Lojek
> 4 : Foreground: Me, Blue shirt Wolfgang Burger (our
> president), behind me: Erhard Puetz, Black Shirt: Frank Szymanski (hope I
> spelled that right)
> 5 : ?
> 6 : White sweater: Ernest Schreurs, Yellow Sweater: Erhard
> Puetz, black sweater: Frank Szymanski (not really sure if this is Frank.
> Picture and memory are vague)
> 7 : Marc Mortara, Harry Reminder (that's his real name)
> 8 : ...
> 9 : Sascha Roeber
> 10 : Black Hair & Moustache: Raimund Altmayer, next to him:
> Heiko Bornhorst, guy in back: Mirko Sobe: Next to him: Markus Roemer
> 11 : Atari cookies
> 12 : Dutch guy whos name I forgot to ask, but he drives a
> dark blue Ford Mondeo Stationwagon, Misses Schouten, Sijmen Schouten, ?
> 13 : Bald guy: Mirko Sobe, to his left: Carsten Strotmann
> 14 : Raimund Altmayer (Highlander Soft), Harry Reminder, who is talking to
> Thorsten Butschke (Mad Butscher, Foundation Two)
> 15 : ....
> 16 : ....
> 17 : Alfons Kluepfel and Hannes
> 18 : ....
> 19 : Freddy Offenga's girlfriend or wife (I didn't ask)
> sitting at table. Next to her is Ernest Schreurs
> 20 : .....
>
> ... means I don't know or "you know them from other pictures"
>
> Why is Bo Schreurs not in the pictures you ask? Well, he made most of them.
> To my own surprise, there are no pictures (as I rewrite this article (I
> accidently loaded MSWord, which ofcourse mutulated the text I had written using
> Wordpad)) of Robert 'Fox-1' Verdaasdonk, Rene 'TXG' de Bie and Andreas 'Charlie
> Chaplin' Magenheimer. Nope, not all of us have names like that.

>
> CU Mathy van Nisselroy

Remark: Just corrected some names (and added some Pseudos). -Andreas

6927. Re: Howfen Dos

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A06E5F9.8D43D096@mail.uni-mainz.de>
Source record: 40806

Russell Spearing schrieb:
>
> Does anybody know where I can get a copy of Howfen Dos. I have an
> original copy of version 2.2 but when I copy it to an ATR file on the
> PC and then boot into that copy it tells me that it is a copied disc
> and won't go any further.
>
> Any help gratefully appreciated.
>
> Russell
> (UK)

Well,
looks like you have the old/original commercial version of Howfen DOS
which is probably copy protected (since many commercial programs were).
There are newer (mostly hacked/pirated) versions around, like 3.07 and
others. But none of the Howfen DOS (or similar) programs seem to work
with Ape and SIO2PC... -Andreas

P.S. I can send you version 3.07 if you like... (but only as an image
ATR, XFD or DCM, thus you have to convert it to your A8 somehow).

6928. Re: Howfen Dos

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A06E830.5B612711@mail.uni-mainz.de>
Source record: 40807

Russg schrieb:
>
> I replied to this yesterday. But somehow my reply got posted in
> the 'Alpha Loader' thread instead.
> Andreas Magenheimer says he owns howfen DOS.
> I never heard of a copy protected DOS, but I guess it is one.
> I facetiously suggested Andreas might help you crack it.
> I said I never heard of howfen DOS, or alpha loader for that matter.
> Wonder what's so special about howfen and alpha loader.
> Never thought I'd not understand something like this on the A8.
> Someone says they have version 3.7 or 3.8. Sounds like your
> 2.2 is a bit outdated.
> So, What's so special about howfen DOS, and alpha loader?
> Russg

Well,
first of all, I am not a hacker. So, I do not know how to hack or crack certain programs. I got my version (3.07) of Howfen DOS from the HAPS PD library, who got it from the Bellcom PD library...
Special ?!? Well, Howfen can convert/transfer most tapes to Disk very easily. Even multiple cassette programs can be transfered and load then much faster from disk drive. Besides that, you can use Howfen (and similar programs) as a sort of Game DOS to load binary files, (formerly) boot disks and (formerly) boot tapes from a (non-DOS 2 compatible)menu program. Thats all. British Atarians often used tapes (or tapes have been sold in big quantities in GB), so that is maybe *one* reason why these menu programs were and still are very popular in the UK...
-Andreas

P.S.: If you are not a hacker and you need a Cas.-Simulator (to load Tapes from Disk) use Howfen !!

6929. a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y66m1dmbm.fsf@hydes.sna.co.umist.ac.uk>
Source record: 40808

Hi folks,

Here's some good news for ya all, you can now view your favourite
jpegs on your Atari 8-bit! This version has been ported over to the
Atari from the C=64 Juddpeg, written by Stephen Judd. At the moment
it can display images in greyscale (no colour yet) in 3 different
resolutions. This is just a beta version, but should work with most
images on any 48K or more Atari.

So watcha waiting for? Go take a look at it and let me know how you get
on with it:
http://www.geocities.com/rjespino/atari.html

Currently the Atari viewer can do 320x192 2 levels of grey (GR.8), 160x192
4 levels of grey (GR.15) and 80x192 16 levels of grey (GR.9). However the
jpeg decoder and the image viewer are 2 separate pieces of code, and the
decoder itself can output images at 320 pixels wide and 256 levels of grey
(8 bit luminance). This opens the door for people to write their own
viewers displaying the images in any format they want. The one drawback
is that there is only about 12K of free RAM left (out of the 48K of main
RAM) for the screen RAM and the viewer after DOS and the decoder have used
their share. I'll very probably add an option to dump the raw image
data out to a file which could then be loaded by a separate image
viewer or converted into another format.

I'll be posting the Atari version of the source code soon, once I've had a
chance to optimise it, tidy it up a bit, and add a few comments.

Enjoy! =)

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

6930. fa ALTERNATE REALITY THE DUNGEON NIB

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <21186-3A06F2E0-3@storefull-171.iap.bryant.webtv.net>
Source record: 40809

here is a link to my e-bay sellers page with many atari items up for
auction.
thanks for looking.
Included Page: eBay Seller List: video61@webtv.net

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6931. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <21186-3A06F488-4@storefull-171.iap.bryant.webtv.net>
Source record: 40810

hi doc,
i loved ali baba, it was a fun game to play, and also had some built in comedy, it was not originally from electronic arts, a small company released it first, and it was a 400/800 game only. if i can track down stuart smith, i would love to get his permission to port his 2 awesome games to cart.
the XEGM is my favorite 8-bit, i would have really liked it to have a PBI port on the back, with a meg or more of memory(mathy you reading this). it was the most modern looking of the 8-bits.
yea i plug myself shamelessly whenever possible(www.atarisales.com)
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6932. Make my life complete

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Tristan Greaves <tristan@extricate.org>
Message-ID: <8u78pu$5kl$1@neptunium.btinternet.com>
Source record: 40811

Hi there,

Perhaps the subject is a little drastic, but I'm lapsing into
Atari 400 nostalgia. ;)

I want recommendations for an Atari 400 emulator for a Windows-
based PC. And, to get my juices *really* flowing, I'd like
to be able to play K-Razy Shoot Out again. Ahh, memories.
Remember that one?

I still own an Atari 400, but it's pretty much dead (freezes
after a couple of minutes...), and is in bits somewhere in my
loft. So chances of grabbing a ROM image from that (if required)
are somewhat remote!

Let me know what you recommend

Thanks all!

Tris.

6933. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <IMFN5.154$GJ1.3172@news1.oke.nextra.no>
Source record: 40812

> the XEGM is my favorite 8-bit, i would have really liked it to have a
> PBI port on the back, with a meg or more of memory(mathy you reading
> this). it was the most modern looking of the 8-bits.

What's a XEGM ? Is that the XEGS you mean or the music thingy that wasn't
released ?

6934. Re: Atari Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001106180805.29832.00000081@ng-cl1.aol.com>
Source record: 40813

>Mindfield mindfield@badgers.home.com replied:

>If it's a gaming system -- that is, the XEGS (Gray, pastel buttons,
>cartrige port on an angle, detached keyboard) then that's the model
>you have. Otherwise, a quick guide to the models: ...(snip)

They may have a 2600 which was omitted from your list.

-Ron

I don't have a solution but I admire the problem.

6935. Re: Howfen Dos

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: russell.spearing@btinternet.com
Message-ID: <3a073c88.222884169@news.btinternet.com>
Source record: 40814

I would be very grateful if you could send me your version 3.07 of
Howfen DOS as an ATR file.

Thanks in advance

Russell

On Mon, 06 Nov 2000 18:10:17 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
>Russell Spearing schrieb:
>>
>> Does anybody know where I can get a copy of Howfen Dos. I have an
>> original copy of version 2.2 but when I copy it to an ATR file on the
>> PC and then boot into that copy it tells me that it is a copied disc
>> and won't go any further.
>>
>> Any help gratefully appreciated.
>>
>> Russell
>> (UK)
>
>Well,
>looks like you have the old/original commercial version of Howfen DOS
>which is probably copy protected (since many commercial programs were).
>There are newer (mostly hacked/pirated) versions around, like 3.07 and
>others. But none of the Howfen DOS (or similar) programs seem to work
>with Ape and SIO2PC... -Andreas
>
>P.S. I can send you version 3.07 if you like... (but only as an image
>ATR, XFD or DCM, thus you have to convert it to your A8 somehow).

6936. Re: Re: Atari Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <smge0tci68jbs725dsp2sa4ndn76g6qe0c@4ax.com>
Source record: 40815

On 06 Nov 2000 23:08:05 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
drooled an embarassing wet spot in his lap as he typed:

>They may have a 2600 which was omitted from your list.

Good point... heh.

2600 (Original): 6 switches on simulated woodgrain panel.
2600 (Second edition): 4 switches, black case.
2600jr: Small, all black design, 4 switches.

There are also various pirate models, some with built-in games, a
sickly looking red console out of Mexico, various japanese versions,
etc. Then there's the Sears telearcade, which is basically the 2600
with the Sears name slapped on it, and so on.

>
>-Ron
>
>I don't have a solution but I admire the problem.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6937. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13643-3A077622-42@storefull-176.iap.bryant.webtv.net>
Source record: 40816

hi vidar,
it is a XEGM, or, XEGS, either way it was marketed as a game machine,
it is known by 2 different names here.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6938. 1.2GB IDE HDD for auction

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Chad <NOwagnerchSPAM@bellsouth.net>
Message-ID: <WgLN5.2535$JM4.61089@news2.mia>
Source record: 40817

I don't think this will be much use for the PC users, so maybe a brave Atari hacker would like to use it for a IDE HDD mod.

Starting at $7.50, plus shipping (which should be $3.20 in the continental US)

http://page.auctions.yahoo.com/auction/44092238

6939. FA: SIO2PC on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8u5qtl$kd2$2@korweta.task.gda.pl>
Source record: 40818

To connect 8bit Atari to a PC:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=487615798

j131

6940. Re: Cleaning out my 8Bit Collection

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-DJ1dXd2qk7Iw@port14.vdts.cab.cth.com.au>
Source record: 40888

```
>
> ( And no, my 1400XL system and 1450XL boards are not for sale! *grin*
> .... at least not yet. )

Let me know when you do. will swim the pacafic ocean to get them :)

James B
```

6941. Boot Disk -> Binary file

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be>
Message-ID: <8u5r8lqcp1@ail.sri.ucl.ac.be>
Source record: 40889

Hi everybody!

Does someone have one of those nice utilities that let you convert bootable floppy disks for the Atari to simple binary files ? I have a lot of bootable disks with games and I just want to convert them in simple binary files to put in empty disks with just a simple loader prog.

Any suggestion would be great.

Thanks,

Emmanuel F.

P.S: please remove NOSPAM in my e-mail address if you want to answer directly to me.

6942. Re: Boot Disk -> Binary file

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.21.0011061040490.20116-100000@elektron.elka.pw.edu.pl>
Source record: 40890

On Mon, 6 Nov 2000, Emmanuel Fernandes wrote:

> Hi everybody!
>
> Does someone have one of those nice utilities that let you convert bootable
> floppy disks for the Atari to simple binary files ? I have a lot of bootable
> disks with games and I just want to convert them in simple binary files to
> put in empty disks with just a simple loader prog.
>
> Any suggestion would be great.

I don't think you can do it easily.
If a game reads disk sectors directly, it will be hard to convert it to
single executable.
What you can do is to check if there's only single executable on the disk
- this happens sometimes. If so, you don't need whole disk for it of
course.

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_____ "64 KB should be enough for everyone" /

6943. Re: Tom Hunt

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.21.0011061048050.20116-100000@elektron.elka.pw.edu.pl>
Source record: 40891

On Sun, 5 Nov 2000, Cabell wrote:

> I haven't been able to access Tom's BBS or website for a while now. Does
> anyone know the scoop? I hope he is alright.
I'd like to contact Tom, but he doesn't respond on e-mails, anyone knows
why?

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_____ "64 KB should be enough for everyone" /

6944. Re: 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8u5vrf$9sq$1@nets3.rz.RWTH-Aachen.DE>
Source record: 40892
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Howdy Andreas, folks

>ABBUC (Wolfgang Burger) still has hundreds of XEP80 devices left. So why
>should we bother about CBM 80column upgrades. Besides, there is really
>not much software for such a device. (But there is some amount of
>software that will not run with such a device installed; i.e. games
>mostly do not like 80 columns...) -Andreas

If you design such a device properly, software that isn't intended for use with such an upgrade will never know that it is there. The problem with the XEP80 is that it is not fast, has no colour and doesn't have enough RAM onboard. The NS405 that is inside the XEP80 can handle colour and up to 64kB (without bankswitching, which IS mentioned a a possibility to go beyond 64kB,in the DataSheets). On teh XEP80 if you send data to it's parallelport, the picture is distorted. Because the XEP80 only has 8kB RAM. Or was that just two. BTW the NS405 has a 16 bit bus.

CU Mathy van Nisselroy

PS remember, this is still being cross-posted to both c.s.atari.8bit and c.s.cbm

6945. Re: Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <kk0d0t4mia9mmfdjnnvjk6s58lvddum3l1@4ax.com>
Source record: 40893

On Sat, 05 Nov 2000 19:13:18 , "Jessica Cornn"
<Jessica.Cornnp0.f2.n8.z8@fmlynet.org> drooled an embarassing wet spot
in his lap as he typed:

>I went to Toys R' Us today and found the new Pac Man PC game by Hasbro/Atari
>and it was $24.99. Though I hear the PlayStation version of Pac is amazing,
>give me an 800 and a Pac Man cart, I will show you how to have some Pac fun!
>Plus, the set would be about $10 at Goodwill. Of course, being of the "true"
>Atari breed, I would go for the real McCoy or an emulator.
>
>All in all, I have a few Hasbro games for my PC. The games themselves are not
>bad but they have a tendency to freeze up on my computer, and you are talking a
>700mHz Athlon with a few Gigs to spare on the HD...

I dunno. In their own right, they're not all that bad, but as updates
to the ol' classics, they're just so much pomp and ceremony. 3D
facelift, flashy graphics, but most of the time they just completely
fail to capture the fun and magic of the original. And I thought Pac
Man was the worst of the lot. That siren noise in the background of
the original was relatively unobstrusive, but in Hasbro's version?
GOD that thing's annoying!! Maybe it's just the fact that the
combination of that layered over top of the other sound effects and
music to boot creates this god-awful cacaphony that make your eardrums
want to pack up and head for quieter climes ... like Yassir Arafat's
back yard.

>
>Go well,
>Jessica
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6946. Re: JHV of the ABBUC. Pictures of the Atari 8 bit meeting on the NET

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8u6020$9sq$2@nets3.rz.RWTH-Aachen.DE>
Source record: 40894

Howdy folks

Larry White asked me to tell ye'all who's on the pictures of the JHV of the ABBUC at the ABBUC site.
http://www.atari-computer.de/abbuc

Top picture: ?, Wolfgang Burger, Joost Kuep
2+3 : first row: Sasha Hofer, Alfons Klueple, Michael (from Thueringen), Benni and Walter Lojek
4 : Foreground: Me, Blue shirt Wolfgang Burger (our president), behind me: Erhard Puetz, Black Shirt: Frank Szymanski (hope I spelled that right)
5 : ?
6 : White sweater: Ernest Schreurs, Yellow Sweater: Erhard Puetz, black sweater: Frank Szymanski (not really sure if this is Frank. Picture and memory are vague)
7 : Marc Montara, Harry Reminder (that's his real name)
8 : ...
9 : Sacha Roeber
10 : Black Hair & Moustache: Raymand Altmeyer, next to him: Heiko Bornhorst, guy in back: Mirko Sobe: Next to him: Markus Roemer
11 : Atari cookies
12 : Dutch guy whoes name I forgot to ask, but he drives a dark blue Ford Mondeo Stationwagon, Misses Schouten, Sijmen Schouten, ?
13 : Bald guy: Mirko Sobe, to his left: Carsten Strotmann
14 : Raymund Altmeyer, Harry Reminder, who is talking to Thomas Buetschke
15 : ....
16 : ....
17 : Alfons Klueple and Hannes
18 : ....
19 : Freddy Offenga's girlfriend or wife (I didn't ask) sitting at table. Next to her is Ernest Schreurs
20 : .....

... means I don't know or "you know them from other pictures"

Why is Bo Schreurs not in the pictures you ask? Well, he made most of them. To my own surprise, there are no pictures (as I rewrite this article (I accidently loaded MSWord, which ofcourse mutulated the text I had written using Wordpad)) of Robert 'Fox-1' Verdaasdonk, Rene 'TXG' de Bie and Andreas 'Charlie Chaplin' Magenheimer. Nope, not all of us have names like that.

CU Mathy van Nisselroy

6947. Re: Tom Hunt

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8u606u$9sq$3@nets3.rz.RWTH-Aachen.DE>
Source record: 40895

Howdy folks

>> I haven't been able to access Tom's BBS or website for a while now. Does
>> anyone know the scoop? I hope he is alright.

>I'd like to contact Tom, but he doesn't respond on e-mails, anyone knows
>why?

Try his email address tomhunt@brightnet.com again. His site seems to be down
for now.

CU Mathy van Nisselroy

6948. Re: Boot Disk -> Binary file

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be>
Message-ID: <8u60m6req1@ail.sri.ucl.ac.be>
Source record: 40896

Thanks for replying..

Yes I know that if the game reads sector directly, what I want to do is impossible. But the my disks have only one binary file which are booted directly by the Atari on power-on. I am looking for an Atari utility which could "extract" that bunch of bytes an save it under a .BIN in any other disk.

"Piotr Fusik" <pfusik@elka.pw.edu.pl> wrote in message news:Pine.SOL.4.21.0011061040490.20116-100000@elektron.elka.pw.edu.pl...
> On Mon, 6 Nov 2000, Emmanuel Fernandes wrote:
>
> > Hi everybody!
> >
> > Does someone have one of those nice utilities that let you convert bootable
> > floppy disks for the Atari to simple binary files ? I have a lot of bootable
> > disks with games and I just want to convert them in simple binary files to
> > put in empty disks with just a simple loader prog.
> >
> > Any suggestion would be great.
> I don't think you can do it easily.
> If a game reads disk sectors directly, it will be hard to convert it to
> single executable.
> What you can do is to check if there's only single executable on the disk
> - this happens sometimes. If so, you don't need whole disk for it of
> course.
>
> ..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
> ..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
> _____ "64 KB should be enough for everyone" /
>
>

6949. Atari Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-06 04:53:11 UTC
From: "J. paul" <jpaul55@mac.com>
Message-ID: <B62BA343.112C%jpaul55@mac.com>
Source record: 40887

I have an Atari gaming system. How do I figure out what model it is. Also, some of the parts are broken (like the cable that connects the Atari to the TV). Does anyone know where to find replacements? Or maybe a good website on fixing up old Atari system? If you have any advice please email me. Thanks.

6950. Re: Atari Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-EdfjQUhDz1dU@port28.vdts.cab.cth.com.au>
Source record: 40820

> 400: Membrane keyboard, cartrige slot underneath a flip-up lid, beige
> case. Specs: 8/16k RAM, CTIA ANTIC graphics chip.
> 800: Same as 400, 2 cartrige slots, 4 expansion cart slots, 4 joystick
> ports, proper keyboard, gradiated brown-yellow-white function keys
> along the right hand side of the keyboard proper. Specs: 48k RAM,
> CTIA ANTIC graphics chip.

Both my 400 and 800 came with GTIA graphic chips. they are PAL as
well.

James B

6951. Re: Boot Disk -> Binary file

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-pzJnbuduyXvG@port28.vdts.cab.cth.com.au>
Source record: 40821

On Sun, 6 Nov 3900 11:23:41, "Emmanuel Fernandes"
<fernandes@NOSPAMagel.ucl.ac.be> wrote:

> Thanks for replying..
>
> Yes I know that if the game reads sector directly, what I want to do is
> impossible. But the my disks have only one binary file which are booted
> directly by the Atari on power-on. I am looking for an Atari utility which
> could "extract" that bunch of bytes an save it under a .BIN in any other
> disk.

I all depends on the game it self. Usally it takes a bit of code
following to see what it does then find the real start point of the
game, find where in memory it goes, what memory locations it needs set
etc. The only reliable way is to do it all manually. If said game also
loades other parts from disk latter, then it isn't worth it. Also if
the game overwrites the loader program, extra bits must be added to
load it high or hide the part in question, then move it back when
finished loading. I did that to several zeplian games to get them to
load from my harddrive under SDX.

James B

6952. Re: Make my life complete

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-8wo2i0Lk0QSe@port28.vdts.cab.cth.com.au>
Source record: 40822

On Sun, 6 Nov 3900 21:48:00, "Tristan Greaves" <tristan@extricate.org>
wrote:

> Hi there,
>
> Perhaps the subject is a little drastic, but I'm lapsing into
> Atari 400 nostalgia. ;)
>
> I want recommendations for an Atari 400 emulator for a Windows-
> based PC. And, to get my juices *really* flowing, I'd like
> to be able to play K-Razy Shoot Out again. Ahh, memories.
> Remember that one?
>
> I still own an Atari 400, but it's pretty much dead (freezes
> after a couple of minutes...), and is in bits somewhere in my
> loft. So chances of grabbing a ROM image from that (if required)
> are somewhat remote!

Same as the 800 rom, not the 800XL.

James B

6953. Re: Boot Disk -> Binary file

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8u925bdnf1@nnrp1.deja.com>
Source record: 40823

Hello jamesb/emannuel, hows the atari going

Re:boot to binary

First of all you will need a memory map of the atari, then you will need something like an ml monitor, either as s/w or built in (I use ultimon/omnimon), preferably a ml monitor that allows you toi read a ghroup of sectors into ram, if the boot is multiload, you will need to know where each part loads in mem and where it executes, and where the code lies on disk, and also wheather the part load requires the loader, so you will need to understand what mem loc. that atari tape and boot disks use, also weather or not the program uses a bank swich routine, namely a load/store instruction into $d301h, and where the program executes, to convert it to dos, load in the required sectors (outside dosmem) goto dos, do a bin save from the first byte where you loaded the sectors, to the last byte of the secvtors you loaded, repeat the process till you have allk the disk as binary files, making sure you know where each part loads in mem, and edit the equiv sector so it loads into the right area of mem, on the last file and any files that require it, don't forget to include the init/run addr...

sorry if this is a rough explanation, i'm just recollecting how I did it

happy atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

6954. FA: Atari 2600 Zellers Games **rare** - Last Day

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <w2WN5.89900$YG5.68845@tor-nn1.netcom.ca>
Source record: 40824
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

I have the following **rare** Atari 2600 Zellers games for auction on Ebay.
The auctions are ending this evening.

Atari 2600 Ocean City Defender Zellers *rare*
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=482843839

Atari 2600 Pinball Zellers **extremely rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=482847563

Atari 2600 Freeway Zellers **extremely rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=482851253

Atari 2600 Dragon Treasure Zellers *ex. rare*
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=482854865

Atari 2600 Earth Attack Zellers **ex. rare**
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=482857943

Thanks for looking.

Richard.
--
Please remove the "NOSPAM" from my address if replying via email.

6955. a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.3a0846a4@fmlynet.org>
Source record: 40825

FamilyNet HQ: Telnet:\\www.family-bbs.net

Wow!! This is GREAT news! Did you do this? The Atari8 community has been
waiting a while for this.

Doctor Clu

> From: Raphael James Espino <rje@co.umist.ac.uk>
> Hi folks,
> Here's some good news for ya all, you can now view your favourite
> jpegs on your Atari 8-bit! This version has been ported over to the
> Atari from the C=64 Juddpeg, written by Stephen Judd. At the moment
> it can display images in greyscale (no colour yet) in 3 different
> resolutions. This is just a beta version, but should work with most
> images on any 48K or more Atari.
> So watcha waiting for? Go take a look at it and let me know how you get
> on with it:
> http://www.geocities.com/rjespino/atari.html
> Currently the Atari viewer can do 320x192 2 levels of grey (GR.8), 160x192
> 4 levels of grey (GR.15) and 80x192 16 levels of grey (GR.9). However the
> jpeg decoder and the image viewer are 2 separate pieces of code, and the
> decoder itself can output images at 320 pixels wide and 256 levels of grey
> (8 bit luminance). This opens the door for people to write their own
> viewers displaying the images in any format they want. The one drawback
> is that there is only about 12K of free RAM left (out of the 48K of main
> RAM) for the screen RAM and the viewer after DOS and the decoder have used
> their share. I'll very probably add an option to dump the raw image
> data out to a file which could then be loaded by a separate image
> viewer or converted into another format.
> I'll be posting the Atari version of the source code soon, once I've had a
> chance to optimise it, tidy it up a bit, and add a few comments.
> Enjoy! =)
> --
> Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
> http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
> ----------------- Join The Atari 8-bit Computer WebRing at: -----------------
> ------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6956. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006.3a0846a4@fmlynet.org>
Source record: 40826

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Video61@webtv.net (Lance Ringquist)
> hi doc,
> i loved ali baba, it was a fun game to play, and also had some built in
> comedy, it was not originally from electronic arts, a small company
> released it first, and it was a 400/800 game only. if i can track down
> stuart smith, i would love to get his permission to port his 2 awesome
> games to cart.

Stuart Smith... why does that sound familiar? What else did he do?

> the XEGM is my favorite 8-bit, i would have really liked it to have a
> PBI port on the back, with a meg or more of memory(mathy you reading
> this). it was the most modern looking of the 8-bits.
> yea i plug myself shamelessly whenever possible(www.atarisales.com)
> thanks,
> lance
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Hehehe... nice plug. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6957. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007.3a0846a4@fmlynet.org>
Source record: 40827

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
>> the XEGM is my favorite 8-bit, i would have really liked it to have a
>> PBI port on the back, with a meg or more of memory(mathy you reading
>> this). it was the most modern looking of the 8-bits.
> What's a XEGM ? Is that the XEGS you mean or the music thingy that wasn't
> released ?

We was talking about the XEGS... probably just that WebTV causing him to
mistype there for a second. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6958. : Atari telnetable BBS's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0008.3a0846a4@fmlynet.org>
Source record: 40828

FamilyNet HQ: Telnet:\\www.family-bbs.net

Alright folks, I'm in a pickle right now. I don't have any ATASCII telnetable BBS's to go to and I'm getting withdrawl. (chuckle)

So, at the moment I have tried...

Closer to Home (down till it gets a new server) ape.penguinpowered.com (not answering)

Are there any other telnet locations that are still up. At one time there was five (including the S.P.A.C.E. BBS which is no longer up.. that was a trial run).

Thanks in advanst,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6959. Re: I think it's dead; possible contact enhancement fix

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: Donovan Sterling <donovansterling@BYEBYEmailexciteSPAMMERS.com>
Message-ID: <3A0851BE.597A95FE@BYEBYEmailexciteSPAMMERS.com>
Source record: 40829

I don't have much experience fixing Ataris, but I have found a couple of chemicals that can help renew / fix / improve old contacts. MG Chemicals makes a product called "Super Contact Cleaner with Poly Phenyl Ether" which bonds to the contacts and helps increase conductivity and prevent oxidization. I use it religiously every time I install a new card/SIMM in my PC, and even my oldest cards still work great (a lot of my older cards got heavy duty use as bench cards a couple of years ago when I was a working freelance PC tech).

If memory serves, there is also a product out there called "Stabilant 22" (that was initially developed by one of the big aerospace firms) that has the same properties. I prefer MG's product because it is less expensive.

Hope this helps.
Donovan Sterling

sup8pdct@mail.cth.com.au wrote:

> On Sun, 24 Oct 3900 12:28:11, "Russg" <russg@en.com> wrote:
>
> > 800s are fun to fix. IF you have another that works.
> > You can swap out the memory cards. (If you have like 3 16k
> > cards, try taking two out.) You can swap the OS card out.
> > Once opened, you can swap the personality board out.
> > And if none of that works, you can start swapping the POKEY,
> > GTIA, ANTIC, CPU and some other socketed chips out.
> > So, probably you don't have a second one to work with.
> > Anyway, READY only comes up with it working and a BASIC
> > cart in.
>
> The cpu, antic and gtia are on the cpu board that is hidden inside the
> rf shield. a full dissemble is required to get at this board. Pokey
> and pia are on the main board as well as several glue chips. The
> personality board has the os rom on it contained in 2 rom chips. the
> third chip has the floating point routines.
>
> James B

6960. Re: Looking for 8-bit Assembly Language Cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: Donovan Sterling <donovansterling@BYEBYEmailexciteSPAMMERS.com>
Message-ID: <3A085308.6962296@BYEBYEmailexciteSPAMMERS.com>
Source record: 40830

Please, dear Atarian, favour us with the URL for the UMich archives...

Donovan Sterling

"John K. Picken" wrote:

> On Tue, 17 Oct 2000, Richard Pike wrote:
>
> >
> > > Is there anywhere where one can download such a binary load? I've caught
> > > the 8-bit bug playing about with an emulator, but programming in assembler
> > > is pretty tricky when you've got to translate everything into decimal
> > > manually and poke it into memory using Basic...
> > >
>
> Instead of loading a ROM image of what is a very limited assembler, why
> not download MAC/65 from the UMich archive? The version released by fTE
> when he bought out the ICD stuff was the last disk version and contains
> most of the features of the cartridge except for DEBUG.
>
> Aside from features such as macros, it's fast.
>
> jkp

6961. Re: Looking for 8-bit Assembly Language Cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001107121936.29138A-100000@vtn1>
Source record: 40831

Try "http://www.umich.edu/~atari/atari/8bit/"

For MAC/65, it's
"http://www.umich.edu/~atari/atari/8bit/Languages/Assembly/m65v42.zip".

There's a ton of good assembly stuff in that directory including MAE.

jkp

On Tue, 7 Nov 2000, Donovan Sterling wrote:

> Please, dear Atarian, favour us with the URL for the UMich archives...
>
> Donovan Sterling
>
>
> "John K. Picken" wrote:
>
> > On Tue, 17 Oct 2000, Richard Pike wrote:
> >
> > > > Is there anywhere where one can download such a binary load? I've caught
> > > > the 8-bit bug playing about with an emulator, but programming in assembler
> > > > is pretty tricky when you've got to translate everything into decimal
> > > > manually and poke it into memory using Basic...
> > > >
> >
> > Instead of loading a ROM image of what is a very limited assembler, why
> > not download MAC/65 from the UMich archive? The version released by fTE
> > when he bought out the ICD stuff was the last disk version and contains
> > most of the features of the cartridge except for DEBUG.
> >
> > Aside from features such as macros, it's fast.
> >
> > jkp
>
>
>

6962. Looking for a redirected P: handler.

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a08b790$0$1519$53a6afc1@news.erinet.com>
Source record: 40832

I'm using Disk Wizard on an emulator.
I want to disassemble Sargon III.
I do fine, but I would like to print out the disassembly.
Since I'm using an emulator, the P: device doesn't work.
Anyone written a modified P: handler that writes to a disk file
instead of the printer?
Or is there a good disassembler that writes to a disk file?
Thanks
Russg

6963. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <3718-3A08DBDA-31@storefull-171.iap.bryant.webtv.net>
Source record: 40833

hi doc,
he also did the return of hercules i think.
www.atarisales.com(shameless plug:)
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6964. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <3722-3A08DC8B-3@storefull-171.iap.bryant.webtv.net>
Source record: 40834

hi doc,
don't shoot the web t.v.
i have had it for 3 years without a software, or hardware upgrade, can
you do that with a certain peecee we all love so well?
but i am finnally going to get my mega going with cab, that should make
you happy,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6965. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-07 07:10:53 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <8u89tq$r9f$1@nnrp1.deja.com>
Source record: 40819

My cousins, my brother and I staying up all night for a week in the
middle of summer playing Ali Baba. There's nothing really great about
the game, it's just one of those memories that you can't give up. One
of the things that makes it still special is the fact that we played
and played and played, and I have never completed the game. Don't spoil
it for me either! It's still a blast for me, and I restart it whenever
I pick it up again.
I really enjoyed the Ultima Series. Recently a friend and I fired up
the emulators and Ultima II and I sent him a copy of the disk I have
where we left off 15 years ago. We played for hours on the weekend. We
would connect with netmeeting and sit around the computers playing and
passing hints to each other. Not quite the real thing on an emulator,
but great anyway since his 800xl is packed up.

Isaac

In article <0000.3a06d1fc@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: Isaac Davis <idavis@my-deja.com>
> > Barry,
> > Get yourself an 800 w/48K, 4 wico joysticks, 3 good friends, and a
> > copy of either Ali Baba and the Forty Thieves, or M.U.L.E.
>
> Tell me more about Ali Baba. My friend and I always played the
reverse side
> with Return of Heralces. What did you like about Ali Baba?
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6966. Re: Looking for 8-bit Assembly Language Cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a0a1b27$0$1515$53a6afc1@news.erinet.com>
Source record: 40747

I have stuff on Assembler Editor at my site for download.
It is good for beginners, includes a ASMED binary load and a few text
files..
Russg
http://www.en.com/users/russg

6967. Re: Looking for a redirected P: handler.

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <X78O5.1710$y94.41317@stones>
Source record: 40838

Hi Russ,

Get yourself a version of IdaPro from DataRescue which can
do 6502 (I've used it to do 'Elite'... 1st demo coming soon ;-)

The full thing is expensive (but worth it) and the latest demo
only does 80x86, so your better off going for an old DOS
demo from available on Simtel for ftp called 'ida37fw.zip'.

The output it produces can be saved an used in pretty
much any assembler.

Regards,

Mark.

Russ Gilbert <russg@en.com> wrote in message
news:3a08b790$0$1519$53a6afc1@news.erinet.com...
> I'm using Disk Wizard on an emulator.
> I want to disassemble Sargon III.
> I do fine, but I would like to print out the disassembly.
> Since I'm using an emulator, the P: device doesn't work.
> Anyone written a modified P: handler that writes to a disk file
> instead of the printer?
> Or is there a good disassembler that writes to a disk file?
> Thanks
> Russg
>
>

6968. Re: US Alpha Load / SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 00:00:00 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.1472e0c06ace236989680@news.telocity.com>
Source record: 40839

In article <t0at79fs09c318@corp.supernews.com>, fnu_lnu@worldnet.net
says...
> "Gork" fnu_lnu@worldnet.net remarked:
> If these images are 40 Tracks * 26 Sectors = 1440 sectors, APE creates
> them...
>
> "RHamiIton5" <rhamiiton5@aol.comedy.com> wrote
> > 1050 enhanced is 40 tracks * 26 sectors = 1040 total.
>
> I guess that would make sense seeing as 40*26=1040... Hmm... Perhaps I'm
> showing how little I know, but it seems odd APE states it will create a 40
> tracks*26 sectors=1440 sectors disk... <scratches head>

Just a typo on the Ape'98 menu =)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! *
* *
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.nacs.net/~classics * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

6969. Re: Looking for a redirected P: handler.

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A09170E.F488E36A@asw.cz>
Source record: 40840

Russ Gilbert wrote:
> I want to disassemble Sargon III.
> I do fine, but I would like to print out the disassembly.
> Since I'm using an emulator, the P: device doesn't work.
> Anyone written a modified P: handler that writes to a disk file
> instead of the printer?
> Or is there a good disassembler that writes to a disk file?

Why don't you try any of the PC disassemblers? My CHKEXE has options for disassembly the EXE file, CHKBOOT can disassemble boot files. I don't say that the disassembler is good, it's not (it just disassembles everything, doesn't have data/code recognition). But it good enough for such a purpose, I think.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

6970. Re: 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8ubbfmidk1@nets3.rz.RWTH-Aachen.DE>
Source record: 40841

Howdy Andreas, folks (since this is getting too Atari for the Commies, this is no longer crossposted)

> An 80 columns PBI device would have been much better then, this can be done
> with the XEP80 but requires some modification...

Somehow, Atari managed to ty the XEP80 to roughly 15 kilobaud. You'ld have to get rid of that restriction. As I said, the NS405 can go much faster. And you'ld have to rewrite the drivers since the XEP80 would be using different addresses. If you do so, why not start all over?

>Let`s assume someone is writing some a) PD text/wordprocessor program
>for the XEP 80 and b) more important for me, some graphic
>converter/loader/viewer programs for it. Maybe it will then be used a
>little more often. How about upgrading the XEP80 to a "graphic card"
>(i.e. spend more than 8kRAM, include a special graphic chip), so the
>little Atari could show GIF, JPG, TIF, BMP and other graphic formats
>very easily and fast... -Andreas

That would be nice. BTW check out www.geocities.com/rjespino/atari.html and then click on a8jdpeg. It's the beta version of a JPEG viewer for the Atari. Rafael James Espino from England translated the C64 code written by Stephen L.Judd into Atari code.

CU Mathy van Nisselroy

6971. Re: Looking for a redirected P: handler.

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a099d0a$0$1521$53a6afc1@news.erinet.com>
Source record: 40842

Thanks Mark and Jindrich.
I was too lazy to hook up a real atari.
I used APE and printed the disassembly that way.
Using PC disassemblers, well, I'm used to Disk Wizard and it is
very convenient for this stuff.
Buying a cross assembler, I doubt it.
I'm more comfortable with the old A8 tools I used to use.
I think I might try the chkboot from jindroush' page.
Later,
Russg

6972. Re: Looking for a redirected P: handler.

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001108162700.10872.00000105@ng-fe1.aol.com>
Source record: 40843

>"Russ Gilbert" russg@en.com asks:

>I want to disassemble Sargon III. I do fine, but I would like to print out the
>disassembly. Since I'm using an emulator, the P: device doesn't
>work. Anyone written a modified P: handler that writes to a disk file
>instead of the printer?

Russ; PC XFormer 3.8 (DOS) sends text to my printer just fine, but I have not
tried it with Disk Wizard. I have built a disassembler into DiskTool from
A.N.A.L.O.G. and just recently added it into DiskMend which handles double
density. It should be relatively easy to add the option for disassembly to disk
file for 2 drive systems.

-Ron

I don't have a solution but I admire the problem.

6973. Re: Looking for 8-bit Assembly Language Cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 00:00:00 UTC
From: Pairman <pairman@nospam.alberta.com>
Message-ID: <TCkO5.10287$sz3.1524985@news1.telusplanet.net>
Source record: 40844

For Shame Donogrunge not to call me and axe?
http://www.telusplanet.net/public/pairman

"Donovan Sterling" <donovansterling@BYEBYEmailexciteSPAMMERS.com> wrote in
message news:3A085308.6962296@BYEBYEmailexciteSPAMMERS.com...
> Please, dear Atarian, favour us with the URL for the UMich archives...
>
> Donovan Sterling
>
>
> "John K. Picken" wrote:
>
> > On Tue, 17 Oct 2000, Richard Pike wrote:
> >
> > > > Is there anywhere where one can download such a binary load? I've
caught
> > > > the 8-bit bug playing about with an emulator, but programming in
assembler
> > > > is pretty tricky when you've got to translate everything into decimal
> > > > manually and poke it into memory using Basic...
> > > >
> >
> > Instead of loading a ROM image of what is a very limited assembler, why
> > not download MAC/65 from the UMich archive? The version released by fTE
> > when he bought out the ICD stuff was the last disk version and contains
> > most of the features of the cartridge except for DEBUG.
> >
> > Aside from features such as macros, it's fast.
> >
> > jkp
>

6974. Re: Make my life complete

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 00:00:00 UTC
From: Pairman <pairman@nospam.alberta.com>
Message-ID: <7FkO5.10290$sz3.1525040@news1.telusplanet.net>
Source record: 40845

Might want to try http://www.emulators.com theres an 8 bit emulator there
and the OS ROMS are in the program so you do'nt have to hunt for them.

"Tristan Greaves" <tristan@extricate.org> wrote in message
news:8u78pu$5kl$1@neptunium.btinternet.com...
> Hi there,
>
> Perhaps the subject is a little drastic, but I'm lapsing into
> Atari 400 nostalgia. ;)
>
> I want recommendations for an Atari 400 emulator for a Windows-
> based PC. And, to get my juices *really* flowing, I'd like
> to be able to play K-Razy Shoot Out again. Ahh, memories.
> Remember that one?
>
> I still own an Atari 400, but it's pretty much dead (freezes
> after a couple of minutes...), and is in bits somewhere in my
> loft. So chances of grabbing a ROM image from that (if required)
> are somewhat remote!
>
> Let me know what you recommend
>
> Thanks all!
>
> Tris.
>
>

6975. Re: Looking for a redirected P: handler.

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a0a1a6c$0$1513$53a6afc1@news.erinet.com>
Source record: 40846

So, Ron.
Do you have a website where one can get your modified Disk Tool
and Disk Mend?
I'm progressing ok, now. Man it is slow and the old brain cells start
going round and round.
So, far I've figured out how Sargon III loads the first 40 sectors or so.
That may be about all there is to it.
I don't think Sargon III is a very big program and I've always wanted
to understand chess playing algoritms. I'm a long way from that yet.
I may be able to make a binary load of the boot disk.
Regards,
Russg

6976. FA [Melb,Au]: 410, 850 and 6 tapes on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 02:22:38 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <3a08b9e7@pan.izone.net.au>
Source record: 40835

On eBay.com.au:

Atari 400/800 accessories: data cassette, 6 tapes, expansion unit (c.1980):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=490557234

Australian Old Computer Supply.

6977. WTB:1050 w/Super Archiver

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 04:57:22 UTC
From: bcoburnree@aol.com
Message-ID: <20001107235722.17573.00000321@ng-fh1.aol.com>
Source record: 40836

I'm looking for a 1050 with Super Archiver installed and working ... could be either SA 1 or SA2.

mike reese
BCoburnree@aol.com

6978. Re: Make my life complete

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-08 05:07:01 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <5jnh0tsct67uio7fam08pqnmeja7busjit@4ax.com>
Source record: 40837

On Mon, 6 Nov 2000 21:48:00 -0000, "Tristan Greaves"
<tristan@extricate.org> drooled an embarassing wet spot in his lap as
he typed:

>Hi there,
>
>Perhaps the subject is a little drastic, but I'm lapsing into
>Atari 400 nostalgia. ;)
>
>I want recommendations for an Atari 400 emulator for a Windows-
>based PC. And, to get my juices *really* flowing, I'd like
>to be able to play K-Razy Shoot Out again. Ahh, memories.
>Remember that one?
>
>I still own an Atari 400, but it's pretty much dead (freezes
>after a couple of minutes...), and is in bits somewhere in my
>loft. So chances of grabbing a ROM image from that (if required)
>are somewhat remote!
>
>Let me know what you recommend
>
>Thanks all!
>
>Tris.
>

Best Atari 8-bit emulators are XL-It! and Atari800/Atari800Win
(particularily the latter). These run practically everything you can
throw at it and they're pretty fast, to boot. I also have KC's K-Razy
Shootout on my FTP site (among loads of other stuff). These emulators
are also available on my site.

ftp://atari8:archive@ftp.mindfield.dyndns.org:2026

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6979. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 00:00:00 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.21.0011090907350.21219-100000@elektron.elka.pw.edu.pl>
Source record: 40750

On 6 Nov 2000, Raphael James Espino wrote:

> Hi folks,
>
> Here's some good news for ya all, you can now view your favourite
> jpegs on your Atari 8-bit! This version has been ported over to the
> Atari from the C=64 Juddpeg, written by Stephen Judd. At the moment
> it can display images in greyscale (no colour yet) in 3 different
> resolutions. This is just a beta version, but should work with most
> images on any 48K or more Atari.

That's great.
But it would be excellent if it could work in HIP mode (160*239*30
shades). And probably some colour modes ILC (80*239*256) and TIP
(160*119*256).

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_____ "64 KB should be enough for everyone" /

6980. Slingshot..was it ever found?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 00:00:00 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ta4l0t4v30muqud7k26f5sd5jv3f1gshua@4ax.com>
Source record: 40751

Missed some posts because of my ADSL provider screwing up (2 weeks+)

Was the above game ever found, if so would some kind person email it
on to me...(remove the spam in the addy tho)

Thanks

Btw, Gareeee, you still around ?
--
Paul Irvine

REMOVE SPAM IN ADDRESS TO REPLY!!!!!

6981. Re: Atari 8-bit Games on cart, disk & cassette (originals)

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 00:00:00 UTC
From: pjr <pjr@stillavailable.co.uk>
Message-ID: <swxO5.88372$hk2.282964@news6-win.server.ntlworld.com>
Source record: 40752

Please note that all ROM Cartridges apart from David's Midnight Magic are
now sold.

"pjr" <pjr@stillavailable.co.uk> wrote in message
news:OdAM5.716$hk2.10406@news6-win.server.ntlworld.com...
> FOR SALE - all items are originals with boxes and instructions unless
stated
> otherwise. Prices are in GB Pounds. Please add shipping cost. If
interested
> please send email to: pjr@stillavailable.co.uk.
>
> ROM Cartridges:
>
> BALLBLAZER Atari
> 4.00
> BLUE MAX Atari
> 4.00
> DAVID'S MIDNIGHT MAGIC Atari 4.00
> DESERT FALCON Atari 4.00
> FOOD FIGHT Atari
> 4.00
> ONE-ON-ONE BASKETBALL Atari 4.00
>
> DISKS:
>
> ACE OF ACES US Gold 2.50
> BOMB Ke-Soft 2.00
> BOMBI Power-Per-Post 2.00
> BOP 'N WRESTLE Mindscape 8.00
> DARG B.Ware 1.50
> DIGI-STUDIO DGS (4 disks) 4.00
> EUREKA ANG Software 2.00
> EUROPEAN SUPER SOCCER Tynesoft 2.50
> FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
> GLAGGS IT Power-Per-Post 2.00
> HANS KLOSS Avalon 2.00
> HUMANOID Sonix 2.00
> KE-COMMANDER Ke-Soft 2.00
> KULT Tiger Dev 2.00
> LASER HAWK Red Rat 2.50
> LITTLE DEVIL Red Rat 2.50
> LIZARD Tiger Dev 2.00
> MAXWELL'S DEMON/MEMORY MANIA Gentry (Tatty Box) 1.00
> MIDNIGHT Mirage 2.00

> MINES ANG 2.00
> MINESWEEPER Power-Per-Post 2.00
> MISSION ZIRCON Tiger Dev 2.00
> QUICK + QUICK SUPPORT DISK Power-Per-Post (A4 manual) 3.00
> QUICK ED Power-Per-Post 2.00
> ROBOMASH TWAUG 2.00
> RUBBER BALL Power-Per-Post 2.00
> SAM BUDGET Power Per Post (Requires SAM) 2.00
> SAM DESIGNER Power Per Post (Requires SAM) 2.00
> SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
> SAPER Ke-Soft 2.00
> SAPER CONSTRUCTOR ANG 2.00
> SARGON III CHESS Hayden 5.00
> SEXVERSI Mirage 2.00
> SPINDIZZY Electric Dreams 3.00
> STAR RAIDERS II Atari (Tatty Box) 1.00
> TAIPEI R&E Software 2.00
> THINKER ANG 2.00
> THINX ANG 2.00
> WHOOPS 2 ANG 2.00
> ZAXXON Datasoft 3.00
> ZOLTAN ESCAPE B.Ware 1.50
>
> Full Price Cassettes:
>
> ATARI COMPILATION TAPE Atari
2.00
> BRIAN CLOUGH'S FOOTBALL FORTUNES CDS 4.00
> COLOSSUS CHESS 3.0 English
2.50
> COLOSSUS CHESS 4.0 CDS
2.50
> COLOURSPACE Llamasoft
1.00
> DRUID Firebird
2.00
> ELEKTRAGLIDE English
2.00
> HEARTACHE Atari
2.00
> KENNY DALGLISH SOCCER MANAGER Cognito
2.00
> POLE POSITION US Gold
2.00
> RAMPAGE Activision
2.00
> RESCUE ON FRACTALUS Activision
2.00
> SLINGSHOT Atari
2.00

> SOLO FLIGHT US Gold
2.00
> SPACE LOBSTERS Red Rat
2.00
>
> Budget Price Cassettes: all @ 50p each
>
> 180 Mastertronic
> AMERICAN ROAD RACE Silverbird
> BMX SIMULATOR Codemasters
> BOMBFUSION Mastertronic (2)
> CASTLE TOP Alternative
> CHIMERA Firebird
> COPS N' ROBBERS Atlantis
> COSMIC PIRATE Byte Back
> CRACK-UP Atlantis
> DAYLIGHT ROBBERY Atlantis
> DESPATCH RIDER Mastertronic
> DREADNAUGHT Byte Back
> ENCOUNTER Atlantis
> ESCAPE FROM DOOMWORLD Byte Back
> EXPLODING WALL Byte Back (2)
> FEUD Bulldog (2)
> FRENESIS Mastertronic
> FRUIT MACHINE SIMULATOR Codemasters
> GREEN BERET Hit Squad
> GUN LAW Mastertronic
> GUNFIGHTER Atlantis
> HEAD OVER HEELS Hit Squad
> ENRY'S HOUSE Mastertronic (2)
> INVASION Bulldog (2)
> JET-BOOT JACK Byte Back
> JOE BLADE Players
> KENNY DALGLISH SOCCER MGR. Zeppelin
> KIKSTART Mastertronic
> LASER HAWK Byte Back
> LAST V8 Mastertronic
> LEAGUE CHALLENGE Atlantis
> LEAPSTER Alternative
> LOS ANGELES SWAT Mastertronic (2)
> MAD JAX Byte Back
> MASTER CHESS Mastertronic
> MERCENARY Novagen
> MILK RACE Mastertronic (2)
> MISSING... ONE DROID Bug-Byte
> MISSION SHARK Zeppelin
> MOUNTAIN BIKE RACER Zeppelin
> NINJA COMMANDO Zeppelin
> ON CUE Mastertronic
> ONE MAN AND HIS HIS DROID Mastertronic

> PANIK Atlantis
> PANTHER Mastertronic
> PERISCOPE UP Atlantis
> POGOTRON Gamebusters
> POTHOLE PETE Atlantis
> POWERDOWN Mastertronic
> PRO GOLF Atlantis
> PROTECTOR Mastertronic (2)
> RED MAX Codemasters
> REVENGE II Mastertronic (2)
> ROCKFORD/CRYSTAL RAIDER Mastertronic
> ROGUE Mastertronic
> ROULETTE SIMULATOR Byte Back (2)
> SPEED ZONE Mastertronic (2)
> SPOOKY CASTLE Atlantis
> SPY VS SPY III Hi Tec
> STACK-UP Zeppelin
> STEEPLE JACK English
> STRATOSPHERE Players
> SURVIVORS Atlantis
> TIMESLIP Byte Back
> TITAN Atlantis (2)
> TOMAHAWK Byte Back
> TRANSMUTER Codemasters
> UNIVERSAL HERO Mastertronic (2)
> VIDEO CLASSICS Silverbird
> WINTER WALLY Alternative
> WORLD SOCCER Zeppelin
>
>
> "APX" Cassettes (note these do not include any printed documentation) 30p
> each
>
> BLACKJACK CASINO
> BLOCK 'EM
> CODECRACKER
> COUNTER 1
> DECISION MAKER
> DICE POKER
> DSEMBLER
> EXTENDED WSFN (TURTLE)
> INSTEDIT 2.0
> MEMORY MATCH
> MORSE CODE TUTOR
> PHOBOS
> SOUND EDITOR
> T: TEXT DISPLAY DEVICE
> TACK TREK
> TERMINAL EMULATOR
> TYPO ATTACK 1.1

> ULTIMATE RENUMBER UTILITY
>
> "APX" Disks (note these do not include any printed documentation) 30p
each
>
> BLACKJACK TUTOR 2.0
> BLIS 2.0
> COUNTER
> FAMILY CASH FLOW
> GRAPHICS/SOUND DEMO
>
> Atari Books (mint condition)
>
> Atari Adventures by Tony Bridge 4.00
> Computer Animation Primer offers??
>
>

6982. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 00:00:00 UTC
From: "Raphael J. Espino" <rje@co.umist.ac.uk>
Message-ID: <Pine.SOL.4.10.10011091552270.19248-100000@hydes>
Source record: 40753

On Thu, 9 Nov 2000, Piotr Fusik wrote:
> On 6 Nov 2000, Raphael James Espino wrote:
> > Hi folks,
> >
> > Here's some good news for ya all, you can now view your favourite
> > jpegs on your Atari 8-bit!
> That's great.
> But it would be excellent if it could work in HIP mode (160*239*30
> shades). And probably some colour modes ILC (80*239*256) and TIP
> (160*119*256).

Hi,

Yes, that's true, I think HIP would be great for this sort of thing.
So the big question now is...

Who wants to write a HIP viewer for it? =)

The current version is limited to greyscale, but there is another version
of the source that can do colour. Converting that is going to be the next
project.

-Raphael

6983. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a0afebc@fmlynet.org>
Source record: 40754

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Video61@webtv.net (Lance Ringquist)
> hi doc,
> don't shoot the web t.v.
> i have had it for 3 years without a software, or hardware upgrade, can
> you do that with a certain peecee we all love so well?
> but i am finnally going to get my mega going with cab, that should make
> you happy,
> thanks,
> lance
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

To be completely honest, unless your webTV doesn't do java script, then you won't be happy with CAB I'm afraid. I have done the CAB thing and I have to admit (gasp!) that Atari computing and web browsing don't mix. The exception this rule is when I telnet out with my Atari 800 through a telnet on a BBS and reach a Lynx browsing site.

Mega ST and CAB.. yuck! I have a 16mhz 1040ST and that is actually somewhat pheasable as a browsing machine if I turn the graphics off. Nice and fast then.

On a TT, Hades, Milan, AfterBurnered Falcon, the web browsing starts looking and feeling nice. But anything prior to that is nostalgia and stubbornness. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6984. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <3a0b37f9.8358501@news.cwru.edu>
Source record: 40755

On Wed, 09 Nov 2000 10:53:20 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>
> On a TT, Hades, Milan, AfterBurnered Falcon, the web browsing starts
>looking and feeling nice. But anything prior to that is nostalgia and
>stubbornness. ;)

My TT is still way to slow to browse on. I think you have to go even
a step beyond the TT to make it bearable. And I don't think it's just
the computer speed. I'm not so sure CAB and the other browsers do a
real good job wiht HTML.

Use somehting else. ALmost anything else is faster.

>
> Doctor Clu
>
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

6985. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <26993-3A0B69B8-87@storefull-177.iap.bryant.webtv.net>
Source record: 40756

hi doc,
how about a mega 4 at 16 mghrz?
i do not need graphics, i usually do not visit much except e-mail,
newsgroups, and e-bay.
but i am very happy with the web tv, i take a lot of heat, but it just
keeps on working, and it does java,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

6986. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ug0d6$gt5$1@user2.teleport.com>
Source record: 40757
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6987. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ug0gl$h2b$1@user2.teleport.com>
Source record: 40758
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6988. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ug0ja$h7t$1@user2.teleport.com>
Source record: 40759
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6989. Re: Make my life complete

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 02:20:17 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a0a09c8.5351555@news.mco.bellsouth.net>
Source record: 40748

Can't seem to connect to your URL via Netscape, says it can't find the
directory called /d:/emu/computer..... An ftp client does not produce
a file list either. What am I doing wrong ? tks

ron

On Wed, 08 Nov 2000 05:07:01 GMT, Mindfield
<mindfield@badgers.home.com> wrote:

>On Mon, 6 Nov 2000 21:48:00 -0000, "Tristan Greaves"
><tristan@extricate.org> drooled an embarassing wet spot in his lap as
>he typed:
>
>>Hi there,
>>
>>Perhaps the subject is a little drastic, but I'm lapsing into
>>Atari 400 nostalgia. ;)
>>
>>I want recommendations for an Atari 400 emulator for a Windows-
>>based PC. And, to get my juices *really* flowing, I'd like
>>to be able to play K-Razy Shoot Out again. Ahh, memories.
>>Remember that one?
>>
>>I still own an Atari 400, but it's pretty much dead (freezes
>>after a couple of minutes...), and is in bits somewhere in my
>>loft. So chances of grabbing a ROM image from that (if required)
>>are somewhat remote!
>>
>>Let me know what you recommend
>>
>>Thanks all!
>>
>>Tris.
>>
>
>Best Atari 8-bit emulators are XL-It! and Atari800/Atari800Win
>(particularily the latter). These run practically everything you can
>throw at it and they're pretty fast, to boot. I also have KC's K-Razy
>Shootout on my FTP site (among loads of other stuff). These emulators
>are also available on my site.
>
>ftp://atari8:archive@ftp.mindfield.dyndns.org:2026
>
>
>--

>Mindfield
>
>"Ignorance breeds confidence more often than does knowledge." -Darwin
>
>Remove the badgers before E-Mailing.

6990. Re: Looking for a redirected P: handler.

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 04:32:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001108233220.20744.00000476@ng-fd1.aol.com>
Source record: 40749

>"Russ Gilbert" russg@en.com asked:

>using Disk Wizard on an emulator. I want to disassemble Sargon III.

Russ; I tried Disk Wizard II release 2.1 (c) '84 in XFormer 3.8 (DOS) and it fed the PC printer just fine.

No site, but I will look at patching a generic print subroutine into DiskMend. Could make it an option to send the output to P: or D?:xxx during the sector disassembly; currently it just stops at the bottom of each screen and allows a screen dump if you request it. Unfortunately, it is a simple routine without any nice address mnemonics like DW II. I will mail you a copy if I make it work.

Will SIO fetching the sector data cause any interference at the DCB level with CIO writing to a disk file?

-Ron

I don't have a solution but I admire the problem.

6991. Ape

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-09 22:33:03 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8uf8an$c8$1@perki.connect.com.au>
Source record: 40760

I have been playing with SIO to PC and it seems pretty good but what is APE
and where can I get it. Infoseek's link appears to not exist?

Thanks
Mark

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

6992. Re: Re: Make my life complete

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ldvo0tk1187dluv6ruacc9a3fdrsleobf4@4ax.com>
Source record: 40766

On Thu, 09 Nov 2000 02:20:17 GMT, ronfucci@bellsouth.net drooled an
embarassing wet spot in his lap as he typed:

>Can't seem to connect to your URL via Netscape, says it can't find the
>directory called /d:/emu/computer..... An ftp client does not produce
>a file list either. What am I doing wrong ? tks

Might have been down. I just spent the better part of the evening
upgrading my system, so naturally it was down during this time. I've
also had some connectivity issues with @ home. Actually, I have a
lot of connectivity issues with @ home. Their tech support is on my
speed dial, put it that way...

I also discovered I had a permission set wrong, but it is fixed.

Anyway, all is well and good now, and it should be up and functioning
nicely.
--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

6993. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: "Raphael J. Espino" <rje@co.umist.ac.uk>
Message-ID: <Pine.SOL.4.10.10011101321060.19691-100000@hydes>
Source record: 40767

On Fri, 10 Nov 2000, Piotr Fusik wrote:
> On Thu, 9 Nov 2000, Raphael J. Espino wrote:
> > Who wants to write a HIP viewer for it? =)
> I can do it. Just give me the source of a8jdpeg.

Great, the source will be coming out very soon, maybe early next week.
Basically the decoder as it stands will put 8 lines at a time of data of
256 grey levels (1 byte per pixel) at up to 320 pixels wide in a buffer.
You can then use that data to create a HIP file, or even display the data
immediately. But there is only about 12K of normal RAM available for the
screen and code to do it.

6994. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.21.0011100907020.13146-100000@elektron.elka.pw.edu.pl>
Source record: 40768

On Thu, 9 Nov 2000, Raphael J. Espino wrote:

> Hi,
>
> Yes, that's true, I think HIP would be great for this sort of thing.
> So the big question now is...
>
> Who wants to write a HIP viewer for it? =)
I can do it. Just give me the source of a8jdpeg.

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_____ "64 KB should be enough for everyone" /

6995. Re: Slingshot..was it ever found?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A0C0591.A8996062@mail.uni-mainz.de>
Source record: 40769

```
Paul Irvine schrieb:
>
> Missed some posts because of my ADSL provider screwing up (2 weeks+)
>
> Was the above game ever found, if so would some kind person email it
> on to me...(remove the spam in the addy tho)
>
> Thanks
>
> Btw, Gareeee, you still around ?
> --
> Paul Irvine
>
> *REMOVE SPAM IN ADDRESS TO REPLY!!!!!*

Ok,
I have the original slingshot tape from atari UK. Converted it to disk
with Howfen DOS. So, I can only send an image created from this disk
(and you know: SIO2PC and Ape do not like Howfen DOs; i.e. they fail to
boot these disk images). But if you wanna use or play this game on the
original Atari, this should not be a problem. If you still wanna use
SIO2Pc or Ape you may have to hack/crack the game data... -andreas
```

6996. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A0C067C.AA4F4A61@mail.uni-mainz.de>
Source record: 40770

Piotr Fusik schrieb:
>
> On 6 Nov 2000, Raphael James Espino wrote:
>
> > Hi folks,
> >
> > Here's some good news for ya all, you can now view your favourite
> > jpegs on your Atari 8-bit! This version has been ported over to the
> > Atari from the C=64 Juddpeg, written by Stephen Judd. At the moment
> > it can display images in greyscale (no colour yet) in 3 different
> > resolutions. This is just a beta version, but should work with most
> > images on any 48K or more Atari.
> That's great.
> But it would be excellent if it could work in HIP mode (160*239*30
> shades). And probably some colour modes ILC (80*239*256) and TIP
> (160*119*256).
>
Well,
for me a JPG viewer with four colors (non-interlaced gr. 15 - but
colours not greyshades !) or 256 colors (non-interlaced Gr. 9+11 Apac or
apac-2 mode) would be enough. I personally hate interlaced graphic modes
(i.e. I hate flickering and swimming !!) -Andreas

6997. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A0C0766.CDC2CBB4@mail.uni-mainz.de>
Source record: 40771

Thank you !!
You have done a Great Job !! Just downloaded the program (11k binary)
and cannot wait to test it... also, I am happily looking forward for any
JPG color viewer/converter. -Andreas

Raphael James Espino schrieb:
>
> Hi folks,
>
> Here's some good news for ya all, you can now view your favourite
> jpegs on your Atari 8-bit! This version has been ported over to the
> Atari from the C=64 Juddpeg, written by Stephen Judd. At the moment
> it can display images in greyscale (no colour yet) in 3 different
> resolutions. This is just a beta version, but should work with most
> images on any 48K or more Atari.
>
> So watcha waiting for? Go take a look at it and let me know how you get
> on with it:
> http://www.geocities.com/rjespino/atari.html
>
> Currently the Atari viewer can do 320x192 2 levels of grey (GR.8), 160x192
> 4 levels of grey (GR.15) and 80x192 16 levels of grey (GR.9). However the
> jpeg decoder and the image viewer are 2 separate pieces of code, and the
> decoder itself can output images at 320 pixels wide and 256 levels of grey
> (8 bit luminance). This opens the door for people to write their own
> viewers displaying the images in any format they want. The one drawback
> is that there is only about 12K of free RAM left (out of the 48K of main
> RAM) for the screen RAM and the viewer after DOS and the decoder have used
> their share. I'll very probably add an option to dump the raw image
> data out to a file which could then be loaded by a separate image
> viewer or converted into another format.
>
> I'll be posting the Atari version of the source code soon, once I've had a
> chance to optimise it, tidy it up a bit, and add a few comments.
>
> Enjoy! =)
>
> --
> Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
> http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
> ----------------- Join The Atari 8-bit Computer WebRing at: -----------------
> ------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

6998. FA: SIO2PC device on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8uh117$38u$2@korweta.task.gda.pl>
Source record: 40772

Want to connect 8bit Atari to you PC? Check i out:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=494966378

j131

6999. self-built IDE interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A0C1308.1DA29615@mail.uni-mainz.de>
Source record: 40773

Hello folks !!
Do you like to know how a self-built IDE interface looks like ?? And even more, would you like to see the schematics and download some software, so you can also create it ?? Maybe this is not the best or perfect method of creating a harddisk interface for the little Atari. But it surely is the cheapest method... Take a look at this URL (english spoken):

http://www.atari.myweb.nl/hardware.htm

And there is even more of Atari nostalgia. By the way, the site is hosted by Sijmen Schouten (i.e. it is his own homepage). Have fun exploring his Atari stuff. greetings - Andreas Magenheimer

7000. XE 1MB ROM Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: inf410@worms.fh-rpl.de
Message-ID: <8uh3s5$45n$1@villon.fh-worms.de>
Source record: 40774

Hi i`ve a strange PCB Proto for the Xe in my collection.

It is a pcb based on a XE supercard.
The following was printed on the pcb:

Atari 1MB ROM EMULATOR
Rev B CO26438
and it had
1 74ls139,
4 27512

ist was connected to a Supercard Rev b.

They (Atari Tech.) wrote that it should be used with 2764 or 27128. But they also tell in a fax from Atari Corp. that it could address eproms like the 27512 or higher. There was also a layout for the memory switching and a little more.

It was used with a supercard Rev b and that uses 1 2764 - 27512. So it should be any kind of expansion.

What should it used for?
There habe been no games out with more than 64KB.

Any further info would be nice. It is not listed in best, where can i find some more info (it has a CO number)?

Thanks

--
Mit freundlichen Gruessen

Torsten Schall

E-Mail: Torsten.Schall@fh-worms.de

7001. RE: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A0C200A.4A6DE591@atari-history.com>
Source record: 40775

Hi Andreas,

Its a great little hack and Sijmen and I have been working together and he's giving me the rights to create other versions of his board, right now I've just finished the board design for a version that will work in slot#3 of the Atari 800. I'm making a version to plug into PBI port on the XL's (Will require 1 internal jumper wire to be soldered) and a version to plug into the back of the XE's) For the 1200XL, I'm designing a piggyback version, simply remove the CPU, plug in the board, then plug the CPU onto the board and clip on one jumper wire and your set.

The 800 version boards will be ready in a few weeks along with a customized Atari 850 case with new front on it that contains a built in Power supply and IDE hard drive, so all you need to do is plug in the board, connect this new external case to the 800, sit it ontop of your 800 and power up and load up DOS with an autorun.sys to load the IDE drivers. I will sell the board for $39.99 with driver disk, I haven't decided on the price of the external HD module yet, but not too much, like $69.99 or so with an IDE drive (size undetermined yet, I have to see how low a price I can buy them in small quantities.)

For anyone looking for a very low cost way to upgrade their systems this is a great route, sure there is SIO2PC which is a stable, well established system, but if you don't want to run a PC along side of your Atari and want a larger capacity system, this little addon is a great upgrade.

I'm working on modifying the drivers and also doing a special version for the XL PBI bus to autoload the drivers off of the expansion board, if anyone is interested in working with me on the code, please let me and Sijmen know, thanks.

Curt

Andreas Magenheimer wrote:

> Hello folks !!
> Do you like to know how a self-built IDE interface looks like ?? And
> even more, would you like to see the schematics and download some
> software, so you can also create it ?? Maybe this is not the best or
> perfect method of creating a harddisk interface for the little Atari.
> But it surely is the cheapest method... Take a look at this URL
> (english spoken):
>
> http://www.atari.myweb.nl/hardware.htm

>
> And there is even more of Atari nostalgia. By the way, the site is
> hosted by Sijmen Schouten (i.e. it is his own homepage). Have fun
> exploring his Atari stuff. greetings - Andreas Magenheimer

7002. Sam Coup&#65533; FA- Last DAY

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: Jorge Canelhas <dirty.fly@teleweb.pt>
Message-ID: <8uhfd6$6jk$1@srvlis16.teleweb.pt>
Source record: 40776

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=489079840

LAST DAY

7003. Re: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <O2_O5.49140$G95.12368015@typhoon.southeast.rr.com>
Source record: 40777

Curt Vendel wrote in message <3A0C200A.4A6DE591@atari-history.com>...

> The 800 version boards will be ready in a few weeks along with a
>customized Atari 850 case with new front on it that contains a built in
>Power supply and IDE hard drive, so all you need to do is plug in the
>board, connect this new external case to the 800, sit it ontop of your
>800 and power up and load up DOS with an autorun.sys to load the IDE
>drivers. I will sell the board for $39.99 with driver disk, I haven't
>decided on the price of the external HD module yet, but not too much,
>like $69.99 or so with an IDE drive (size undetermined yet, I have to see
>how low a price I can buy them in small quantities.)

Dude, congrats and thanks. Not often will someone do such a great hack, and even rarer is the time that they'll sell the stuff in that range. $40 isn't pocket change, but it's affordable, specially in comparison with some of the crap I see on other platforms. Also, the $70 case isn't such a bad price either, and if you could knock $5 off the price and sell it without the drive, that would be more than fair. I can't imagine needing more than a couple hundred megs on the atari, and they are so easy to find used that there is no reason for you to worry about getting small quantites at the right price. Leave that up to the user. If you can still afford to, that is.

Thanks,
John

PS I've been playing around with homebrew ethernet. Wanna collaborate?

7004. Looking for Atari Macro Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a0c7308.1176284@news.mco.bellsouth.net>
Source record: 40778

Is there a copy available for download on any of the atari ftp sites ?
tks

ron

7005. Re: Sam Coupé FA- Last DAY

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001110172630.20702.00000889@ng-fd1.aol.com>
Source record: 40779

>"Jorge Canelhas" dirty.fly@teleweb.pt wrote:

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=489079840
>

What IS this? Is it in any way Fuji related?

-Ron

I don't have a solution but I admire the problem.

7006. Re: Cleaning out my 8Bit Collection

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: rosban@my-deja.com
Message-ID: <8uhv2hqrq1@nnrp1.deja.com>
Source record: 40780

In article <3A0B8753.E8D9CBD1@mailbox.bellatlantic.net>,
arudzki@bellatlantic.net wrote

i am interested in the indus gt disk drives how much ? and possibly any
other add ons such as memory upgrades different type of disk drives
ron osban
rono@amazon.com
> Karl,
>
> > However, I don't need all of it anymore (did I ever!??). I'd
like
> > to part it out but that might drive me crazy. Anyone looking for a
> > bulk purchase of equipment or want to visit my basement? I live in
> > Eastern PA.
> >
>
> I live in Pittsburgh, e-mail me at arudzki@yahoo.com maybe we can
talk....
>
> tony
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

7007. Re: Atari Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8ui0of$sa2$1@nnrp1.deja.com>
Source record: 40781

hello atari guys/gals, keep the atari humming, thats what I like to see

Re: 65xe/800xe

65xe was released in europe and the UK, the 800xe was for the russian
and eastern euro. mkt, when that market existed, to this day i've only
seen piccy's of it, nothing physical, although I have seen the only PAL
modified 1200 outside the US, and a motherboard of an 800xlf...beat that
(both of which used to be owned by the same person), I also saw what I
believe was an early production version of the 1200 in someones house..
in the depths of south west london (UK)

Sent via Deja.com http://www.deja.com/
Before you buy.

7008. Re: Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8ui1ei$sp5$1@nnrp1.deja.com>
Source record: 40782

hello there atari peeps, hows the atari going

Anyway re:Hasbro restructuring etc etc.. boring

Firstly what is hasbro doing bring out a game like PACMAN (home version) when it doesnt even own the patent/copyrights to it
I know this because I know the 2 individuals who actually acquired the rights to pacman (home version) because I used to work next door to them (litterally- before I got another job), and yes they do own pacman rights/ipr etc.etc.. (boring) lock stock and 2 smoking barrells

Also the reason why hasbro is restruct... is because the director of microprose (one of hasbro's labels) and one of the directors of hasbro interactive were fired... so I was told... and hasbro are still losing money hand over fist
Perhaps people will listen to ME now, and lets get Atari back into a market it actually knows something about... You know where I'm coming from

Happy Atari'ng

Carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

7009. Re: Atari T-shirt at Pennys!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8ui1s7$t3v$1@nnrp1.deja.com>
Source record: 40783

Get me one, we arent as fortunate as you north americans/yanks, and I'll swap you for one of those Atari ruck sack jobbies I saw on a playstation mag

Anyone know where I can get me mits on any of that prized warner/atari merchandise, I am especially interested in the m/colour atari flags/banners (pref in the UK)

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

7010. Re: Ape

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 00:56:21 UTC
From: Pairman <pairman@nospam.alberta.com>
Message-ID: <VIHO5.11802$sz3.1622815@news1.telusplanet.net>
Source record: 40761

Try here for links for the APE http://www.telusplanet.net/public/pairman/

And here the complete link to APE http://www.nacs.net/~classics/index.html

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:8uf8an$c8$1@perki.connect.com.au...
> I have been playing with SIO to PC and it seems pretty good but what is
APE
> and where can I get it. Infoseek's link appears to not exist?
>
> Thanks
> Mark
>
> --
> **
> Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
> SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
> Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
> Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> 6 more Atari's a Couple of Mac's and a few crappy pc's.
> Mark Bedingfield, mark@baypc.com.au
> **
>
>
>

7011. Re: Ape

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 01:43:54 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ufjgp$b41$1@perki.connect.com.au>
Source record: 40762

Thanks mate.

Mark

"Pairman" <pairman@nospam.alberta.com> wrote in message
news:VIHO5.11802$sz3.1622815@news1.telusplanet.net...
> Try here for links for the APE http://www.telusplanet.net/public/pairman/
>
> And here the complete link to APE http://www.nacs.net/~classics/index.html
>
>
> "Mark Bedingfield" <mark@baypc.com.au> wrote in message
> news:8uf8an$c8$1@perki.connect.com.au...
> > I have been playing with SIO to PC and it seems pretty good but what is
> APE
> > and where can I get it. Infoseek's link appears to not exist?
> >
> > Thanks
> > Mark
> >
> > --
> > ***
> > Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
> > SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
> > Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
> > Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> > 6 more Atari's a Couple of Mac's and a few crappy pc's.
> > Mark Bedingfield, mark@baypc.com.au
> > ***
> >
> >
> >
>
>

7012. Anyone want a Black Box with floppy board?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 03:19:06 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8ufpfa$h6c$2@mohawk.hwcn.org>
Source record: 40763

I have a Black Box/Floppy Board with Case, and 1 GIG hard disk drive, that
I am entertaining offers on. If you want one of these, email me and tell
me what you are willing to offer.

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

7013. Re: Cleaning out my 8Bit Collection

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 05:31:09 UTC
From: Arudzki <arudzki@mailbox.bellatlantic.net>
Message-ID: <3A0B8753.E8D9CBD1@mailbox.bellatlantic.net>
Source record: 40764

Karl,

> However, I don't need all of it anymore (did I ever!??). I'd like
> to part it out but that might drive me crazy. Anyone looking for a
> bulk purchase of equipment or want to visit my basement? I live in
> Eastern PA.
>

I live in Pittsburgh, e-mail me at arudzki@yahoo.com maybe we can talk....

tony

7014. Re: Looking for a redirected P: handler.

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-10 06:19:35 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001110011935.29450.00000667@ng-cl1.aol.com>
Source record: 40765

> rhamiiton5@aol.comedy.com (RHamiIton5) replied:

>No site, but I will look at patching a generic print subroutine into
>DiskMend. Could make it an option to send the output to P: or D?:xxx
>during the sector disassembly. Unfortunately, it is a simple
>routine without any nice address mnemonics like DW II.
>I will mail you a copy if I make it work.

Done & mostly debugged if you want it.

-Ron

I don't have a solution but I admire the problem.

7015. "Popularity" of Atari (Was interactive Div to be sold?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a0e2e5d@fmlynet.org>
Source record: 40647

FamilyNet HQ: Telnet:\\www.family-bbs.net

> Err, no, not really.

Uh huh, esp. since the classic computers are becoming a lot more popular now since the retro boom.

> You get a false impression because you use this
> newsgroup.

I can name, on both hands, people in my area (North Central Kentucky) that know and use Ataris. They just sort of keep to themselves. One hand can be filled with people my age that are my friends from school. Pretty impressive for a crummy old gamer.

> Back in the real world an ever increasingly small number of
> people know or care who Atari were.

True, but that does not mean there cannot be a comeback. C64 and Atari are selling like hotcakes where I live, so are Coleco games, if you should be so lucky to find any. I guess it depends on what circle you run in. Then again, I live in sort of the Silicon valley of KY, the Lexmark/IBM area.

Now, does anyone see my point?

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7016. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_973939784@rtfm.mit.edu>
Source record: 40786
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

7017. Re: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <3a0d49e4.2358266@news.CIS.DFN.DE>
Source record: 40787

On Fri, 10 Nov 2000 11:19:22 -0500, Curt Vendel typed:

>right now I've just finished the board design for a version that will
>work in slot#3 of the Atari 800.

You say "slot 3" and I guess that is one of the memory board slots,
but don't most advanced Atari users already have memory in there?

7018. Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: mark__e <mark__e@my-deja.com>
Message-ID: <8ujq7i$4r3$1@nnrp1.deja.com>
Source record: 40788

Hi All,

I've was putting together my favourite Atari 8 bit tunes in Real Audio, when I thought of doing a Top Ten, any nominations?, I've put a few at the link below for starters.... I'm going with Ball Blazer & Beta Lyrae with Ultima III close behind for a start... If I can find the disk image for what you suggest, I'll add it in there.

http://www.umii.co.uk/atari/sounds.htm

Mark

Sent via Deja.com http://www.deja.com/
Before you buy.

7019. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: pjr <pjr@yep.com>
Message-ID: <xfgP5.3728$SI1.72574@news6-win.server.ntlworld.com>
Source record: 40789

How about Drol and Whistler's Brother
And more recently of course there is War Hawk and Jet Set Willy

Paul

"mark__e" <mark__e@my-deja.com> wrote in message
news:8ujq7i$4r3$1@nnrp1.deja.com...
> Hi All,
>
> I've was putting together my favourite Atari 8 bit tunes in Real Audio,
> when I thought of doing a Top Ten, any nominations?, I've put a few at
> the link below for starters.... I'm going with Ball Blazer & Beta
> Lyrae with Ultima III close behind for a start... If I can find the
> disk image for what you suggest, I'll add it in there.
>
> http://www.umii.co.uk/atari/sounds.htm
>
> Mark
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7020. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <EngP5.3142$cr6.52651@news1.oke.nextra.no>
Source record: 40790

International Karate, Warhawk, Ballblazer, Masters of Time, Jet Set Willy, Monster Smash, Cosmic Tunnels, Mr. Robot and probably the best, Alternate Reality : The City. Also, Passionately demo.

That's the ones I can think of right off the top of my head.

"mark__e" <mark__e@my-deja.com> wrote in message news:8ujq7i$4r3$1@nnrp1.deja.com...
> Hi All,
>
> I've was putting together my favourite Atari 8 bit tunes in Real Audio,
> when I thought of doing a Top Ten, any nominations?, I've put a few at
> the link below for starters.... I'm going with Ball Blazer & Beta
> Lyrae with Ultima III close behind for a start... If I can find the
> disk image for what you suggest, I'll add it in there.
>
> http://www.umii.co.uk/atari/sounds.htm
>
> Mark
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7021. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: "a.hyland" <a.hyland@ntlworld.com>
Message-ID: <LIgP5.3830$SI1.74360@news6-win.server.ntlworld.com>
Source record: 40791

Conan has some cracking tunes........gotta be a must include

"mark__e" <mark__e@my-deja.com> wrote in message
news:8ujq7i$4r3$1@nnrp1.deja.com...
> Hi All,
>
> I've was putting together my favourite Atari 8 bit tunes in Real Audio,
> when I thought of doing a Top Ten, any nominations?, I've put a few at
> the link below for starters.... I'm going with Ball Blazer & Beta
> Lyrae with Ultima III close behind for a start... If I can find the
> disk image for what you suggest, I'll add it in there.
>
> http://www.umii.co.uk/atari/sounds.htm
>
> Mark
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7022. Re: Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a0dcbec@fmlynet.org>
Source record: 40792

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: carmel_andrews@my-deja.com
> hello there atari peeps, hows the atari going
> Anyway re:Hasbro restructuring etc etc.. boring
> Firstly what is hasbro doing bring out a game like PACMAN (home version)
> when it doesnt even own the patent/copyrights to it
> I know this because I know the 2 individuals who actually acquired the
> rights to pacman (home version) because I used to work next door to them
> (litterally- before I got another job), and yes they do own pacman
> rights/ipr etc.etc.. (boring) lock stock and 2 smoking barrells
> Also the reason why hasbro is restruct... is because the director of
> microprose (one of hasbro's labels) and one of the directors of
> hasbro interactive were fired... so I was told... and hasbro are still
> losing money hand over fist

PACMAN was released because they and Namco were bickering over who would release the PC version of Pac Man. Hasbro wanted the first crack at it and so did Namco. Supposodly, it was agreed that Hasbro could release Pac Man for the PC but not any other platform. Namco, on the other hand, who owns the rights to and originally relased Pac Man, is making games for PlayStation and N64.

> Perhaps people will listen to ME now, and lets get Atari back into a
> market it actually knows something about...

YES!!! The real kahuna. If Atari were in my hands, I would re-support the 2600 and all the other Atari platforms and produce software for these instead of going into the PC market. Atari in its original state has an awesome following, does it not? Now is the time to take advantage of the classic computing boom and resurect the classic platforms into use and manufacturing. Hell, the Jag at least should still get its props!

>You know where I'm coming
> from

Of course, Carmel, I do.

Keeping the Atari Faith,

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7023. Re: Atari T-shirt at Pennys!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a0dcbec@fmlynet.org>
Source record: 40793

FamilyNet HQ: Telnet:\\www.family-bbs.net

> Anyone know where I can get me mits on any of that prized warner/atari
> merchandise, I am especially interested in the m/colour atari
> flags/banners (pref in the UK)

Try World Of Atari (www.worldofatari.com). They have a lot of vintage old new stock collectibles and t-shirts.

Keeping the Atari Faith,

Jessica

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7024. Re: Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.20001111211210.44027A@ilaskey.compulink.co.uk>
Source record: 40794

In article <0000.3a0dcbec@fmlynet.org>,
Jessica.Cornnp0.f2.n8.z8@fmlynet.org (Jessica Cornn) wrote:
> going into the PC market. Atari in its original state has an awesome
> following, does it not?
Err, no, not really. You get a false impression because you use this
newsgroup. Back in the real world an ever increasingly small number of
people know or care who Atari were.

iain

7025. Re: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A0DDB12.B0464FA1@atari-history.com>
Source record: 40795

Hi Eric,

That version will be ready about 1 month after the 800 version, it will
however require adding 1 internal soldered wire on the inside of the
600XL/800XL case, it wont be necessary on an XE.

Curt

Eric Cron wrote:

> Do you have a release date yet for the XL version?
>
> --
> eric
>
> "Curt Vendel" ?curt@atari-history.com? wrote in message
> news:3A0C200A.4A6DE591@atari-history.com...
> ? Hi Andreas,
> ?
> ? Its a great little hack and Sijmen and I have been working together
> ? and he's giving me the rights to create other versions of his board,
> ? right now I've just finished the board design for a version that will
> ? work in slot#3 of the Atari 800. I'm making a version to plug into PBI
> ? port on the XL's (Will require 1 internal jumper wire to be soldered) and
> ? a version to plug into the back of the XE's

7026. Re: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 00:00:00 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A0DDC21.C0625E92@atari-history.com>
Source record: 40796

Hi Daniel,

Simply replace the 16K module in slot #2 with a 32K and you've still
got enough memory. B?C Atari Sales also has 288K memory boards for sale
as well (www.myatari.com) but they only emulate 16K RAM /240K Ramdisk.
I'm messing around with adding some 6116's to the board design this way
people don't lose 16K when they replace the board, but that will be a
later version and I will offer a trade up for existing IDE interface
owners, but that wont happen for a while as I have two other projects
which need to be finished and out the door first before I come back and
revisit upgrading the existing IDE designs.

Curt

Daniel Miller wrote:

> On Fri, 10 Nov 2000 11:19:22 -0500, Curt Vendel typed:
>
> ?right now I've just finished the board design for a version that will
> ?work in slot#3 of the Atari 800.
>
> You say "slot 3" and I guess that is one of the memory board slots,
> but don't most advanced Atari users already have memory in there?

7027. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 01:51:45 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <RC1P5.1621$A26.68746@sjc-read.news.verio.net>
Source record: 40784

Our Atari user group (SCAT) President showed us
CAB on his TT with a Nova graphics card - I thought
it was very usuable. I did take a little long to render some
simpler graphics, but - big deal, so you wait a few seconds
longer to view some site. I would sacrafice a little time to
be able to browse on an Atari - yeah, that would be fun.

As for the original topic of this thread - I really dig my
800xl - it is the only one I use (have a couple-o-800's though).
Gotta love the design of it - nice browns and tans...better
special keys (help, reset, option..) Early 80's :) Love it...
I'd love to setup an 800 - they are just too darn huge :(
Can't fit the beast (and it's drives) anywhere !
--
eric

"Jeff Armstrong" <jba4@po.cwru.edu> wrote in message
news:3a0b37f9.8358501@news.cwru.edu...
> On Wed, 09 Nov 2000 10:53:20 , "Greg Goodwin"
> <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> >
> > On a TT, Hades, Milan, AfterBurnered Falcon, the web browsing starts
> >looking and feeling nice. But anything prior to that is nostalgia and
> >stubbornness. ;)
>
> My TT is still way to slow to browse on. I think you have to go even
> a step beyond the TT to make it bearable. And I don't think it's just
> the computer speed. I'm not so sure CAB and the other browsers do a
> real good job wiht HTML.
>
> Use somehting else. ALmost anything else is faster.
>
>
> >
> > Doctor Clu
> >
> >
> >FamilyNet <> Internet Gated Mail
> >http://www.fmlynet.org
> >
>
>
> Jeffrey Armstrong (jba4@po.cwru.edu)
> Case Western Reserve University

7028. Re: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-11 03:45:13 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <dh3P5.1634$A26.69683@sjc-read.news.verio.net>
Source record: 40785

Do you have a release date yet for the XL version?

--
eric

"Curt Vendel" <curt@atari-history.com> wrote in message
news:3A0C200A.4A6DE591@atari-history.com...
> Hi Andreas,
>
> Its a great little hack and Sijmen and I have been working together
> and he's giving me the rights to create other versions of his board,
> right now I've just finished the board design for a version that will
> work in slot#3 of the Atari 800. I'm making a version to plug into PBI
> port on the XL's (Will require 1 internal jumper wire to be soldered) and
> a version to plug into the back of the XE's

7029. Re: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-12 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001112031526.14837.00001141@ng-mg1.news.cs.com>
Source record: 40652

> Simply replace the 16K module in slot #2 with a 32K and you've still got enough memory. <

IIRC there was a hack published to piggyback 8 additional ram chips on the existing ones to make a 32K board. A neater (but tougher) hack would be to add 64K drams to duplicate the Mosaic 64K board.
Larry

7030. I want 800/XE Games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-12 00:00:00 UTC
From: AtariVision@mail.com
Message-ID: <8umghg$1gv$1@nnrp1.deja.com>
Source record: 40653

I suppose Disk would be ok, but I"m looking for mostly XE carts!

I have a galore of stuff available for trade
(Saturn, 5200, 5200 games, 2600 games/systems/joysticks, and more..)

or just send me over a price....

Please email me at AtariVision@mail.com

Thanks,
Clint

Sent via Deja.com http://www.deja.com/
Before you buy.

7031. Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-12 00:00:00 UTC
From: pocholocoatl@my-deja.com
Message-ID: <8un0rhdpi1@nnrp1.deja.com>
Source record: 40654

Does anyone know of an Atari dealer in the U.S.
I need an Atari XE keyboard. My shift keys seem to be stuck.
Do you think it will be expensive. I have had mine since
5th grade and I would like to use it again. Its intact.
Any help would be greatly apreciated.

Sent via Deja.com http://www.deja.com/
Before you buy.

7032. Re: Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-12 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A0F10AE.4013A4B9@qnet.com>
Source record: 40655

Try http://www.myatari.com or Best Electronics.

Don

pocholocoatl@my-deja.com wrote:

> Does anyone know of an Atari dealer in the U.S.
> I need an Atari XE keyboard. My shift keys seem to be stuck.
> Do you think it will be expensive. I have had mine since
> 5th grade and I would like to use it again. Its intact.
> Any help would be greatly apreciated.
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7033. Atair List 2000

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-12 00:00:00 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a0f7fdd@fmlynet.org>
Source record: 40656

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hey everyone,

This is the LAST CALL if anyone wants to be placed on the Mega Atari List 2000 befroe the final text-only edit goes onto the web (as opposesd to graphics and fancy HTML--for our lynx browsing friends). I will take submissions after I get it online, which should be before Thanksgiving/late November, but it will take longer to post online. For those who do not know, the Atari Mega List is a state by state/country directory of Atari users around the world, ranging from the 2600 to the Jaguar, 400/800 to ST/TT/Hades. To all interested parties, send your:

Name
Location
Atari Interests
Popcorn (any other info)

to mailto:jessica.cornn@fmlynet.org

Acceptable uses for this list include corrospondence/netowrking with other Atari users (local or beyond) and trade intialization.

Thanks to everyone who has signed up thusfar (1999 listings, compiled by Greg Goodwin/Dr. Clu are being posted to the web as well) and to those who plan to sign up soon!
Feel free to stop in at http://www.geocities.com/atarimegalist after Thanksgiving. I will do a posting as soon as the full site is up and running.

Keeping the Atari Faith,

Jessica Cornn/LykeWyse

P.S: Stop into our club site, JYBOLAC, headed up with the help of myself and Greg Goodwin, at http://www.geocities.com/lady-aramis/index.html

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7034. Re: CX85 Keypad handler disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-12 05:46:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001112004624.23517.00001188@ng-fs1.aol.com>
Source record: 40648

> buck17@mylinuxisp.com (Mo) remarked:

>I've written a basic calculator program that uses
>the keypad, but I guess what I could use is the source listing of the
>handler.sys to give me some ideas. Thanks again

I have a couple from old Computer Shoppers; one in Page 6 ($620) and the other
in the cassette buffer ($3FD) if you want...

-Ron

I don't have a solution but I admire the problem.

7035. Re: Looking for Atari Macro Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-12 05:49:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001112004921.23517.00001189@ng-fs1.aol.com>
Source record: 40649

>ronfucci@bellsouth.net asked:

>Is there a copy available for download on any of the atari ftp sites ?

Have you tried the UMich?
http://www.umich.edu/~archive/atari/8bit/

-Ron

I don't have a solution but I admire the problem.

7036. Re: Re: Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-12 06:50:07 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <cres0tg78scv14449kfud2hhb9b74v9h4o@4ax.com>
Source record: 40650

On Fri, 10 Nov 2000 23:47:31 GMT, carmel_andrews@my-deja.com drooled
an embarassing wet spot in his lap as he typed:

>hello there atari peeps, hows the atari going
>
>Anyway re:Hasbro restructuring etc etc.. boring
>
>Firstly what is hasbro doing bring out a game like PACMAN (home version)
>when it doesnt even own the patent/copyrights to it
>I know this because I know the 2 individuals who actually acquired the
>rights to pacman (home version) because I used to work next door to them
>(litterally- before I got another job), and yes they do own pacman
>rights/ipr etc.etc.. (boring) lock stock and 2 smoking barrells

Atari aquired the rights to create and distribute a version of Namco's
Pac Man (originally for the 2600, but the rights aren't limited to a
specific machine, just that it be Atari that makes and releases it).
When Hasbro bought Atari, they also acquired those rights.

>Also the reason why hasbro is restruct... is because the director of
>microprose (one of hasbro's labels) and one of the directors of
>hasbro interactive were fired... so I was told... and hasbro are still
>losing money hand over fist

If they actually made good games, they might actually make money. :-)
And anyway, it's only Hasbro Interactive themselves. All the
companies under them are still okay.

>Perhaps people will listen to ME now, and lets get Atari back into a
>market it actually knows something about... You know where I'm coming
>from

Not possible, unfortunately, for an abundance of reasons I discussed
in the ST newsgroup. Primarily, there's just no room in the market
for a new computer system. Everyone's already firmly entrenched in
either the Mac or PC camps. They've become the de facto standards of
computing, and anything that's not compatible with one or the other
(but Wintel in particular) just won't sell. We're living in an age of
supercomputing, where machines outdate themselves every other hour,
and where everyone expects everything yesterday. No one's going to
want a new platform that they'll have to start all over again in. And
that's just one of the reasons.

Yes, I know, it's awfully pessimistic -- but also realistic. Going up
against Apple and Microsoft isn't merely David and Goliath, it's
digging away at the Andes mountains with a plastic spoon.

>
>Happy Atari'ng
>
>Carmel
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

7037. Re: Atari Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-12 07:33:53 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A0E47E1.83D8C291@compuserve.com>
Source record: 40651

The "Gaming" systems are the 2600, the 5200, the 7800, the Lynx, and the Jaguar(and Pong if you want to go back that far). They also made a lot of coin arcade game systems. The XEGS was a computer in a game machine disguise. As with any other computer ever made, all of the Ataris can play games too, but are not actually gaming systems. Describe the one you have.

Replace machines can be found, many parts at B&C and at Best, among many other vendors.

Rick D.

"J. paul" wrote:

> I have an Atari gaming system. How do I figure out what model it is. Also,
> some of the parts are broken (like the cable that connects the Atari to the
> TV). Does anyone know where to find replacements? Or maybe a good website on
> fixing up old Atari system? If you have any advice please email me. Thanks.

7038. 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-12 22:35:32 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8un5j4ige1@perki.connect.com.au>
Source record: 40657

Can the 850 interface be used instead of an SIO to PC cable, and will APE
and SIOTOPC recognise it?

Thanks again
Mark

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

7039. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8uoga9$cd1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 40662

Howdy Lance, folks

> the XEGM is my favorite 8-bit, i would have really liked it to have a
>PBI port on the back, with a meg or more of memory(mathy you reading
>this). it was the most modern looking of the 8-bits.

Yes I am. Hope to have the PCB's ready before christmas.

CU Mathy van Nisselroy

PS it should be possible to put teh PBI back on the XEGS. The code is inside the ROM, problem is you'ld have to recreate the MPD signal. Maybe piggybacking an XL/XE MMU to the XEGS MMU. Problem is, I don't know exactly how (which pins should or should not be connected together.) If somebody knows how ALL the signals are logically connected together inside the MMU (XL/XE and XEGS MMU) I'ld love to hear that.

7040. Re: JHV of the ABBUC. Pictures of the Atari 8 bit meeting on the NET

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8uogsb$cd1$2@nets3.rz.RWTH-Aachen.DE>
Source record: 40663

Howdy folks

Wolfgang Burger has placed some more pictures on the net.

(a quick reminder:
Go to http://www.atari-computer.de/abbuc.
Choose whether you want Java or not.
Click on "JHV 2000" at the top of the menu that will now appear on the left of the screen.
Two more entries will appear. Choose ALBUM 1 for now.
Click on one of the underlined lines that will appear on the righthand part of the screen.
To enlarge the small pictures, click on them.)

And there are some famous Atari people in these pictures:

21 : Standing to the left: Markus Roemer, standing next to him, in the yellow sweater: Freddy Offenga (of High Tech Team (big demo) fame), sitting in from of Freddy in Bo Schreurs (of Pooldisk fame), standing next to Freddy: Thomas Grasel and next to him Carsten Strotmann.
22 : from RIGHT to LEFT: Ernest Schreurs (of Pooldisk fame, brother of Bo), Marc Montara (standing) and Erhard Puetz.
28 : most recognisable people you know from other pictures. Except one. The guy on the right with the black sweater is Andreas Magenheimer.
29 : from RIGHT to LEFT: Robert 'SysOp Fox-1' Verdaasdonk, Richard Douwes, Andreas 'Charlie Chaplin' Magenheimer, Rene 'TXG' de Bie

In ALBUM 2 you will find more pictures. Most of these have names. On atleast one of them is Andreas Magenheimer (look for his name next to the picture).

On the top of the screen you will find "ALBEN", click on it to see more pictures of other happenings)

CU Mathy van Nisselroy

7041. Re: Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8uoho9$cd1$3@nets3.rz.RWTH-Aachen.DE>
Source record: 40664

Howdy ....

>Does anyone know of an Atari dealer in the U.S.
>I need an Atari XE keyboard. My shift keys seem to be stuck.
>Do you think it will be expensive. I have had mine since
>5th grade and I would like to use it again. Its intact.
>Any help would be greatly apreciated.

If it's not a mechanical problem (the plastic key doesn't come up after you hit it), try Best Electronics at www.best-electronics-ca.com. But you'll have to open up your keyboard to see it it has a double or single layer mylar (that's a kind of plastic) inside. Both cost 22 US dollars at Best. BTW while your at it, make sure you order their catalog too. It costs 15 bucks but is well worth the money. You will find just about any part you want inthere.

CU Mathy van Nisselroy

7042. Re: Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8uohtr$cd1$4@nets3.rz.RWTH-Aachen.DE>
Source record: 40665

Howdy folks

I almost forgot.

If it IS a mechanical problem, try some vaseline. My XEGS's power on key and my 800XL's 'B' wouldn't come up again. Some vaseline fixed that. But make sure you only use a thin coat (sp?), as it will attrack dust.

CU Mathy van Nisselroy

7043. Re: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:00:00 UTC
From: Tuf Hacker <tuf@cyberspy.com>
Message-ID: <0mrv0tcb9edc309fosheusks9pckq4g99l@4ax.com>
Source record: 40666

On Fri, 10 Nov 2000 11:19:22 -0500, Curt Vendel
<curt@atari-history.com> wrote:

> The 800 version boards will be ready in a few weeks along with a
>customized Atari 850 case with new front on it that contains a built in
>Power supply and IDE hard drive, so all you need to do is plug in the

Any possibility of getting an IDE drive (2.5 incher perhaps) _inside_
the 800?

That would RULE!@#

Joe

7044. Re: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:00:00 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A101CCF.8002CF53@atari-history.com>
Source record: 40667

Hi,

Sure, there are a couple of companies that sell a 2.5" to 3.5" adapters, but you have to then find some 2nd external power supply (an 800Xl one would work) and adapt it to plug into the PC power connector on the adapter to power the drive (remember, 2.5" and 1.8" HD's take power and data from the same single connector). I may delay the 800 IDE interface for an extra couple of weeks, I may have found a better route to go.... Compact Flash! Very easy to interface with an IDE bus and it looks and acts just like an IDE drive, then you wont have to bother with any external box at all, everything would be on 1 board that would pop into your 800 or plug onto the back of your XL/XE and you just slide in a compact flash card, they are getting really cheap, you can pick up an 8MB for $24.99 or a 20mb for $69.99 and just plug it in, format it and your ready to go!

Curt

Tuf Hacker wrote:

> On Fri, 10 Nov 2000 11:19:22 -0500, Curt Vendel
> <curt@atari-history.com> wrote:
>
> > The 800 version boards will be ready in a few weeks along with a
> >customized Atari 850 case with new front on it that contains a built in
> >Power supply and IDE hard drive, so all you need to do is plug in the
>
> Any possibility of getting an IDE drive (2.5 incher perhaps) _inside_
> the 800?
>
> That would RULE!@#
>
> Joe

7045. Re: Atari Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <AKNSAABQUP@cabal.shnet.org>
Source record: 40668

In <8ui0of$sa2$1@nnrp1.deja.com> carmel_andrews@my-deja.com wrote:
>hello atari guys/gals, keep the atari humming, thats what I like to see
>
>Re: 65xe/800xe
>
>65xe was released in europe and the UK, the 800xe was for the russian
>and eastern euro. mkt,

Err... Germany is not exactly Eastern Europe or part of Russia, and we
had the 800XE instead of the 65XE here.

Thorsten

7046. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <AKNSAABTUP@cabal.shnet.org>
Source record: 40669

In <EngP5.3142$cr6.52651@news1.oke.nextra.no> "Vidar \"Hawk\" Olavesen" wrote:
>International Karate, Warhawk, Ballblazer, Masters of Time, Jet Set Willy,
>Monster Smash, Cosmic Tunnels, Mr. Robot and probably the best, Alternate
>Reality : The City. Also, Passionately demo.

Amaurote and Boulder Dash sound great, too!

Thorsten

7047. Re: Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:00:00 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <t10pmu32mfnt04@corp.supernews.com>
Source record: 40670

You can always get another XE on ebay for anywhere between $20-$40. This might actually be cheaper than trying to repair one.

Dominik

pocholocoatl@my-deja.com wrote in message <8un0rhdpi1@nnrp1.deja.com>...
>Does anyone know of an Atari dealer in the U.S.
>I need an Atari XE keyboard. My shift keys seem to be stuck.
>Do you think it will be expensive. I have had mine since
>5th grade and I would like to use it again. Its intact.
>Any help would be greatly apreciated.
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

7048. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <ff_P5.1950$I5.47441@stones>
Source record: 40671

I always thought 'Claim Jumper' had a fun tune
(aside from it being a great two player game!)

But Draconus's tune still tops International Karate for me!
(Speedball had a good tune, but we didn't get that one!)

Regards,

Mark

7049. MicroMainFrame disk drive??

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:00:00 UTC
From: TK421 <Dockingbay@deathstar.org>
Message-ID: <ahg11t8k103omt77ssr7tb6bupebaeebih@4ax.com>
Source record: 40672

Anyone heard of or own a micro mainframe disk drive?
Z80 based, programmable controller for atari 8bit machines.

7050. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 00:31:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001112193102.03648.00001192@ng-fq1.aol.com>
Source record: 40658

>"Mark Bedingfield" mark@baypc.com.au asked:

>Can the 850 interface be used instead of an SIO to PC cable, and will APE
>and SIOTOPC recognise it?

Sort of and no. With an 850 on the A8 and a nul modem cable connected to the PC serial port and the proper terminal/telecommunication programs running on each system, you can make file transfers just as if you had 2 modems and a phone line. There should be a link to the nul modem cable construction in the "Welcome to A8.." message posted every other week or so.

-Ron

I don't have a solution but I admire the problem.

7051. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 02:00:45 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8unhjtbn1@perki.connect.com.au>
Source record: 40659

Ta, mate:-)

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20001112193102.03648.00001192@ng-fq1.aol.com...
> >"Mark Bedingfield" mark@baypc.com.au asked:
>
> >Can the 850 interface be used instead of an SIO to PC cable, and will APE
> >and SIOTOPC recognise it?
>
> Sort of and no. With an 850 on the A8 and a nul modem cable connected to
the PC
> serial port and the proper terminal/telecommunication programs running on
each
> system, you can make file transfers just as if you had 2 modems and a
phone
> line. There should be a link to the nul modem cable construction in the
> "Welcome to A8.." message posted every other week or so.
>
> -Ron
>
> I don't have a solution but I admire the problem.

7052. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 04:15:21 UTC
From: Jon <johnhi@nospam.epix.net>
Message-ID: <MPG.147934b1e86b9d5e98968b@news.epix.net>
Source record: 40660

In article <8ujq7i$4r3$1@nnrp1.deja.com>, mark__e@my-deja.com says...
> Hi All,
>
> I've was putting together my favourite Atari 8 bit tunes in Real Audio,
> when I thought of doing a Top Ten, any nominations?, I've put a few at
> the link below for starters.... I'm going with Ball Blazer & Beta
> Lyrae with Ultima III close behind for a start... If I can find the
> disk image for what you suggest, I'll add it in there.
>
> http://www.umii.co.uk/atari/sounds.htm
>
> Mark
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
My favorite has always been the music from Clowns and Balloons. I made a
wave file of it.
--
Please remove "nospam" to reply by email.

7053. Re: Atari Unhappy Drive 1050

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-13 06:30:11 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <t0v2lqhpfi8da3@corp.supernews.com>
Source record: 40661

Hello Chainsaw,

You wrote in your message:
>
> The latest chapter in the continuing saga of the UNHAPPY
> drive.....
> After reconfiguring my setup and using the happy as the one
> and only drive, it wouldn't boot any disks- so after an hour
> of trial and error adjusting the parking sensor I got the track
> alignment perfect. It now will boot all of my disks, it's reading
> and writting just fine and it is definitely an original Happy
> Enhancement. I have the original software and docs- such as
> they are. Brand new these came with xeroxed documentation
> that was far from user friendly. I verified this in a vintage
> software piracy book I have 'Advanced Atari Software
> Protection Techniques'.
>
A friend of mine gave me a xeroxed copy of the same book
"Advanced Atari Software Protection Techniques" years ago,
unfortunately it was missing the table of contents so I am not
sure how much of the actual book that I really have. :-(

>
> Yes when you perform a happy backup, you load the software
> disk in the drive and it programs the enhancement- the mod is
> actually a little computer in the drive- a 6502 cpu and 4k RAM.
> The backup process works okay but it does require a disk
> change after the first 13 or so sectors are read/written. I'm still
> having the problem that after the disk swap, it loses it's ability to
> read the original disk. It reports the rest of the sectors as
> unreadable format very quickly as if it has slipped back into fast
> read mode. I've double checked all of the preferences such as
> sectors needed and skew alignment, as well as forced slow mode.
> One thing I was surprised to learn is that happy drives can't read
> unstable sectors (fuzzy sectors) so any software written after 1985
> won't fly! Well I'm not gonna pitch it- it's still a novelty collector
item.
> I just wanted to be able to backup the 100 or so original disks I have
> in my collection before they fail. Thanks again.
>
I have an Atari 1050 Disk Drive (that is NOT a "Happy Drive")
and it is currently not working, but I plan to see if a friend who
works as a computer tech might take a look at it.

I am worried about dozens of my 5 1/4" floppy disks that I am
afraid will eventually fade away forever. :-(

Wally

7054. Re: MicroMainFrame disk drive??

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001114040316.14831.00001536@ng-mg1.news.cs.com>
Source record: 40676

>Anyone heard of or own a micro mainframe disk drive? <

I owned a MMF dual drive. B-I-G. Larger than an old "Shoe Box" hard drive case. I hate to use the word "rare", but I suspect this qualifies.
Larry

7055. Re: Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8ur0ltjgf1@nnrp1.deja.com>
Source record: 40677

In article <20001113214030.09902.00001191@ng-fd1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> >nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) replied:
>
> >If it IS a mechanical problem, try some vaseline. My XEGS's power
on key and
> >my 800XL's 'B' wouldn't come up again. Some vaseline fixed that.
But make
> >sure you only use a thin coat (sp?), as it will attrack dust.
>
> What are the possible mechanical situations? My left XL Shift key
works fine,
> but the right Shift seems totally dead. This leads one to believe the
keboard
> connector is intact.
>
> Is there any method of cleaning the contacts? Will the keycap remove?
>
> -Ron
>
> I don't have a solution but I admire the problem.
>

Keycap might pop off, but the fix lies under the mylar sheet key stem
presses on, so the keyboard has to come apart to replace mylar or
repair mylar contacts. Try this link for supplies to repair mylar
contacts - http://www.chemtronics.com/catalog/catalog.cgi?
action=list_products&category=7

Sent via Deja.com http://www.deja.com/
Before you buy.

7056. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001114041535.14831.00001537@ng-mg1.news.cs.com>
Source record: 40678

>Can the 850 interface be used instead of an SIO to PC cable, and will APE and SIOTOPC recognise it?<

There was an ANTIC magazine program that made porting serial data between an A8 and ST pretty easy. "LinkLine" was its name, IIRC.
If one rewrote that for a PC, it should work ok. However, since APE will run at 50Kb/s +, someone would have to tweak LL -- it was written in C, and limited to 19.2 (again from, memory). Which brings up an interesting question -- I've never seen any communications program that would do more than 19.2 on the A8, but since the bus will run *at least* 50Kb/s, shouldn't it be possible using a null modem to go at least that fast?
Larry

7057. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 00:00:00 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.21.0011141116300.29754-100000@elektron.elka.pw.edu.pl>
Source record: 40679

Hi,

Are you really using Real Audio, mp3 and WAVs ?
Why don't you use SAPs ?
Visit
http://mp3.musichall.cz/Unreal/ASMA
for over 1000 Atari tunes.
IMHO Barymag_2_8 is the best Atari tune ever made.

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_____ "64 KB should be enough for everyone" /

7058. Re: SIOtoST/F030

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <YPaQ5.1140$HP4.3700@newsfeed.slurp.net>
Source record: 40680

On 14 Nov 2000 12:39:58 , "Mark Bedingfield" wrote:
>Is there any software like APE or SIOTOPC for the ST? That would mean my
>PC's will get less use but who cares.
>
>Mark

Yes, there is. But the program is not as big as APE, but tends to the an
Atari be a file server. Goto the URL address below to read/download it:

http://wwwstud.ira.uka.de/~s_tomczy/dj800.html

APE runs on my Atari Hades through SoftPC, so it may work yet on an Atari.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7059. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 00:00:00 UTC
From: Daniel Kozminski <dely@horror.mirage.com.pl>
Message-ID: <8us1b8$4ms$1@news.tpi.pl>
Source record: 40681

> IMHO Barymag_2_8 is the best Atari tune ever made.

Fox, pieprzysz ....

I think that Porazka and Porazka_2 are the best ....

greetz

dely

7060. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <8usfsc$s45$1@nnrp1.deja.com>
Source record: 40682

In article <20001114041535.14831.00001537@ng-mg1.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:
> >Can the 850 interface be used instead of an SIO to PC cable, and will
APE and
> SIOTOPC recognise it?<
>
> There was an ANTIC magazine program that made porting serial data
between an A8
> and ST pretty easy. "LinkLine" was its name, IIRC.
> If one rewrote that for a PC, it should work ok. However, since APE
will run
> at 50Kb/s +, someone would have to tweak LL -- it was written in C,
and limited
> to 19.2 (again from, memory). Which brings up an interesting
question -- I've
> never seen any communications program that would do more than 19.2 on
the A8,
> but since the bus will run *at least* 50Kb/s, shouldn't it be possible
using a
> null modem to go at least that fast?
> Larry
>
> Sorry,Linkline only goes to 4800kbs :(I have used it and it worked
well.

Sent via Deja.com http://www.deja.com/
Before you buy.

7061. FS: Atari 1200 Computer + more

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 00:00:00 UTC
From: Abba <segafun@home.com>
Message-ID: <3a11c00e$0$44769$45beb828@newscene.com>
Source record: 40683
Cross-posted to:
alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Misc Atari Computers and other classic stuff for sale. See the pictures
here...

http://caseyfamily.homestead.com/forsale.html

Plus:
computer stuff
Nes Carts
Atari stuff
And more!

7062. Re: Need Atari 410 Program Recorder Repaired

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3A11C4AB.CCB18EC3@sisna.com>
Source record: 40684

You can probably get another 410 recorder for $5 plus shipping less than repair.

But, parts could be obtained from B&C Computers. Get a new belt, or It's been so long since I took one apart you could adjust the belt you have with more tension.

The head isn't worn out, just need cleaned. Get a cassette cleaner and run it, there is A Poke command that will run the recorder to run the cleaning tape. Someone will tell you here what it is or if not will look it up later and post the Poke, command.

bob

7063. Re: MicroMainFrame disk drive??

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A11D139.E8A4123B@qnet.com>
Source record: 40685

TK421 wrote:

> Anyone heard of or own a micro mainframe disk drive?
> Z80 based, programmable controller for atari 8bit machines.

I owned a dual drive MMF. Its now owned but the Atari History Museum.

Don

7064. Re: MicroMainFrame disk drive??

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 00:00:00 UTC
From: TK421 <Dockingbay@deathstar.org>
Message-ID: <9jk31t4prbao8oa2qdm3rjm11d727rfmpd@4ax.com>
Source record: 40686

Know anyone who wants to sell one?

On 14 Nov 2000 09:03:16 GMT, llpwhite@cs.com (LLpwhite) wrote:

>>Anyone heard of or own a micro mainframe disk drive? <
>
>I owned a MMF dual drive. B-I-G. Larger than an old "Shoe Box" hard drive
>case. I hate to use the word "rare", but I suspect this qualifies.
>Larry
>

7065. SIOtoST/F030

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 01:39:58 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8uq4oq$5g6$1@perki.connect.com.au>
Source record: 40673

Is there any software like APE or SIOTOPC for the ST? That would mean my
PC's will get less use but who cares.

Mark

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

7066. Re: Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 02:40:30 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001113214030.09902.00001191@ng-fd1.aol.com>
Source record: 40674

>nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) replied:

>If it IS a mechanical problem, try some vaseline. My XEGS's power on key and
>my 800XL's 'B' wouldn't come up again. Some vaseline fixed that. But make
>sure you only use a thin coat (sp?), as it will attrack dust.

What are the possible mechanical situations? My left XL Shift key works fine,
but the right Shift seems totally dead. This leads one to believe the keboard
connector is intact.

Is there any method of cleaning the contacts? Will the keycap remove?

-Ron

I don't have a solution but I admire the problem.

7067. Re: Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-14 04:48:44 UTC
From: Hugh Moore <hughmoore@home.com>
Message-ID: <3A10C5CB.5B958A93@home.com>
Source record: 40675

I have an extra one. Email me if your interested.
Hugh

pocholocoatl@my-deja.com wrote:
>
> Does anyone know of an Atari dealer in the U.S.
> I need an Atari XE keyboard. My shift keys seem to be stuck.
> Do you think it will be expensive. I have had mine since
> 5th grade and I would like to use it again. Its intact.
> Any help would be greatly apreciated.
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7068. Re: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <3a12718c.1542073@news.CIS.DFN.DE>
Source record: 40693

On Mon, 13 Nov 2000 11:54:40 -0500, Curt Vendel
<curt@atari-history.com> wrote:

>couple of weeks, I may have found a better route to go.... Compact Flash!
>Very easy to interface with an IDE bus and it looks and acts just like an
>IDE drive, then you wont have to bother with any external box at all,
>everything would be on 1 board that would pop into your 800 or plug onto the
>back of your XL/XE and you just slide in a compact flash card, they are
>getting really cheap, you can pick up an 8MB for $24.99 or a 20mb for $69.99
>and just plug it in, format it and your ready to go!

This sounds really awesome, neat and sweet!

7069. Re: Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8uu1rt$36j$1@nets3.rz.RWTH-Aachen.DE>
Source record: 40694

Howdy Ron

>What are the possible mechanical situations? My left XL Shift key works fine,
>but the right Shift seems totally dead. This leads one to believe the keboard
>connector is intact.
>
>Is there any method of cleaning the contacts? Will the keycap remove?

I'ld open up the keyboard and check where the fault lies. It's probably the keyboard mylar, but these can be pricy. Maybe something inside the key is broken, but you'll have to disassemble the keyboard.

CU Mathy van Nisselroy

PS the keycap will come off, but won't do you any good here. Only if the key doesn't come up after you pressed it down, will you benifit (sp?) from removing the key (and applying a wee bit of vaseline).

7070. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A129DFF.C8D2D301@mail.uni-mainz.de>
Source record: 40695

"a.hyland" schrieb:
>
> Conan has some cracking tunes........gotta be a must include
>
> "mark__e" <mark__e@my-deja.com> wrote in message
> news:8ujq7i$4r3$1@nnrp1.deja.com...
> > Hi All,
> >
> > I've was putting together my favourite Atari 8 bit tunes in Real Audio,
> > when I thought of doing a Top Ten, any nominations?, I've put a few at
> > the link below for starters.... I'm going with Ball Blazer & Beta
> > Lyrae with Ultima III close behind for a start... If I can find the
> > disk image for what you suggest, I'll add it in there.
> >
> > http://www.umii.co.uk/atari/sounds.htm
> >
> > Mark
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.

Well,
I recently recorded 10 Audio Compact Discs with 36 Game sounds each.
Thats 360 Atari 8Bit game sounds in total. I am selling them at a low
price (5DM, about 2 Dollars) here in Germany, since I do not have any
copyrights to the sounds. Anyone interested can then of course upload
the sounds to internet and convert them to MP3 format. But nontheless, I
am only selling the CD`s here in Germany, since I do not wanna make big
sells (and most important I do not wanna get claims about copyrights
!). -Andreas

7071. Re: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A129FB6.F7CEC383@mail.uni-mainz.de>
Source record: 40696

Curt Vendel schrieb:
>
> Hi Eric,
>
> That version will be ready about 1 month after the 800 version, it will
> however require adding 1 internal soldered wire on the inside of the
> 600XL/800XL case, it wont be necessary on an XE.
>
> Curt
>
Is this cable for the +5V (from one of the joystick ports) ?? I already
have another IDE interface that works as a PBI device, it uses the XL
parallel bus and thus needs the +5V cable. If you use it on the XE it
needs an adapter (converting cart. slot + ECI to XL parallel bus), but
then works alright (allthough the XE is missing 3 signals: RAS, CAS,
CASINI, I believe; i.e. 3 signals are not included in the ECI or cart
slot, but the interface works without them - I do not know why).
-Andreas

7072. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A12A390.1DB0A5B1@mail.uni-mainz.de>
Source record: 40697

Jessica Cornn schrieb:
>
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: carmel_andrews@my-deja.com
> > hello there atari peeps, hows the atari going
> > Anyway re:Hasbro restructuring etc etc.. boring
> > Firstly what is hasbro doing bring out a game like PACMAN (home version)
> > when it doesnt even own the patent/copyrights to it
> > I know this because I know the 2 individuals who actually acquired the
> > rights to pacman (home version) because I used to work next door to them
> > (litterally- before I got another job), and yes they do own pacman
> > rights/ipr etc.etc.. (boring) lock stock and 2 smoking barrells
> > Also the reason why hasbro is restruct... is because the director of
> > microprose (one of hasbro's labels) and one of the directors of
> > hasbro interactive were fired... so I was told... and hasbro are still
> > losing money hand over fist
>
> PACMAN was released because they and Namco were bickering over who would
> release the PC version of Pac Man. Hasbro wanted the first crack at it and so
> did Namco. Supposodly, it was agreed that Hasbro could release Pac Man for the
> PC but not any other platform. Namco, on the other hand, who owns the rights
> to and originally relased Pac Man, is making games for PlayStation and N64.
>
> > Perhaps people will listen to ME now, and lets get Atari back into a
> > market it actually knows something about...
>
> YES!!! The real kahuna. If Atari were in my hands, I would re-support the 2600
> and all the other Atari platforms and produce software for these instead of
> going into the PC market. Atari in its original state has an awesome
> following, does it not? Now is the time to take advantage of the classic
> computing boom and resurect the classic platforms into use and manufacturing.
> Hell, the Jag at least should still get its props!
>
> >You know where I'm coming
> > from
>
> Of course, Carmel, I do.
>
> Keeping the Atari Faith,
>
> Jessica
>
> FamilyNet <> Internet Gated Mail

> http://www.fmlynet.org

Well,
do you have some millions or billions of dollars lying around ?? maybe then you would be able to still support the 8Bit Ataris and even produce new 8Bit hardware. But I guess you do not have so much money and companies who have some money do not want to produce things (Atari hardware) just for fun or nostalgia reasons. they wanna make some profits. With 8Bit hardware you cannot make profits nowadays. But maybe with re-released and re-designed 8Bit software for current platforms you also cannot make profits, because the Atari users don`t like it (they wanna have or play the original games) and other users are not interested at all in such "antiquated" games. Who wants to spend 50 dollars or more (here in Germany about 120DM) for a new version of Pacman, Millipede, Breakout, Pong, Q-Bert etc. ?? Most users/gamers don`t !!

So, if Atari belonged to you, Jessica, it would not live for a long time (and you would go bankrupt very soon). Maybe Atari should belong to all atari users, i.e. the whole Atari community. it should be given free, for anyone who likes to support it with software, hardware or whatsoever. Anyone should then be able to use the Atari name and its well known Fuji logo (for whatever purpose). -Andreas

7073. Re: "Popularity" of Atari (Was interactive Div to be sold?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A12A5B0.22C97B44@mail.uni-mainz.de>
Source record: 40698

Jessica Cornn schrieb:
>
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > Err, no, not really.
>
> Uh huh, esp. since the classic computers are becoming a lot more popular now
> since the retro boom.
>
> > You get a false impression because you use this
> > newsgroup.
>
> I can name, on both hands, people in my area (North Central Kentucky) that know
> and use Ataris. They just sort of keep to themselves. One hand can be filled
> with people my age that are my friends from school. Pretty impressive for a
> crummy old gamer.
>
> > Back in the real world an ever increasingly small number of
> > people know or care who Atari were.
>
> True, but that does not mean there cannot be a comeback. C64 and Atari are
> selling like hotcakes where I live, so are Coleco games, if you should be so
> lucky to find any. I guess it depends on what circle you run in. Then again,
> I live in sort of the Silicon valley of KY, the Lexmark/IBM area.
>
> Now, does anyone see my point?
>
> Jessica
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

Well,
I think Atari and CBM computers are selling mostly well for the
collectors, not the users. Only those who want to collect computers or
computer items (and these people are quite massive) buy Ataris and
Commodores. But lets pretend Hasbro would come out with a new 8Bit
Atari, no collector would buy it, simply because it would not be a
collectors item (to new to collect it, too big quantity, etc.).
Maybe in a few years collectors will start to collect PC machines
(80x86) and I am sure that in a dozen of years (or some hundred years)
even Pentium 3, 4 or 5 machines will stand in some sort of computer
museum and also some private computer collections. Maybe nowadays we are
not only collecting mauritius stamps or pictures/paintings (from

Rembrandt, Van Gogh, Picasso, etc.) but also computer hardware (and software). Weird isn`t it ?? -Andreas

7074. Re: JHV of the ABBUC. Pictures of the Atari 8 bit meeting on the NET

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A12A726.CEE43CFD@mail.uni-mainz.de>
Source record: 40699

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> Wolfgang Burger has placed some more pictures on the net.
>
> (a quick reminder:
> Go to http://www.atari-computer.de/abbuc.
> Choose whether you want Java or not.
> Click on "JHV 2000" at the top of the menu that will now appear on the left of
> the screen.
> Two more entries will appear. Choose ALBUM 1 for now.
> Click on one of the underlined lines that will appear on the righthand part of
> the screen.
> To enlarge the small pictures, click on them.)
>
> And there are some famous Atari people in these pictures:
>
> 21 : Standing to the left: Markus Roemer, standing next to him, in the
> yellow sweater: Freddy Offenga (of High Tech Team (big demo) fame), sitting in
> from of Freddy in Bo Schreurs (of Pooldisk fame), standing next to Freddy:
> Thomas Grasel and next to him Carsten Strotmann.
> 22 : from RIGHT to LEFT: Ernest Schreurs (of Pooldisk fame, brother of
> Bo), Marc Montara (standing) and Erhard Puetz.
> 28 : most recognisable people you know from other pictures. Except one.
> The guy on the right with the black sweater is Andreas Magenheimer.
> 29 : from RIGHT to LEFT: Robert 'SysOp Fox-1' Verdaasdonk, Richard
> Douwes, Andreas 'Charlie Chaplin' Magenheimer, Rene 'TXG' de Bie
>
> In ALBUM 2 you will find more pictures. Most of these have names. On atleast
> one of them is Andreas Magenheimer (look for his name next to the picture).
>
> On the top of the screen you will find "ALBEN", click on it to see more
> pictures of other happenings)
>
> CU Mathy van Nisselroy
>

Damn, they got/shot me !! (Tried to hide somewhere whenever a photo was
shot). -Andreas Magenheimer ;-)

P.S. Now, that many people can see how I look like, I hope I will still
get some re-posts (or answers).

7075. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A12AB37.486D051@mail.uni-mainz.de>
Source record: 40700

Mindfield schrieb:
>
> On Fri, 10 Nov 2000 23:47:31 GMT, carmel_andrews@my-deja.com drooled
> an embarassing wet spot in his lap as he typed:
>
> >hello there atari peeps, hows the atari going
> >
> >Anyway re:Hasbro restructuring etc etc.. boring
> >
> >Firstly what is hasbro doing bring out a game like PACMAN (home version)
> >when it doesnt even own the patent/copyrights to it
> >I know this because I know the 2 individuals who actually acquired the
> >rights to pacman (home version) because I used to work next door to them
> >(litterally- before I got another job), and yes they do own pacman
> >rights/ipr etc.etc.. (boring) lock stock and 2 smoking barrells
>
> Atari aquired the rights to create and distribute a version of Namco's
> Pac Man (originally for the 2600, but the rights aren't limited to a
> specific machine, just that it be Atari that makes and releases it).
> When Hasbro bought Atari, they also acquired those rights.
>
> >Also the reason why hasbro is restruct... is because the director of
> >microprose (one of hasbro's labels) and one of the directors of
> >hasbro interactive were fired... so I was told... and hasbro are still
> >losing money hand over fist
>
> If they actually made good games, they might actually make money. :-)
> And anyway, it's only Hasbro Interactive themselves. All the
> companies under them are still okay.
>
> >Perhaps people will listen to ME now, and lets get Atari back into a
> >market it actually knows something about... You know where I'm coming
> >from
>
> Not possible, unfortunately, for an abundance of reasons I discussed
> in the ST newsgroup. Primarily, there's just no room in the market
> for a new computer system. Everyone's already firmly entrenched in
> either the Mac or PC camps. They've become the de facto standards of
> computing, and anything that's not compatible with one or the other
> (but Wintel in particular) just won't sell. We're living in an age of
> supercomputing, where machines outdate themselves every other hour,
> and where everyone expects everything yesterday. No one's going to
> want a new platform that they'll have to start all over again in. And
> that's just one of the reasons.

>
> Yes, I know, it's awfully pessimistic -- but also realistic. Going up
> against Apple and Microsoft isn't merely David and Goliath, it's
> digging away at the Andes mountains with a plastic spoon.
>
> >
Yeah,
I agree and you are right: this is a rather pessimistic but nevertheless
- realistic - point of view. Maybe a new Atari must be PC or MAC
compatible to have success. Since many (former) Atari programs (software
like Magic, Papyrus and others) are already avaiable for MAC, a new
Atari should be compatible to MAC but much cheaper and much better. This
is what Atari did in the past: create hardware which is better than
Apple but still much cheaper (still they lost the battle). A modern
Atari should then be designed for the future (ahead of its time): 1
million Giga-Hertz, 1 mega-trillion terra Hertz harddisk, 1 trillion
terrabyte RAM, 1/4 trillion terrabyte graphic card, etc. etc. Its name:
HAL 9000 or Godfather of computers (you should not have other computers
than me) or simply T-1000. -Andreas

7076. Rom chip problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: Olav Queseth <olav.queseth@radio.kth.se>
Message-ID: <3A12B39C.A9409EEE@radio.kth.se>
Source record: 40701

Help!

I have a problem with my 600XL. When I try to boot it ends up in
selftest mode (the memory check part). It shows that there is something
wrong with my rom, the right-hand bar becomes red.

Which rom chip is faulty? The OS-rom or the Basic rom.
Is it possible to decide which memory region that is erroneous?
Finally, does anyone have the sourcecode for the error checking utility?

Thanks
Olav

7077. New Atari 2600-7800 Factory Seal Games For Sale 2.50 Each

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: Bubba <bubba_biff_barney@eatshit.com>
Message-ID: <YAyQ5.1028$Ur5.92965@monger.newsread.com>
Source record: 40702

http://user.auctions.yahoo.com/user/sega_master_system

7078. were can i download phantasie in atr disks format

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: wemery73@my-deja.com
Message-ID: <8uuipa$h9q$1@nnrp1.deja.com>
Source record: 40703

Were can i download phantasie in atr disks format.

I need phantasi 1,2 & 3 ....

Im usen atari 800xl win emulator....

thanks

Sent via Deja.com http://www.deja.com/
Before you buy.

7079. Re: need phantasie1,2,3 for atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: wemery73@my-deja.com
Message-ID: <8uuiv3hde1@nnrp1.deja.com>
Source record: 40704

ok thanks if ya know were i can get phantasie 2 and 3 in .atr format
please feel free to e-mail me a wemery73@kellnet.com....

thanks

In article <8tnj5u$d37$1@slb2.atl.mindspring.net>,
"Byron Followell" <byronfollowell@hotmail.com> wrote:
> You can't convert an .st file into a .str file. atr files are 8 bit
disk
> images for various emulators. st images are just that, Atari ST disk
images
> for ST emulators. If you had those in st format you could play them
on Atari
> ST emulator like Pacifist or WinStone.
>
> - Byron Followell
>
> <wemery73@my-deja.com> wrote in message news:8tbt3n$fl7
$1@nnrp1.deja.com...
> > can you send me the files for phantasie 2 so i can play them on my
> > atari800win_2.6c emulator .... or tell me how can covert a .st file
> > into a .atr file...
> >
> > i found phantasie 1 ".atr."files and they work great.
> >
> > still need phantasie 2 and phantasie 3 ..
> >
> > any and all help will be great
> >
> > e-mail is wemery73@kellnet.com
> >
> >
> > In article <39f84d4e.723349@news.CIS.DFN.DE>,
> > DCM01@USA.NET (Daniel Miller) wrote:
> > > I havve Phantasie II for the 8bit. It is quite ambitious
technically
> > > for an 8bit game, with multiple characters and scrolling maps and
> > > graphical battles. I played it maybe 3 times a few months ago, but
> > > then a disk crashed! I haven't been able to generate a working new
> > > diskette from a Phantasie disk image yet.
> > >
> > > The downside of Phantasie II is the disk access which could be
faster
> > > and better, at least that was my first impression.
> > >

> > > On Thu, 26 Oct 2000 20:44:28 +0200, "Vidar \"Hawk\" Olavesen"
> > > <olavese@online.no> wrote:
> > >
> > > >I don't think III was released for Atari 8-bit, but I do know
> > Phantasie I
> > > > >was. I have II and III on Atari ST, but only Phantasie I on Atari
> > >
> > >
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

7080. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: stevenNOSPAMposey@yahoo.com
Message-ID: <3a12f8e9.7883039@news.cis.dfn.de>
Source record: 40705

On Sat, 11 Nov 2000 19:33:12 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>International Karate, Warhawk, Ballblazer, Masters of Time, Jet Set Willy,
>Monster Smash, Cosmic Tunnels, Mr. Robot and probably the best, Alternate
>Reality : The City. Also, Passionately demo.

Ditto on the Passionately demo. That was really stretching the
4-voice limitation -- almost a psychoacoustic demo!

Another great one is the Ballsong demo ("Never twice the same, never
once very different" - or something like that). I could listen to
that one for a long time before I got bored with it. It'd be cool to
have each distinct phrase sampled from that one. Acid Music could do
some cool looping tracks with it. Maybe I'll get the notion one day!

Later!
Steven

7081. What happened to: "http://cas3.zlin/vutbr.cz/~stehlik/a800.htm" ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: Rob Morrison <SPAMMENOT-atari-chart@home.com>
Message-ID: <scs51t821pq74ft1ftkbaqqjhnakh69hpj@4ax.com>
Source record: 40706

It's gone.

Rob

7082. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <8uv748$3n5$1@nnrp1.deja.com>
Source record: 40707

In article <8ujq7i$4r3$1@nnrp1.deja.com>,
mark__e <mark__e@my-deja.com> wrote:
> Hi All,
>
> I've was putting together my favourite Atari 8 bit tunes in Real
Audio,
> when I thought of doing a Top Ten, any nominations?, I've put a few at
> the link below for starters.... I'm going with Ball Blazer & Beta
> Lyrae with Ultima III close behind for a start... If I can find the
> disk image for what you suggest, I'll add it in there.
>
> http://www.umii.co.uk/atari/sounds.htm
>
> Mark
>

I like Boulderdash, Gremlins, and Dimension X myself...

> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com http://www.deja.com/
Before you buy.

7083. Re: Rom chip problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 00:00:00 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <3A131CDC.F51B03A1@bellsouth.net>
Source record: 40708

Olav Queseth wrote:
>
> Help!
>
> I have a problem with my 600XL. When I try to boot it ends up in
> selftest mode (the memory check part). It shows that there is something
> wrong with my rom, the right-hand bar becomes red.
>
> Which rom chip is faulty? The OS-rom or the Basic rom.
> Is it possible to decide which memory region that is erroneous?
> Finally, does anyone have the sourcecode for the error checking utility?
>
> Thanks
> Olav

Most likely, if you're at least seeing the Selftest, the BASIC ROM is
bad.

7084. Re: SIOtoST/F030

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 01:26:58 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8usocebbs1@perki.connect.com.au>
Source record: 40687

Beauty, mate ;-)

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:YPaQ5.1140$HP4.3700@newsfeed.slurp.net...
> On 14 Nov 2000 12:39:58 , "Mark Bedingfield" wrote:
> >Is there any software like APE or SIOTOPC for the ST? That would mean my
> >PC's will get less use but who cares.
> >
> >Mark
>
> Yes, there is. But the program is not as big as APE, but tends to the an
> Atari be a file server. Goto the URL address below to read/download it:
>
> http://wwwstud.ira.uka.de/~s_tomczy/dj800.html
>
> APE runs on my Atari Hades through SoftPC, so it may work yet on an Atari.
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

7085. disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 01:28:30 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <2FIQ5.96324$py.11606601@typhoon.we.rr.com>
Source record: 40688

I was wondering if it's possible to copy Atari 8-bit games and programs from a PC to a 65XE using disks, with no SIO2PC cable. I am thinking about getting a disk drive for my 8-bit to play games, but I don't know if I could copy from a PC with the games on it (atr files).

7086. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 01:52:23 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8usps1cji1@perki.connect.com.au>
Source record: 40689

There was a program called Taritalk I saw advertised in Page 6/New Atari user, that would be cool too. Any idea's?

Mark

<admnelson@my-deja.com> wrote in message news:8usfsc$s45$1@nnrp1.deja.com...
> In article <20001114041535.14831.00001537@ng-mg1.news.cs.com>,
> llpwhite@cs.com (LLpwhite) wrote:
> > >Can the 850 interface be used instead of an SIO to PC cable, and will APE and
> > SIOTOPC recognise it?<
> >
> > There was an ANTIC magazine program that made porting serial data between an A8
> > and ST pretty easy. "LinkLine" was its name, IIRC.
> > If one rewrote that for a PC, it should work ok. However, since APE will run
> > at 50Kb/s +, someone would have to tweak LL -- it was written in C, and limited
> > to 19.2 (again from, memory). Which brings up an interesting question -- I've
> > never seen any communications program that would do more than 19.2 on the A8,
> > but since the bus will run *at least* 50Kb/s, shouldn't it be possible using a
> > null modem to go at least that fast?
> > Larry
> >
> > Sorry,Linkline only goes to 4800kbs :(I have used it and it worked well.
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7087. Thanks

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 01:53:38 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8uspufcke1@perki.connect.com.au>
Source record: 40690

I would just like to say thank's to everyone helping me with my inane questions. My 8-bit's are really working overtime now:-)

Mark

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

7088. Re: Need Atari 410 Program Recorder Repaired

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 03:52:26 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001114225226.02976.00000341@ng-bg1.aol.com>
Source record: 40691

> Bob Klaas bobkla19@sisna.com replied:

>there is A Poke command that will run the recorder to run the
>cleaning tape. Someone will tell you here what it is or if not will look it
up

It is Port A control...
POKE 54018, 52 turns it on
" , 60 " off

-Ron

I don't have a solution but I admire the problem.

7089. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 03:59:23 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001114225923.02976.00000342@ng-bg1.aol.com>
Source record: 40692

>"Luis Vasquez" luisv@mediaone.net pondered:

>I was wondering if it's possible to copy Atari 8-bit games and programs from
>a PC to a 65XE using disks, with no SIO2PC cable. I am thinking about
>getting a disk drive for my 8-bit to play games, but I don't know if I could
>copy from a PC with the games on it (atr files).

Only if the drive is a Happy or double density like a Percom or Indus or
USDoubler and the PC has a 5.25...
AtraiLink by Hiassoft seems to do it; extremely marginal with MyUtil; be
cautious - both are often called AtariDsk!

-Ron

I don't have a solution but I admire the problem.

7090. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-15 23:07:37 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8uv4j1$a54$1@perki.connect.com.au>
Source record: 40709

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20001114225923.02976.00000342@ng-bg1.aol.com...
> >"Luis Vasquez" luisv@mediaone.net pondered:
>
> >I was wondering if it's possible to copy Atari 8-bit games and programs
from
> >a PC to a 65XE using disks, with no SIO2PC cable. I am thinking about
> >getting a disk drive for my 8-bit to play games, but I don't know if I
could
> >copy from a PC with the games on it (atr files).
>
> Only if the drive is a Happy or double density like a Percom or Indus or
> USDoubler and the PC has a 5.25...
> AtraiLink by Hiassoft seems to do it; extremely marginal with MyUtil; be
> cautious - both are often called AtariDsk!

Could the drive have the SIOTOPC cable plugged in and just copy dx: to d1:
and vice versa? I have fitted all my 8-bits with the apropriate diode to the
data line. This would be the only way to do it reliably?

Mark

7091. Re: What happened to: "http://cas3.zlin/vutbr.cz/~stehlik/a800.htm" ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A139785.F665B557@siemens.at>
Source record: 40716

Rob Morrison wrote:
>
> It's gone.

You'll find it at http:/joy.sophics.cz/a800.htm

Gerhard

7092. Re: Hasbro restructuring - Interactive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <NoRQ5.1933$QZ5.2430@newsfeed.slurp.net>
Source record: 40717

On 15 Nov 2000 16:26:47 , Andreas Magenheimer wrote:

>I agree and you are right: this is a rather pessimistic but nevertheless
>- realistic - point of view. Maybe a new Atari must be PC or MAC
>compatible to have success. Since many (former) Atari programs (software
>like Magic, Papyrus and others) are already avaiable for MAC, a new
>Atari should be compatible to MAC but much cheaper and much better. This
>is what Atari did in the past: create hardware which is better than
>Apple but still much cheaper (still they lost the battle). A modern
>Atari should then be designed for the future (ahead of its time): 1
>million Giga-Hertz, 1 mega-trillion terra Hertz harddisk, 1 trillion
>terrabyte RAM, 1/4 trillion terrabyte graphic card, etc. etc. Its name:
>HAL 9000 or Godfather of computers (you should not have other computers
>than me) or simply T-1000. -Andreas

Yes and I agree with you, but you left out one important thing. When/if
this new Atari machine is made (and I would buy one if it was) the company
making it must do something with it. The Tramiels were bunglers in this
regard. They made machines like the Falcon and the Jaguar (both ahead of
their time) and did nothing with them. No softwart, no support.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7093. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <bkSQ5.109100$py.12697612@typhoon.we.rr.com>
Source record: 40718

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20001115215728.05936.00000233@ng-fq1.aol.com...
> >"Luis Vasquez" luisv@mediaone.net responded:
>
> >A dual-density is the same as double density, right? I saw a 1050, that
> >says dual-density on the box, I want to know if it's the same as double,
or
> >I might get a drive I can't really use! :)
>
> No :-(the "Dual" 1050 is NOT double density! It is some kind of hybrid
format;
> it still uses 128 (single) bytes per sector instead of 256 (double) and
just
> puts more sectors on each track.
>
> Sorry...
> -Ron
>
> I don't have a solution but I admire the problem.
Oh, ok, I didn't know that they were different. Thanx for the info, I could
have ended up buying a drive for nothing. Where can I buy a Double-Density
drive for a cheap price?

7094. Re: Hasbro restructuring - Interactive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t1830req0n9tb2@corp.supernews.com>
Source record: 40719

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:NoRQ5.1933$QZ5.2430@newsfeed.slurp.net...
> On 15 Nov 2000 16:26:47 , Andreas Magenheimer wrote:
>
> >I agree and you are right: this is a rather pessimistic but nevertheless
> >- realistic - point of view. Maybe a new Atari must be PC or MAC
> >compatible to have success. Since many (former) Atari programs (software
> >like Magic, Papyrus and others) are already avaiable for MAC, a new
> >Atari should be compatible to MAC but much cheaper and much better. This
> >is what Atari did in the past: create hardware which is better than
> >Apple but still much cheaper (still they lost the battle). A modern
> >Atari should then be designed for the future (ahead of its time): 1
> >million Giga-Hertz, 1 mega-trillion terra Hertz harddisk, 1 trillion
> >terrabyte RAM, 1/4 trillion terrabyte graphic card, etc. etc. Its name:
> >HAL 9000 or Godfather of computers (you should not have other computers
> >than me) or simply T-1000. -Andreas
>
> Yes and I agree with you, but you left out one important thing. When/if
> this new Atari machine is made (and I would buy one if it was) the company
> making it must do something with it. The Tramiels were bunglers in this
> regard. They made machines like the Falcon and the Jaguar (both ahead of
> their time) and did nothing with them. No softwart, no support.

Do you really think of the Falcon and Jaguar as ahead of their time? I seem
to recall they were incremental improvements over existing technology at
best or maybe a "6 months ahead of their time". They were OK in their own
right, but I ended up buying neither. There just wasn't any compelling
reason to buy them.

I understand the cart/horse aspects of "No software, no support", but there
was no reasons for 3rd party software writers to chose an Atari platform
over any of the others available. "No software, no support" => no sales =>
less software less support.

Word Perfect did port their word processor, but it was a disaster. I think
they made a few wise assed<IMO> comments about only selling 1 or 2 copies
but getting hundreds of call for technical support.

I have several killer apps that I would buy a new computer for, but I do not
represent a large market segment. Mainly I would be happy with a two things
taking place 1) a bullet proof software distribution like Red Hat does with
Linux instead of having to wander all over the internet downloading crappy
programs that don't work or work together and 2) application software that I
actually use.

It could be simple, for instance I am using OE right now to compose this message. Now if there was a combination newsgroup reader, web browser, text editor, program editor, all rolled into one program vs having to load [Microsoft Word, OE, IE, Borland C++, ...] I would be happy. It is a major PIA to learn 6 different types of WP to do essentially the same tasks.

7095. WTB: Micro MainFrame disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: TK421 <Dockingbay@deathstar.org>
Message-ID: <2j381tgqte0v3ak6du518jfj84k3gsv86h@4ax.com>
Source record: 40720

I am looking for a disk drive called
the Micro MainFrame.
Made for only a couple of years for the Atari 8-bit machines.

Thanks.
T.k.

7096. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: spamless@Nil.nil
Message-ID: <3a14368b$1@news.inch.com>
Source record: 40721

> "RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
>>
>> No :-(the "Dual" 1050 is NOT double density! It is some kind of hybrid
> format;
>> it still uses 128 (single) bytes per sector instead of 256 (double) and
> just
>> puts more sectors on each track.

I believe the hardware is double density (the physical way data is stored on the disk). BUT the format isn't (the logical layout of the data on the disk). There were chipsets ("Doubler"?) one could use to replace the firmware/chipset and convert 1050s to use double density format.

Instead of using 256 byte sectors, an unmodified 1050 uses 128 byte sectors. Since Atari DOS only allowed 10 bits at the end of the sector for indicating the next sector in the chain, the firmware only allowed 1024 sectors on the disk giving 128*1024=128K(binary) capacity (nominal) (DOS did not see all those sectors) while in double density mode (with a firware upgrade) it has 180K capacity (single density is 90K).

Since the hardware (physical as opposed to logical format on the disk) is double density you have to use double density disks with a 1050 even in its "enhanced density" (what Atari called the format) mode (well, a single density disk might work - but is chancy).

7097. Skilled Programmers Needed!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: Daniel Dallmann <dallmann@heilbronn.netsurf.de>
Message-ID: <3A14579F.AE90BB7@heilbronn.netsurf.de>
Source record: 40722

There is some work in progress to port LUnix NG (description below) to
8Bit Atari Computers (those with 65xx-CPU) - we badly need skilled
programmers (assembly language) to push the project.

LUnix (little UNIX) is an operating system for the Commodore64.
It supports TCP/IP networking (SLIP or PPP using a RS232 interface).
LUnix aims to look and feel like UNIX.

Some of LNG's key features (unordered)

Preemptive multitasking (up to 32 tasks, 7 priorities)
Dynamic memory management (in chunks of 256 or 32 bytes)
Runtime code relocation
IPC (inter process communication) through pipes
IPC through signals
(minimal) REU support
SCPU compatible
Hardware stack swapping (C128 only)
256K RAM C128 compatible
30 standard applications available
Support for standard RS232 userport interface
Support for swiftlink RS232 interface
Virtual consoles
Hardware accelerated 80 columns console on C128 in C64 mode
Native C128 version available
(simple) command shell (with history function)
Support for CBM (IEC bus) devices (e.g. 1541)
Open source, comes with all needed (cross-) development tools
Widely configurable for your needs
LNG can be terminal and terminal server (RS232)
Support for SLIP packet encapsulation over serial links
Support for PPP (packet encapsulation) over serial links
Loop back packet driver for off-line client-server trials
TCP/IP stack (and clients for telnet and ftp)
Support for the DFC77 receiver (radio-transmitted time signal in
germany)
Simple Webserver

Project Homepage:
http://sourceforge.net/projects/lng

7098. Re: Atari T-shirt at Pennys!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: Manuel Garcia <mg00974@stic.net>
Message-ID: <8v27el$qm8@nnrp3.farm.idt.net>
Source record: 40723

There is a jersey available at www.droog.com for $29US. You can request a print catalog online if you want to see what it looks like. It is item #30156, on page 39 of their catalog.

Manuel Garcia
AAAUA-San Antonio
--

Click here for Free Video!!
http://www.gohip.com/free_video/

<carmel_andrews@my-deja.com> wrote in message
news:8ui1s7$t3v$1@nnrp1.deja.com...
> Get me one, we arent as fortunate as you north americans/yanks, and I'll
> swap you for one of those Atari ruck sack jobbies I saw on a playstation
> mag
>
> Anyone know where I can get me mits on any of that prized warner/atari
> merchandise, I am especially interested in the m/colour atari
> flags/banners (pref in the UK)
>
> Carmel A
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7099. HELP! Looking for Atari 65XE documentation

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: Hadek <hdlm@poczta.onet.pl>
Message-ID: <8v0v9j$1pa$1@zwieracz.krap.pl>
Source record: 40724

HELP! I need documentation to Atari 65XE. about everything you got. Hardware
software.
I have to write about atari's "mainboard" and other on my studies

Najlepiej w jezyku polskim

Please help.
hdlm@friko.onet.pl

7100. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8v2ga6bnc1@user2.teleport.com>
Source record: 40725
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7101. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8v2geeceo1@user2.teleport.com>
Source record: 40726
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7102. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8v2gju$d70$1@user2.teleport.com>
Source record: 40727
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7103. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 00:09:37 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <5BFQ5.103572$py.12258210@typhoon.we.rr.com>
Source record: 40710

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20001114225923.02976.00000342@ng-bg1.aol.com...
> >"Luis Vasquez" luisv@mediaone.net pondered:
>
> >I was wondering if it's possible to copy Atari 8-bit games and programs
from
> >a PC to a 65XE using disks, with no SIO2PC cable. I am thinking about
> >getting a disk drive for my 8-bit to play games, but I don't know if I
could
> >copy from a PC with the games on it (atr files).
>
> Only if the drive is a Happy or double density like a Percom or Indus or
> USDoubler and the PC has a 5.25...
> AtraiLink by Hiassoft seems to do it; extremely marginal with MyUtil; be
> cautious - both are often called AtariDsk!
>
> -Ron
>
> I don't have a solution but I admire the problem.

A dual-density is the same as double density, right? I saw a 1050, that
says dual-density on the box, I want to know if it's the same as double, or
I might get a drive I can't really use! :)

7104. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 02:32:06 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8uvgiglem1@perki.connect.com.au>
Source record: 40711

Does any one know where I can get hold of the pinouts for the 850 interface?
No luch on general search's.

Mark (again)

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

7105. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 02:57:28 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001115215728.05936.00000233@ng-fq1.aol.com>
Source record: 40712

>"Luis Vasquez" luisv@mediaone.net responded:

>A dual-density is the same as double density, right? I saw a 1050, that
>says dual-density on the box, I want to know if it's the same as double, or
>I might get a drive I can't really use! :)

No :-(the "Dual" 1050 is NOT double density! It is some kind of hybrid format;
it still uses 128 (single) bytes per sector instead of 256 (double) and just
puts more sectors on each track.

Sorry...
-Ron

I don't have a solution but I admire the problem.

7106. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 03:15:01 UTC
From: admnelson@my-deja.com
Message-ID: <8uvjfh$dq7$1@nnrp1.deja.com>
Source record: 40714

In article <5BFQ5.103572$py.12258210@typhoon.we.rr.com>,
"Luis Vasquez" <luisv@mediaone.net> wrote:
>
> "RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
> news:20001114225923.02976.00000342@ng-bg1.aol.com...
> > >"Luis Vasquez" luisv@mediaone.net pondered:
> >
> > >I was wondering if it's possible to copy Atari 8-bit games and
programs
> from
> > >a PC to a 65XE using disks, with no SIO2PC cable. I am thinking
about
> > >getting a disk drive for my 8-bit to play games, but I don't know
if I
> could
> > >copy from a PC with the games on it (atr files).
> >

If you have a DOUBLE density Atari compatable drive,
i.e- Indus GT,Percomm,xf551,or U.S. Doubler 1050
and a 360k drive on your PC,Ataridsk (www.xlsearch.atari.org)
works VERY well.
You might have problems with 1.2m PC drives (so the docs say..)
360k drives are dirt cheap and U.S.Doubler (Video61)modified
1050s are the cheapest double density Atari drives.

I am using a PC with 360k drive and Ataridsk works (for me) with
both Indus and XF551.

You should format the disk on the PC and both PC and Atari will
read and write to the disk.Disks formatted on the Atari drives
won't work (for me)

I have found this combination very useful and faster than null-
modem transfers.
This has worked well for me and I hope this will help you.

Sent via Deja.com http://www.deja.com/
Before you buy.

7107. Re: I want 800/XE Games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 03:18:59 UTC
From: snk2112@aol.com
Message-ID: <20001115221859.28363.00001740@ng-bk1.aol.com>
Source record: 40713

xe only?

or will 400 /800 carts fo ?
have a fwe spairs ostly the common missle command /[pac man /centi[ede carts
for the 8 biter
Danno

iron chef microwave/junkfood

don't worry ,, we're not alien spies sent to kidnap you or any thing ,,,,
"it's a HAND grenade "

7108. Re: "Popularity" of Atari (Was interactive Div to be sold?)

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-16 05:39:38 UTC
From: llpwhite@cs.com
Message-ID: <20001116003938.07375.00001934@ng-fa1.news.cs.com>
Source record: 40715

It is an interesting phenomenon, I think, and it is all about eBay and the net -- at least in the U.S. Think of how many Atari computers have come out of closets and basements and attics and are being bought on eBay and its clones.

True, collectors are buying some, but if you look at the bidders, there are *lots* of different names. Some (different names) may be the same folks, but I suspect most are unique. Those who want a "retro experience" will mostly be disappointed -- at least those who have used systems like Super NES, N64, PS1 or (wow!) PS2. A lot of the new purchasers will put the A8's into new closets after a few weeks or months. But some will like what they see and want to learn more. A few will find something they need to do and write a program. Fewer still will find something about the hardware that needs fixing or improving and will start to tinker. But (I think) the net effect is that there is significantly more interest in the Atari (and probably the 64 and others) than there was two or three years ago. It will never again be 1982 in the heydays, but collectively we continue to push the envelope, find more PC items that we can adapt or merge into our A8's, the software base is ever-increasing, and so on. From my perspective, we have the best of Atari times.
Larry

7109. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <AKRLAHAFUP@cabal.shnet.org>
Source record: 40730

In <bkSQ5.109100$py.12697612@typhoon.we.rr.com> "Luis Vasquez" wrote:
>Oh, ok, I didn't know that they were different. Thanx for the info, I could
>have ended up buying a drive for nothing. Where can I buy a Double-Density
>drive for a cheap price?

a) Get a stock 1050 and an add-on solution like "Speedy 1050" (AFAIK
the ABBUC now has its hands on this one) or

b) get another drive like those already mentioned in this thread.

Thorsten

7110. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t1ae2u3pfdjd5c@corp.supernews.com>
Source record: 40731

<admnelson@my-deja.com> wrote in message news:8v264u$i04$1@nnrp1.deja.com...
>
>
> > > > >
> >
> >
> > You might have problems with 1.2m PC drives (so the docs say..)
> > 360k drives are dirt cheap and U.S.Doubler (Video61)modified
> > 1050s are the cheapest double density Atari drives.
> >
> > I am using a PC with 360k drive and Ataridsk works (for me) with
> > both Indus and XF551.
> >
> > You should format the disk on the PC and both PC and Atari will
> > read and write to the disk.Disks formatted on the Atari drives
> > won't work (for me)
> >
> > I have found this combination very useful and faster than null-
> > modem transfers.
> > This has worked well for me and I hope this will help you.
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
> >
>
> Out of curiousity,last night,I pulled the 360k drive from my Atari
> dedicated PC and replaced it with a 1.2m drive.
>
> Well..It made NO difference! As long as the disks were formatted
> in Atari double density on the PC,they could be read and written
> to by the Atari drives.
>
> I guess the questions of differences in rotation speed or track
> width are not that critical.

IMO: Don't trust them. I have both 40 track and 80 track 5.25" drives in my
ATR8000 and eventually the data gets corrupted when switching back and forth
between the drives.
>
> Atari Forever!
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7111. FA: SIO2PC device on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8v3eh9lqg2@korweta.task.gda.pl>
Source record: 40732

For Atari-PC file transfer and more:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=501751746

j131

7112. Re: Hasbro restructuring - Interactive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t1ak304kkjgada@corp.supernews.com>
Source record: 40733

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:N_aR5.1364$en6.2618@newsfeed.slurp.net...
> On 16 Nov 2000 08:18:53 , "Rick Cortese" wrote:
> >> Yes and I agree with you, but you left out one important thing. When/if
> >> this new Atari machine is made (and I would buy one if it was) the
company
> >> making it must do something with it. The Tramiels were bunglers in this
> >> regard. They made machines like the Falcon and the Jaguar (both ahead
of
> >> their time) and did nothing with them. No softwart, no support.
> >
> >
> >Do you really think of the Falcon and Jaguar as ahead of their time? I
seem
> >to recall they were incremental improvements over existing technology at
> >best or maybe a "6 months ahead of their time". They were OK in their own
> >right, but I ended up buying neither. There just wasn't any compelling
> >reason to buy them.
>
> Well the Falcon was may not have been, but it was the first computer with
a
> DSP that was being sold for under $1000. The Jaguar was defintely ahead of
> it's time. Atari caught everyone by surprise. I know that Nintendo was
> going to release their 32-bit machine, but had to delay it under the N64.
> Atari did nothing with the Jag when it was on top. I remember because no
> software was produced for almost two years which was a very critical time.

I remember some of the spin going on though. I never really got into the
details myself, but one of the major complaints about the Jag was if it
really was anything other then a 16 bit system. I think what the arguments
boiled down to were that a 68000 was basically the main processor for the
system. Advanced graphic chips and all that, but everyone assumed you got
68000 coded games that didn't really take full advantage of the hardware.

It probably did have a lot to do with Atari being Tramiel run at the time.
If Nintendo would have come out with the same thing, it would have been
greeted as the greatest breakthrough in video games ever.

By the time the Jag was introduced, they had already pissed off every
supplier, developer, and retailer in the business. They shit their nest so
to speak. I've heard several stories about them doing the same kind of
'hardball' tactics they used for the Amiga developers to everyone. Stuff
like subcontracted software that they refused to honor the contracts on for
more then 10¢ on the dollar kind of thing. Same exact kind of BS "Since we
have the right to final approval, we will never approve it unless you drop

the contracted price by a factor of 10. Take our offer or lose everything."

Considering the amount of money they were making, not honoring their contracts was a majorly stupid move.

7113. FS: Atari Video Games & 8 Bit for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 00:00:00 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <IVcR5.38107$vc3.7484517@typhoon.tampabay.rr.com>
Source record: 40734
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Lots of Atari items plus many other computer and video game items for sale
on my web site listed below:

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

7114. Atari 800 FS

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8v4aqufro1@mohawk.hwcn.org>
Source record: 40735

I still have an Atari 800 with 48k that I want to find a good home for. I would love to keep it, but I have way too many systems, and nowhere to set them up. I am willing to sell for $50 US plus shipping.

Send email if interested.

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

7115. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001117182757.21442.00000252@ng-fd1.aol.com>
Source record: 40736

>"Mark Bedingfield" mark@baypc.com.au asked:

>Does any one know where I can get hold of the pinouts for the 850 interface?
>No luck on general search's.

This is all I have been able to find:
http://www.pcc.net/dzone/atari8.htm

Pinouts are either not in there or not yet online in the partially completed
portion...

-Ron

I don't have a solution but I admire the problem.

7116. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a15ebed$0$1518$53a6afc1@news.erinet.com>
Source record: 40737

I am pretty sure the csa8 FAQ has the pinouts for the 850.
Yes, it does.
See the Welcome to Comp.sys.atari.8bit by Michael Current.
here's a try at the URL.
http://www.faqs.org/faqs/Atari-8-Bit/faq

Russg

7117. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a15edb4$0$1519$53a6afc1@news.erinet.com>
Source record: 40738

Oh, shoot. Let me try again.
http://www.faqs.org/faqs/atari-8-bit/faq

7118. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 00:00:00 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A160676.214DB96D@atari-history.com>
Source record: 40739

Hi Mark,

Here are the pinouts for all of the ports on the 850:

http://www.atari-history.com/850tech.html

Mark Bedingfield wrote:

> Does any one know where I can get hold of the pinouts for the 850 interface?
> No luch on general search's.
>
> Mark (again)
>
> --
> **
> Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
> SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
> Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
> Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> 6 more Atari's a Couple of Mac's and a few crappy pc's.
> Mark Bedingfield, mark@baypc.com.au
> **

7119. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 02:45:51 UTC
From: admnelson@my-deja.com
Message-ID: <8v264u$i04$1@nnrp1.deja.com>
Source record: 40728

> > >
>
>
> You might have problems with 1.2m PC drives (so the docs say..)
> 360k drives are dirt cheap and U.S.Doubler (Video61)modified
> 1050s are the cheapest double density Atari drives.
>
> I am using a PC with 360k drive and Ataridsk works (for me) with
> both Indus and XF551.
>
> You should format the disk on the PC and both PC and Atari will
> read and write to the disk.Disks formatted on the Atari drives
> won't work (for me)
>
> I have found this combination very useful and faster than null-
> modem transfers.
> This has worked well for me and I hope this will help you.
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Out of curiousity,last night,I pulled the 360k drive from my Atari
dedicated PC and replaced it with a 1.2m drive.

Well..It made NO difference! As long as the disks were formatted
in Atari double density on the PC,they could be read and written
to by the Atari drives.

I guess the questions of differences in rotation speed or track
width are not that critical.

Atari Forever!

Sent via Deja.com http://www.deja.com/
Before you buy.

7120. Re: I want 800/XE Games!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-17 06:24:37 UTC
From: WWHAMER <wwhamer@flash.net>
Message-ID: <3A14D7B9.AB62A3AC@flash.net>
Source record: 40729

Hi,

I have a number of Atari 800 carts and floppy games + software such as Visicalc, timewise, etc. Looking for 3DO stuff in trade or ? You did not mention 3DO but I thought I'd check.

Wayne

AtariVision@mail.com wrote:

> I suppose Disk would be ok, but I"m looking for mostly XE carts!
>
> I have a galore of stuff available for trade
> (Saturn, 5200, 5200 games, 2600 games/systems/joysticks, and more..)
>
> or just send me over a price....
>
> Please email me at AtariVision@mail.com
>
> Thanks,
> Clint
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7121. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-18 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_974548127@rtfm.mit.edu>
Source record: 40741
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

7122. Eprom/Burner Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-18 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001118153557.21679.00000356@ng-fj1.news.cs.com>
Source record: 40742

I have an Eprom burner for my A8 that does up to 27128's. Is it possible to burn larger Eproms by bending up address pins and/or jumpering (assuming the write voltages are correct)? I really hate to buy another one for my PC if I can avoid it.
Thanks,
Larry

7123. Compact Memory Card

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-18 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001118154339.21679.00000357@ng-fj1.news.cs.com>
Source record: 40743

I read a part of a thread and then lost it, so perhaps someone can clarify this. I think that I read that someone had determined that a compact memory card (such as for a digital camera) could be hooked up to an IDE drive interface to make a super-fast ram disk that would behave like a hard drive, only (presumably) much faster. Or was it that 2nd "Miller Lite" that did my brain in!
Larry

7124. Wanted: SDX

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-18 00:00:00 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <974586793.2561.0.pluto.d4ee0f47@news.demon.nl>
Source record: 40744

```
Hi,

I am looking for a SpartaDOS X cartridge.

Send offer to: SDX@underground.demon.nl

Gtx,
TXG
```

7125. WTB: LODERUNNER CART for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-18 06:55:58 UTC
From: gmccla1n@swbell.net
Message-ID: <3a16275e.7739273@goliath.newsfeeds.com>
Source record: 40740

Wanted to buy the cartridge "LODERUNNER" for the 800XL.
gmccla1n@swbell.net

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

7126. Re: Eprom/Burner Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8v8b8q$4mu$1@nnrp1.deja.com>
Source record: 40601

In article <20001118153557.21679.00000356@ng-fj1.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:
> I have an Eprom burner for my A8 that does up to 27128's. Is it
possible to
> burn larger Eproms by bending up address pins and/or jumpering
(assuming the
> write voltages are correct)? I really hate to buy another one for my
PC if I
> can avoid it.
> Thanks,
> Larry
>
Yes, it is possible. I use a stand alone ZIF (zero insertion force)
socket to provide for custom jumpering when the need arises.

Sent via Deja.com http://www.deja.com/
Before you buy.

7127. Atari Basic Manual??

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 00:00:00 UTC
From: wristymark@my-deja.com
Message-ID: <8v8hs5$8uq$1@nnrp1.deja.com>
Source record: 40602

Hi, I don't know whether or not anyone might be able to help...

A few, okay, well *quite* a few years ago, I used to own an Atari 400 16K (subsequently upgraded to 48K), which I had several cartridges for, one of which was Atari Basic.

I recall having two books/manuals, one was specifically about (Atari) BASIC, and was probably about 1.5cm thick, slightly larger than A5 size, with - as I recall - a mainly white (other than the text!) cover to it.

The other was a loose-leaf reference manual, I think, which was probably about A4 in size (or the slightly-larger North American "version" of A4), had punch holes in it, and had a darkish blue cover.

I'm trying to obtain a copy of the former of these two, as it was my first introduction to programming, and I seem to remember it explained the concepts of programming very well, about loops, I/O &etc., and am in the process of having to try to explain about programming to some colleagues, who are not really from a programming background, but would like to learn.

Unfortunately, I can't remember the name of the book (although the FAQ mentions the Atari Basic Sourcebook, I'm not sure if they are one and the same), and although I've looked on amazon.com and found an out-of-print Atari book (which I'm not sure if it is that one either), I suspect that the book would no longer be available, unless it is gathering dust on a shelf somewhere in a corner in a bookshop in Silicon Valley, or on someone here's bookcase.

Does anyone have a copy of the book matching my description, which they might be prepared to sell for a reasonable price, or alternatively, if you think you have the book, could you let me know the title, author(s), publisher, and hopefully an ISBN or ASIN number for it?

Any help much appreciated.

Regards,
Mark

[And what happened to my copy? Well, I gave the 400, plus the Basic/Soccer/Space Invaders/Jumbo Jet pilot/Atari Internal Diagnostics cartridges, tape deck, Escape from Traam &etc. to a colleague at my old company before I left there 18 months ago; he since gave it to someone who I think he said is a serviceman, and has moved (back to?) the USA, but whose stuff would still be stored in a warehouse, if it hadn't been chucked out. I treat my books/manuals with a bit more care now.]

Sent via Deja.com http://www.deja.com/
Before you buy.

7128. Re: Atari Basic Manual??

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 00:00:00 UTC
From: Sam Staber <secretsam@earthlink.net>
Message-ID: <PtRR5.7738$xd3.614378@newsread1.prod.itd.earthlink.net>
Source record: 40603

It might be this one: ATARI Basic, A Self-Teaching Guide. Authors:
Robert (Bob) L. Albrecht, Le Roy Finkel and Jerald R. Brown. Publisher:
John Wiley & Sons (address on back cover: 605 Third Avenue, New York, NY
10158), ISBN 0-471-06496-3. Copyright 1979. This book was published in
cooperation with Atari Corp. and came with my Atari 800 and the Basic
language cartridge which I purchased new from Spiegel mail order catalog
around 1982. The cover has a picture of both 400 and 800 keyboards on it.
Hope this helps.

Be Well.
Sam Staber

<wristymark@my-deja.com> wrote in message
news:8v8hs5$8uq$1@nnrp1.deja.com...
> Hi, I don't know whether or not anyone might be
> able to help...
>
> A few, okay, well *quite* a few years ago, I used
> to own an Atari 400 16K (subsequently upgraded to
> 48K), which I had several cartridges for, one of
> which was Atari Basic.
>
> I recall having two books/manuals, one was
> specifically about (Atari) BASIC, and was
> probably about 1.5cm thick, slightly larger than
> A5 size, with - as I recall - a mainly white
> (other than the text!) cover to it.
>
> The other was a loose-leaf reference manual, I
> think, which was probably about A4 in size (or
> the slightly-larger North American "version" of
> A4), had punch holes in it, and had a darkish
> blue cover.
>
> I'm trying to obtain a copy of the former of
> these two, as it was my first introduction to
> programming, and I seem to remember it explained
> the concepts of programming very well, about
> loops, I/O &etc., and am in the process of having
> to try to explain about programming to some
> colleagues, who are not really from a programming
> background, but would like to learn.
>
> Unfortunately, I can't remember the name of the
> book (although the FAQ mentions the Atari Basic

> Sourcebook, I'm not sure if they are one and the
> same), and although I've looked on amazon.com and
> found an out-of-print Atari book (which I'm not
> sure if it is that one either), I suspect that
> the book would no longer be available, unless it
> is gathering dust on a shelf somewhere in a
> corner in a bookshop in Silicon Valley, or on
> someone here's bookcase.
>
> Does anyone have a copy of the book matching my
> description, which they might be prepared to sell
> for a reasonable price, or alternatively, if you
> think you have the book, could you let me know
> the title, author(s), publisher, and hopefully an
> ISBN or ASIN number for it?
>
> Any help much appreciated.
>
>
> Regards,
> Mark
>
>
> [And what happened to my copy? Well, I gave the
> 400, plus the Basic/Soccer/Space Invaders/Jumbo
> Jet pilot/Atari Internal Diagnostics cartridges,
> tape deck, Escape from Traam &etc. to a colleague
> at my old company before I left there 18 months
> ago; he since gave it to someone who I think he
> said is a serviceman, and has moved (back to?)
> the USA, but whose stuff would still be stored in
> a warehouse, if it hadn't been chucked out. I
> treat my books/manuals with a bit more care now.]
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

7129. Re: Need Atari 410 Program Recorder Repaired

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 00:00:00 UTC
From: Sam Staber <secretsam@earthlink.net>
Message-ID: <08SR5.7840$xd3.622859@newsread1.prod.itd.earthlink.net>
Source record: 40604

Thanks for your response, Bob. What is the phone number, or address, or website for B&C Computers? Ever since I first obtained my 410 program recorder, I have used Hi-Level Chrome/70us EQ tape, Maxell UD XL II, C90, to be exact. Recently, I read a warning not to use anything but Normal/Standard bias tape to avoid head wear and that is why I fear head damage. Do you know how I can tell for sure? Any leads on where I can purchase a 410 in good condition? I have been inside mine and replaced the belts once. I did not see a provision to adjust tension on them. I just like to keep my antiques in good condition! Plus, I have a lot of files on tape that I would like to archive to a more secure media. Once, I read an article in one of the Atari magazines about converting a conventional audio cassette deck to read and write Atari files and I would like to pursue that. Does anyone have any suggestions on this subject? As you can tell, my kind of tinkering is rather elementary!

Be Well.
Sam Staber

"Bob Klaas" <bobkla19@sisna.com> wrote in message
news:3A11C4AB.CCB18EC3@sisna.com...
> You can probably get another 410 recorder for $5 plus shipping less than
> repair.
>
> But, parts could be obtained from B&C Computers. Get a new belt, or
> It's been so long since I took one apart you could adjust the belt you
> have with more tension.
>
> The head isn't worn out, just need cleaned. Get a cassette cleaner and
> run it, there is A Poke command that will run the recorder to run the
> cleaning tape. Someone will tell you here what it is or if not will
> look it up later and post the Poke, command.
>
> bob
>
>

7130. FA: Broken Atari Lynx on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 00:00:00 UTC
From: jeremyalansmith <jeremyalansmith@netscapeonline.co.uk>
Message-ID: <01c05246$235168a0$9868fc3e@default>
Source record: 40605

I can't find any atari.marketplace newsgroup, so I'm posting in this one.
Please don't flame me for it!

I've put a broken Atari Lynx up for auction. It's got a 6502 in it, so I
imagine it counts as 8-bit. :-)

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=503609510

Cheers,

Jeremy.

7131. Q: Atari 400 cartridge door

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 00:00:00 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <kXVR5.3750$Sl4.15375@nntpserver.swip.net>
Source record: 40606

I had to open my Atari 400 yesterday. I noticed that
the cartridge door felt a bit loose. The reason was that
one of the L-shaped metal pieces that hold the cartridge
door had lost its screw. The screw was somewhere
deep inside the computer.

After having disassembled practically everything I
found the lost screw. The computer has been
reassembled and now everything works find
again.

But I have a question about the cartridge door.

The door has a spring at the right inner corner.
Thanks to the spring, the door moves to a fully
open state when its button is pressed.

It is the spring in particular that I need more
information about. One end (1) of this spring has
a little hook. I arranged it so the hook meets an
edge on the inside of the door. The other
end (2) of the spring rests on the metal box that
protects the inner part of the computer.

With my way of putting the spring in place, end (2)
of the spring is well visible on top of the surface of
the metal box when the door is opened. My feeling
is that this end of the spring should not be visible,
or at least it should fit in a hole or something like
that. But I cannot find any distinct place for the
spring to fit into the metal box.

Does anybody know more about the details on how
to arrange the spring? Thanks in advance for hints
on this subject.

Anders

7132. Atari800XL-Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 00:00:00 UTC
From: Schwante Schröpel <Lord@Schreckenstein.de>
Message-ID: <3A1830C8.CF0EC4E8@Schreckenstein.de>
Source record: 40607

Hi!

My Keyboard from the Atari doesnt work. The press on the Keys only from
"ESC" to "6" have not an effect or reaction.

Hwo know, whatï¿½s the Problem is?

thanks.

7133. Free, Atari 8 bit stuff (UK)

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 00:00:00 UTC
From: ahewitt@ntlworld.com
Message-ID: <1ekd2wg.1n38sj21y8f5qwN%ahewitt@ntlworld.com>
Source record: 40608

Hi, I'm in Luton, UK.

I have an old Atari 65XE that I don't have room, or a use for.

The kit includes:

The console (has a slightly dicky power switch, but it does work)
Orginal 128k floppy drive, with a A/B side switch.
1020 printer
Cables
Loads of software, such as Pawn, Mini Office II, and others.

I don't want anything for it, just a good home. Free to any collector.

Cheers

--
** Andy Hewitt ** FAF#1 'It's better burn out, than fade away'
Mac G3/400, Diversion 600s, Trekky, Honda Concerto EX
Web page update - 10/00 http://homepage.ntlworld.com/ahewitt/index.htm

7134. Re: Compact Memory Card

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 00:00:00 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A18A485.EAD1EFF3@atari-history.com>
Source record: 40609

Larry,

Compact Flash looks and acts just like an IDE hard drive, I'm awaiting arrival of some parts to finish up a prototype and try it out, but by all accounts it should work just fine, if so this could turn out to be a lot of fun! :-)

Curt

LLpwhite wrote:

> I read a part of a thread and then lost it, so perhaps someone can clarify
> this. I think that I read that someone had determined that a compact memory
> card (such as for a digital camera) could be hooked up to an IDE drive
> interface to make a super-fast ram disk that would behave like a hard drive,
> only (presumably) much faster. Or was it that 2nd "Miller Lite" that did my
> brain in!
> Larry

7135. Is XL-it a Soundcard Killer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 02:26:13 UTC
From: DCM01@USA.NET
Message-ID: <3a173949.862839@news.CIS.DFN.DE>
Source record: 40745

I installed XL-it today, and my soundcard then crashed and wouldn't work. Coincidence? Maybe, but it seems like the last time I messed around with XL-it the same thing happened.

One way problems could occur is if there was some code in XL-it that made changes to autoexec.bat.

Has anyone else had soundcard trouble after using XL-it?

7136. REQ: Phantasie II SSI 1987

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 04:52:27 UTC
From: wemery73@my-deja.com
Message-ID: <8v7maa$mj0$1@nnrp1.deja.com>
Source record: 40746

Phantasie II SSI 1987
for atari 800xl emulator .atr

Sent via Deja.com http://www.deja.com/
Before you buy.

7137. REQ: Phantasie II SSI 1987

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 04:52:40 UTC
From: wemery73@kellnet.com
Message-ID: <8v7man$mj2$1@nnrp1.deja.com>
Source record: 40597

Phantasie II SSI 1987
for atari 800xl emulator .atr

Sent via Deja.com http://www.deja.com/
Before you buy.

7138. Re: Is XL-it a Soundcard Killer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 06:35:47 UTC
From: Pairman <pairman@nospam.alberta.com>
Message-ID: <7xKR5.16915$sz3.2648195@news1.telusplanet.net>
Source record: 40598

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

Not me. I'v been using it for years. Still using the same soundcard.

"Daniel Miller" <DCM01@USA.NET> wrote in message
news:3a173949.862839@news.CIS.DFN.DE...
> I installed XL-it today, and my soundcard then crashed and wouldn't
> work. Coincidence? Maybe, but it seems like the last time I messed
> around with XL-it the same thing happened.
>
> One way problems could occur is if there was some code in XL-it
> that made changes to autoexec.bat.
>
> Has anyone else had soundcard trouble after using XL-it?
>
>

-----BEGIN PGP SIGNATURE-----
Version: PGPfreeware 6.5.3 for non-commercial use <http://www.pgp.com>

iQA/AwUBOhd1FIzpOAL/TvV8EQId+ACeOCGAJmF/X1FHrXsNdMfvAcTkkHIAoMRO
Xz0wz6cjZbFToC8OZktfzZT6
=6oRO
-----END PGP SIGNATURE-----
```

7139. Re: Re: Hasbro restructuring - Interactive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 07:21:45 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <f0ve1tcqr90d499kodo78nqjg0612a6s3b@4ax.com>
Source record: 40599

On Fri, 17 Nov 2000 07:36:58 -0800, "Rick Cortese"
<ricortes@netmagic.net> drooled an embarassing wet spot in his lap as
he typed:

>I remember some of the spin going on though. I never really got into the
>details myself, but one of the major complaints about the Jag was if it
>really was anything other then a 16 bit system. I think what the arguments
>boiled down to were that a 68000 was basically the main processor for the
>system. Advanced graphic chips and all that, but everyone assumed you got
>68000 coded games that didn't really take full advantage of the hardware.

Well, apart from the 68000 being used for not much more than simple
program logic and input handling, few if any games ever _did_ take
full advantage of the Jag's hardware. A lot of that had to do with
the Jag's extremely steep learning curve coupled with poor developer
documentation and no support for C/C++ compilers, which I think is
what ticked developers off most about it. Nevertheless, it was a
64-bit system. The bus was 64 bits wide, and the custom chips had
full access to it which, by definition, makes a 64-bit system.

>It probably did have a lot to do with Atari being Tramiel run at the time.
>If Nintendo would have come out with the same thing, it would have been
>greeted as the greatest breakthrough in video games ever.

It was -- not directly because of the Tramiels themselves, but because
although they invested in advertizing for it, it was sporadic, brief,
and spread very thin. They spent a total of $25 million on
advertising, which is a drop in the bucket compared to the hundreds of
millions spent by Sony and Nintendo each. Hell, even 3DO and Sega's
Saturn ads eclipsed Atari's at the time.

>By the time the Jag was introduced, they had already pissed off every
>supplier, developer, and retailer in the business.

Partly; they finished the job when the Jag was released by forcing
suppliers to buy in quantity and not allowing exclusivity. Put
simply, they shoved the Jag into the hands of every supplier that
would take it, which bit into the profits of the bigger chain stores
that might otherwise have been a little happier to stock it.

>They shit their nest so
>to speak. I've heard several stories about them doing the same kind of
>'hardball' tactics they used for the Amiga developers to everyone. Stuff
>like subcontracted software that they refused to honor the contracts on for
>more then 10ï¿½ on the dollar kind of thing. Same exact kind of BS "Since we
>have the right to final approval, we will never approve it unless you drop

>the contracted price by a factor of 10. Take our offer or lose everything."
>
>Considering the amount of money they were making, not honoring their
>contracts was a majorly stupid move.

The Tramiels were famous for burning bridges. Then again, under
Warner's rule, things weren't much better, only instead of pissing off
retailers and developers, they pissed off staff. 'Course, that
actually ended up being a good thing, 'cos if it weren't for that, the
VCS would never have had third party support, and Activision would
never have appeared.

I guess it boiled down to Warner's screwups backfired on them but
resulted in _good_ things happening for the market at large, but the
Tramiels' screwups were just that... :-)

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

7140. Re: Is XL-it a Soundcard Killer?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-19 07:24:52 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <nqve1t88qn034asqeplj4nto7veea7pcqe@4ax.com>
Source record: 40600

On Sun, 19 Nov 2000 02:26:13 GMT, DCM01@USA.NET (Daniel Miller)
drooled an embarassing wet spot in his lap as he typed:

>I installed XL-it today, and my soundcard then crashed and wouldn't
>work. Coincidence? Maybe, but it seems like the last time I messed
>around with XL-it the same thing happened.
>
>One way problems could occur is if there was some code in XL-it that
>made changes to autoexec.bat.
>
>Has anyone else had soundcard trouble after using XL-it?

I dunno if this will help, but Sound Blaster Live! cards have certain
problems with DOS-based emulators that use Ron Fries' Pokey sound
libs. The solution is to reduce both your overall volume level and
your bass level to around 75% and sound will return to normal.

'Course, if you have utterly no sound at all, I couldn't tell ya...
but check your autoexec file and see if the BLASTER settings have been
changed. If they have, try resetting them to what they should be.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

7141. Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1ekdfe7.1exmavp5u1g82N%roughley@vanc.igs.net.invalid>
Source record: 40615
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I received an e-mail from someone who is desperate to have old Atari 5 1/4 disks converted. If anyone can help please contact the person listed below.

I used to have an Atari word processor (dates back to 80s). I don't remember the model (it used to run on DOS). I have quite a few 5 1/4 floppy disks with a lot of text that I am unable to extract.

I went to many places and tried unsuccessfully to have the disks converted to 3 1/2 IBM floppies.

Can you PLEASE help? I am really desparate as I need to get that info from the the disks badly.

Is there a person or place in the San Francisco Bay Area (where I live) where I can have them converted?

please contact: cuulmann@hotmail.com

<< Neil >>

7142. Re: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8vau3ldfb1@nets3.rz.RWTH-Aachen.DE>
Source record: 40616

Howdy folks, Andreas

>> That version will be ready about 1 month after the 800 version, it will
>> however require adding 1 internal soldered wire on the inside of the
>> 600XL/800XL case, it wont be necessary on an XE.
>>
>> Curt
>>
>Is this cable for the +5V (from one of the joystick ports) ?? I already
>have another IDE interface that works as a PBI device, it uses the XL
>parallel bus and thus needs the +5V cable. If you use it on the XE it
>needs an adapter (converting cart. slot + ECI to XL parallel bus), but
>then works alright (allthough the XE is missing 3 signals: RAS, CAS,
>CASINI, I believe; i.e. 3 signals are not included in the ECI or cart
>slot, but the interface works without them - I do not know why).

There is a better solution. Just solder a wire from +5V somewhere inside the computer to the right pins. I'm not sure which once, but I guess the 600XL has 5V on pin 47 and 48.

RAS and CAS are only needed if you want to use the 1064 (the 'turn your 600XL into an 800XL' that ATARI once sold.) It's needed for the RAM chips inside. There are ways around this if you want to add memory via the PBI interface. CASINI or EXT(oops, is the external enable or external select) isn't really necessary either. Unless you wanna switch ALL addresses to an outside device. I'm not sure if this can be done on the XE. (I'm not talking about wanting to do it, I'm talking about being able to.)

BTW the XE's have /HALT, so you could make an external RAM upgrade have separate ANTIC and CPU access.

CU Mathy van Nisselroy

7143. RE: IDE interface for the 800,XL's and XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8vauo3dfb2@nets3.rz.RWTH-Aachen.DE>
Source record: 40617

Howdy Curt, folks

> Its a great little hack and Sijmen and I have been working together
>and he's giving me the rights to create other versions of his board,
>right now I've just finished the board design for a version that will
>work in slot#3 of the Atari 800.

Have you checked out the addresses Sijmen's upgrade uses? Won't that cause incompatibilities? BTW I like Sijmen and he did a great job.

BTW Matthias Belitz came up with a great idea some time ago. Maybe you can join in. His idea was to have like an advanced SCSI Programming Interface (or ASPI) but including his IDE controller. It never toke off, become of the low resonance and the fact that he wants to finish his education. The idea was this. Why have a zillion different 'tools' for a 'zillion' different devices? Why not write one hardware specific piece of software per hardware device (BlackBox, MIO, KPI, MSC-IDE, etc.) and have the tools (which would then run with every device) be interchangable. If I'm not making myself clear, please say so.

CU Mathy van Nisselroy

7144. Re: Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8vav05dfb3@nets3.rz.RWTH-Aachen.DE>
Source record: 40618

Howdy Dominik,folks

>You can always get another XE on ebay for anywhere between $20-$40. This
>might actually be cheaper than trying to repair one.

Sure, but when you live in a small community, fixing is not only nicer, but
necessary. a) it keeps the parts suppliers alive (read: existing) b)
eventuelly you might run out of computers you can buy.

CU Mathy van Nisselroy

7145. CM8833 (Schematics part B)

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8vb53c$j7k$2@nets3.rz.RWTH-Aachen.DE>
Source record: 40619
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Howdy folks

I know I've asked this before, but....

The Philips CM8833 monitor I have came with the schematics. Unfortunately,
part B is missing. Does anybody have that? In electronic format?

CU Mathy van Nisselroy

PS this is CROSS-POSTED.

7146. Free Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: Jay Land <tourboss2000@earthlink.net>
Message-ID: <EFdS5.11184$xd3.867336@newsread1.prod.itd.earthlink.net>
Source record: 40620

I have 5 boxes of Atari 8bit stuff to give away.
I will not send it.
If you live in area code 219 and wish to pick it up let me know.

7147. Burning Atari 2600 ROMs HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: Mike Bleiweiss <mbleiweiss@laurelholdings.com>
Message-ID: <t1itn8le93q346@corp.supernews.com>
Source record: 40621

I need information on the hardware and software required to burn 2600 ROM images onto PROMs for playing in the 2600VCS. Can anybody help me? Thanks.

--
Mike Bleiweiss
Director of Information Services
Laurel Holdings
(814) 533-5767
ICQ 94432564
mbleiweiss@laurelholdings.com

7148. a8jdpeg: JPEG viewer for the Atari 8-bit version 2

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ysnomtu3r.fsf@hydes.sna.co.umist.ac.uk>
Source record: 40622

The latest version of a8jdpeg is now available from my webpage:

http://www.geocities.com/rjespino/atari.html

This version is faster, adds new display modes, and fixes a few bugs. It
is a big improvement over the previous version. The source code for both
the decoder and the viewer are also available, this makes it possible for
others to write their own viewers.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

7149. Re: Eprom/Burner Question

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <20001120144154.28466.00000757@ng-cr1.aol.com>
Source record: 40623

SURE..I dont see why not ..just ground the high address pin- burn the first half- then put +5 to the high adress pin - burn the second part...I'm sure you could go as high as you want

7150. Re: Hasbro restructuring - Interactive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8vc0nd$n59$2@mohawk.hwcn.org>
Source record: 40624

Mindfield (mindfield@badgers.home.com) wrote:

: Well, apart from the 68000 being used for not much more than simple
: program logic and input handling, few if any games ever _did_ take
: full advantage of the Jag's hardware. A lot of that had to do with
: the Jag's extremely steep learning curve coupled with poor developer
: documentation and no support for C/C++ compilers, which I think is
: what ticked developers off most about it. Nevertheless, it was a
: 64-bit system. The bus was 64 bits wide, and the custom chips had
: full access to it which, by definition, makes a 64-bit system.

Ya, but when the Jaguar was still a viable machine, you could say this
until you were blue in the face, and there were idiots who would say, "The
Jaguar isn't a 64 bit system!", and even more idiots who would believe
them!

The Jaguar lost the public relations war, where perception becomes
reality. Hence there are idiots who still try and deny that the Atari
Jaguar is a 64 bit sytem.

7151. Where can I find an ATR of the game OGRE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <20001120153812.20357.00000759@ng-bj1.aol.com>
Source record: 40625

Where can I find an ATR of the game OGRE. I tried search-xl but the file it points to there..is corrupt

Thanks

Ralph

7152. Re: Atari800XL-Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: Lord Schreckenstein <Lord@Schreckenstein.de>
Message-ID: <3A199641.11487458@Schreckenstein.de>
Source record: 40626

Thank you! Im looking for... :-)

cu
Lord

7153. Re: Atari800XL-Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: Lord Schreckenstein <Lord@Schreckenstein.de>
Message-ID: <3A199665.A2D8691D@Schreckenstein.de>
Source record: 40627

PS: I have changed by Name...

7154. Re: Need Atari 410 Program Recorder Repaired

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:00:00 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <8vcb6r$77f$1@nnrp1.deja.com>
Source record: 40628

In article <08SR5.7840$xd3.622859@newsread1.prod.itd.earthlink.net>,
"Sam Staber" <secretsam@earthlink.net> wrote:
> Thanks for your response, Bob. What is the phone number, or address,
or
> website for B&C Computers? Ever since I first obtained my 410 program
> recorder, I have used Hi-Level Chrome/70us EQ tape, Maxell UD XL II,
C90, to
> be exact. Recently, I read a warning not to use anything but
> Normal/Standard bias tape to avoid head wear and that is why I fear
head
> damage. Do you know how I can tell for sure? Any leads on where I
can
> purchase a 410 in good condition? I have been inside mine and
replaced the
> belts once. I did not see a provision to adjust tension on them. I
just
> like to keep my antiques in good condition! Plus, I have a lot of
files on
> tape that I would like to archive to a more secure media. Once, I
read an
> article in one of the Atari magazines about converting a conventional
audio
> cassette deck to read and write Atari files and I would like to
pursue that.
> Does anyone have any suggestions on this subject? As you can tell, my
kind
> of tinkering is rather elementary!
>
> Be Well.
> Sam Staber
>
> "Bob Klaas" <bobkla19@sisna.com> wrote in message
> news:3A11C4AB.CCB18EC3@sisna.com...
> > You can probably get another 410 recorder for $5 plus shipping less
than
> > repair.
> >
> > But, parts could be obtained from B&C Computers. Get a new belt, or
> > It's been so long since I took one apart you could adjust the belt
you
> > have with more tension.
> >
> > The head isn't worn out, just need cleaned. Get a cassette cleaner
and

> > run it, there is A Poke command that will run the recorder to run
the
> > cleaning tape. Someone will tell you here what it is or if not will
> > look it up later and post the Poke, command.
> >
> > bob
> >
> >
>
>
I discovered that not only do you have to change the belts- I used
heavy rubber bands, you also need to apply rubber cement to the edge of
the large plastic friction wheel inside. The rubber/plastic drive wheel
seems to shrink thru age and this remedies the problem. With a couple
of rubber bands and rubber cement, I got mine working again. Be advised
that you have to desolder a few wires to get the clearance you need to
get in there, but this was easy as well.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com http://www.deja.com/
Before you buy.

7155. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:21:01 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <N7_R5.13502$tU2.114999@news-server.bigpond.net.au>
Source record: 40610

Thanks all, now I can get it working ;-)

Mark

"Curt Vendel" <curt@atari-history.com> wrote in message
news:3A160676.214DB96D@atari-history.com...
> Hi Mark,
>
> Here are the pinouts for all of the ports on the 850:
>
>
> http://www.atari-history.com/850tech.html
>
> Mark Bedingfield wrote:
>
> > Does any one know where I can get hold of the pinouts for the 850
interface?
> > No luch on general search's.
> >
> > Mark (again)
> >
> > --
> > **
> > Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
> > SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
> > Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
> > Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> > 6 more Atari's a Couple of Mac's and a few crappy pc's.
> > Mark Bedingfield, mark@baypc.com.au
> > **
>
>
>

7156. Re: Atari800XL-Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:30:58 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001119193058.22845.00000697@ng-fq1.aol.com>
Source record: 40611

>Schwante =?iso-8859-1?Q?Schr=F6pel?= Lord@Schreckenstein.de asked:

>My Keyboard from the Atari doesnt work. The press on the Keys only from
>"ESC" to "6" have not an effect or reaction.
>Who know, whatï¿½s the Problem is?

One of the lines from the keyboard is not making proper contact to the keyboard connector; it is either damaged or loose. Same happened on my 800 with keys from "7" over to "Break"; difference is the 800 has a ribbon cable and heavy duty plug/jack whereas the XL has traces on a mylar sheet plugging into a type of edge card connector.

Good luck.

-Ron

I don't have a solution but I admire the problem.

7157. B&C

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:40:04 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001119194004.22845.00000702@ng-fq1.aol.com>
Source record: 40612

their address was requested; here 'tis:
http://www.myatari.com/

-Ron

I don't have a solution but I admire the problem.

7158. Re: Atari Basic Manual??

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 00:44:46 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001119194446.22845.00000703@ng-fq1.aol.com>
Source record: 40613

>"Sam Staber" secretsam@earthlink.net answered:

>It might be this one: ATARI Basic, A Self-Teaching Guide. Authors:
>Robert (Bob) L. Albrecht, Le Roy Finkel and Jerald R. Brown.

I have their book; the cover is mostly Atari tan with a little brown and orange and white lettering. Doesn't sound exactly like the one requested. On the plus side, it's about 1.6 cm in thickness.

-Ron

I don't have a solution but I admire the problem.

7159. Clearing Remaing Atari 5200 items

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-20 06:10:33 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <tf3S5.14049$24.1508105@news0.telusplanet.net>
Source record: 40614
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.misc

To respond to this message, please use the enclosed link rather than your reply button.

Last Updated 11/20/2000
- Sold/Traded Items Removed

I have the remaining Atari 5200 items for sale or trade. I have decided to clear off all my spare Atari 5200 items, including some from my personal collection. All units are fully functional, cleaned and detailed, and in good or better condition. If you have any questions in regards to unit, box, or label condition, please feel free to ask. Shrink-wrapped cartridge orders of $60 or more receive free shipping within continental North America.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds., some prices may be negotiable. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please use this link to contact me jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.5200 (removing the NO.SPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari/TI 99/4A), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

This list covers the following Atari categories:
- Controllers
- Shrink-wrapped/New Games
- Multicarts
- Atari Force Comics

Controllers for Atari 5200 & Computer Units
==========
These controllers are intended to use the standard Atari plugs, and require an adapter to work on the 5200.
- 2x Suncom Tac Joysticks $10 for the pair
- 1x Spectravideo Joystick with suction cup base

** Atari 5200 Titles - New/Shrink-wrapped**
==========
Shrink-wrapped cartridge orders of $60 or more receive free shipping within continental North America.
- Ballblazer by Atari/Lucasfilm $20
- Pitfall by Activision $15

- Rescue on Fractalus by Atari/Lucasfilm $25
- River Raid by Activision $10
- Space Shuttle by Activision $12
- Zone Ranger by Activision $10

Multicart Cartridges
==========
- Atari 5200 Multicart $125 - Contains all of the released 5200 game titles as well as demos and the 5200 diagnostic cart. Game selection is done by using DIP switches.

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

7160. Web Site "Downloader"

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001121051918.07354.00000295@ng-mg1.news.cs.com>
Source record: 40631

I am told that there are utilities that will download batches of data from web sites rather than having to "View Source"; "Save As"; etc. Anyone familiar with these and have a name of one or two?
Thanks,
Larry White

7161. FA: boxed A2600 with 128 built in games (PAL) + other carts

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 00:00:00 UTC
From: dijitoz <adridam@bigpond.com>
Message-ID: <i9sS5.141037$e5.72283@newsfeeds.bigpond.com>
Source record: 40632
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.games.atari,aus.ads.forsale.computers.used,comp.sys.atari.8bit,rec.games.video.atari

Atari 2600 - 128 built in games - boxed
PAL version - complete list of games available on the auction plus pics
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=502506767

from what I understand this was a last ditch effort by Atari to remain in
the games market, and was only released in Australia.

****
other A2600 games include

GALAXY INVADER - skull label (boxed)

F18 Vs ALIENS - ufo label (boxed)

CROSSBOW (boxed)

STRATEGY X (boxed)

SPACE GRID - skull label (cart only)

check 'em out from here:
http://members.ebay.com.au/aboutme/dijitoz/

(I have some strange NES carts as well if youre interested)

7162. SuperVideo switch

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8vdr6q$ed4$1@nets3.rz.RWTH-Aachen.DE>
Source record: 40633

Howdy folks

How hard would it be to eliminate the switch from the XL version of Ben Poehland's SuperVideo upgrades without getting colour clocking into the luminance signal?

CU Mathy van Nisselroy

7163. Re: Atari800XL-Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8vdrnu$ed4$2@nets3.rz.RWTH-Aachen.DE>
Source record: 40634

Howdy Lord, folks

>Thank you! Im looking for... :-)

Try Best Electronics at www.best-electronics-ca.com
And while your at it, make sure you order their Catalog. It has just about every thing (up to every screw) Atari ever make/used.

BTW are you an ABBUC member yet? We're an Atari 8 bit user group. Our 'head office' is in Herten, Germany. You'll get FOUR regular disk+paper magazines plus TWO 'sonder' disk+paper magazines for the price of DM60 per Year. Since your Email address ends with .de I guess you talk German? This helps, 'cause the magazines are in German. You can contact our president (and become a member online) at www.atari-computer.de/abbuc

CU Mathy van Nisselroy

7164. Re: Web Site "Downloader"

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 00:00:00 UTC
From: Olav Queseth <olav.queseth@radio.kth.se>
Message-ID: <3A1A74E3.6B1B400B@radio.kth.se>
Source record: 40635

Hello!

I have used a tool called "SuperBot" from Elitesys. I like it. It
is free too. Have a look at: http://www.sparkleware.com/index.html

Good Luck
Olav

LLpwhite wrote:
>
> I am told that there are utilities that will download batches of data from web
> sites rather than having to "View Source"; "Save As"; etc. Anyone familiar
> with these and have a name of one or two?
> Thanks,
> Larry White

7165. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 00:00:00 UTC
From: 8bitz@my-deja.com
Message-ID: <8ve0gsgho1@nnrp1.deja.com>
Source record: 40636
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Send him information about APE and an sio2pc cable.
http://www.nacs.net/~classics/
With a cable and a PC and the APE software you can connect your atari
and atari disk drive to your PC and transfer files to it. Some people
still sell stock 1050 drives for 20 - 25 bucks.

Another option is to get a hold of an OLD PC with a 360k floppy drive.
The older the better. But I forget the name of the program that can
read them. Anidisk or something like that.

I have a happy 1050 and a USdoubled 1050 and have been able to rescue
quite a few old disks.
Like Dr. Wacko's guide to basic game programming is now preserved
forever in an ATR file :)
http://members.tripod.com/~eightbits/classic.html

Mark

In article <1ekdfe7.1exmavp5u1g82N%roughley@vanc.igs.net.invalid>,
roughley@vanc.igs.net.invalid (Neil Roughley) wrote:
> I received an e-mail from someone who is desperate to have old Atari 5
> 1/4 disks converted. If anyone can help please contact the person
listed
> below.
>
> I used to have an Atari word processor (dates back to
> 80s). I don't remember the model (it used to run on
> DOS). I have quite a few 5 1/4 floppy disks with a lot
> of text that I am unable to extract.
>
> I went to many places and tried unsuccessfully to have
> the disks converted to 3 1/2 IBM floppies.
>
> Can you PLEASE help? I am really desparate as I need to
> get that info from the the disks badly.
>
> Is there a person or place in the San Francisco Bay
> Area (where I live) where I can have them converted?
>
> please contact: cuulmann@hotmail.com
>
> << Neil >>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

7166. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 00:00:00 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1001121155828.52A-100000@mail3.wayne.edu>
Source record: 40637
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'd like to find out about the PC program that lets you read A8 disks.
Kinda curious though, what does it do with boot disks? What about stuff
in Sparta DSDD format?

On Tue, 21 Nov 2000 8bitz@my-deja.com wrote:

> Send him information about APE and an sio2pc cable.
> http://www.nacs.net/~classics/
> With a cable and a PC and the APE software you can connect your atari
> and atari disk drive to your PC and transfer files to it. Some people
> still sell stock 1050 drives for 20 - 25 bucks.
>
> Another option is to get a hold of an OLD PC with a 360k floppy drive.
> The older the better. But I forget the name of the program that can
> read them. Anidisk or something like that.
>
> I have a happy 1050 and a USdoubled 1050 and have been able to rescue
> quite a few old disks.
> Like Dr. Wacko's guide to basic game programming is now preserved
> forever in an ATR file :)
> http://members.tripod.com/~eightbits/classic.html
>
> Mark
>
>
> In article <1ekdfe7.1exmavp5u1g82N%roughley@vanc.igs.net.invalid>,
> roughley@vanc.igs.net.invalid (Neil Roughley) wrote:
> > I received an e-mail from someone who is desperate to have old Atari 5
> > 1/4 disks converted. If anyone can help please contact the person
> listed
> > below.
> >
> > I used to have an Atari word processor (dates back to
> > 80s). I don't remember the model (it used to run on
> > DOS). I have quite a few 5 1/4 floppy disks with a lot
> > of text that I am unable to extract.
> >
> > I went to many places and tried unsuccessfully to have
> > the disks converted to 3 1/2 IBM floppies.
> >
> > Can you PLEASE help? I am really desparate as I need to
> > get that info from the the disks badly.
> >
> > Is there a person or place in the San Francisco Bay

> > Area (where I live) where I can have them converted?
> >
> > please contact: cuulmann@hotmail.com
> >
> > << Neil >>
> >
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
>

7167. For Sale Antic Disks and more!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 00:00:00 UTC
From: gp429@aol.com
Message-ID: <20001121182749.22827.00000932@ng-fq1.aol.com>
Source record: 40638

I had a few old Atari 8-bit software and hardware forsale. E-mail me if you wish to purchase or if you have any question on the items forsale at gp429@aol.com --thanx
SOFTWARE: ALL $35
1) Flight Simulator II by subLOGIC
This is complete with the box, manuals and the maps. PRICE $15
2) AtariWriter w/Atari Proofreader Program and Dictionary by Atari
Includes the AtariWriter manual, cart. and quick reference card. I do not have the manual for the Proofreader and I will also send a copy of DOS 2 and a Typo Attack cart. PRICE $25
3) Movie Maker by Electronic Arts
This is an old school multimedia construction set. Included is the original packaging and the manual on how to use this once powerful application. PRICE $10
---Disk Games--- ALL $40
note:NO MANUALS
Sargon II by Hayden Software
--PRICE $3
Ninja by Mastertronic
--this game is also formatted for the C64 on the other side PRICE $3
Koronis Rift by Epyx & Lucasfilm
--PRICE $3
Mail Order Monsters by Electronic Arts
--this is a classic PRICE $7
Touchdown Football by Electronic Arts
--PRICE $3
One-On-One by Electronic Arts
--another classic w/ Magic Johnson and Larry Bird PRICE $5
Fight Night by Accolade
--PRICE $3
Spy Vs Spy by Avantage
--very fun for two players PRICE $5
Summer Games by Epyx
--an all-time classic PRICE $5
FlipTop Disk Case with lock and key
--5 1/4 disk holder has a grab bag of old saved games and various programs including 6 Antic Disks!
vol. 6 no 2 -Atari Animation
vol. 5 no 10 -Inside Atari
vol. 5 no 8 -"Shopper's Guide"
vol. 5 no 5 -Weather Pictures
vol. 5 no 1 -Anniversary Issue
vol. 3 no 11 -Practical Applications
and more misc. disks PRICE $25

HARDWARE: ALL $12
Atari 1010 cassette drive
--not sure if it works included is the power supply and data cable and
Conversational French program with workbook PRICE $7
Atari 1027 daisy wheel printer
--not sure if it works included is the power supply and data cable PRICE $7

7168. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 00:00:00 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <8vf64s$4bd7a$1@ID-60478.news.dfncis.de>
Source record: 40639

I know this is an old thread, but in reading it, I couldn't help but mention that it also makes sense to have an "old" Atari AND a "new" Atari. My 800 is a great machine, and has been running solidly since 1981, but I also have to have my 130XE next to it when I want to run Turbo Basic XL, which benefits from the extra memory for a ramdisk. Plus, there are some incompatibilities when you want to run an older game that you really want to have an old 400/800 handy.

I also use the emulators on the PC at work quite a bit, and while it's great to have them, it's really not the same thing as a real Atari.

IMHO, the best Atari is a working Atari -- not like some of the Commodore and Apple doorstops I've seen!

Later!
Steven

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:0000.3a0307ad@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: spamless@Nil.nil
> > Barry Smith <bsmith99@mindspring.com> wrote:
> >> in your opinion which is the best Atari computer to get? I have never had an
> >> Atari system and was thinking about getting one. Which is better, the 800,
> >> 800Xl or 1200XL?
>
> > I would go for an 800XL with a Rambo upgrade and a better power supply
> > than comes with the computer (I had a power supply that worked fine
> > .... until I installed a Rambo - within two weeks it had burnt out - I
> > built my own supply and it was back working for years afterwards).
> > (there are other upgrades - some are more compatible with some software)
>
> Naturally I go with the beige, so 400/800 for me is the way to go. Granted,
> neither can access the additional 16K of memory like the XL computers and they
> have some software that is anot available to them that the XL and XE can
> access.
>
> With that said, I love their keyboards (both the 400 and 800), how they are
> built, how they look.. they are just cool machines!!

>
> The Atari "Hippo" 800 all the way!
>
> Doctor Clu
>
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

7169. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 00:00:00 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A1B1C53.2C146573@compuserve.com>
Source record: 40640
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Neil Roughley wrote:

> I received an e-mail from someone who is desperate to have old Atari 5
> 1/4 disks converted. If anyone can help please contact the person listed
> below.
>
> I used to have an Atari word processor (dates back to
> 80s). I don't remember the model (it used to run on
> DOS). I have quite a few 5 1/4 floppy disks with a lot
> of text that I am unable to extract.
>
> I went to many places and tried unsuccessfully to have
> the disks converted to 3 1/2 IBM floppies.
>
> Can you PLEASE help? I am really desparate as I need to
> get that info from the the disks badly.
>
> Is there a person or place in the San Francisco Bay
> Area (where I live) where I can have them converted?
>
> please contact: cuulmann@hotmail.com
>
> << Neil >>

There are really only two methods to move A8 to any other:
Use a PC util called MYUtil or A82PC to copy the files(MYDOS Dbl dens only).

or, the best way is to use a real A8 and null modem the files to the other
computer. This at least works for almost any file/any A8 DOS.

A8 emulators won't work well as they store the disk as an image.

Rick D.
CC:cuulmann@hotmail.com

7170. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 01:55:09 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001120205509.21282.00000905@ng-fd1.aol.com>
Source record: 40629

>roughley@vanc.igs.net.invalid (Neil Roughley) asked:

>quite a few 5 1/4 floppy disks with text that I am unable to extract.

>Is there a person or place in the San Francisco Bay Area (where I live)
>where I can have them converted to 3 1/2 IBM floppies.?

Hopefully, but if not, I am half way to Virginia and glad to help...

-Ron

I don't have a solution but I admire the problem.

7171. AtariWriter w/ manual and More! ForSale

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-21 02:07:13 UTC
From: gp429@aol.com
Message-ID: <20001120210713.21664.00000765@ng-fe1.aol.com>
Source record: 40630

I had a few old Atari 8-bit software and hardware forsale. E-mail me if you wish to purchase or if you have any question on the items forsale at gp429@aol.com --thanx
SOFTWARE: ALL $35
1) Flight Simulator II by subLOGIC
This is complete with the box, manuals and the maps. PRICE $15
2) AtariWriter w/Atari Proofreader Program and Dictionary by Atari
This includes the AtariWriter manual, cart. and quick reference sheet. I do not have the manual for the Proofreader and I will also send a copy of DOS 2 and a Typo Attack cart. PRICE $25
3) Movie Maker by Electronic Arts
This an old school multimedia construction set. Included is the original packaging and the manual on how to use this once powerful application. PRICE $10
---Disk Games--- ALL $40
note:NO MANUALS
Sargon II by Hayden Software
Ninja by Mastertronic PRICE $3
this game is also formatted for the C64 on the other side PRICE $3
Koronis Rift by Epyx & Lucasfilm
PRICE $3
Mail Order Monsters by Electronic Arts
this is a classic PRICE $7
Touchdown Football by Electronic Arts
PRICE $3
One-On-One by Electronic Arts
another classic w/ Magic Johnson and Larry Bird PRICE $5
Fight Night by Accolade PRICE $3
Spy Vs Spy by Avantage
very fun with two players PRICE $5
Summer Games by Epyx
an all time classic PRICE $5
Flip Top Disk Case with lock and key
5 1/4 disk holder has a grab bag of old saved games and various programs including 6 Antic Disks!
vol. 6 no 2 -Atari Animation
vol. 5 no 10 -Inside Atari
vol. 5 no 8 -"Shopper's Guide"
vol. 5 no 5 -Weather Pictures
vol. 5 no 1 -Anniversary Issue
vol. 3 no 11 -Practical Applications
and more misc. disks PRICE $25
HARDWARE:ALL $12
Atari 1010 cassette drive

not sure if it works included is the power supply and data cable and
Conversational French program with workbook PRICE $7
Atari 1027 daisy wheel printer
not sure if it works included is the power supply and data cable PRICE $7
--thanx

7172. Emulator supporting 2 PC-Sticks ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: geyer@mpia-hd.mpg.de
Message-ID: <8vg970$6j4$1@news.urz.uni-heidelberg.de>
Source record: 40497

Hi there !

Is there any Atari emulator (PC) that supports 2 PC-Joysticks ?
I am using some cheap PC game pads as an 'adapter' for
my digital joysticks and a Y-connector to the
PC game port.
Sadly, atari800 and XL-it see only one or are
only able to handle one stick.
Vice, the C64-Emulator (oh no, I am _not_
a C64 freak ;)) works well with this configuration.

Joust must be played by two players with digital
joysticks :-) ...

Bye & many thanks,

Michael

Michael Geyer at Max-Planck-Institut fuer Astronomie, Heidelberg

email: geyer@mpia-hd.mpg.de

7173. Re: Web Site "Downloader"

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <3ven1tg59d4kjgo82vvuf81fcnrr5u4tpe@4ax.com>
Source record: 40498

On 21 Nov 2000 10:19:18 GMT, llpwhite@cs.com (LLpwhite) drooled an
embarassing wet spot in his lap as he typed:

>I am told that there are utilities that will download batches of data from web
>sites rather than having to "View Source"; "Save As"; etc. Anyone familiar
>with these and have a name of one or two?
>Thanks,
>Larry White

GetRight, in addition to being a download manager, also features a
"Browser" that lets you go through a page's files and tag them for
download. Be warned though; if you use it unregistered it installs
Aureate/Radiate spyware when used in "free mode" (which deletes itself
if you register).
--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

7174. Re: Burning Atari 2600 ROMs HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Mike Bleiweiss <mbleiweiss@laurelholdings.com>
Message-ID: <t1nhjoi1tiv38b@corp.supernews.com>
Source record: 40499

What about 2k and 6k .bins?

--
Mike Bleiweiss
Director of Information Services
Laurel Holdings
(814) 533-5767
ICQ 94432564
mbleiweiss@laurelholdings.com
"Manuel Polik" <Manuel.Polik@Tenovis.com> wrote in message
news:3A1BAC8E.F9693CB1@tenovis.com...
> Emmanuel Fernandes wrote:
>
> > I've been working for several months on software and hardware to put
Atari
> > 2600 rom files (.bin) into a home made cartridge containing a 8k EEPROM.
The
> > software and hardware let's you dump any Atari 2600 cartridge to a .bin
> > file, and put any .bin (with no bankswitching) into the EEPROM of a
> > "Universal Cartridge". This is still at the development stage and I
don't
> > want to release it, but if you want to have a look of what I have done,
let
> > me know...
>
> Every 8K cartridge in fact does bankswitching, so you can't put any 8K
> game on your cartridge with this device, I'd say.
>
> Greetings,
> Manuel

7175. Re: Burning Atari 2600 ROMs HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be>
Message-ID: <8vghue$4u$1@ail.sri.ucl.ac.be>
Source record: 40500

I know that any 8k game for the Atari 2600 use bankswitching (anybody knows that :-))) since the Atari2600 can only address 4k.... I am using an 8k EEPROM in my universal cart where I can put either 4 games of 2k each or 2 games of 4k each (with no bankswitching).....

"Manuel Polik" <Manuel.Polik@Tenovis.com> wrote in message news:3A1BAC8E.F9693CB1@tenovis.com...
> Emmanuel Fernandes wrote:
>
> > I've been working for several months on software and hardware to put Atari
> > 2600 rom files (.bin) into a home made cartridge containing a 8k EEPROM. The
> > software and hardware let's you dump any Atari 2600 cartridge to a .bin
> > file, and put any .bin (with no bankswitching) into the EEPROM of a
> > "Universal Cartridge". This is still at the development stage and I don't
> > want to release it, but if you want to have a look of what I have done, let
> > me know...
>
> Every 8K cartridge in fact does bankswitching, so you can't put any 8K
> game on your cartridge with this device, I'd say.
>
> Greetings,
> Manuel

7176. Re: Burning Atari 2600 ROMs HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Manuel Polik <Manuel.Polik@Tenovis.com>
Message-ID: <3A1BCF5A.4665CF0F@tenovis.com>
Source record: 40501

Mike Bleiweiss wrote:

> What about 2k and 6k .bins?

2K and 4k bins don't need bankswitching, 6K bins of cartridges don't
exist.

Greetings,
Manuel

7177. Re: Burning Atari 2600 ROMs HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Manuel Polik <Manuel.Polik@Tenovis.com>
Message-ID: <3A1BD028.7AAE5D87@tenovis.com>
Source record: 40502

Emmanuel Fernandes wrote:

> I know that any 8k game for the Atari 2600 use bankswitching (anybody knows
> that :-))) since the Atari2600 can only address 4k.... I am using an 8k
> EEPROM in my universal cart where I can put either 4 games of 2k each or 2
> games of 4k each (with no bankswitching)......

Ok, that should work.
BTW: Why don't you just buy a supercharger?

Greetings,
Manuel

7178. Re: Burning Atari 2600 ROMs HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Mike Bleiweiss <mbleiweiss@laurelholdings.com>
Message-ID: <t1nrkos6hk6q9b@corp.supernews.com>
Source record: 40503

Where can I get a universal cartridge, or are there schematics on building
one?

--
Mike Bleiweiss
Director of Information Services
Laurel Holdings
(814) 533-5767
ICQ 94432564
mbleiweiss@laurelholdings.com
"Manuel Polik" <Manuel.Polik@Tenovis.com> wrote in message
news:3A1BD028.7AAE5D87@tenovis.com...
> Emmanuel Fernandes wrote:
>
> > I know that any 8k game for the Atari 2600 use bankswitching (anybody
knows
> > that :-))) since the Atari2600 can only address 4k.... I am using an 8k
> > EEPROM in my universal cart where I can put either 4 games of 2k each or
2
> > games of 4k each (with no bankswitching)......
>
> Ok, that should work.
> BTW: Why don't you just buy a supercharger?
>
> Greetings,
> Manuel

7179. CTH BBS is BACK!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: NoOne@FakeEmail.com
Message-ID: <8FF471857CTHEnterprises@205.212.123.11>
Source record: 40504

Sorry for the delay. CTH BBS, BBS Express! Professional node x_439, can be accessed at cth.ods.org . HyperTerminal recommended for ANSI, AT_Term recommended for ATASCII. You can download AT_Term at ftp://ftp.spudster.org/pub/Atari/CTH/Emulators/Terminal/at1Setup.exe .

7180. 10 Pcs. Of Paper Money From Around the World 7324

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: tppyzx@hotmail.com
Message-ID: <VcTS5.55991$1Z3.211867@e420r-sjo3.usenetserver.com>
Source record: 40505

Two days ago I ordered 10 pieces of paper money from 10 different countries from a company called Perth Numismatics. Lo and behold they arrived today and they are very nice and colourful. They even have a bill from Antarctica. I didn't even know they existed. These are perfect for stocking stuffers or people who are hard to buy for. The website address is www.perthmoney.com
Good luck and Merry Christmas

Cynthia Reeves

uuigkptbzcvirtrgzwgcbceirkrmgsvtidynusjghpesmfrijtutvcrxlorxrlprxifkobqqf

7181. DGS Homepage

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <cWVS5.21380$8F2.2871307@nnrp4.clara.net>
Source record: 40506

Haven't reminded folks for a long time now that the DGS Atari 8-bit Homepage is still up, carrying our full Atari 8-bit catalogues, articles, scans&pictures, etc. Please drop by: http://www.dgs.clara.net

Dean Garraghty
DGS

7182. The Epyx Shrine Opens!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Manuel Polik <101.36834@germanynet.de>
Message-ID: <3A1C401E.CC787CB7@germanynet.de>
Source record: 40507

Hi there!

Some of you might remember me asking for this and that Epyx game some tme ago. This was all for my Epyx Shrine.
I've finally decided to put it online right now, even if it's far from finished. Actually the only game page I've halfway completed so far is the one about Star Fire (It's 80% looking like what I want it to). But it'll give you a thought, of what the shrine will look like in the future.

In order to focus on the most loved Epyx games I'll do some polls, which you should participate in order to get the pages of your favourite games going faster.

And I've set up a messageboard too, where all fans of Epyx games can discuss.

If you like the page about Star Fire, there's definitely more to come, I've interviewed over 20 former Epyx artists & coders so far and researched a lot about most Epyx games.

If you loved Epyx in former times, help to make this page big and well known.

Here you go: http://home.germany.net/101-36834/index.html

Greetings,
Manuel

P.S.: (You'll find more about my Star Fire 2600 Project there as well.)

7183. Using 30pin SIMMS on 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A1C415C.93C300B8@atari-history.com>
Source record: 40508

Hi,

Anyone ever mess around with using 30pin simms on an Atari 8bit, I
was looking at the pinouts: http://wired.hard.ru/data/co_Simm30.shtml
and if the parity pins are n/c then it looks like it shouldn't be a
problem to work with, 30 pin 256K simms are absolutely dirt cheap, so
anyone ever try this or interested in working with me on this?

Curt

7184. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001122165759.21342.00001243@ng-fd1.aol.com>
Source record: 40509

>Richard Detlefsen "74766,1561"@compuserve.com replied:

>only two methods to move A8 to any other:
>Use a PC util called MYUtil or A82PC to copy the files(MYDOS Dbl dens only).
>or, the best way is to use a real A8 and null modem the files to the other
>computer. This at least works for almost any file/any A8 DOS.

A Happy drive enhancement can read or write PC SSDD diskettes with any A8 DOS.

>A8 emulators won't work well as they store the disk as an image.

There are utilities to extrack files from the images and convert the ATASCII
carriage returns.

-Ron

Inform everyone that communications have completely broken down.

7185. Re: Using 30pin SIMMS on 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <BEXS5.59798$Ze6.11487518@typhoon.tampabay.rr.com>
Source record: 40510

http://www.atariworld.com/newell.html

I started to re-draw the schematic on Q-CAD to include the pinout of the SIMM but somehow I lost the file and need to start over.

JP

"Curt Vendel" <curt@atari-history.com> wrote in message news:3A1C415C.93C300B8@atari-history.com...
> Hi,
>
> Anyone ever mess around with using 30pin simms on an Atari 8bit, I
> was looking at the pinouts: http://wired.hard.ru/data/co_Simm30.shtml
> and if the parity pins are n/c then it looks like it shouldn't be a
> problem to work with, 30 pin 256K simms are absolutely dirt cheap, so
> anyone ever try this or interested in working with me on this?
>
>
> Curt
>
>
>
>
>
>

7186. Re: Which Printer for the Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <CPXS5.302742$4d.37994938@news02.optonline.net>
Source record: 40511

I used an Okidata Microline 320 (a 9-pin dot matrix printer) in Epson mode with my Atari 8-bit for many years. I gave it to another club member when I gave my Atari systems away, and to my knowledge, she's still using it. The Okidatas are built like tanks. Before I had the 320, I had to struggle with the old Microline codes on my 92, which finally burnt out a print head after it, too, had run for many years.

To the best of my knowledge, an improved 320 is still being made.

In general, if you can find a nine-pin dot matrix printer, Epson or Epson-compatible, it would work better with an Atari than a 24-pin dot matrix printer for printing graphics. The 24-pin printers have better resolution than the 9-pins, and produce better NLQ text, but the proportions in the graphics (if you can get them to print graphics from an Atari) would be off.

"Sam Staber" <secretsam@earthlink.net> wrote in message
news:0zHS5.19733$n9.1344643@newsread2.prod.itd.earthlink.net...
> I have been using the Epson FX-100+ on my Atari setup for over fifteen
> years. The printer finally failed and it is not practical to fix it. I
am
> accustom to using this setup and the Epson printer driver for my model is
> available in my word processor, The Writer's Tool. I want to know if
there
> are any new printers available that will work with the parallel port of my
> 850 Interface and if they needed some special driver for this type of
setup.
> I really would appreciate some guidance on this situation.
>
> Be Well.
> Sam Staber
> secretsam@earthlink.net
>
>
>

7187. Re: Using 30pin SIMMS on 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t1ok2b2h6ra95a@corp.supernews.com>
Source record: 40512

Bob Wooley did one for either SLCC or AC a long time ago. I think he did a 1
meg simm.
"Curt Vendel" <curt@atari-history.com> wrote in message
news:3A1C415C.93C300B8@atari-history.com...
> Hi,
>
> Anyone ever mess around with using 30pin simms on an Atari 8bit, I
> was looking at the pinouts: http://wired.hard.ru/data/co_Simm30.shtml
> and if the parity pins are n/c then it looks like it shouldn't be a
> problem to work with, 30 pin 256K simms are absolutely dirt cheap, so
> anyone ever try this or interested in working with me on this?
>
>
> Curt
>
>
>
>
>

7188. fixxing 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <DLYS5.40$GW5.148@news-server.bigpond.net.au>
Source record: 40513

Can anyone tell me what part numbers equate to u8, u7, and u22 un the 130xe?
I am truing to fix a seriously stuffed one. Are there any common drama's
with these?

Also a list of 800XL and 130XE chip numbers and names would be helpful. I
have sort of figured 800XL: GTIA-u17-co14889, Antic- u7 - c014887, pokey u22
co12294, 6502 u8 co14806, and PIA u23 co 14795. How am I doing so far?
Actually schematics would be very helpful.

Mark

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

7189. Re: Using 30pin SIMMS on 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A1C6670.4DE4146@atari-history.com>
Source record: 40514

Hi Jim,

I'll have a look, btw if you or anyone ever needs any PCB work done,
always feel free to ask, I love laying out board designs, its fun, like a
puzzle sorta.

Curt

Jim Smith wrote:

> http://www.atariworld.com/newell.html
>
> I started to re-draw the schematic on Q-CAD to include the pinout of the
> SIMM but somehow I lost the file and need to start over.
>
> JP
>
> "Curt Vendel" <curt@atari-history.com> wrote in message
> news:3A1C415C.93C300B8@atari-history.com...
> > Hi,
> >
> > Anyone ever mess around with using 30pin simms on an Atari 8bit, I
> > was looking at the pinouts: http://wired.hard.ru/data/co_Simm30.shtml
> > and if the parity pins are n/c then it looks like it shouldn't be a
> > problem to work with, 30 pin 256K simms are absolutely dirt cheap, so
> > anyone ever try this or interested in working with me on this?
> >
> >
> > Curt
> >
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> >

7190. Re: Using 30pin SIMMS on 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A1C66D0.C1089FF7@atari-history.com>
Source record: 40515

Hi Rick,

Cool, 1MB? Hey, where is Bob these days, hey Bob!!! Where are you??? :-)

Have a good holiday...

Curt

Rick Cortese wrote:

> Bob Wooley did one for either SLCC or AC a long time ago. I think he did a 1
> meg simm.
> "Curt Vendel" <curt@atari-history.com> wrote in message
> news:3A1C415C.93C300B8@atari-history.com...
> > Hi,
> >
> > Anyone ever mess around with using 30pin simms on an Atari 8bit, I
> > was looking at the pinouts: http://wired.hard.ru/data/co_Simm30.shtml
> > and if the parity pins are n/c then it looks like it shouldn't be a
> > problem to work with, 30 pin 256K simms are absolutely dirt cheap, so
> > anyone ever try this or interested in working with me on this?
> >
> >
> > Curt
> >
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> >
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> >

7191. Re: fixxing 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A1C6A2D.A11B123E@atari-history.com>
Source record: 40516

Hi Mark,

Your doing good, lets see...

U8 is C014806 which is the 6502C
U7 is C021697 which is the Antic
U22 is C012294 which is the Pokey

The rest of the custom ic's are:

U6: C061991 Freddie
U17: C014805 GTIA
U23: C014795 PIA6502 (Not custom Atari, Commodore calls it a VIA (Versital Int. Adapter)
U5: C0615988 XL/XE OS
U4: C024947 Atari Basic Rev "A" (man, that kills me, everything else is the latest and they stuck a 6 year chip into the machine, probably a HUGE stock of Rev A. chips were lying around, so they just used them up)
U24 & U25 are keyboard controllers (Generic chips)
U3: C061618 XL/XE Memory Manager
U34: C025953 (Don't really know what this is, another memory chip to bank select? Its only in the 130XE, can anyone answer this one?)

Curt

Mark Bedingfield wrote:

> Can anyone tell me what part numbers equate to u8, u7, and u22 un the 130xe?
> I am truing to fix a seriously stuffed one. Are there any common drama's
> with these?
>
> Also a list of 800XL and 130XE chip numbers and names would be helpful. I
> have sort of figured 800XL: GTIA-u17-co14889, Antic- u7 - c014887, pokey u22
> co12294, 6502 u8 co14806, and PIA u23 co 14795. How am I doing so far?
> Actually schematics would be very helpful.
>
> Mark
>
> --
> **
> Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
> SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
> Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
> Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> 6 more Atari's a Couple of Mac's and a few crappy pc's.
> Mark Bedingfield, mark@baypc.com.au

> **********

7192. Re: Which Printer for the Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <8vg29v$8j8$1@nnrp1.deja.com>
Source record: 40642

In article <0zHS5.19733$n9.1344643@newsread2.prod.itd.earthlink.net>,
"Sam Staber" <secretsam@earthlink.net> wrote:
> I have been using the Epson FX-100+ on my Atari setup for over fifteen
> years. The printer finally failed and it is not practical to fix it.
I am
> accustom to using this setup and the Epson printer driver for my model
is
> available in my word processor, The Writer's Tool. I want to know if
there
> are any new printers available that will work with the parallel port
of my
> 850 Interface and if they needed some special driver for this type of
setup.
> I really would appreciate some guidance on this situation.
>
Sam,most brand name dot matrix printers have an Epson mode.You should
be able to pick up a used Epson or Panasonic printer for little
money.
I use a Panasonic 1091 and an Epson Stylus 800 (older model inkjet)
connected with an A-B switch to the 850 and both print well,using the
Epson driver.I bought both printers at the thrift shop for less than
$10 each.You should have no trouble finding a printer you can use.
(BTW..I have an FX-100 that has power supply problems you can have
free..but I live in Maryland..:( )
>
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

7193. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <8vg396$93r$1@nnrp1.deja.com>
Source record: 40643
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <Pine.GSO.3.95.1001121155828.52A-100000@mail3.wayne.edu>,
<ae2598@wayne.edu> wrote:
> I'd like to find out about the PC program that lets you read A8 disks.
> Kinda curious though, what does it do with boot disks? What about
stuff
> in Sparta DSDD format?
>
> To save a lot of typing,if you are using SpartaDos,try going back
to thread "Disk drives" and review messages 9 and 10.I think you will
find some ideas you can use.Good luck.
admnelson

> >
> >
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

7194. Re: Burning Atari 2600 ROMs HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be>
Message-ID: <8vg9r0rop1@ail.sri.ucl.ac.be>
Source record: 40644

Hi !

I've been working for several months on software and hardware to put Atari 2600 rom files (.bin) into a home made cartridge containing a 8k EEPROM. The software and hardware let's you dump any Atari 2600 cartridge to a .bin file, and put any .bin (with no bankswitching) into the EEPROM of a "Universal Cartridge". This is still at the development stage and I don't want to release it, but if you want to have a look of what I have done, let me know...

Emmanuel F.

"Mike Bleiweiss" <mbleiweiss@laurelholdings.com> wrote in message news:t1itn8le93q346@corp.supernews.com...
> I need information on the hardware and software required to burn 2600 ROM
> images onto PROMs for playing in the 2600VCS. Can anybody help me?
Thanks.
>
> --
> Mike Bleiweiss
> Director of Information Services
> Laurel Holdings
> (814) 533-5767
> ICQ 94432564
> mbleiweiss@laurelholdings.com
>
>

7195. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8vgarv$e0i$1@nnrp1.deja.com>
Source record: 40645
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <Pine.GSO.3.95.1001121155828.52A-100000@mail3.wayne.edu>,
<ae2598@wayne.edu> wrote:
> I'd like to find out about the PC program that lets you read A8 disks.
> Kinda curious though, what does it do with boot disks? What about
stuff
> in Sparta DSDD format?
>
<snip>

The program referred to is called Anadisk as in to analyze a disk.
It runs in real DOS mode on a PC and is quite powerful and full of
features. Unfortunately, at least on my PC, it won't read a disk
written by my 1050s for anything. It seems to be locked into insisting
on the beginning of a track being under the index hole and when that
situation does not occur, it fills in data with sector data that just
doesn't exist, rearranging sectors along the way. A companion program
called Deana then takes a disk scan created by Anadisk, flips each byte
of data, writes a header and turns the disk scan into an .atr image.
But since I can't gather valid data, I don't get a working atr.
Perhaps those who claim success with Anadisk will enlighten us with
some PC specs, in particular the exact 5 1/4" drive they are using. I
also wonder if a disk written by a XF551 drive would be readable on my
PC as the 1050 ignores the index hole altogether and also runs at a
different RPM thus scattering sectors willy nilly according to the
index hole, but the XF551 might have the capability to write an Anadisk
readable disk as it uses a PC style drive mechanism.
If readable, boot disks would be converted into atr files and the
same is true of Sparta DSDD. Anadisk can be set to read either one
side or both, but since I can't get there from here, I don't know if
Deana can convert such a file into a valid atr.
A PC program that does work for me is Util by Charles Marslett of
MyDOS fame. With the proper command line invocation it will format a
MyDOS double density disk in your PC that you can then use to transfer
files back and forth between the PC and your Atari. This would
include .dcm files of boot disks and then there are PC programs that
will take a .dcm file and turn it into an atr on the PC ready for
emulator use. On the Pool Disk Too set one can find a version of Util
written to do it in SpartaDOS format instead of MyDOS. Search this
message group for Pool Disk and you should find an email address to
inquire about purchasing the two CD disk set for yourself. Included is
all the above programs with a documentation file on the Util programs
that explains the various switches to use, with examples much better
than the original release does.

A couple of sites that also contain some of these files are
http://www.umich.edu/~archive/atari/8bit
http://www.newbreedsoftware.com/xlsearch

Sent via Deja.com http://www.deja.com/
Before you buy.

7196. Re: Burning Atari 2600 ROMs HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 00:00:00 UTC
From: Manuel Polik <Manuel.Polik@Tenovis.com>
Message-ID: <3A1BAC8E.F9693CB1@tenovis.com>
Source record: 40646

Emmanuel Fernandes wrote:

> I've been working for several months on software and hardware to put Atari
> 2600 rom files (.bin) into a home made cartridge containing a 8k EEPROM. The
> software and hardware let's you dump any Atari 2600 cartridge to a .bin
> file, and put any .bin (with no bankswitching) into the EEPROM of a
> "Universal Cartridge". This is still at the development stage and I don't
> want to release it, but if you want to have a look of what I have done, let
> me know...

Every 8K cartridge in fact does bankswitching, so you can't put any 8K
game on your cartridge with this device, I'd say.

Greetings,
Manuel

7197. Which Printer for the Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 04:02:04 UTC
From: Sam Staber <secretsam@earthlink.net>
Message-ID: <0zHS5.19733$n9.1344643@newsread2.prod.itd.earthlink.net>
Source record: 40641

I have been using the Epson FX-100+ on my Atari setup for over fifteen years. The printer finally failed and it is not practical to fix it. I am accustom to using this setup and the Epson printer driver for my model is available in my word processor, The Writer's Tool. I want to know if there are any new printers available that will work with the parallel port of my 850 Interface and if they needed some special driver for this type of setup. I really would appreciate some guidance on this situation.

Be Well.
Sam Staber
secretsam@earthlink.net

7198. HDD for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-22 23:49:43 UTC
From: Pink <thepink@poczta.fm>
Message-ID: <8vhlu9$5ad$1@news.tpi.pl>
Source record: 40517

Hi....

I've heard about HDD for Atari 800XL.
Does anobody know something about it?

Greetings,

Pink

7199. Re: Burning Atari 2600 ROMs HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-vq3dqpzZJk2g@localhost>
Source record: 40519

On Sun, 22 Nov 3900 14:36:12, "Emmanuel Fernandes"
<fernandes@NOSPAMagel.ucl.ac.be> wrote:

> I know that any 8k game for the Atari 2600 use bankswitching (anybody knows
> that :-))) since the Atari2600 can only address 4k.... I am using an 8k
> EEPROM in my universal cart where I can put either 4 games of 2k each or 2
> games of 4k each (with no bankswitching)......

I have done a couple of carts for the 800 etc. they used 2 64K eproms.
One for 8k games and the other for 16k games. For the 8K one, I added
a NAND gate to select one eprom for the lower 4k and the other for the
upper 4k, the 16k games one was simple.
Had to add some dip switches to select which game I wanted. If affect,
it is bank selecting. Is this how you are doing the 2600 cart?

James B

7200. Re: fixxing 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-0vdMoYBRUIYo@localhost>
Source record: 40520

On Sun, 22 Nov 3900 19:51:58, Curt Vendel <curt@atari-history.com>
wrote:

> U23: C014795 PIA6502 (Not custom Atari, Commodore calls it a VIA (Versital Int.
> Adapter)

You mean a 6520. it is a PIA. the 6522 is a VIA

> U4: C024947 Atari Basic Rev "A" (man, that kills me, everything else is the
> latest and they stuck a 6 year chip into the machine, probably a HUGE stock of
> Rev A. chips were lying around, so they just used them up)

Should be a Rev C

> U34: C025953 (Don't really know what this is, another memory chip to bank
> select? Its only in the 130XE, can anyone answer this one?)

This is the memory bank select chip. A lot of people think freddy does
the bank selecting but in fact it is this one. Freddy is nothing much
more then a memory controller. It saves a bit board realestate
compared to the xl line. also the main clock crystal is connected to
freddy.

James B

7201. Re: FA: Broken Atari Lynx on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <MGmlXKQzfPH6Ew4c@lovecraft.demon.co.uk>
Source record: 40521

Once upon a time <TXZS5.11279$XQ4.248494@typhoon.austin.rr.com>, Edward
Williams <ewilliams1@jam.rr.com> grabbed chalk and scrawled:
>actually it's a 65816 line the Apple IIgs and the supernintendo

Everywhere I've seen it mentioned, it's a 65C02 variant, not the 16-bit
65C816.

Richard (the 16-bit refers to the graphics controller)
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

7202. Re: Which Printer for the Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:00:00 UTC
From: Sam Staber <secretsam@earthlink.net>
Message-ID: <eN6T5.21006$xd3.1635607@newsread1.prod.itd.earthlink.net>
Source record: 40522

<admnelson@my-deja.com> wrote in message news:8vg29v$8j8$1@nnrp1.deja.com...
> In article <0zHS5.19733$n9.1344643@newsread2.prod.itd.earthlink.net>,
> "Sam Staber" <secretsam@earthlink.net> wrote:
> > I have been using the Epson FX-100+ on my Atari setup for over fifteen
> > years. The printer finally failed and it is not practical to fix it.
> I am
> > accustom to using this setup and the Epson printer driver for my model
> is
> > available in my word processor, The Writer's Tool. I want to know if
> there
> > are any new printers available that will work with the parallel port
> of my
> > 850 Interface and if they needed some special driver for this type of
> setup.
> > I really would appreciate some guidance on this situation.
> >
> Sam,most brand name dot matrix printers have an Epson mode.You should
> be able to pick up a used Epson or Panasonic printer for little
> money.
> I use a Panasonic 1091 and an Epson Stylus 800 (older model inkjet)
> connected with an A-B switch to the 850 and both print well,using the
> Epson driver.I bought both printers at the thrift shop for less than
> $10 each.You should have no trouble finding a printer you can use.
> (BTW..I have an FX-100 that has power supply problems you can have
> free..but I live in Maryland..:( )
> >
Please get in touch with me. I may be able to use your Epson FX-100 for
parts.
secretsam@earthlink.net

7203. ITALY - someone in italty

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:00:00 UTC
From: Carlos <carlo.armandi@tin.it>
Message-ID: <8viv70$j40$1@nslave3.tin.it>
Source record: 40523

qualcuno con l'atari 8bit in Italia c'e' ?

7204. Re: HDD for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:00:00 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <8vjlun$ia0$1@plutonium.compulink.co.uk>
Source record: 40524

apparently there is an ide interface out there.

other than that there were a couple of HDDs around for the 800.

details of them escape me at the moment!

Can someone fill in the blanks?

Pink <thepink@poczta.fm> wrote in message news:8vhlu9$5ad$1@news.tpi.pl...
> Hi....
>
> I've heard about HDD for Atari 800XL.
> Does anobody know something about it?
>
> Greetings,
>
> Pink
>
>

7205. Re: Which Printer for the Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:00:00 UTC
From: Sam Staber <secretsam@earthlink.net>
Message-ID: <zJfT5.23132$xd3.1803625@newsread1.prod.itd.earthlink.net>
Source record: 40525

<admnelson@my-deja.com> wrote in message news:8vg29v$8j8$1@nnrp1.deja.com...
> In article <0zHS5.19733$n9.1344643@newsread2.prod.itd.earthlink.net>,
> "Sam Staber" <secretsam@earthlink.net> wrote:
> > I have been using the Epson FX-100+ on my Atari setup for over fifteen
> > years. The printer finally failed and it is not practical to fix it.
> I am
> > accustom to using this setup and the Epson printer driver for my model
> is
> > available in my word processor, The Writer's Tool. I want to know if
> there
> > are any new printers available that will work with the parallel port
> of my
> > 850 Interface and if they needed some special driver for this type of
> setup.
> > I really would appreciate some guidance on this situation.
> >
> Sam,most brand name dot matrix printers have an Epson mode.You should
> be able to pick up a used Epson or Panasonic printer for little
> money.
> I use a Panasonic 1091 and an Epson Stylus 800 (older model inkjet)
> connected with an A-B switch to the 850 and both print well,using the
> Epson driver.I bought both printers at the thrift shop for less than
> $10 each.You should have no trouble finding a printer you can use.
> (BTW..I have an FX-100 that has power supply problems you can have
> free..but I live in Maryland..:( )
> >
admnelson,
I may be interested in obtaining your FX-100 printer if you think it may be
usuable for parts. Is the FX-100 very different from the FX-100+? Would
you contact me at my email address when you have a moment?
secretsam@earthlink.net

Thanks and be well,
Sam Staber

7206. Re: CTH BBS is BACK! - Part II

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:00:00 UTC
From: NoOne@FakeEmail.com
Message-ID: <8FF5B39E9CTHEnterprises@205.212.123.11>
Source record: 40526

As it turns out, ods.org proved to be a bit unreliable. I've switched to another i.p. resolver. Users can now access the BBS via-

telnet://cth.dtdns.net

7207. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8vkrgf$18i$1@user2.teleport.com>
Source record: 40527
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7208. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8vksnm$2cb$1@user2.teleport.com>
Source record: 40528
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
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to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7209. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8vktgp$32g$1@user2.teleport.com>
Source record: 40529
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7210. Re: FA: Broken Atari Lynx on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-23 00:57:23 UTC
From: Edward Williams <ewilliams1@jam.rr.com>
Message-ID: <TXZS5.11279$XQ4.248494@typhoon.austin.rr.com>
Source record: 40518

actually it's a 65816 line the Apple IIgs and the supernintendo

---

In article <01c05246$235168a0$9868fc3e@default>, "jeremyalansmith"
<jeremyalansmith@netscapeonline.co.uk> wrote:

> I can't find any atari.marketplace newsgroup, so I'm posting in this one.
> Please don't flame me for it!
>
> I've put a broken Atari Lynx up for auction. It's got a 6502 in it, so I
> imagine it counts as 8-bit. :-)
>
> http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=503609510
>
> Cheers,
>
> Jeremy.
>

7211. Custom Atari chips

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A1E3F7D.30B0170@asw.cz>
Source record: 40533

Hello!

Recently there was some discussion about serials of Atari chips.
I put all the numbers I could find on my web page.

If you want to submit some info to make it complete, I would be
interested in:
1) model type
2) TV standard
3) all the COxxxx numbers of all chips
4) number and size of memory chips
5) serials and frequencies of crystals
6) serials of system board

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

7212. Re: Atari SIO connectors or cables

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be>
Message-ID: <8vlohl$3do$1@ail.sri.ucl.ac.be>
Source record: 40534

Do you want to start selling massively on e-bay SIO2PC interfaces ???

<webmaster@cbmpan.gdynia.pl> wrote in message
news:8vl6df$9pk$1@korweta.task.gda.pl...
> If you know where to get them let me know, please.
>
> j131

7213. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A1E77EE.A272E8AC@mail.uni-mainz.de>
Source record: 40535

"Raphael J. Espino" schrieb:
>
> On Fri, 10 Nov 2000, Piotr Fusik wrote:
> > On Thu, 9 Nov 2000, Raphael J. Espino wrote:
> > > Who wants to write a HIP viewer for it? =)
> > I can do it. Just give me the source of a8jdpeg.
>
> Great, the source will be coming out very soon, maybe early next week.
> Basically the decoder as it stands will put 8 lines at a time of data of
> 256 grey levels (1 byte per pixel) at up to 320 pixels wide in a buffer.
> You can then use that data to create a HIP file, or even display the data
> immediately. But there is only about 12K of normal RAM available for the
> screen and code to do it.

Hello Raphael,
first of all, thanks for the job you have done. Now, on with the
critics:
I tested the JPG viewer and it works, but as a user I would like to have
some more comfort. How about implementing a little menu, that has the
following options: 1) Directory listing (lists dir of any drive D1: -
D9:)
2) Load Picture (JPG format)
3) Save picture (Micropainter/62 sector format)
4) Quit to DOS (any DOS should work!)
Once, a JPG is loaded it should be possibble to get back to the menu
with one keystroke. Allthough, the docs say I can press Return, ESC or
space to return, this did not work (the screen went black/blank) so I
had to re-load the viewer again to load another JPG picture... Ok,
enough of this. Just a few examples what could be done (i.e. updated).
Maybe someone is willing to do it. Unfortunately I am not a programmer,
so I can`t !! greets - Andreas

7214. Re: Hasbro restructuring - Interactive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A1E7C06.BFFE127F@mail.uni-mainz.de>
Source record: 40536

Mindfield schrieb:
>
> On Fri, 17 Nov 2000 07:36:58 -0800, "Rick Cortese"
> <ricortes@netmagic.net> drooled an embarassing wet spot in his lap as
> he typed:
>
> >I remember some of the spin going on though. I never really got into the
> >details myself, but one of the major complaints about the Jag was if it
> >really was anything other then a 16 bit system. I think what the arguments
> >boiled down to were that a 68000 was basically the main processor for the
> >system. Advanced graphic chips and all that, but everyone assumed you got
> >68000 coded games that didn't really take full advantage of the hardware.
>
> Well, apart from the 68000 being used for not much more than simple
> program logic and input handling, few if any games ever _did_ take
> full advantage of the Jag's hardware. A lot of that had to do with
> the Jag's extremely steep learning curve coupled with poor developer
> documentation and no support for C/C++ compilers, which I think is
> what ticked developers off most about it. Nevertheless, it was a
> 64-bit system. The bus was 64 bits wide, and the custom chips had
> full access to it which, by definition, makes a 64-bit system.
>
> >It probably did have a lot to do with Atari being Tramiel run at the time.
> >If Nintendo would have come out with the same thing, it would have been
> >greeted as the greatest breakthrough in video games ever.
>
> It was -- not directly because of the Tramiels themselves, but because
> although they invested in advertizing for it, it was sporadic, brief,
> and spread very thin. They spent a total of $25 million on
> advertising, which is a drop in the bucket compared to the hundreds of
> millions spent by Sony and Nintendo each. Hell, even 3DO and Sega's
> Saturn ads eclipsed Atari's at the time.
>
[snip]

Hey, maybe they should have done adverts for their adverts ?? So, any
Atari friend would have known where to find these Jaguar adverts. Anyone
ever seen the TV adverts for Jaguar ?? (where and when??) - greetings -
Andreas

7215. Desktop Systems

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 00:00:00 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <8vm0lknug1@wrath.news.nacamar.de>
Source record: 40537

Anyone interessted in a Desktop System? Check www.atarixle.de!

7216. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yvgtdl1xo.fsf@hydes.i-did-not-set--mail-host-address--so-shoot-me>
Source record: 40538

Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:
> I tested the JPG viewer and it works, but as a user I would like to have
> some more comfort. How about implementing a little menu, that has the
> following options: 1) Directory listing (lists dir of any drive D1: -
> D9:)

Yes, you're right, a better user interface is needed (someone else
suggested it too), so I've added it to my list of things to do =)
The list currently looks like this:
1) Get the colour jpeg decoder working - I've started on this one, and
it is almost there I think
2) Try to get progressive jpegs working (they don't work on the
current viewer, but can be converted using jpegtran on Unix/Windows)
3) Look into an extended memory version
4) Improve the user interface

But the source code is on the web now
(http://www.geocities.com/rjespino/atari.html) so if anyone feels like
having a stab at it then they're more than welcome.

> 2) Load Picture (JPG format)
> 3) Save picture (Micropainter/62 sector format)
> 4) Quit to DOS (any DOS should work!)
> Once, a JPG is loaded it should be possibble to get back to the menu
> with one keystroke. Allthough, the docs say I can press Return, ESC or
> space to return, this did not work (the screen went black/blank) so I
> had to re-load the viewer again to load another JPG picture...

That does sound like a bug somewhere. What version of the viewer
were you using? Was it the one with the 3 options (the beta version)
or the newer version with 7/13 options? What DOS are you using? I'm
pretty sure that it works under MyDOS 4.5, but I've not tried it under
any other DOSs. The 64K display modes in the newer version won't work
with any DOS that uses the RAM under the OS, but if that isn't the
problem then it is a bug.

> Ok,
> enough of this. Just a few examples what could be done (i.e. updated).
> Maybe someone is willing to do it. Unfortunately I am not a programmer,
> so I can`t !! greets - Andreas

Thanks for the suggestions, they're all very welcome.

7217. Re: HDD for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3a1f1159_2@news.iglou.com>
Source record: 40539

On 2000-11-23 pockets@cix.co.uk said:
>apparently there is an ide interface out there.
>other than that there were a couple of HDDs around for the 800.
>details of them escape me at the moment!
>Can someone fill in the blanks?
The MIO and Black Box are SCSI interfaces. I think the Black Box may
still be available. Check the most recent Atari 8-bit Vendors and Developers
List on deja.com.

>Pink <thepink@poczta.fm> wrote in message news:8vhlu9$5ad$1@news.
>>tpi.pl... Hi....
>> I've heard about HDD for Atari 800XL.
>> Does anobody know something about it?
>> Greetings,
>> Pink

Net-Tamer V 1.08X - Test Drive

7218. Re: Re: CTH BBS is BACK! - Part II

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 00:40:50 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <s4er1t0pj44r2gkmvtrmqq40mkc7bvel84@4ax.com>
Source record: 40530

On Thu, 23 Nov 2000 23:16:21 GMT, NoOne@FakeEmail.com (Tom Hunt)
drooled an embarassing wet spot in his lap as he typed:

>
>As it turns out, ods.org proved to be a bit unreliable. I've switched to
>another i.p. resolver. Users can now access the BBS via-
>
>telnet://cth.dtdns.net

Error! But, you might want to try dyndns.org. I've been using it for
a couple of years now ... it's sort of the successor to the old
Monolith (ml.org), and it's free (or extra services for a donation).
I've rarely ever had a problem with it in all the time I've been using
it.

There's also dhs.org, which I understand is good, but I've never tried
it myself.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

7219. Re: Web Site "Downloader"

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 01:41:52 UTC
From: "W. Kimbelton" <wlkim@home.com>
Message-ID: <AHjT5.26936$g6.10519420@news1.elmhst1.il.home.com>
Source record: 40531

Yet another is Web Reaper, which has worked decently for me.

Bill

LLpwhite wrote in message
<20001121051918.07354.00000295@ng-mg1.news.cs.com>...
>I am told that there are utilities that will download batches of data
from web
>sites rather than having to "View Source"; "Save As"; etc. Anyone
familiar
>with these and have a name of one or two?
>Thanks,
>Larry White

7220. WTB: Atari SIO connectors or cables

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 07:46:55 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <8vl6df$9pk$1@korweta.task.gda.pl>
Source record: 40532

If you know where to get them let me know, please.

j131

7221. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 19:23:59 UTC
From: DCM01@USA.NET
Message-ID: <3a1ebeae.792694@news.CIS.DFN.DE>
Source record: 40540

Raphael, in my opinion you should move the user-friendliness issues to the top of your list. The success of most software depends on user-friendliness. If you look at a company like AOL they became the success story of the 1990's because of user-friendliness.

I understand if the color jpeg feature is almost there you might want to knock it out, but after that ease-of-use is going to determine hwo many people use your program.

I certainly know you are doing this for your own personal enjoyment and I'm not saying you owe anybody any more hard work, but you did say comments were welcome!

Thanks!

On 24 Nov 2000 17:22:59 +0000, Raphael James Espino
<rje@co.umist.ac.uk> wrote:

>The list currently looks like this:
>1) Get the colour jpeg decoder working - I've started on this one, and
>it is almost there I think
>2) Try to get progressive jpegs working (they don't work on the
>current viewer, but can be converted using jpegtran on Unix/Windows)
>3) Look into an extended memory version
>4) Improve the user interface

7222. Stereo XL on 800XL Help needed!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 19:47:03 UTC
From: Dana Eckel <deckel@info-link.net>
Message-ID: <XAzT5.597$_u1.55550@news7.onvoy.net>
Source record: 40541

Hey all, I need some help here. I am working on the Stereo XL by Chuck Steinman on my 800 XL. I have made it to step 2h and I figured it would be a good time to check it out to see if the new Pokey was working with the system.
I plugged it in and turned it on. Good news is my old pokey still works great, and when I read the memory locations of the new pokey they arn't exact shadows of the old one.
Problem comes when I read the Random number generator at location 53786. I get the number 255 all the time. When I read the pots I get a value of 16. Did I remove the wrong 3K resistor? I took out R74.

Thanks for your time,
Dana

7223. Re: Which Printer for the Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-24 22:11:40 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001124171140.21282.00001524@ng-fd1.aol.com>
Source record: 40542

>"Alan Sharkis" asharkis@optonline.net

>In general, if you can find a nine-pin dot matrix printer, Epson or
>Epson-compatible, it would work better with an Atari than a 24-pin dot
>matrix printer for printing graphics. The 24-pin printers have better
>resolution than the 9-pins, and produce better NLQ text, but the proportions
>in the graphics (if you can get them to print graphics from an Atari) would
>be off.

The old Epsons and Star Geminis and Panasonics are the easiest to substitute
for the FX-100, but don't count out the 24 pin models. My Epson AP-3250 24 pin
will do 9 pin or 24 pin graphics; I had to write a new 24 pin byte rotate
routine, but the ATASCII listings are every bit as good as output from the G:
device.

-Ron

Inform everyone that communications have completely broken down.

7224. Re: Re: CTH BBS is BACK! - Part II

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-25 00:00:00 UTC
From: NoOne@FakeEmail.com
Message-ID: <8FF76296DCTHEnterprises@205.212.123.11>
Source record: 40545

mindfield@badgers.home.com (Mindfield) wrote in
<s4er1t0pj44r2gkmvtrmqq40mkc7bvel84@4ax.com>:

>telnet://cth.dtdns.net

Please give it another try and let me know if you still have any trouble.

7225. Re: I'm BAAACK!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-25 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a1fe605$0$35385$53a6afc1@news.erinet.com>
Source record: 40546

James.
Good to see you. You were'nt gone, just taking a break.
We look forward to your participation.
Russg

7226. Re: Which Printer for the Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-25 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <vsTT5.324886$4d.40445110@news02.optonline.net>
Source record: 40547

"Thomas J. Andrews" <taj16@dreamscape.com> wrote in message
news:t1ub6vsa833bfb@corp.supernews.com...
> On 22 Nov 2000 22:32:02 , "Alan Sharkis" wrote:
> >
> >In general, if you can find a nine-pin dot matrix printer, Epson or
> >Epson-compatible, it would work better with an Atari than a 24-pin dot
> >matrix printer for printing graphics. The 24-pin printers have better
> >resolution than the 9-pins, and produce better NLQ text, but the
proportions
> >in the graphics (if you can get them to print graphics from an Atari)
would
> >be off.
> >
> Hi, Alan. I was sorry to see the last Ol' Hackers newsletter in the mail
> the other day. I'm gonna miss 'em.

Yep, me too! The guys on Long Island have been meeting in each others
homes, and may continue to do so after the official close. But the
discussion these days is 85-90% PC, and I'm turning out to be the wise old
man because I have a few years on them in that department.

But, if you recall, LIAUG became a PC user group. It's now the
Nassau/Suffolk PC User Group, and I take as many local OHAUG guys out there
with me for meetings as will fit in my car. They're learning quite a bit
from those trips.

> I agree with you about the printers. I had a Gemini 10X, an Epson LX800,
> and a Star NX-1001 on my 8-bits, and they all worked fine. All were
> 9-pin printers. The Gemini wasn't completely Epson-compatible, but most
> word processors had a 10X driver readily available. I bought the Gemini in
> 1991 for $20, one LX800 in 1994 for $20(lost it to lightning in 96), the
> NX-1001 in 1996 for $15, and another LX800 at a garage sale in 1998 for
$5.
> All but the first LX800 work perfectly even yet.
>
> If you could find an HP Deskjet, Deskjet Plus, or Deskjet 500 with the
> Epson Emulator cartridge, that would work, too - and the quality would be
> much better than what you're used to. I used to prepare pages for our
> newsletter with my XE, print to disk with an Epson driver, and upload
> them to our editor to be printed with his DJ500. Worked great. They can
> print straight ASCII text without the cartridge, but AFAIK no Deskjet
> drivers were written for 8-bit programs.

IIRC, such a driver does exist someplace. Also, the earlier Epson Action
Lasers worked fairly well.

> --
>
> TJ
> Keeper of the Flame
> &
> Atari Computer Enthusiast of Syracuse

7227. Re: Re: CTH BBS is BACK! - Part II

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-25 00:00:00 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.1489d3d4c4b005e29896a1@news-east.newscene.com>
Source record: 40548

Tom,

I'm having problems running the AT1 terminal emulator on Windows 2000.
The program starts, but then returns "Run-time error '50003': Unexpected
error" after I click on the title screen. I'm guessing it's an OCX
dependency or some such. Can you send a list of DLL/OCX dependencies
and the required version numbers?

Thanks,
Oscar

7228. A message for Emmanuel Fernandes

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-25 00:00:00 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <kyXT5.673$Er5.516@news.indigo.ie>
Source record: 40549

Could you please email me back I lost your address.....This message is for
Emmanuel Fernandes in Belgium.
Or if anybody knows him please let him know that I am trying to contact
him......Regards David Matthews.
mathu@indigo.ie

7229. Need Help - broken atari 2600's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-25 00:00:00 UTC
From: Atari Joe <fjk324@aol.com>
Message-ID: <3A206D3C.3BD270F1@aol.com>
Source record: 40550
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.atari,comp.sys.atari.st.tech

atari folks,

Advice wanted: 2 atari game consoles not working.

I've have 2 Atari 2600 game consoles which I just brought out of storage. Neither of them work now, but both used to work at the time they were stored. Anyone have ideas on what component(s) might go bad after 15 years of storage?

Symptons:

1. When switched on, the TV turns from white snow to a mostly blue-ish snow (there are a few other colors visible). The sound is silent.

2. Sometimes removing the cartridge (and yes, breathing into it) & re-installing the cartridge causes small artifacts on the screen, but the screen is primarily snowy. Sometimes I also get a low frequency hum or beep.

3. When I remove the "TV-Computer" switch, and then hook the console's RCA out directly to the TV's antenna leads, the outcome is the same.. (This was done to test the continuity of the "TV-Computer" switch - apparently its OK).

Might any of you have any similar experience? Are there any common problems with stored atari systems?

Is it likely the cartridges went bad? (Unfortunately, I don't know anyone else with a working atari to test)

I'm armed with a philips screwdriver, a soldering gun, and I'm not afraid to use them :-) Any suggestions would be greatly appreciated. You may email me directly, or simply post. Thank you.

andya(at)reston.ingr.com -- substitute '@' for instead of '(at)'

7230. Re: Which Printer for the Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-25 03:07:11 UTC
From: taj16@dreamscape.com
Message-ID: <t1ub6vsa833bfb@corp.supernews.com>
Source record: 40543

On 22 Nov 2000 22:32:02 , "Alan Sharkis" wrote:
>
>In general, if you can find a nine-pin dot matrix printer, Epson or
>Epson-compatible, it would work better with an Atari than a 24-pin dot
>matrix printer for printing graphics. The 24-pin printers have better
>resolution than the 9-pins, and produce better NLQ text, but the proportions
>in the graphics (if you can get them to print graphics from an Atari) would
>be off.
>
Hi, Alan. I was sorry to see the last Ol' Hackers newsletter in the mail
the other day. I'm gonna miss 'em.

I agree with you about the printers. I had a Gemini 10X, an Epson LX800,
and a Star NX-1001 on my 8-bits, and they all worked fine. All were
9-pin printers. The Gemini wasn't completely Epson-compatible, but most
word processors had a 10X driver readily available. I bought the Gemini in
1991 for $20, one LX800 in 1994 for $20(lost it to lightning in 96), the
NX-1001 in 1996 for $15, and another LX800 at a garage sale in 1998 for $5.
All but the first LX800 work perfectly even yet.

If you could find an HP Deskjet, Deskjet Plus, or Deskjet 500 with the
Epson Emulator cartridge, that would work, too - and the quality would be
much better than what you're used to. I used to prepare pages for our
newsletter with my XE, print to disk with an Epson driver, and upload
them to our editor to be printed with his DJ500. Worked great. They can
print straight ASCII text without the cartridge, but AFAIK no Deskjet
drivers were written for 8-bit programs.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

7231. I'm BAAACK!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-25 03:39:49 UTC
From: jeking@NOSPAM.com
Message-ID: <8vnca5acn1@news.xmission.com>
Source record: 40544

Wow! After a very long hiatus, I've decided to rejoin the folds of the Atari 8bit community.

Some of you newcomers may not know me - some of you old timer`s - glad to see you again!

Since I was last online, I installed a full Frame Relay T-1 to my home, setup a dedicated FTP and email server, etc, etc, etc..

Yes, my profession relates to high end networking (Cisco routers, frame relay, VPN, network security, encryption, etc.)

I'll be putting my FTP server up for all of you to access -- there's about 700mb of Atari 8bit files. If interested, send me a note to jeking@NOSPAM.xmission.com (remove the NOSPAM part).

Keep posted for my Atari 8bit website - with cool screen shots of my awesome 130xe (576k \ Bob Puff modified) w/Black Box, etc.. system!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

7232. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_975228785@rtfm.mit.edu>
Source record: 40554
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

7233. Re: Re: CTH BBS is BACK! - Part II

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-26 00:00:00 UTC
From: NoOne@FakeEmail.com
Message-ID: <8FF86B815CTHEnterprises@205.212.123.11>
Source record: 40555

```
Thanks for pointing this out. If you find what's missing please post a
note here. Here are the objects and a reference:

Reference=*\G{00020430-0000-0000-C000-
000000000046}#2.0#0#..\..\..\..\..\WINDOWS\SYSTEM\StdOle2.tlb#OLE
Automation
Object={27395F88-0C0C-101B-A3C9-08002B2F49FB}#1.1#0; PICCLP32.OCX
Object={248DD890-BB45-11CF-9ABC-0080C7E7B78D}#1.0#0; MSWINSCK.OCX
Object={6B7E6392-850A-101B-AFC0-4210102A8DA7}#1.2#0; COMCTL32.OCX

oscar@justified.com (Oscar Fowler) wrote in
<MPG.1489d3d4c4b005e29896a1@news-east.newscene.com>:

>Tom,
>
>I'm having problems running the AT1 terminal emulator on Windows 2000.
>The program starts, but then returns "Run-time error '50003': Unexpected
>error" after I click on the title screen. I'm guessing it's an OCX
>dependency or some such. Can you send a list of DLL/OCX dependencies
>and the required version numbers?
>
>Thanks,
>Oscar
>
>
```

7234. Re: Re: CTH BBS is BACK! - Part II

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-26 00:00:00 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.148aebf9cb8526b29896a2@news-east.newscene.com>
Source record: 40556

Well, here's what my Win2K SP1 install has:

STDOLE2.TLB 2.10.3029.1
PICCLP32.OCX 6.0.84.18
MSWINSCK.OCX 6.0.88.4
COMCTL32.OCX 5.0.38.28

FYI: COMCTL32.OCX did not originally exist on my system - I had to go grab it from Microsoft's site. Surprisingly, it's not included in the downloadable VB5/VB6 runtime package. You might want to include it (or a URL to it) with AT1.

Anyway, I haven't found a solution to the problem as of yet. I'd love to troubleshoot this with you if you'd like. Please contact me via email.

Thanks,
Oscar

In article <8FF86B815CTHEnterprises@205.212.123.11>, NoOne@FakeEmail.com says...
>
> Thanks for pointing this out. If you find what's missing please post a
> note here. Here are the objects and a reference:
>
>
> Reference=*\G{00020430-0000-0000-C000-
> 000000000046}#2.0#0#..\..\..\..\..\WINDOWS\SYSTEM\StdOle2.tlb#OLE
> Automation
> Object={27395F88-0C0C-101B-A3C9-08002B2F49FB}#1.1#0; PICCLP32.OCX
> Object={248DD890-BB45-11CF-9ABC-0080C7E7B78D}#1.0#0; MSWINSCK.OCX
> Object={6B7E6392-850A-101B-AFC0-4210102A8DA7}#1.2#0; COMCTL32.OCX

7235. 65XE with PBI

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-26 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001126115227.21664.00001559@ng-fe1.news.cs.com>
Source record: 40557

I have never owned a 65XE until recently. I believed that I had read that the 65XE did NOT have the PBI (only the 600XL, 800XL, and 130XE in the U.S.). But this 65XE has a fully functional PBI, and it definitely is a 65XE. Can anyone clarify this?
Larry White

7236. Re: 65XE with PBI

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-26 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <3a2140f5.43228493@news.pipeline.com>
Source record: 40558

Larry,

The majority of the 65XE did not have a PBI, but Atari did make some
that did have it. I never opened mine to see if it was just a 130XE
without the second bank of ram, or what was inside. Probably not many
of them around though.

John

On 26 Nov 2000 16:52:27 GMT, llpwhite@cs.com (LLpwhite) wrote:

>I have never owned a 65XE until recently. I believed that I had read that the
>65XE did NOT have the PBI (only the 600XL, 800XL, and 130XE in the U.S.). But
>this 65XE has a fully functional PBI, and it definitely is a 65XE. Can anyone
>clarify this?
>Larry White

7237. Looking for some 8-bit games, have heavy stuff FT

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-26 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <8vrk6k$pq5$1@nnrp2.phx.gblx.net>
Source record: 40559
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic

I am looking for any Atari 8-bit Ultima game complete, Alley Cat complete, Archon II complete, Super Zaxxon loose cart, and Satan's Hollow loose cart.

I have Atari Jaguar Aircars shrinkwrapped, Jaguar Battlesphere like new complete, Atari 8-bit Hypnotic Lands cart with manual/leaflet, Colecovision Slurpy with manual, Colecovision Q-Bert's Qubes near mint with manual ALL ORIGINAL!, Colecovision Mr. Do's Castle complete in like new box, Atari 2600 Crazy Climber, 2600 Rubik's Cube, 2600 Pengo like mint w/manual, and other stuff.

Please only e-mail me if you have something I need and want to trade, and don't try to trade me Super Zaxxon for everything on my whole trade list, we need to remain reasonable and trade one/one equal rarity/value. ;).
Thanks! -Satcom2

7238. Dead Basic XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-26 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001126133135.22510.00001770@ng-bk1.news.cs.com>
Source record: 40560

I have recently encountered my second "dead" Basic XE supercart. That's 2 out of 5. The usual stuff like cleaning the contacts and reseating the ROM/Eprom does no good. Anyone have any experience or an educated guess about what dies in these things? My original cart that I bought new is still going strong. Although the case is a little the worse for wear. But I have improved my case surgery technique over the years... :-)
Larry White

7239. Re: Desktop Systems

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-26 00:00:00 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <8vs3r5$vi6$1@wrath.news.nacamar.de>
Source record: 40561

witch page do you wish, I would translate?

<ae2598@wayne.edu> schrieb im Newsbeitrag
news:Pine.GSO.3.95.1001126001009.2586E-100000@mail4.wayne.edu...
> I wish I could speak your language, I'd like to read some of the pages on
> your site!
>
> On Fri, 24 Nov 2000, Mirko Sobe wrote:
>
> > Anyone interessted in a Desktop System? Check www.atarixle.de!
> >
> >
> >
> >
> >
>
>

7240. Tiny-C from OSS

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-26 00:28:16 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <AOYT5.3507$A26.176127@sjc-read.news.verio.net>
Source record: 40551

Anybody have any info on the "Tiny-C"
from OSS mentioned in the FAQ?

Anybody want to get rid of a copy?

7241. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-26 04:39:55 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <vu0U5.4050$24.370389@news0.telusplanet.net>
Source record: 40552
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.toys,rec.toys.misc,rec.toys.vintage

To respond to this message, please use the enclosed email address rather than your reply button. Dealer enquiries are welcome.

- Last Updated 11/25/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - 2 units left
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

7242. Re: Desktop Systems

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-26 05:10:59 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1001126001009.2586E-100000@mail4.wayne.edu>
Source record: 40553

I wish I could speak your language, I'd like to read some of the pages on
your site!

On Fri, 24 Nov 2000, Mirko Sobe wrote:

> Anyone interessted in a Desktop System? Check www.atarixle.de!
>
>
>
>
>

7243. Re: I'm BAAACK!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <8vsk2l$me1$1@nnrp1.deja.com>
Source record: 40570

In article <8vnca5acn1@news.xmission.com>,
jeking@NOSPAM.com wrote:
> Wow! After a very long hiatus, I've decided to rejoin the folds of the
> Atari 8bit community.
>

Why, feel like slumming it?

> Some of you newcomers may not know me - some of you old timer`s -
glad to
> see you again!
>
Define 'newcomer'....

> Since I was last online, I installed a full Frame Relay T-1 to my
home,
> setup a dedicated FTP and email server, etc, etc, etc..

So what exactly does that have to do with 8bit atari's?

>
> Yes, my profession relates to high end networking (Cisco routers,
frame
> relay, VPN, network security, encryption, etc.)

Well give yourself a great big slap on the back for me!

>
> I'll be putting my FTP server up for all of you to access -- there's
about
> 700mb of Atari 8bit files. If interested, send me a note to
> jeking@NOSPAM.xmission.com (remove the NOSPAM part).

What would be better is a 300 baud BBS with a toll free number!

>
> Keep posted for my Atari 8bit website - with cool screen shots of my
> awesome 130xe (576k \ Bob Puff modified) w/Black Box, etc.. system!
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>
>

Please forgive me if there is a sound of contempt here, but I just
can't stand lamers who brag about their jobs as 'IT professionals'.
Most are nothing but web page designers that can barely code HTML.
I didn't start this forum, but from what I can see is that it is a
sanctuary for those who love retro computing to escape the world of
business2business nerds. I fail to see how your home T1 (ridiculously
overvamped) can benefit the 8bit community. I first accessed the
'internet' in 1979 on a 8bit machine running at 300 baud. Back then
there were no Javascript applets, banner ads, pepsi.com, or anything
else that even suggested spending money. Nowadays thats all the
internet has become- one gigantic freakin commercial! And it's people
like you sir (your probably still in your 20's by the look of your
posting signature) that are nothing but big fat ad execs- trying to get
the little people to spend their money on your crappy product! I
digress- as for your 700 megs of atari files, I've already downloaded
over 800 megs from various 'true enthusiasts' sites. These sites show a
general love and caring for the old machines and their focus is not on
how fat of a wire is drilled in their bedroom wall. I noticed that you
had to have somebody else modify your 8bit with 576k. You must have
been real clever to pull that one off... Most everyone I know that are
'true enthusiasts' do their own mods. And even more importantly what is
the purpose of 576k in a 130xe anyway? There was never a line of code
written for an xe with that much memory, do you write your own 8bit
code to take advantage of that memory? I doubt it. I guess the only
purpose for that would be to show off, just like that T1 connection
next to your vanity table. No hard feelings, I just hate 'IT
professionals'.
--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com http://www.deja.com/
Before you buy.

7244. Re: Custom Atari chips

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A222D2D.BE34E706@asw.cz>
Source record: 40571

Mark Bedingfield wrote:
>
> You little ripper :-)

Eh?

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

7245. Re: Emulator supporting 2 PC-Sticks ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.21.0011271114550.27217-100000@elektron.elka.pw.edu.pl>
Source record: 40572

On Mon, 27 Nov 2000, William Kendrick wrote:

> I'd like to see Atari800 support a 2nd firebutton on PC joysticks
> (they can be interpreted by the emulated Atari in the same way that
> the "C" button on a Sega game pad is... as one of the paddle pots).
You press 2nd button and PADDLE(0) is zero?
I've heard right button in ST/Amiga mouse can be handled this way, anyone
knows about it?

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_____ "64 KB should be enough for everyone" /

7246. FA: Shiloh civil war game (SSI) for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: bozokitty@mindspring.com
Message-ID: <3a22346f.17296072@news.mindspring.com>
Source record: 40573
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit

I have an almost-new copy of "SHILOH: Grant's Trial in the West" by
Strategic Simulations, Inc. up for auction on eBay. If you're
interested, there are still four days to go. Here's the link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=506127487

Thanks!

/___/\
| O O |
=(_)=
U

bozokitty@mindspring.com

7247. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8vtdnnatt6@nets3.rz.RWTH-Aachen.DE>
Source record: 40574

Howdy Dan, folks

>I understand if the color jpeg feature is almost there you might want
>to knock it out, but after that ease-of-use is going to determine hwo
>many people use your program.

I believe both features and user interface should be good. After all, ease of use is nothing if you can't use it for what you want/need it for. :-)

CU Mathy van Nisselroy (who really wanted a GOOD JPEG
viewer (like this one) and is really happy now and is waiting for somebody to write him a NetCam driver. He has no use for such a thing except that he wants to be able to say it: "see, that can be done on the 8 bit Atari too"

7248. My page updated!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A2237CB.63645671@asw.cz>
Source record: 40575

Hello!

I've added schematics for Turbo 2000 datasette upgrade.
I also remodeled 'cartridge' page a bit, HTMLized John Picken's article
about XL/XE memory and added another article about OSS supercarts.
Not mentioning the 'chips' page I announced previous week.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

7249. Re: CM8833 (Schematics part B)

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8vtdvjatt7@nets3.rz.RWTH-Aachen.DE>
Source record: 40576
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Howdy folks

>The Philips CM8833 monitor I have came with the schematics. Unfortunately,
>part B is missing. Does anybody have that? In electronic format?

I've found it. A guy living in my own home town sent it to me as a JPEG.

Thanks.

CU Mathy van Nisselroy

7250. Re: Using 30pin SIMMS on 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8vteceatt8@nets3.rz.RWTH-Aachen.DE>
Source record: 40577

Howdy Curt

> Cool, 1MB? Hey, where is Bob these days, hey Bob!!! Where are you???

I'm working on a 1MB upgrade which uses 30 pin SIMMs. It's 99.9% 130XE compatible. You will be able to use the separate ANTIC and CPU access, don't need a lot of switches or lose BASIC or the SELFTEST or Missile Command (on the XEGS). What you won't be able to do is switch BASIC and the OS ROM around WHILE ACCESSING THE EXPANDED RAM.

CU Mathy van Nisselroy

PS soldering wires to 30 pins is NOT fun.
PPS ok, ok, so we only need 27. Or actually only 25.

7251. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A223E0A.3B450ED3@mail.uni-mainz.de>
Source record: 40578

Raphael James Espino schrieb:
>
> Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:
> > I tested the JPG viewer and it works, but as a user I would like to have
> > some more comfort. How about implementing a little menu, that has the
> > following options: 1) Directory listing (lists dir of any drive D1: -
> > D9:)
>
> Yes, you're right, a better user interface is needed (someone else
> suggested it too), so I've added it to my list of things to do =)
> The list currently looks like this:
> 1) Get the colour jpeg decoder working - I've started on this one, and
> it is almost there I think
> 2) Try to get progressive jpegs working (they don't work on the
> current viewer, but can be converted using jpegtran on Unix/Windows)
> 3) Look into an extended memory version
> 4) Improve the user interface
>
> But the source code is on the web now
> (http://www.geocities.com/rjespino/atari.html) so if anyone feels like
> having a stab at it then they're more than welcome.
>
> > 2) Load Picture (JPG format)
> > 3) Save picture (Micropainter/62 sector format)
> > 4) Quit to DOS (any DOS should work!)
> > Once, a JPG is loaded it should be possibble to get back to the menu
> > with one keystroke. Allthough, the docs say I can press Return, ESC or
> > space to return, this did not work (the screen went black/blank) so I
> > had to re-load the viewer again to load another JPG picture...
>
> That does sound like a bug somewhere. What version of the viewer
> were you using? Was it the one with the 3 options (the beta version)
> or the newer version with 7/13 options? What DOS are you using? I'm
> pretty sure that it works under MyDOS 4.5, but I've not tried it under
> any other DOSs. The 64K display modes in the newer version won't work
> with any DOS that uses the RAM under the OS, but if that isn't the
> problem then it is a bug.
>
> > Ok,
> > enough of this. Just a few examples what could be done (i.e. updated).
> > Maybe someone is willing to do it. Unfortunately I am not a programmer,
> > so I can`t !! greets - Andreas
>
> Thanks for the suggestions, they're all very welcome.

Hello Raphael,
the posting refered to the older version (0.1 or so) which only supported 3 modes. Now, the newer version (0.3) is much better and has less bugs. I would still like to have a menu that includes a directory listing and a Micropainter (62 sector format) save option for non-interlaced modes. greets - Andreas

7252. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A223EF4.2C9A0D89@mail.uni-mainz.de>
Source record: 40579

Thorsten Guenther schrieb:
>
> In <bkSQ5.109100$py.12697612@typhoon.we.rr.com> "Luis Vasquez" wrote:
> >Oh, ok, I didn't know that they were different. Thanx for the info, I could
> >have ended up buying a drive for nothing. Where can I buy a Double-Density
> >drive for a cheap price?
>
> a) Get a stock 1050 and an add-on solution like "Speedy 1050" (AFAIK
> the ABBUC now has its hands on this one) or
>
> b) get another drive like those already mentioned in this thread.
>
> Thorsten

Alas,
Speedy 1050 is PAL only !! (Maybe someone can fix this) -andreas

7253. Re: 65XE with PBI

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8vtf0latt9@nets3.rz.RWTH-Aachen.DE>
Source record: 40580

Howdy Larry, John, folks

>The majority of the 65XE did not have a PBI, but Atari did make some
>that did have it. I never opened mine to see if it was just a 130XE
>without the second bank of ram, or what was inside. Probably not many
>of them around though.

They probably are. If you do open them, could you check out how many RAM
chips there are inside?

CU Mathy van Nisselroy

7254. Re: Desktop Systems

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <8vtf16$18f7$1@wrath.news.nacamar.de>
Source record: 40581

try www.12move.de/home/atarixle and press the reload button on your browser
100 times until the site is loaded completly. The server (12move) is shit,
I'm looking for a new one.

"William Kendrick" <nbs@bolt.sonic.net> schrieb im Newsbeitrag
news:R7oU5.969$Y3.43907@typhoon.sonic.net...
> Mirko Sobe <atarixle@12move.de> wrote:
> : Anyone interessted in a Desktop System? Check www.atarixle.de!
>
> All links appear to be broken (taking a coffee break :))
>
> -bill!
>
>

7255. GIF of FlashROM for BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <8vtfcgatt10@nets3.rz.RWTH-Aachen.DE>
Source record: 40582

Howdy folks

I will post the GIF of the FlashROM upgrade developed by Matthias Belitz on alt.binaries.atari in a second.

CU Mathy van Nisselroy

7256. Re: 65XE with PBI

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A2242C6.39898860@mail.uni-mainz.de>
Source record: 40583

John Hardie schrieb:
>
> Larry,
>
> The majority of the 65XE did not have a PBI, but Atari did make some
> that did have it. I never opened mine to see if it was just a 130XE
> without the second bank of ram, or what was inside. Probably not many
> of them around though.
>
> John
>
> On 26 Nov 2000 16:52:27 GMT, llpwhite@cs.com (LLpwhite) wrote:
>
> >I have never owned a 65XE until recently. I believed that I had read that the
> >65XE did NOT have the PBI (only the 600XL, 800XL, and 130XE in the U.S.). But
> >this 65XE has a fully functional PBI, and it definitely is a 65XE. Can anyone
> >clarify this?
> >Larry White

Well,
all PAL XEs Atari made do have the PBI. Maybe you found a PAL version
(or there are also some NTSC versions that include it). -Andreas

7257. Fast sector copier

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A225158.8DEE39FB@asw.cz>
Source record: 40584

Hello!

I'm looking for fast sector copier. It should:
1) read SD, MD, DD diskettes and automatically recognize them even on
XF551
2) skip invalid sectors
3) display its progress
4) read in fast XF551 mode
5) use extended memory (130XE is okay)
6) write in 'normal' speed (I don't have registered APE)

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

7258. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <8vttsbcqo1@news.xmission.com>
Source record: 40585

Barry Smith <bsmith99@mindspring.com> wrote:

For expansion options, the 130xe can't be beat... Just ensure you get the
keyboard upgraded and buy a used socketed motherboard for easy mods.

> in your opinion which is the best Atari computer to get? I have never had an
> Atari system and was thinking about getting one. Which is better, the 800,
> 800Xl or 1200XL?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

7259. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <8vttv0cqo2@news.xmission.com>
Source record: 40586

If you have a PR:C or 850 and/or BlackBox, just null modem the files
from your PC to your 8bit.. Easier than trying to do the diskette
thing.

Luis Vasquez <luisv@mediaone.net> wrote:
> I was wondering if it's possible to copy Atari 8-bit games and programs from
> a PC to a 65XE using disks, with no SIO2PC cable. I am thinking about
> getting a disk drive for my 8-bit to play games, but I don't know if I could
> copy from a PC with the games on it (atr files).

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

7260. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Matthias Belitz <matthias.belitz@gmx.net>
Message-ID: <3A228ABA.C5E834C9@gmx.net>
Source record: 40587

Andreas Magenheimer schrieb:

> Thorsten Guenther schrieb:
> >
> > In <bkSQ5.109100$py.12697612@typhoon.we.rr.com> "Luis Vasquez" wrote:
> > >Oh, ok, I didn't know that they were different. Thanx for the info, I could
> > >have ended up buying a drive for nothing. Where can I buy a Double-Density
> > >drive for a cheap price?
> >
> > a) Get a stock 1050 and an add-on solution like "Speedy 1050" (AFAIK
> > the ABBUC now has its hands on this one) or
> >
> > b) get another drive like those already mentioned in this thread.
> >
> > Thorsten
>
> Alas,
> Speedy 1050 is PAL only !! (Maybe someone can fix this) -andreas

Hallo,

anyone able to tell me, why the disk-drive should care about the video-mode ?

Thanx, Matt

7261. Re: GIF of FlashROM for BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Matthias Belitz <matthias.belitz@gmx.net>
Message-ID: <3A228D66.65F8CEA0@gmx.net>
Source record: 40588

Hallo Mathy,

why did you not ask me to publish the whole packet including software and
description, when you asked for the picture some days ago ?
So I would have told you, that I have got no permission of Bob Puff so far
...

Bye,
Matt

Mathy Van Nisselroy schrieb:

> Howdy folks
>
> I will post the GIF of the FlashROM upgrade developed by Matthias Belitz on
> alt.binaries.atari in a second.
>
> CU Mathy van Nisselroy

7262. Re: Skilled Programmers Needed!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.21.0011271835250.1886-100000@eos>
Source record: 40589

Hi,
the project sounds interessting. Let me know how I can help you!

daniel

On Thu, 16 Nov 2000, Daniel Dallmann wrote:

> There is some work in progress to port LUnix NG (description below) to
> 8Bit Atari Computers (those with 65xx-CPU) - we badly need skilled
> programmers (assembly language) to push the project.
>
>
> LUnix (little UNIX) is an operating system for the Commodore64.
> It supports TCP/IP networking (SLIP or PPP using a RS232 interface).
> LUnix aims to look and feel like UNIX.
>
>
> Some of LNG's key features (unordered)
>
> Preemptive multitasking (up to 32 tasks, 7 priorities)
> Dynamic memory management (in chunks of 256 or 32 bytes)
> Runtime code relocation
> IPC (inter process communication) through pipes
> IPC through signals
> (minimal) REU support
> SCPU compatible
> Hardware stack swapping (C128 only)
> 256K RAM C128 compatible
> 30 standard applications available
> Support for standard RS232 userport interface
> Support for swiftlink RS232 interface
> Virtual consoles
> Hardware accelerated 80 columns console on C128 in C64 mode
> Native C128 version available
> (simple) command shell (with history function)
> Support for CBM (IEC bus) devices (e.g. 1541)
> Open source, comes with all needed (cross-) development tools
> Widely configurable for your needs
> LNG can be terminal and terminal server (RS232)
> Support for SLIP packet encapsulation over serial links
> Support for PPP (packet encapsulation) over serial links
> Loop back packet driver for off-line client-server trials
> TCP/IP stack (and clients for telnet and ftp)
> Support for the DFC77 receiver (radio-transmitted time signal in
> germany)

> Simple Webserver
>
>
> Project Homepage:
> http://sourceforge.net/projects/lng
>
>

7263. Re: HDD for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Andreas Mischka <Andreas.Mischka@t-online.de>
Message-ID: <8vudob$9gl$05$1@news.t-online.com>
Source record: 40590

Hi,

take look at the ABBUC Homepage. There you can find a lot of REAL good
expansions for the
small ATARI. http://www.atari-computer.de/abbuc/

Andi

/Member of ABBUC/

7264. Re: Emulator supporting 2 PC-Sticks ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <KCzU5.1009$Y3.45779@typhoon.sonic.net>
Source record: 40591

Piotr Fusik <pfusik@elka.pw.edu.pl> wrote:
: On Mon, 27 Nov 2000, William Kendrick wrote:

:> I'd like to see Atari800 support a 2nd firebutton on PC joysticks
:> (they can be interpreted by the emulated Atari in the same way that
:> the "C" button on a Sega game pad is... as one of the paddle pots).
: You press 2nd button and PADDLE(0) is zero?
: I've heard right button in ST/Amiga mouse can be handled this way, anyone
: knows about it?

As seen in GEMDROP.ACT:

```
If PADDL0=228 And Controller=SEGA Then SegaFire=0
Else SegaFire=1
Fi
```

The "0" and "1" here are meant to duplicate the meaning of the STRIG's.
So, if PADDL0=228, then that means the "C" firebutton on the Sega Controller
is pressed.

-bill!

7265. Re: Custom Atari chips

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <YdCU5.8341$GW5.49010@news-server.bigpond.net.au>
Source record: 40592

Aussie talk, it means thanks.....

Mark

"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3A222D2D.BE34E706@asw.cz...
> Mark Bedingfield wrote:
> >
> > You little ripper :-)
>
> Eh?
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

7266. Unopened "Aircars" Jag game for trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <8vv917$bo3$1@nnrp1.phx.gblx.net>
Source record: 40593
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic

OK I have a shrinkwrapped Aircars for trade! The following two items together are all I will take in return, I know it is rather specific but there must be an Atarian out there willing to part with these two games for a good solid trade like this.

Atari 800xl Alleycat disk game complete
Atari 800xl Super Zaxxon cart loose or complete

If you have neither of these please don't email me at all.

E-mail me and let me know. I may consider one of these items and cash, or one of these items and something else rare and cool for a trade.
Thanks! -Satcom2

7267. Re: Killer 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t26h5iqsnanua8@corp.supernews.com>
Source record: 40594

Most often => power supplies. They don't always quit all at once, they just
start dropping voltage and output current.
"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:ySGU5.8571$GW5.50570@news-server.bigpond.net.au...
> What is the most common cause of dead 130XE's, I have replaced most of the
> major custom chips, and even a few dodgey ram chips. All it produces is a
> black screen and what looks like a brief sync signal, then nothing.
> Occasionally the sound chip will give a beep. Any Ideas??
>
> Mark - again
>
> --
> **
> Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
> SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
> Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
> Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> 6 more Atari's a Couple of Mac's and a few crappy pc's.
> Mark Bedingfield, mark@baypc.com.au
> **
>
>
>

7268. Re: Fast sector copier

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Anthony Ramos <aramos@hyperreal.org>
Message-ID: <B6488C1E.472E%aramos@hyperreal.org>
Source record: 40595

in article 3A225158.8DEE39FB@asw.cz, Jindrich Kubec at kubecj@asw.cz wrote
on 11/27/00 4:19 AM:

> Hello!
>
> I'm looking for fast sector copier. It should:
> 1) read SD, MD, DD diskettes and automatically recognize them even on
> XF551
> 2) skip invalid sectors
> 3) display its progress
> 4) read in fast XF551 mode
> 5) use extended memory (130XE is okay)
> 6) write in 'normal' speed (I don't have registered APE)

I always used CopyMate 4.4. At least I _think_ that was the version number.
Definitely does 2, 3, 5, and 6 above. I don't know about 4, my XF551 was US
Doubled.

I don't think you'll find one program that's best at all three densities. In
the (rare) case that I had to copy a dual-density disk, I used CopyMate 3.7
instead.

Good luck!

--
Anthony Ramos_____
600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ___________interactive art .. image synthesis

7269. Re: Dead Basic XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 00:00:00 UTC
From: Deja User <chainsaw11@my-deja.com>
Message-ID: <200011280633.WAA10904@mail24.bigmailbox.com>
Source record: 40596

I found out that many of the eproms used in cartridges are just that EPPROMS- meaning that they can still be erased whether by static elec. , U.V. light or a power surge. Maybe the answer- I dunno.

>From: olavese@online.no
>Subject: Re: Dead Basic XE's
>Date: Mon, 27 Nov 2000 07:19:24 +0100
>To: comp.sys.atari.8bit@list.deja.com
>Reply-To: comp.sys.atari.8bit@list.deja.com
>
> Message from the Deja.com forum:
> comp.sys.atari.8bit
> Your subscription is set to individual email delivery
> This message was sent to chainsaw11@my-dejanews.com
> Deja.com: Best way to buy a PC
> http://www.deja.com/channels/channel.xp?CID=13031
>>
>Well, I had the same problem with Rally Speedway. It just wouldn't work. I
>have no idea what made it not work, but tested to put the cartridge all the
>way in and wriggling it out a little bit and now it works.
>
>Made the contacts doesn't meet the contacts inside the computer ?
>
>"LLpwhite" <llpwhite@cs.com> wrote in message
>news:20001126133135.22510.00001770@ng-bk1.news.cs.com...
>> I have recently encountered my second "dead" Basic XE supercart. That's 2
>out
>> of 5. The usual stuff like cleaning the contacts and reseating the
>ROM/Eprom
>> does no good. Anyone have any experience or an educated guess about what
>dies
>> in these things? My original cart that I bought new is still going
>strong.
>> Although the case is a little the worse for wear. But I have improved my
>case
>> surgery technique over the years... :-)
>> Larry White
>
>
>
>
>
> ---
> Deja.com: Before you buy.

> http://www.deja.com/
> * To modify or remove your subscription, go to
> http://www.deja.com/edit_sub.xp?group=comp.sys.atari.8bit
> * Read this thread at
> http://www.deja.com/thread/%3CJ2nU5.4312%245H3.118856%40news1.oke.nextra.no%3E

Linux is like a wigwam, no gates, no windows, just an apache inside!!
8-)

--== Sent via Deja.com http://www.deja.com/ ==--
Before you buy.

Sent via Deja.com http://www.deja.com/
Before you buy.

7270. Re: Custom Atari chips

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 02:16:31 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <3ujU5.6160$GW5.39292@news-server.bigpond.net.au>
Source record: 40562

You little ripper :-)

Mark

"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3A1E3F7D.30B0170@asw.cz...
> Hello!
>
> Recently there was some discussion about serials of Atari chips.
> I put all the numbers I could find on my web page.
>
> If you want to submit some info to make it complete, I would be
> interested in:
> 1) model type
> 2) TV standard
> 3) all the COxxxx numbers of all chips
> 4) number and size of memory chips
> 5) serials and frequencies of crystals
> 6) serials of system board
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

7271. Re: Dead Basic XE's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 06:19:24 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <J2nU5.4312$5H3.118856@news1.oke.nextra.no>
Source record: 40563

Well, I had the same problem with Rally Speedway. It just wouldn't work. I have no idea what made it not work, but tested to put the cartridge all the way in and wriggling it out a little bit and now it works.

Made the contacts doesn't meet the contacts inside the computer ?

"LLpwhite" <llpwhite@cs.com> wrote in message news:20001126133135.22510.00001770@ng-bk1.news.cs.com...
> I have recently encountered my second "dead" Basic XE supercart. That's 2 out
> of 5. The usual stuff like cleaning the contacts and reseating the ROM/Eprom
> does no good. Anyone have any experience or an educated guess about what dies
> in these things? My original cart that I bought new is still going strong.
> Although the case is a little the worse for wear. But I have improved my case
> surgery technique over the years... :-)
> Larry White

7272. New GemDrop screenshots

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 07:32:16 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <46oU5.968$Y3.43907@typhoon.sonic.net>
Source record: 40564
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I was just playing around with version 1.0.4 of "Atari800," the excellent
Atari 800 emulator (works with Linux! ;)).

I noticed it has a new "interlaced screenshot" feature, so I couldn't
resist making new shots of my interlaced game, "GemDrop."
(My old images were mostly digital photo stills of a TV... ick!)

See them and enjoy!

http://www.newbreedsoftware.com/gemdrop/

And if you have Linux, Windows, MacOS or BeOS (and a development environment),
don't forget "GemDropX," the C port of GemDrop (which was originally
written in Action!).

http://www.newbreedsoftware.com/gemdrop/x/

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

(Slowly.. oh, so slowly, returning to the Atari 8-bit scene)

7273. Re: Desktop Systems

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 07:34:09 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <R7oU5.969$Y3.43907@typhoon.sonic.net>
Source record: 40565

Mirko Sobe <atarixle@12move.de> wrote:
: Anyone interessted in a Desktop System? Check www.atarixle.de!

All links appear to be broken (taking a coffee break :))

-bill!

7274. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 07:36:15 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <P9oU5.970$Y3.43907@typhoon.sonic.net>
Source record: 40566

Barry Smith <bsmith99@mindspring.com> wrote:
: Hello group,

: in your opinion which is the best Atari computer to get? I have never had an
: Atari system and was thinking about getting one. Which is better, the 800,
: 800Xl or 1200XL?

The 1200XL has the best keyboard and case of them all. Lotsa room under
the hood, the nice "wrist rest" which most PC keyboards still don't have(!!)

The OS is a little borked, though, so it's best to replace it with a newer
(later XL or XE) OS, or one of the spiffy and featureful alternative OSes
out there.

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

XL Search - the Atari 8-bit file search engine
http://www.newbreedsoftware.com/xlsearch/

7275. Re: Emulator supporting 2 PC-Sticks ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 07:43:30 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <CgoU5.971$Y3.43862@typhoon.sonic.net>
Source record: 40567

Michael Geyer <geyer@mpia-hd.mpg.de> wrote:
: Hi there !

: Is there any Atari emulator (PC) that supports 2 PC-Joysticks ?

I'd like to see Atari800 support a 2nd firebutton on PC joysticks
(they can be interpreted by the emulated Atari in the same way that
the "C" button on a Sega game pad is... as one of the paddle pots).

_I_ just want to be able to play GemDrop under Atari800 on my Linux box
with my sega-gamepad-like PC gamepad. :)

-bill!

7276. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 07:47:37 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <tkoU5.972$Y3.43862@typhoon.sonic.net>
Source record: 40568

Vinnie Rinaldi <vinrin57@optonline.net> wrote:
: My 2cents? I think Hasbro's done a terrible job... I see the price, and the
: packaging, of their 'retro' packs at clubs like Sam's, and Price Club...too
: little value for the price...

I agree.. I'd love to buy some of the remake CDs for the PSX, but they're
like $40!!!

Also, I think it's downright BLASPHEMY what they did with Missile Command!
The point of Missile Command was _NOT_ -offense!- <sigh>

-bill!

7277. Re: Hasbro restructuring - Interactive games div to be sold?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-27 07:51:41 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <hooU5.973$Y3.43862@typhoon.sonic.net>
Source record: 40569

Mindfield <mindfield@badgers.home.com> wrote:

: Not possible, unfortunately, for an abundance of reasons I discussed
: in the ST newsgroup. Primarily, there's just no room in the market
: for a new computer system. Everyone's already firmly entrenched in
: either the Mac or PC camps. They've become the de facto standards of
: computing, and anything that's not compatible with one or the other
: (but Wintel in particular) just won't sell. We're living in an age of
: supercomputing, where machines outdate themselves every other hour,
: and where everyone expects everything yesterday. No one's going to
: want a new platform that they'll have to start all over again in. And
: that's just one of the reasons.

Well, there _IS_ the Indrema. :) It's Intel-based, like MS's X-Box.
Except one key feature: It uses Linux.

The coolest part about this console is that one can write and distribute
'free' games for the box. It's going to be a hobbiest's dream, and will
end up with tons and tons of fun non-commercial games, just like
DOS/Windows/MacOS/Linux did.

For info, see: http://www.indrema.com/ and http://idn.indrema.com/

-bill!

7278. Re: Emulator supporting 2 PC-Sticks ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.21.0011281024340.22842-100000@elektron.elka.pw.edu.pl>
Source record: 40452

On Mon, 27 Nov 2000, William Kendrick wrote:

> As seen in GEMDROP.ACT:
>
> If PADDL0=228 And Controller=SEGA Then SegaFire=0
> Else SegaFire=1
> Fi
>
> The "0" and "1" here are meant to duplicate the meaning of the STRIG's.
> So, if PADDL0=228, then that means the "C" firebutton on the Sega Controller
> is pressed.

What should be PADDL0 if the button is not pressed? I see anything
except 228 works with GEMDROP, but I'd like to know the real value to
be put into emulator (is it 0?).
Can anything more be read on Sega Controller? Only joystick+fire and
"C" button? I guess the controller has lots of buttons. :)

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_____ "64 KB should be enough for everyone" /

7279. Re: Emulator supporting 2 PC-Sticks ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <u9LU5.1071$Y3.49072@typhoon.sonic.net>
Source record: 40453

Piotr Fusik <pfusik@elka.pw.edu.pl> wrote:
:> The "0" and "1" here are meant to duplicate the meaning of the STRIG's.
:> So, if PADDL0=228, then that means the "C" firebutton on the Sega Controller
:> is pressed.
: What should be PADDL0 if the button is not pressed? I see anything
: except 228 works with GEMDROP, but I'd like to know the real value to
: be put into emulator (is it 0?).
: Can anything more be read on Sega Controller? Only joystick+fire and
: "C" button? I guess the controller has lots of buttons. :)

I don't remember. I _think_ it's set to 0 if the controller is plugged
in and the C firebutton is up. (This can be a useful way to detect
whether one is hooked up when the game starts.)

Without any other hacking, a normal Sega Genesis controller works fine
on an Atari, and you can detect the directional pad (stick), B button
(fire) and C button (paddle0 low/hi).

-bill!

7280. Re: Killer 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <900d8d$6c3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 40454

Howdy Mark

If you have a scope or have a buddy (m/f) who has one, get yourself SAMs 130XE service manual. Either via http://www.best-electronics-ca.com or via (if a xerox-copy is enough) j.kuep@gmx.de. He does the 'schematics service/Bauplanservice' for the ABBUC (http://www.atari-computer.de/abbuc).

I got them via Joost Kuep. Haven't tried them because I don't have a scope, but it looks like SAMs manuels could really help out here.

CU Mathy van Nisselroy

7281. Re: Killer 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t27gt64jbpkbef@corp.supernews.com>
Source record: 40455

I'd just about bet it isn't socketted either.

If the thing hasn't seen a lot of use lately, I would first leave it on overnight then try rebooting it.

In my personal order of things to look at, it would probably go something like RAM, GTIA, ROM, CPU. If the CPU is Rockwell made in Mexico, I would move it to the top of the list.

The reason for this is the GTIA generates the system clock which feeds directly into the CPU. The "brief sync signal" you are seeing is probably the system running long enough to get started =>out of ROM, but crashing when it starts making use of RAM. There are still half a dozen other things that could do the same thing, but that is the most likely candidate.

On a working 8 bit you can actually remove the PIA and POKEY<?> and they will still boot.
"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:uOHU5.8624$GW5.51532@news-server.bigpond.net.au...
> Tried several supplies with no luck:-(
>
> Mark
>
>
> "Rick Cortese" <ricortes@netmagic.net> wrote in message
> news:t26h5iqsnanua8@corp.supernews.com...
> > Most often => power supplies. They don't always quit all at once, they
> just
> > start dropping voltage and output current.
> > "Mark Bedingfield" <mark@baypc.com.au> wrote in message
> > news:ySGU5.8571$GW5.50570@news-server.bigpond.net.au...
> > > What is the most common cause of dead 130XE's, I have replaced most of
> the
> > > major custom chips, and even a few dodgey ram chips. All it produces
is
> a
> > > black screen and what looks like a brief sync signal, then nothing.
> > > Occasionally the sound chip will give a beep. Any Ideas??
> > >
> > > Mark - again
> > >
> > > --
> > > ***
> > > Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
> > > SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom

> > > Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
> > > Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> > > 6 more Atari's a Couple of Mac's and a few crappy pc's.
> > > Mark Bedingfield, mark@baypc.com.au
> > > **********
> > >
> > >
> > >
> >
> >
>
>

7282. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y3dgc5bbe.fsf@hydes.sna.co.umist.ac.uk>
Source record: 40456

Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:
> > > Once, a JPG is loaded it should be possibble to get back to the menu
> > > with one keystroke. Allthough, the docs say I can press Return, ESC or
> > > space to return, this did not work (the screen went black/blank)
> the posting refered to the older version (0.1 or so) which only
> supported 3 modes. Now, the newer version (0.3) is much better and has
> less bugs.

pheeeww, you had me worried there for a while =)

> I would still like to have a menu that includes a directory
> listing and a Micropainter (62 sector format) save option for
> non-interlaced modes.

OK, I'll add those to the next version. Can someone remind me what
the header for a Micropainter file looks like?

Thanks

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

7283. Help on 800 anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: "Richard S. Plymale" <g2000@knology.net>
Message-ID: <3A23D993.4B48BEA8@knology.net>
Source record: 40457

I have an 800 I powered up one day. The power indicator on the keyboard came on then back off then nothing. I tried again, same thing. Any suggestions? Any replacement motherboards? Any ideas?
Thanks in advance,
Stan
g2000@knology.net

7284. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y1yvw58h8.fsf@hydes.sna.co.umist.ac.uk>
Source record: 40458

DCM01@USA.NET (Daniel Miller) writes:
> Raphael, in my opinion you should move the user-friendliness issues to
> the top of your list. The success of most software depends on
> user-friendliness. If you look at a company like AOL they became the
> success story of the 1990's because of user-friendliness.

Don't get me wrong, I'm not saying user-friendliness is unimportant, I have been tweaking the interface as I've been going along. A simpler friendlier interface would be good, especially for those who don't like command line interfaces. How about some sort of menu system where you just select the jpeg file from a list and then choose a display option from a small menu? Ideally how would you like it to work?

The flip side of the coin is that it would need a rewrite, and I tend to like command line interfaces with millions of obscure options (that's my Unix background showing through), so I might not be the best person to write a user-friendly interface.

The way it has been designed is that it is relatively easy to put a new front end onto it, and there are plenty of people that could do a better job than I could in a fraction of the time. So I guess I'm really hoping someone might jump in and do it (nudge, nudge, hint, hint =) But if no one does then I will have a stab at it.

> I understand if the color jpeg feature is almost there you might want
> to knock it out, but after that ease-of-use is going to determine hwo
> many people use your program.

I think it will now produce the data for the image in RGB format, but that still has to be displayed on the screen, and is going to take a few more days work.

> I certainly know you are doing this for your own personal enjoyment
> and I'm not saying you owe anybody any more hard work, but you did say
> comments were welcome!

Well for my enjoyment and that of the whole Atari 8-bit community as a whole really. I'm happy to put the work in as long as I've got the time and energy to do it. Thanks for the comments, they are appreciated, keep them coming.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages, http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
---------- Join The Atari 8-bit Computer WebRing at: ----------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

7285. Re: Skilled Programmers Needed!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: Deja User <chainsaw11@my-deja.com>
Message-ID: <200011281430.GAA00999@mail25.bigmailbox.com>
Source record: 40459

I'm there dude!!!

>From: pralle@informatik.uni-hannover.de
>Subject: Re: Skilled Programmers Needed!
>Date: Mon, 27 Nov 2000 18:36:07 +0100
>To: Daniel Dallmann <dallmann@heilbronn.netsurf.de>
>Reply-To: comp.sys.atari.8bit@list.deja.com
>
> Message from the Deja.com forum:
> comp.sys.atari.8bit
> Your subscription is set to individual email delivery
> This message was sent to chainsaw11@my-dejanews.com
> Deja.com: Best way to buy a PC
> http://www.deja.com/channels/channel.xp?CID=13031
>>
>Hi,
> the project sounds interessting. Let me know how I can help you!
>
>daniel
>
>On Thu, 16 Nov 2000, Daniel Dallmann wrote:
>
>> There is some work in progress to port LUnix NG (description below) to
>> 8Bit Atari Computers (those with 65xx-CPU) - we badly need skilled
>> programmers (assembly language) to push the project.
>>
>>
>> LUnix (little UNIX) is an operating system for the Commodore64.
>> It supports TCP/IP networking (SLIP or PPP using a RS232 interface).
>> LUnix aims to look and feel like UNIX.
>>
>>
>> Some of LNG's key features (unordered)
>>
>> Preemptive multitasking (up to 32 tasks, 7 priorities)
>> Dynamic memory management (in chunks of 256 or 32 bytes)
>> Runtime code relocation
>> IPC (inter process communication) through pipes
>> IPC through signals
>> (minimal) REU support
>> SCPU compatible
>> Hardware stack swapping (C128 only)
>> 256K RAM C128 compatible
>> 30 standard applications available

>> Support for standard RS232 userport interface
>> Support for swiftlink RS232 interface
>> Virtual consoles
>> Hardware accelerated 80 columns console on C128 in C64 mode
>> Native C128 version available
>> (simple) command shell (with history function)
>> Support for CBM (IEC bus) devices (e.g. 1541)
>> Open source, comes with all needed (cross-) development tools
>> Widely configurable for your needs
>> LNG can be terminal and terminal server (RS232)
>> Support for SLIP packet encapsulation over serial links
>> Support for PPP (packet encapsulation) over serial links
>> Loop back packet driver for off-line client-server trials
>> TCP/IP stack (and clients for telnet and ftp)
>> Support for the DFC77 receiver (radio-transmitted time signal in
>> germany)
>> Simple Webserver
>>
>>
>> Project Homepage:
>> http://sourceforge.net/projects/lng
>>
>>
>
>
>
>
> _____
> Deja.com: Before you buy.
> http://www.deja.com/
> * To modify or remove your subscription, go to
> http://www.deja.com/edit_sub.xp?group=comp.sys.atari.8bit
> * Read this thread at
> http://www.deja.com/thread/%3CPine.GSO.4.21.0011271835250.1886-100000%40eos%3E

Linux is like a wigwam, no gates, no windows, just an apache inside!!
8-)

--== Sent via Deja.com http://www.deja.com/ ==--
Before you buy.

Sent via Deja.com http://www.deja.com/
Before you buy.

7286. Re: Games Computers Play

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-AFC678.16464528112000@news.northcoast.com>
Source record: 40460

> Hi everyone! Does anyone remember the online service called "Games
> Computers Play" or GCP? I really would like to contact the original
> owners of that service and ask them some questions. Any ideas on how I
> might reach them?

There's an article about the service at
http://www.atarimagazines.com/v4n6/GamesComputers.html

The article has the company's address and phone number as of 1985. They
almost certainly don't work any more, but you might want to try. If you
manage to contact the owners, let me know.

I never used the service, but oggled the magazine ads.

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

7287. Re: Help on 800 anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <3A2454F4.1F94F2A2@bellsouth.net>
Source record: 40461

"Richard S. Plymale" wrote:
>
> I have an 800 I powered up one day. The power indicator on the keyboard
> came on then back off then nothing. I tried again, same thing. Any
> suggestions? Any replacement motherboards? Any ideas?
> Thanks in advance,
> Stan
> g2000@knology.net

Sounds like the power supply may have given up the ghost. Try another
supply, or at least make sure the supply is putting out 9 volts AC.

Other than that, one of the regulators on the mainboard may have died.
Not a MAJOR project to replace, but you do have to know how to solder
and desolder.

7288. IRC Chats

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A2485CF.1ED30D73@compuserve.com>
Source record: 40462

Well, Since the Atari8 chat on Tuesdays died two months ago,
does anyone know of any other Atari8, ST, etc. IRC chat?

Rick D.

7289. Re: Atari800XL-Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 00:00:00 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A249458.DA269CDA@compuserve.com>
Source record: 40463

Schwante Schrï¿½pel wrote:

> Hi!
>
> My Keyboard from the Atari doesnt work. The press on the Keys only from
> "ESC" to "6" have not an effect or reaction.
>
> Hwo know, whatï¿½s the Problem is?
>
> thanks.

Looks like tarnish has built up on trace 2(two) enough to
break the connection(or cause high resistance), on the cable
to the pcb connector or at the fold in the mylar. While an eraser will
clean
the tarnish off, a silver circuit pen is needed to repair the trace
(or get an XL and swap keyboards). A lightbox is helpful to find the
break.

Rick D.

7290. Flight Sim II @ $15 and more For Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 02:12:15 UTC
From: gp429@aol.com
Message-ID: <20001127211215.12058.00002233@ng-cj1.aol.com>
Source record: 40447

I had a few old Atari 8-bit software and hardware forsale. E-mail me if you wish to purchase or if you have any question on the items forsale at gp429@aol.com --thanx
SOFTWARE: ALL $35
1) Flight Simulator II by subLOGIC
This is complete with the box, manuals and the maps. PRICE $15
2) AtariWriter w/Atari Proofreader Program and Dictionary by Atari
Includes the AtariWriter manual, cart. and quick reference sheet. I do not have the manual for the Proofreader and I will also send a copy of DOS 2 and a Typo Attack cart. PRICE $25
3) Movie Maker by Electronic Arts
This is an old school multimedia construction set. Included is the original packaging and the manual on how to use this once powerful application. PRICE $10
---Disk Games--- ALL $40
note:NO MANUALS
Sargon II by Hayden Software
--PRICE $3
Ninja by Mastertronic
--this game is also formatted for the C64 on the other side PRICE $3
Koronis Rift by Epyx & Lucasfilm
--PRICE $3
Mail Order Monsters by Electronic Arts
--this is a classic PRICE $7
Touchdown Football by Electronic Arts
--PRICE $3
One-On-One by Electronic Arts
--another classic w/ Magic Johnson and Larry Bird PRICE $5
Fight Night by Accolade
--PRICE $3
Spy Vs Spy by Avantage
--very fun for two players PRICE $5
Summer Games by Epyx
--an all-time classic PRICE $5
FlipTop Disk Case with lock and key
--5 1/4 disk holder has a grab bag of old saved games and various programs including 6 Antic Disks!
vol. 6 no 2 -Atari Animation
vol. 5 no 10 -Inside Atari
vol. 5 no 8 -"Shopper's Guide"
vol. 5 no 5 -Weather Pictures
vol. 5 no 1 -Anniversary Issue
vol. 3 no 11 -Practical Applications
and more misc. disks PRICE $25

HARDWARE: ALL $12
Atari 1010 cassette drive
--not sure if it works included is the power supply and data cable and
Conversational French program with workbook PRICE $7
Atari 1027 daisy wheel printer
--not sure if it works included is the power supply and data cable PRICE $7

7291. Games Computers Play

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 03:38:47 UTC
From: dnoguero@my-deja.com
Message-ID: <8vv9c7$t57$1@nnrp1.deja.com>
Source record: 40448

Hi everyone! Does anyone remember the online service called "Games Computers Play" or GCP? I really would like to contact the original owners of that service and ask them some questions. Any ideas on how I might reach them?

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

7292. Killer 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 04:52:46 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <ySGU5.8571$GW5.50570@news-server.bigpond.net.au>
Source record: 40449

What is the most common cause of dead 130XE's, I have replaced most of the
major custom chips, and even a few dodgey ram chips. All it produces is a
black screen and what looks like a brief sync signal, then nothing.
Occasionally the sound chip will give a beep. Any Ideas??

Mark - again

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

7293. Trading Carts 2 for 1!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 04:59:56 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <gZGU5.343$2P3.26902@bgtnsc06-news.ops.worldnet.att.net>
Source record: 40450

I have extra Super Breakout and Eastern Front 1941 carts. I will trade both
for just about any other Atari cart. in working condition.

I also have these for trade:

Atari BASIC Cart.
Atari Centipede Cart.
Atari Music Composer Cart. (w/manual)
Atari Pac-Man Cart.
Atari Star Raiders Cart. (w/box)
EA One On One Cart.

Atari Graph It Cassettes (w/manual)
Atari Super Breakout Cart.
EA One On One Disk (w/manual)
Sublogic Flight Simulator II Disk (w/manuals & box)

7294. Re: Killer 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-28 05:56:42 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <uOHU5.8624$GW5.51532@news-server.bigpond.net.au>
Source record: 40451

Tried several supplies with no luck:-(

Mark

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:t26h5iqsnanua8@corp.supernews.com...
> Most often => power supplies. They don't always quit all at once, they
just
> start dropping voltage and output current.
> "Mark Bedingfield" <mark@baypc.com.au> wrote in message
> news:ySGU5.8571$GW5.50570@news-server.bigpond.net.au...
> > What is the most common cause of dead 130XE's, I have replaced most of
the
> > major custom chips, and even a few dodgey ram chips. All it produces is
a
> > black screen and what looks like a brief sync signal, then nothing.
> > Occasionally the sound chip will give a beep. Any Ideas??
> >
> > Mark - again
> >
> > --
> > **
> > Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
> > SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
> > Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
> > Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> > 6 more Atari's a Couple of Mac's and a few crappy pc's.
> > Mark Bedingfield, mark@baypc.com.au
> > **
> >
> >
> >
>
>

7295. Re: HELP! Looking for Atari 65XE documentation

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <902o12jbg1@nets3.rz.RWTH-Aachen.DE>
Source record: 40469

Howdy Hadek

>HELP! I need documentation to Atari 65XE. about everything you got. Hardware
>software.
>I have to write about atari's "mainboard" and other on my studies

Nice nobody else answered your message....

What exactly do you need?
I saw a site recently (forgot the name ofcourse) that had digital versions of the Atari hardware manual and DeReAtari. You can also find Mapping the Atari (revised edition) on the net. I have no clue where. I have the address of Mapping in my Bookmark list, but this $%*# computer won't show it to me.

CU Mathy van Nisselroy

7296. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 00:00:00 UTC
From: gaberry@my-deja.com
Message-ID: <9034nh$u64$1@nnrp1.deja.com>
Source record: 40470

In article <3A249B84.10EE9D6C@compuserve.com>,
Richard Detlefsen <"74766,1561"@compuserve.com> wrote:
> LLpwhite wrote:
>
> > >Can the 850 interface be used instead of an SIO to PC cable, and
will APE and
> > SIOTOPC recognise it?<
> >
> > There was an ANTIC magazine program that made porting serial data
between an A8
> > and ST pretty easy. "LinkLine" was its name, IIRC.
> > If one rewrote that for a PC, it should work ok. However, since APE
will run
> > at 50Kb/s +, someone would have to tweak LL -- it was written in C,
and limited
> > to 19.2 (again from, memory). Which brings up an interesting
question -- I've
> > never seen any communications program that would do more than 19.2
on the A8,
> > but since the bus will run *at least* 50Kb/s, shouldn't it be
possible using a
> > null modem to go at least that fast?
> > Larry
>
> "APE will run at 50Kb/s +". I think you are mixing sections of the
APE docs. The
> A8 SIO port will run at 24K baud(=bits per second = bps
approximately), 2400
> bytes/sec MAX. 19.2KB is the typical max(1920 bytes/sec). Note that
a disk read
> transfers at about 400 bytes/sec, with warp up to three times that,
or 1200
> bytes/sec. Serial port speeds on the PC probably need to be faster,
19.2K *
> 2=38.4K bps.
>
> It is possible to make a system that will transfer 100,000
Bytes/sec(52 X faster
> than SIO), but it needs a bi-directional parallel port on the PBI, and
new software
> to make A8 DOS use it for "drive" access, and the on the PC.
>
> Oh, and the idea on using an SIO cable is to access the PC(ST) like
atari

> peripherals. Programs won't know how when using an 850 as it is a
serial(rs232)
> device.
>
> Rick D.
>
>

How do you kick up the transfer rate of the SIO connection? Is there a divisor that needs to be changed? From what I read, all Atari devices (disk.. cassette.. modem) use 19.2k?

-Greg

Sent via Deja.com http://www.deja.com/
Before you buy.

7297. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t2a81dk20ihg44@corp.supernews.com>
Source record: 40471

<gaberry@my-deja.com> wrote in message news:9034nh$u64$1@nnrp1.deja.com...
> In article <3A249B84.10EE9D6C@compuserve.com>,
> Richard Detlefsen <"74766,1561"@compuserve.com> wrote:
> > LLpwhite wrote:
> >
> > > >Can the 850 interface be used instead of an SIO to PC cable, and
> will APE and
> > > SIOTOPC recognise it?<
> > >
> > > There was an ANTIC magazine program that made porting serial data
> between an A8
> > > and ST pretty easy. "LinkLine" was its name, IIRC.
> > > If one rewrote that for a PC, it should work ok. However, since APE
> will run
> > > at 50Kb/s +, someone would have to tweak LL -- it was written in C,
> and limited
> > > to 19.2 (again from, memory). Which brings up an interesting
> question -- I've
> > > never seen any communications program that would do more than 19.2
> on the A8,
> > > but since the bus will run *at least* 50Kb/s, shouldn't it be
> possible using a
> > > null modem to go at least that fast?
> > > Larry
> >
> > "APE will run at 50Kb/s +". I think you are mixing sections of the
> APE docs. The
> > A8 SIO port will run at 24K baud(=bits per second = bps
> approximately), 2400
> > bytes/sec MAX. 19.2KB is the typical max(1920 bytes/sec). Note that
> a disk read
> > transfers at about 400 bytes/sec, with warp up to three times that,
> or 1200
> > bytes/sec. Serial port speeds on the PC probably need to be faster,
> 19.2K *
> > 2=38.4K bps.
> >
> > It is possible to make a system that will transfer 100,000
> Bytes/sec(52 X faster
> > than SIO), but it needs a bi-directional parallel port on the PBI, and
> new software
> > to make A8 DOS use it for "drive" access, and the on the PC.
> >
> > Oh, and the idea on using an SIO cable is to access the PC(ST) like

> atari
> > peripherals. Programs won't know how when using an 850 as it is a
> serial(rs232)
> > device.
> >
> > Rick D.
> >
> >
>
> How do you kick up the transfer rate of the SIO connection? Is there a
> divisor that needs to be changed? From what I read, all Atari devices
> (disk.. cassette.. modem) use 19.2k?

The POKEY chip does all the serial communication. It has a 16 bit register<IIRC> that divides the system clock down to get the SIO baud rate. Bit rates on cassette are quite a bit lower then 19.2k, something like 600.

I can't recall all the details off the top of my head, but thinking about the system clock and the way the BAUD rate is calculated, I don't think we really get 19,200. I think the calculation is ~1.79 MHz/(16(N+1)) where 16 is a prescaler and N is the 16 bit value put into the POKEY register. Anyway, there is no way to get exactly 19,200 BAUD by dividing down a 1.79 MHz clock. Something like a 3% error.

It also means the maximum rate you could get a SIO up to is ~115k<111.9k>, but at that BAUD rate things would be happening too fast for the 6502 to keep up.

7298. Action manual scanned

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <20001129120638.17917.00001856@nso-cg.aol.com>
Source record: 40472

I've scanned and fixed up the OCR output of an Action! manual and have been trying to contact Larry Richardson using larryr@cyou.com as his email address, but no replies. I'd like to add it to his Action! reference that he already has in his docs page at:

http://www.crestviewfl.com/~richard/atari-docs.htm

I've also scanned a BasicXL manual and am working on it now.

(By the way, if you have a scanner, those automatic document feeders are great...)

Bob Stone

7299. Re: Atari 400 HW problem...

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <20001129120641.17917.00001857@nso-cg.aol.com>
Source record: 40473

Does it lock up in Memo Pad too? I'm thinking maybe the OS rom just needs to be reseated, or the rom is bad (at least that part that has the generic line editor software).

7300. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001129163222.22821.00002256@ng-fq1.aol.com>
Source record: 40474

LLpwhite wrote:

> >Can the 850 interface be used instead of an SIO to PC cable, and will APE
and
> SIOTOPC recognise it?

The answer was YES, the 850 can be used with a null modem cable and two (2)
terminal programs to transfer data and NO, those PC applications will not
recognize it.

-Ron

Inform everyone that communications have completely broken down.

7301. Re: HELP! Looking for Atari 65XE documentation

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001129163856.22821.00002260@ng-fq1.aol.com>
Source record: 40475

>nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy)

>... had digital versions of the Atari hardware manual and DeReAtari.
> You can also find Mapping the Atari (revised edition). I have no clue where.

http://www.atariarchives.org/mapping/
and
http://www.pcc.net/dzone/dere/contents.html

also good general links:
http://home.mira.net/~lions/atarif3.htm

-Ron

Inform everyone that communications have completely broken down.

7302. Re: 1050 Duplicator

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 00:00:00 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3A25D703.5FE8415C@silcom.com>
Source record: 40476

You can find all of the software that I wrote for the thing (Including
the source code for firmware) on my website. Main trouble is, I can't
remember if the exectuables are there or not. I have been unable to find
the master of distribution diskette, hopefully what I have here will help.
A lot of it was written in ACTION!

Jim

http://www.silcom.com/~patchell/atari/duplicator.html

Kevin Besig wrote:

> I have a 1050 drive with a 1050 duplicator installed. I remember the
> duplicator is working fine years ago, but now I can't find the software
> for it. Anybody have a copy?
>
> Kevin Besig

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*---
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

7303. Re: Which Printer for the Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 04:23:48 UTC
From: taj16@dreamscape.com
Message-ID: <t2916kol294r5b@corp.supernews.com>
Source record: 40464

On 22 Nov 2000 22:32:02 , "Alan Sharkis" wrote:
>
>In general, if you can find a nine-pin dot matrix printer, Epson or
>Epson-compatible, it would work better with an Atari than a 24-pin dot
>matrix printer for printing graphics. The 24-pin printers have better
>resolution than the 9-pins, and produce better NLQ text, but the proportions
>in the graphics (if you can get them to print graphics from an Atari) would
>be off.
>
Hi, Alan. I was sorry to see the last Ol' Hackers newsletter in the mail
the other day. I'm gonna miss 'em.

I agree with you about the printers. I had a Gemini 10X, an Epson LX800,
and a Star NX-1001 on my 8-bits, and they all worked fine. All were
9-pin printers. The Gemini wasn't completely Epson-compatible, but most
word processors had a 10X driver readily available. I bought the Gemini in
1991 for $20, one LX800 in 1994 for $20(lost it to lightning in 96), the
NX-1001 in 1996 for $15, and another LX800 at a garage sale in 1998 for $5.
All but the first LX800 work perfectly even yet.

If you could find an HP Deskjet, Deskjet Plus, or Deskjet 500 with the
Epson Emulator cartridge, that would work, too - and the quality would be
much better than what you're used to. I used to prepare pages for our
newsletter with my XE, print to disk with an Epson driver, and upload
them to our editor to be printed with his DJ500. Worked great. They can
print straight ASCII text without the cartridge, but AFAIK no Deskjet
drivers were written for 8-bit programs.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

7304. Atari 400 HW problem...

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 05:01:00 UTC
From: gregory.a.berry@boeing.com
Message-ID: <9022ia$4m0$1@nnrp1.deja.com>
Source record: 40465

I have a 400 that I can play Dig Dug with a cartridge.. but I have some problem using Assembler or Basic. It boots up to the ready prompt, and I can type, but when I get to the end of a line and hit return it freezes up.. I have to cycle power to unfreeze it. I am thinking there is possibly a ROM bad. But I am sure.. any idea how to check or test? Or what might be the bad ROM?

Sound works.. graphics work.. even Telelink II seems to talk to the modem properly..

Any ideas?
gberry@ieee.org

Sent via Deja.com http://www.deja.com/
Before you buy.

7305. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 06:00:36 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A249B84.10EE9D6C@compuserve.com>
Source record: 40466

LLpwhite wrote:

> >Can the 850 interface be used instead of an SIO to PC cable, and will APE and
> SIOTOPC recognise it?<
>
> There was an ANTIC magazine program that made porting serial data between an A8
> and ST pretty easy. "LinkLine" was its name, IIRC.
> If one rewrote that for a PC, it should work ok. However, since APE will run
> at 50Kb/s +, someone would have to tweak LL -- it was written in C, and limited
> to 19.2 (again from, memory). Which brings up an interesting question -- I've
> never seen any communications program that would do more than 19.2 on the A8,
> but since the bus will run *at least* 50Kb/s, shouldn't it be possible using a
> null modem to go at least that fast?
> Larry

"APE will run at 50Kb/s +". I think you are mixing sections of the APE docs. The A8 SIO port will run at 24K baud(=bits per second = bps approximately), 2400 bytes/sec MAX. 19.2KB is the typical max(1920 bytes/sec). Note that a disk read transfers at about 400 bytes/sec, with warp up to three times that, or 1200 bytes/sec. Serial port speeds on the PC probably need to be faster, 19.2K * 2=38.4K bps.

It is possible to make a system that will transfer 100,000 Bytes/sec(52 X faster than SIO), but it needs a bi-directional parallel port on the PBI, and new software to make A8 DOS use it for "drive" access, and the on the PC.

Oh, and the idea on using an SIO cable is to access the PC(ST) like atari peripherals. Programs won't know how when using an 850 as it is a serial(rs232) device.

Rick D.

7306. Re: Emulator supporting 2 PC-Sticks ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 06:48:42 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A24A6CA.C2E1541E@siemens.at>
Source record: 40467

William Kendrick wrote:
> Without any other hacking, a normal Sega Genesis controller works fine
> on an Atari, and you can detect the directional pad (stick), B button
> (fire) and C button (paddle0 low/hi).

Sorry, I know it's slightly off topic but does that mean that I could
use a Sega game pad on my 800XL ? I would love to use a good game pad
instead of the worn out joysticks.

Gerhard

7307. Re: Emulator supporting 2 PC-Sticks ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-29 07:51:52 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <sA2V5.1186$Y3.54316@typhoon.sonic.net>
Source record: 40468

Janka Gerhard <gerhard.janka@siemens.at> wrote:

: Sorry, I know it's slightly off topic but does that mean that I could
: use a Sega game pad on my 800XL ? I would love to use a good game pad
: instead of the worn out joysticks.

Yes! My game "Gem Drop" is one which can take advantage of the additional
firebutton available with a Sega controller! :)

http://www.newbreedsoftware.com/gemdrop/

-bill!

7308. Re: Which Printer for the Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 00:00:00 UTC
From: Doctor Fossil <erasmus@yellow.legal.pad>
Message-ID: <Pine.GSO.3.96.1001130080321.17339D-100000@shell1>
Source record: 40479

```
->On 22 Nov 2000 22:32:02, Alan Sharkis scribbled:
->>
->>In general, if you can find a nine-pin dot matrix printer, Epson or
->>Epson-compatible, it would work better with an Atari than a 24-pin
->>dot matrix printer for printing graphics.

For what it's worth, I've been using Epson-compatible, 24-pin
Panasonics since 1992 with both my Atari 8-bit and my IBM-clone. (An
automatic printer switch connects the printer to both computers
simultaneously.) I've done only occasional printing of graphics with
the 8-bit over the years, but I never had any problems doing so with
the 24-pin printer.

(Since the message header mentions the 850, I might note that I've
never used an 850. My interface is a P:R: Connection.)

>>>-----------------------------------------------<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *
```

7309. Re: Atari 400 HW problem...

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 00:00:00 UTC
From: gaberry@my-deja.com
Message-ID: <906912hoj1@nnrp1.deja.com>
Source record: 40480

In article <20001129120641.17917.00001857@nso-cg.aol.com>,
bostone1@aol.com (Bostone1) wrote:
> Does it lock up in Memo Pad too? I'm thinking maybe the OS rom just
needs to be
> reseated, or the rom is bad (at least that part that has the generic
line
> editor software).
>
>
No that is the weird part. Memo pad works.. So I am thinking the screen
driver (S:) and keyboard (K:) are good. But the Editor (E:) which uses
whole lines may be screwed up. I am not sure if one is in one ROM vs
the other. I know I am getting chars so 0xE000 is ok. I think the
ROM's are 8k? I plan on tearing it open soon..

-Greg

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Before you buy.

7310. Re: Need Help - broken atari 2600's

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 00:00:00 UTC
From: gaberry@my-deja.com
Message-ID: <906b3ujfv1@nnrp1.deja.com>
Source record: 40481
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.atari,comp.sys.atari.st.tech

I had a similar problem. Actually it was the voltage regulator. Check
your power with a DMM and verify you are getting 5V. I am not sure why
it went bad, but was probably due to hours and hours of abuse ;)

In article <3A206D3C.3BD270F1@aol.com>,
fjk324@aol.com wrote:
> atari folks,
>
> Advice wanted: 2 atari game consoles not working.
>
> I've have 2 Atari 2600 game consoles which I just brought out of
> storage. Neither of them work now, but both used to work at the time
> they were stored. Anyone have ideas on what component(s) might go bad
> after 15 years of storage?
>
> Symptons:
>
> 1. When switched on, the TV turns from white snow to a mostly blue-ish
> snow (there are a few other colors visible). The sound is silent.
>
> 2. Sometimes removing the cartridge (and yes, breathing into it) &
> re-installing the cartridge causes small artifacts on the screen, but
> the screen is primarily snowy. Sometimes I also get a low frequency
hum
> or beep.
>
> 3. When I remove the "TV-Computer" switch, and then hook the console's
> RCA out directly to the TV's antenna leads, the outcome is the same..
> (This was done to test the continuity of the "TV-Computer" switch -
> apparently its OK).
>
> Might any of you have any similar experience? Are there any common
> problems with stored atari systems?
>
> Is it likely the cartridges went bad? (Unfortunately, I don't know
> anyone else with a working atari to test)
>
> I'm armed with a philips screwdriver, a soldering gun, and I'm not
> afraid to use them :-) Any suggestions would be greatly appreciated.
> You may email me directly, or simply post. Thank you.
>
> andya(at)reston.ingr.com -- substitute '@' for instead of '(at)'
>

>

Sent via Deja.com http://www.deja.com/
Before you buy.

7311. ! WTD 1980s home computers

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 00:00:00 UTC
From: David <david.oharrow@btinternet.com>
Message-ID: <906f1s$p74$1@plutonium.btinternet.com>
Source record: 40482

Early 1980s Home Computers and accessories Wanted, Especially ZX80, ZX81,
Jupiter Ace And MK14 Computers, But All Others Considered eg Nascom, Oric,
Memotech,
Lynx, Sinclair, Enterprise, Mattel, Acorn, BBC, msx, Dragon, Altair, IMSAI,
UK101, Superboard, Commodore, Atari and others.....

Also All Other Sinclair Items Wanted Includings Printers, Microdrives,
Interfaces ZX81, QL, PC200, Z88, Calculators, Watches, TV, Radio Etc.

Preferably Boxed But All Considered.

Replies by email please, stating what you have, location and required price.

david.oharrow@btinternet.com

David

7312. Re: 1050 Duplicator

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 00:00:00 UTC
From: TK421 <Dockingbay@deathstar.org>
Message-ID: <qdjd2t0j4tfta9o23serlkfgecieufh40c@4ax.com>
Source record: 40483

I could use a copy too..

On Thu, 30 Nov 2000 03:18:56 GMT, Kevin Besig <kbesig@borg.com> wrote:

>I have a 1050 drive with a 1050 duplicator installed. I remember the
>duplicator is working fine years ago, but now I can't find the software
>for it. Anybody have a copy?
>
>Kevin Besig

7313. Re: Atari 400 HW problem...

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 00:00:00 UTC
From: david_p@storm.ca
Message-ID: <8FFCA8C8Bdapstormca@209.87.239.10>
Source record: 40484

gaberry@my-deja.com wrote in <906912hoj1@nnrp1.deja.com>:

>No that is the weird part. Memo pad works.. So I am thinking the screen
>driver (S:) and keyboard (K:) are good. But the Editor (E:) which uses
>whole lines may be screwed up. I am not sure if one is in one ROM vs
>the other. I know I am getting chars so 0xE000 is ok. I think the
>ROM's are 8k? I plan on tearing it open soon..
>
>-Greg

Actually, memo pad mode uses the E: device. As for the ROMs: it's 10K,
divided into 2 4k and one 2k blocks. I seem to recall that the 2K is for
the floatign point system. There's also memory mapped IO in the top 16K of
memory (either 2K or 4K); the remaining memory is "empty", and is where
Omnimon fit itself.

Hope this is of some use,

David Paterson

7314. Web Site Downloader -- Part II

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001130182541.19636.00002199@ng-xc1.news.cs.com>
Source record: 40485

I had such terrific luck with "SuperBot" I thought I'd try my luck again.
Any similar "bots" for FTP's? SuperBot will only do http's.
LW

7315. Re: Which Printer for the Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001130182921.22803.00002422@ng-fq1.aol.com>
Source record: 40486

> Doctor Fossil erasmus@yellow.legal.pad replied:

>I've been using Epson-compatible, 24-pin
>Panasonics since 1992 with both my Atari 8-bit and my IBM-clone.

>I might note that I've
>never used an 850. My interface is a P:R: Connection.)

They reportedly use exactly the same pinouts...

-Ron

Inform everyone that communications have completely broken down.

7316. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <907gmf$h3p$1@user2.teleport.com>
Source record: 40487
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7317. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <907gu0$kf5$1@user2.teleport.com>
Source record: 40488
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7318. WTD: Atari/Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <907h6qkol1@user2.teleport.com>
Source record: 40489
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7319. 1050 Duplicator

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 03:18:56 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <3A25C7B6.BDA75DEE@borg.com>
Source record: 40477

I have a 1050 drive with a 1050 duplicator installed. I remember the duplicator is working fine years ago, but now I can't find the software for it. Anybody have a copy?

Kevin Besig

7320. Wanted to Trade

Newsgroup: comp.sys.atari.8bit
Date: 2000-11-30 05:42:55 UTC
From: llpwhite@cs.com
Message-ID: <20001130004255.28816.00002189@ng-cl1.news.cs.com>
Source record: 40478

Wanted: Writer's Tool (ICD) to trade for my new in the box Action!
(Sorry, I won't sell the Action! package.)
Larry White

7321. Re: Atari 800 Memory Map

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.30.0012011622470.208-100000@elektron.elka.pw.edu.pl>
Source record: 40397

On 1 Dec 2000, RalphXPN wrote:

> Is there a space in the atari 800 memory map that is empty???
>
> Reason: I would like to make myself a lil lab to directly map my evil
> expiraments.
> Depending on the window I would put decoding logic to use for my bread board.
> any help would really be appreciated

In XL/XE:
$D100-$D1FF
$D500-$D7FF
A signal in cartridge slot indicates access to page $D5.
There's also a signal in parallel bus indicating access to page $D1.
Most of expansions use one of these.
If that's not enough, you can disable $8000-$9FFF and $A000-$BFFF internal
RAM via cartridge or $D800-$DFFF Math-ROM via expansion port.

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_____ "64 KB should be enough for everyone" /

7322. Re: Fast sector copier

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A27C906.303195C7@mail.uni-mainz.de>
Source record: 40398

Jindrich Kubec schrieb:
>
> Hello!
>
> I'm looking for fast sector copier. It should:
> 1) read SD, MD, DD diskettes and automatically recognize them even on
> XF551
> 2) skip invalid sectors
> 3) display its progress
> 4) read in fast XF551 mode
> 5) use extended memory (130XE is okay)
> 6) write in 'normal' speed (I don't have registered APE)
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

Well,
how about an XF551 sector copier ?!? The big disadvantage is: these
sector copiers (I have 3 or 4 for XF551) will only work on XF551 drives
(they check for some stupidity of the drive, maybe the OS, maybe the
Highspeed mode, I do not know for sure). Ofcourse they will check and
thus recognize the format properly and since they are written for XF551
they support 90k (Single), 130k (Medium), 180k (Double) and 360k (DSDD,
sometimes called Quad). Write me an E-Mail if you are interested...
-Andreas

7323. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A27C9B5.26570540@mail.uni-mainz.de>
Source record: 40399

```
Matthias Belitz schrieb:
>
> Andreas Magenheimer schrieb:
>
> > Thorsten Guenther schrieb:
> > >
> > > In <bkSQ5.109100$py.12697612@typhoon.we.rr.com> "Luis Vasquez" wrote:
> > > >Oh, ok, I didn't know that they were different. Thanx for the info, I could
> > > >have ended up buying a drive for nothing. Where can I buy a Double-Density
> > > >drive for a cheap price?
> > >
> > > a) Get a stock 1050 and an add-on solution like "Speedy 1050" (AFAIK
> > > the ABBUC now has its hands on this one) or
> > >
> > > b) get another drive like those already mentioned in this thread.
> > >
> > > Thorsten
> >
> > Alas,
> > Speedy 1050 is PAL only !! (Maybe someone can fix this) -andreas
>
> Hallo,
>
> anyone able to tell me, why the disk-drive should care about the video-mode ?
>
> Thanx, Matt

well,
the disk drive (the mechanic) does not. but the drive OS does. try to
get an NTSC drive working in Germany (PAL country), even with a correct
power amp. (230Volts) it will not work, because of the OS. This has to
do with timing... -Andreas
```

7324. Re: Fast sector copier

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A27CB60.ED43E1F2@mail.uni-mainz.de>
Source record: 40400

Anthony Ramos schrieb:
>
> in article 3A225158.8DEE39FB@asw.cz, Jindrich Kubec at kubecj@asw.cz wrote
> on 11/27/00 4:19 AM:
>
> > Hello!
> >
> > I'm looking for fast sector copier. It should:
> > 1) read SD, MD, DD diskettes and automatically recognize them even on
> > XF551
> > 2) skip invalid sectors
> > 3) display its progress
> > 4) read in fast XF551 mode
> > 5) use extended memory (130XE is okay)
> > 6) write in 'normal' speed (I don't have registered APE)
>
> I always used CopyMate 4.4. At least I _think_ that was the version number.
> Definitely does 2, 3, 5, and 6 above. I don't know about 4, my XF551 was US
> Doubled.
>
> I don't think you'll find one program that's best at all three densities. In
> the (rare) case that I had to copy a dual-density disk, I used CopyMate 3.7
> instead.
>
> Good luck!
>
> --
> Anthony Ramos__________
> 600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
> Portland, OR 97214 ___ information design .. multimedia production
> (503) 236-6303 ___________interactive art .. image synthesis

Well,
since the XF551 was the only "official" Atari drive sold in eastern
europe, you will ofcourse find many good XF sector copiers which have
also been produced there. For example I have some XF sector copiers,
written in (former) eastern germany (GDR). They will read S,M,D and Q
(DSDD) without problems on an XF drive.
-Andreas

7325. Re: a8jdpeg: JPEG viewer for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A27CC8E.38590149@mail.uni-mainz.de>
Source record: 40401

```
[snip]
I would still like to have a menu that includes a directory
> > listing and a Micropainter (62 sector format) save option for
> > non-interlaced modes.
>
> OK, I'll add those to the next version. Can someone remind me what
> the header for a Micropainter file looks like?
>
> Thanks
>
> --
> Raphael Espino

Well,
Micro-Illustrator/Koala (compressed pictures) do have a header.
Micropainter pics do not (afaik). they just contain 7680 bytes graphic
data and 4 bytes color data (if avaiable, i.e. for Gr. 7, 15). Thats
all. Gr. 8 and Gr. 9 pics do of course not include color bytes...
-Andreas
```

7326. ATR8000 Manual now on-line

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A27CCCF.81A544F2@atari-history.com>
Source record: 40402

Hi,

For everyone who has asked me if I could post the owners/technical manual for the SWP Products ATR8000 system, the document is now available for download on the Atari History Site, please click the link provided below.

The document covers all of the operating procedures for the system as well as detailed illustrations on how to make cables, set jumpers, use various combinations of both Atari and non-Atari disk drives, using the ATR8000 with an 850 interface. How to upgrade the ATR8000 from 16K to 64K and most importantly, how to use the ATR8000 as both a stand-alone CP/M machine or use it with your Atari computer as a smart terminal.

The manual is in Adobe PDF format, its 75 pages and 4.21MB's

SWP ATR8000 Owners/Technical Manual

Curt

7327. HD with XL win emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: Carlos <carlo.armandi@tin.it>
Message-ID: <DMRV5.2734$bP.87168@twister2.tin.it>
Source record: 40403

What dos can I use to use the virtual hard drive ?
With SpartaDos I read the directory, but I don't run any games such as
'galaxian.exe'

Thanks
Carlo

7328. Re: Atari 400 HW problem...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: gaberry@my-deja.com
Message-ID: <908rsekop1@nnrp1.deja.com>
Source record: 40404

Ok.. I pulled chip A105 last night which is the ROM for 0xDxxx the best
I can make out. I booted the computer without it. Sure enough it
booted to the BASIC ready. When I tried to do anything with the keyoard
it froze. (Of course because I am missing a part of the ROM being
accessed) I am thinking this ROM is toasted. Does anyone know part
numbers beside the Atari numbers? And possibly a checksum? Can I
reburn a ROM or am I desperately seeking ROMS? How about all the
checksums on the ROMS? I can yank them and use an eprom programmer to
check...

In article <8FFCA8C8Bdapstormca@209.87.239.10>,
david_p@storm.ca (David A. Paterson) wrote:
> gaberry@my-deja.com wrote in <906912hoj1@nnrp1.deja.com>:
>
> >No that is the weird part. Memo pad works.. So I am thinking the
screen
> >driver (S:) and keyboard (K:) are good. But the Editor (E:) which
uses
> >whole lines may be screwed up. I am not sure if one is in one ROM vs
> >the other. I know I am getting chars so 0xE000 is ok. I think the
> >ROM's are 8k? I plan on tearing it open soon..
> >
> >-Greg
>
>

Actually, memo pad mode uses the E: device. As for the ROMs: it's
10K,
> divided into 2 4k and one 2k blocks. I seem to recall that the 2K is
for
> the floatign point system. There's also memory mapped IO in the top
16K of
> memory (either 2K or 4K); the remaining memory is "empty", and is
where
> Omnimon fit itself.
>
> Hope this is of some use,
>
> David Paterson
>

Sent via Deja.com http://www.deja.com/
Before you buy.

7329. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: denisleroy@my-deja.com
Message-ID: <909b44$2cm$1@nnrp1.deja.com>
Source record: 40405

In article <8ujq7i$4r3$1@nnrp1.deja.com>,
mark__e <mark__e@my-deja.com> wrote:
> Hi All,
>
> I've was putting together my favourite Atari 8 bit tunes in Real
Audio,
> when I thought of doing a Top Ten, any nominations?, I've put a few at
> the link below for starters.... I'm going with Ball Blazer & Beta
> Lyrae with Ultima III close behind for a start... If I can find the
> disk image for what you suggest, I'll add it in there.
>
> http://www.umii.co.uk/atari/sounds.htm

I thought i'd mention I have some mp3's available on my home page at

http://suif.stanford.edu/~leroy/atari/

including the code to generate Alternate Reality: The City music, which
remains my favourite. Ultima III was definitely awesome. Cosmic Tunnels
also, though the versions on the web don't have the music (maybe there
was a cartridge and a floppy version of the game).

-denis

Sent via Deja.com http://www.deja.com/
Before you buy.

7330. read & write atari disk with PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: Carlos <carlo.armandi@tin.it>
Message-ID: <ddVV5.3030$bP.99355@twister2.tin.it>
Source record: 40406

I have a PC with 5" disk drive,
how I can read and write atari single density or doble density (1050 atari
disk drive) ?

thank a lot
Carlo
from Italy

7331. Re: Games Computers Play

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: Juan Peguero <japh@compuserve.com>
Message-ID: <3A284659.B7008432@compuserve.com>
Source record: 40407

Hey! I remember GCP!! I subscribed in '86, stayed 'til they went under.
Still have the manual too. (somewhere)

Unfortunately, I have no idea on how to contact them.

dnoguero@my-deja.com wrote:

> Hi everyone! Does anyone remember the online service called "Games
> Computers Play" or GCP? I really would like to contact the original
> owners of that service and ask them some questions. Any ideas on how I
> might reach them?
>
> ->Dan
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7332. Re: Atari 800 Memory Map

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: Matthias Belitz <matthias.belitz@gmx.net>
Message-ID: <3A275AE0.928CD7AC@gmx.net>
Source record: 40493

RHamiIton5 schrieb:

> In a stock 800, there is a 4K gap at $C000 to $CFFF (48K to 52K). Omnimon and
> Omniview sit there and some Axlon type memory expansions do their bank
> switching by accessing some bytes in that range. All of the XL/XE's have ROM
> code there.
>

I don`t know exactly, whats there on A800, but in XL there is a small window at
$D600-D$7ff reserved by Atari for future expansions -> yours 8-).

Matt

7333. Re: Atari 800 Memory Map

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-YGibTI7nnlZz@port8.vdts.cab.cth.com.au>
Source record: 40494

On Sun, 1 Dec 3900 01:51:51, ralphxpn@aol.com (RalphXPN) wrote:

> Hi Everybody,
>
> Rather than research...I thought I'd just ask!! =)
>
> Is there a space in the atari 800 memory map that is empty???
>
> Reason: I would like to make myself a lil lab to directly map my evil
> expiraments.
> Depending on the window I would put decoding logic to use for my bread board.
> any help would really be appreciated

$D100 to $D1FF
$D600 to $D7FF

Those locations can be accessed from a 74LS138 chip on the os rom
card. $D500 to $D5FF can be used if you don't have any bank select
carts inserted.

One of those signales is on the 3rd ram card slot as well $D7xx I
think is the one. If the xl is used, The D6xx and D1xx areas cannot be
used if you have any parallel devices pluged in.

James B

7334. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001201045223.23897.00002529@ng-fs1.news.cs.com>
Source record: 40495

"APE will run at 50Kb/s +". I think you are mixing sections of the APE docs.
The A8 SIO port will run at 24K baud(=bits per second = bps approximately),
2400 bytes/sec MAX. 19.2KB is the typical max(1920 bytes/sec)

Hi Rick D., all-
Now I'm confused. My Kbs (small "b") meant "bits". SIO for stock drives is
~19.2Kbs. WARP and USD were rated at (I thought) 50+ Kbs. Of course,
average throughput is *much lower*. SIO2PC software indicates something like
38Kbs which is about the same speed as a stock XF551 at high speed. European
Atari drives are listed at even faster than 50Kbs (Toms 710, for instance is
listed at 67 Kbs in the A8 FAQs). Tom Harker from ICD had an article in the
May, 1987 Analog that talks about this, although most of his references were in
bytes/sec. My question really was (stated a little differently) -- why
can't a null-modem connection run as fast as SIO disk transfers? And *I think*
that the answer is that a general-purpose telecom program used on the A8 end
has to do more checking and layers to go through.

(This may have been posted twice -- I had trouble when sending the original
post, and could not find it listed today.)
Larry

7335. Re: Re: CTH BBS is BACK! - Part II

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:00 UTC
From: NoOne@FakeEmail.com
Message-ID: <8FFD44096CTHEnterprises@205.212.123.11>
Source record: 40496

I've redone the AT-Term setup program and someone has tested it out. It should be complete now. It's out at the same place as the original was at.

oscar@justified.com (Oscar Fowler) wrote in <MPG.148aebf9cb8526b29896a2@news-east.newscene.com>:

>Well, here's what my Win2K SP1 install has:
>
>STDOLE2.TLB 2.10.3029.1
>PICCLP32.OCX 6.0.84.18
>MSWINSCK.OCX 6.0.88.4
>COMCTL32.OCX 5.0.38.28
>

7336. Re: Web Site Downloader -- Part II

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 00:00:45 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <NSBV5.1362$Y3.61362@typhoon.sonic.net>
Source record: 40490

LLpwhite <llpwhite@cs.com> wrote:
: I had such terrific luck with "SuperBot" I thought I'd try my luck again.
: Any similar "bots" for FTP's? SuperBot will only do http's.

wget is very good.

-bill!

7337. Atari 800 Memory Map

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 01:51:51 UTC
From: ralphxpn@aol.com
Message-ID: <20001130205151.22251.00002783@ng-da1.aol.com>
Source record: 40491

Hi Everybody,

Rather than research...I thought I'd just ask!! =)

Is there a space in the atari 800 memory map that is empty???

Reason: I would like to make myself a lil lab to directly map my evil
expiraments.
Depending on the window I would put decoding logic to use for my bread board.
any help would really be appreciated

thanks

Ralph

7338. Re: Atari 800 Memory Map

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-01 04:23:29 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001130232329.02609.00002088@ng-cq1.aol.com>
Source record: 40492

In a stock 800, there is a 4K gap at $C000 to $CFFF (48K to 52K). Omnimon and Omniview sit there and some Axlon type memory expansions do their bank switching by accessing some bytes in that range. All of the XL/XE's have ROM code there.

> ralphxpn@aol.com (RalphXPN) asked:

>Is there a space in the atari 800 memory map that is empty???
>
>Reason: I would like to make myself a lil lab to directly map my evil
>experiments. Depending on the window I would put decoding logic to use
> for my bread board. any help would really be appreciated

-Ron

Inform everyone that communications have completely broken down.

7339. Re: 1050 Duplicator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <90ac7m$qs1$1@nnrp1.deja.com>
Source record: 40411

Hello there Patchell/Kevin B, Hows the Atari going

Re: Duplicator 1050

If memory serves me right, It was a clone of happy, since the 2 had similar features and coding/hardware,so one would assume that you could use the happy system software with the duplicator, or happy compat. u/g's like Lazer/ Hyperdrive, I seem to remember a UK atari supporter called stocksoft did a programme that converted a duplicator into a stock happy drive thru emulation

Happy Atari'ng

Carmel A... Atari King extraordinaire

Sent via Deja.com http://www.deja.com/
Before you buy.

7340. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <90ad5vrhu1@nnrp1.deja.com>
Source record: 40412

Hello there Atari dudes

Re: disk drive, double density and 1050 u/g's

On the 1050 if you are just looking for reliabilty for d/dens. I would strongly suggest ever Super Archiver/Super Archiver2, Happy w/vers 7.10 software, US doubler, IS Plate1050, or Lazer/ Hyperdrive (happy clones). I say this because those u/g are far more well known internationally then speedy/super speedy, which means that should you have any probs with the u/g you've better change of getting the problem solved tyhen you would do if you bought speedy/superspeedy

I have nothing against speedy etc.., I had one myself, It's just that not many were sold compared to the other u/gs, and also this upgrade is just another happy/usd clone (albeit a european one), further more it wont load in any software that has a USD compat. format on it or it won't load the following menu systems, howfen (d/d), spartados gamemenu (d/d), rob c and ian k (d/d) Alpha menu, Elton aka 1050 usd menu, John williams (d/d) aka multiboot and compat's...

Sorry for being neggy.., I'd rather be honest about the u/g's then see people waste their money

Happy Atari christmas

carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

7341. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <r03W5.14$mJ6.579@news1.oke.nextra.no>
Source record: 40413

How can I play the Alternate Reality tunes ? It doesn't start in SAP 1.3

<denisleroy@my-deja.com> wrote in message
news:909b44$2cm$1@nnrp1.deja.com...
> In article <8ujq7i$4r3$1@nnrp1.deja.com>,
> mark__e <mark__e@my-deja.com> wrote:
> > Hi All,
> >
> > I've was putting together my favourite Atari 8 bit tunes in Real
> Audio,
> > when I thought of doing a Top Ten, any nominations?, I've put a few at
> > the link below for starters.... I'm going with Ball Blazer & Beta
> > Lyrae with Ultima III close behind for a start... If I can find the
> > disk image for what you suggest, I'll add it in there.
> >
> > http://www.umii.co.uk/atari/sounds.htm
>
> I thought i'd mention I have some mp3's available on my home page at
>
> http://suif.stanford.edu/~leroy/atari/
>
> including the code to generate Alternate Reality: The City music, which
> remains my favourite. Ultima III was definitely awesome. Cosmic Tunnels
> also, though the versions on the web don't have the music (maybe there
> was a cartridge and a floppy version of the game).
>
> -denis
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7342. Re: Need Help - broken atari 2600's

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: captbondo@my-deja.com
Message-ID: <90aue6$5tr$1@nnrp1.deja.com>
Source record: 40414
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.atari,comp.sys.atari.st.tech

In article <3A206D3C.3BD270F1@aol.com>,
fjk324@aol.com wrote:
> atari folks,
>
> Advice wanted: 2 atari game consoles not working.
>
> I've have 2 Atari 2600 game consoles which I just brought out of
> storage. Neither of them work now, but both used to work at the time
> they were stored. Anyone have ideas on what component(s) might go bad
> after 15 years of storage?

I have an old Commodore 64 that did that. It worked when I packed it away 14 years ago but the other day when I tested it, it won't work. It will power up but instead of the normal blue screen, I get a black screen. It wasn't no good anyway, the sound chip and the microprocessor were on their way out and half the games wouldn't work.

My other C-64 I bought in 1989 still works and an old grey case C-64 still works.

I asked a guy I work with who knows about electronics and asked him what would make an electronic device just go bad despite being stored in a dry location. He said that after so many years the capacitors can leak. So it may be as simple as replacing a few capacitors.

Sent via Deja.com http://www.deja.com/
Before you buy.

7343. Re: 1050 Duplicator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3A291AEA.45CC642F@silcom.com>
Source record: 40415

Nope, wasn't a clone at all. The code, which you can download, was written from the ground up. The hardware might have been similar. There really aren't too many ways you can connect an 8kx8 ram and 8kx8 eprom up to a 6502.

There was some company in Canada that made a clone of the duplicator, instead of using a 6264 ram chip they used 4 6116's instead. And they changed a couple of bytes in the init code so that the drive came up configured differently.

Happy Computing also offered a rom that would plug into the duplicator that would convert it to a happy drive.

carmel_andrews@my-deja.com wrote:

> Hello there Patchell/Kevin B, Hows the Atari going
>
> Re: Duplicator 1050
>
> If memory serves me right, It was a clone of happy, since the 2 had
> similar features and coding/hardware,so one would assume that you could
> use the happy system software with the duplicator, or happy compat.
> u/g's like Lazer/ Hyperdrive, I seem to remember a UK atari supporter
> called stocksoft did a programme that converted a duplicator into a
> stock happy drive thru emulation
>
> Happy Atari'ng
>
> Carmel A... Atari King extraordinaire
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*--
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

7344. Re: CM8833 (Schematics part B)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: Hans Otten <h.otten@xtijdschriften.vnu.com>
Message-ID: <yRQpOkBkmwSHZT+1XuyhyFempkj5@4ax.com>
Source record: 40416
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Care to publish the schematics on the web?

If you do not want or it is not possible, could you please email it to
me at hansotten@yahoo.com. Thanks.
Regards,

Hans Otten
Reply to me by removing the x in the mail address

7345. Re: Atari 400 HW problem...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: gaberry@my-deja.com
Message-ID: <90bcph$g14$1@nnrp1.deja.com>
Source record: 40417

Thanks for the sites...

Does anyone have some old 400/800 junk they want to unload so I can scavenge parts? Or maybe buy the ROMS? The more I read, the more confusing this gets. Time to swap parts ;)

-Greg

Sent via Deja.com http://www.deja.com/
Before you buy.

7346. New Atari 2600-7800 For Sale 2.00-2.50 Each

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: "Mr. Lee" <bubba_biff@barney.com>
Message-ID: <aSaW5.274$7d.29141@newshog.newsread.com>
Source record: 40418
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit

http://user.auctions.yahoo.com/user/sega_master_system

7347. Re: Unopened "Aircars" Jag game for trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <2865-3A293546-17@storefull-177.iap.bryant.webtv.net>
Source record: 40419

i have repeatedly sent this guy out e-mails with pics on what i have
that he is asking for, most of the pics are good, one is not the best,
but its a pic of 2 super zaxxon carts for the 8-bit just to prove that i
have them, and will trade one, plus pics of archon II ADEPT, even my own
personal dealer copy from electronic arts, and ultima III.
he is the one who wanted these, but he only answered me once with i
will believe it, when i see it, he saw, but will not respond to the deal
that he proposed right here on this N.G., and on others.
if he offered his stuff for trade, at least if he already has found it
that he could let me know, but if he has offered his stuff for trade,
and now has cold feet, traders beware!
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

7348. Looking for AMS.ATR or AMSII.ATR

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: Jim & Sue Klein <jklein@paxway.com>
Message-ID: <3a294bc5@news2.starnetinc.com>
Source record: 40420

Please email or tell me the web page...

I've written alot of music files but cannot find AMS anywhere...

Thanks.
Jim Klein
Coon Rapids Mn.

7349. *.gz files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: Jim & Sue Klein <jklein@paxway.com>
Message-ID: <3a296496@news2.starnetinc.com>
Source record: 40421

I've been downloading some files with .atr.gz extensions.

I tried Gzip -d & also Winzip on the files but both say it is in an invalid format.

Can anyone help?

-thanx-

7350. Re: Unopened "Aircars" Jag game for trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <4922-3A295E74-25@storefull-176.iap.bryant.webtv.net>
Source record: 40422

he has answered me, but the terms seem to have changed, i thought that i
read that he would trade one of his games for any one of the games he
was looking for, i will keep everyone abreast,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

7351. Re: *.gz files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: gaberry@my-deja.com
Message-ID: <90brhoqmi1@nnrp1.deja.com>
Source record: 40423

.gz is gzip.. sounds like they are corrupted

In article <3a296496@news2.starnetinc.com>,
"Jim & Sue Klein" <jklein@paxway.com> wrote:
> I've been downloading some files with .atr.gz extensions.
>
> I tried Gzip -d & also Winzip on the files but both say it is in an
invalid
> format.
>
> Can anyone help?
>
> -thanx-
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

7352. Re: Looking for AMS.ATR or AMSII.ATR

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a299afc$0$1522$53a6afc1@news.erinet.com>
Source record: 40424

These, I think, are maybe to be found if spudster is still up.
www.spudster.com
under audio/ams/amsplayr directory or something like that.
I just checked. That's www.spudster.org and the link to the
CTH mirror seems to be busted.
See what happens when you start spouting off and now I can't
think of another place that might have them (the AMS players).
Maybe Holme's page?
Well, I dunno.

7353. Re: read & write atari disk with PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a299bbb$0$1517$53a6afc1@news.erinet.com>
Source record: 40425

myutil.arc, probably at the umich archive, will read and write
MyDOS disks, double density only, and be sure to format the
disk on the PC. Single density just isn't gonna work, unless you
have a special floppy controller.
And you probably won't have much luck reading A8 disks that
were formatted on a A8 drive.
Then there's Deanna and oh, Anadisk.
You'd be a lot better off making yourself a APE/SIO2PC cable.
Russg

7354. Re: HD with XL win emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a299cc4$0$1519$53a6afc1@news.erinet.com>
Source record: 40426

(What DOS to use with emulator?)
Uhm.. If I follow you, you want to know which DOS to use with
emulator (Atari800(Win or DOS or XLit I guess), to load
galaxian.exe.
I don't know if galaxian.exe is a file that needs a 'menu' disk, a boot
disk that will load programs that won't load with DOS because the
program loads over DOS areas.
AFAIK, SpartaDOS doesn't work with any emulator, except SpDOS
x33a.dos. The other SpDOSes (3.2d, and the FTe one) won't work
with emulators. I think the FTe one is 3.2g.
Russg

7355. CCAG 2001

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3a29b917_3@athena.netset.com>
Source record: 40427

IMPORTANT NEWS!!!!!!!!!!!!!!
When one is dealing with the U.S. Military, for using a facility for any type of event, the fact that a priority function. i.e. a drill, may come and take the time of your own event.

That is true here too. My unit, B Co. 112th Engineers, did originally plan to have it's AT(Annual Training) from the 2nd of June 2001 till the 16th of June 2001. That is no longer. The AT was pushed back to the 19th of May till the 2nd of June, 2001.

As a result, with the original AT dates, no June drill was needed. But now, one is, and that drill falls on the 23 - 24th of June. As such, we have had to re-schedule the CCAG 2001 from the 29th till the 30th of June 2001, one week later.

We apologize for this change of events, as I only heard of it on Wednesday myself, and the Command to change the drill date was only a few days before that. So, this is not at all something I knew about for several months. But, only found out about it when I got my unit's newsletter.

If any of our attendees cannot attend now, because of the date change, please contact us immediately, and we will change the list. Otherwise, may all of you have a wonderful and safe Christmas Season, and we'll see you at the CCAG!

Regards,

CCAG Staff

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK''..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them still, then come join us on:

June 30th, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048

(On Route 57, going North of I-90/Route 2)

IT&#65533;S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

5,000 square feet of indoor space and an additional 5,000 square feet of outdoor space is available along with ample parking.

Setup: 29th, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 12/02/2000
User Groups:
Erie PA Atari Group
TI Chips
Cleveland Classic Atari Group

Vendors:
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
Fred Wagaman
Alan Hewston
Thomas Mclaren
Andy Frueh
Tim Snider
Curt Vendel(Atari Historical Society)
Possible Attendees!!!
Atari7800.com

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room-MAME, etc. We are hoping for some people with arcade systems to bring them.

See ya at the CCAG!

7356. RE: read & write atari disk with PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 00:00:00 UTC
From: Deja User <chainsaw11@my-deja.com>
Message-ID: <200012030315.TAA00515@mail7.bigmailbox.com>
Source record: 40428

In a nutshell, you cant!
It was probably this question alone that started this forum. Your best bet is to use an SIO2PC cable and software like prosystem or APE98 to network your PC's harddrive to the 8bit and do transfers that way.
Mo

>Reply-To: "comp.sys.atari.8bit@list.deja.com" <comp.sys.atari.8bit@list.deja.com>
>From: "carlo.armandi@tin.it" <carlo.armandi@tin.it>
>Subject: read & write atari disk with PC
>Date: Fri, 01 Dec 2000 22:01:45 GMT
>To: "comp.sys.atari.8bit@list.deja.com" <comp.sys.atari.8bit@list.deja.com>
>
> Message from the Deja.com forum:
> comp.sys.atari.8bit
> Your subscription is set to individual email delivery
> This message was sent to chainsaw11@my-dejanews.com
> Deja.com: Best way to buy a PC
> http://www.deja.com/channels/channel.xp?CID=13031
>>
>I have a PC with 5" disk drive,
>how I can read and write atari single density or doble density (1050 atari
>disk drive) ?
>
>thank a lot
>Carlo
>from Italy
>
>
>
>
>
>
>
> ____
> Deja.com: Before you buy.
> http://www.deja.com/
> * To modify or remove your subscription, go to
> http://www.deja.com/edit_sub.xp?group=comp.sys.atari.8bit
> * Read this thread at
> http://www.deja.com/thread/%3CddVV5.3030%24bP.99355%40twister2.tin.it%3E

Linux is like a wigwam, no gates, no windows, just an apache inside!!
8-)

--== Sent via Deja.com http://www.deja.com/ ==--
Before you buy.

Sent via Deja.com http://www.deja.com/
Before you buy.

7357. Re: read & write atari disk with PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 01:58:51 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001201205851.22839.00002497@ng-fq1.aol.com>
Source record: 40408

>"Carlos" carlo.armandi@tin.it asked:

>I have a PC with 5" disk drive, how I can read and write atari single
> density or double density (1050 atari disk drive) ?

Anadisk claims to do single.. I have no success. See instructions at the bottom
of this page:
http://ch.its.tudelft.nl/~sidney/atari/

AtariLink from Hiassoft works for me; it is sometimes called AtariUtil or
AtariDisk, but not MyUtil which is different and less effective for me and
sometimes also called AtariDisk (very confusing). They both use true double
(180K) density and not the medium (130K) 1050 capacity.

-Ron

Inform everyone that communications have completely broken down.

7358. Re: Atari 400 HW problem...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 02:02:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001201210221.22839.00002498@ng-fq1.aol.com>
Source record: 40409

>rry@my-deja.com asked:

>I am thinking this ROM is toasted. Does anyone know part numbers
> beside the Atari numbers? And possibly a checksum? Can I reburn a ROM
> or am I desperately seeking ROMS? How about all the checksums
> on the ROMS? I can yank them and use an eprom programmer to check...

this site has some checksum stuff:
http://ch.its.tudelft.nl/~sidney/atari/

might be beneficial good luck

-Ron

Inform everyone that communications have completely broken down.

7359. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-02 02:39:59 UTC
From: JLsoft <jlsoft@*nospam*atari.org>
Message-ID: <01c05c09$271013c0$ecfc36d1@ghostwheel>
Source record: 40410

Just in case somebody still doesn't know of this...

http://asma.dspaudio.com

Latez,
JLsoft

denisleroy@my-deja.com wrote in article <909b44$2cm$1@nnrp1.deja.com>...
> In article <8ujq7i$4r3$1@nnrp1.deja.com>,
> mark__e <mark__e@my-deja.com> wrote:
> > Hi All,
> >
> > I've was putting together my favourite Atari 8 bit tunes in Real
> Audio,
> > when I thought of doing a Top Ten, any nominations?, I've put a few at
> > the link below for starters.... I'm going with Ball Blazer & Beta
> > Lyrae with Ultima III close behind for a start... If I can find the
> > disk image for what you suggest, I'll add it in there.
> >
> > http://www.umii.co.uk/atari/sounds.htm
>
> I thought i'd mention I have some mp3's available on my home page at
>
> http://suif.stanford.edu/~leroy/atari/
>
> including the code to generate Alternate Reality: The City music, which
> remains my favourite. Ultima III was definitely awesome. Cosmic Tunnels
> also, though the versions on the web don't have the music (maybe there
> was a cartridge and a floppy version of the game).
>
> -denis
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

7360. Software from 30p

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3A2A29A6.EB0EA74B@cyberpeeps.freeserve.co.uk>
Source record: 40429

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.itsallfreehere.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP.

7361. Software from 30p

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3A2A2A34.DFC63232@cyberpeeps.freeserve.co.uk>
Source record: 40430

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.itsallfreehere.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

7362. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_975843566@rtfm.mit.edu>
Source record: 40431
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

7363. Re: *.gz files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <20001203073707.14834.00000032@ng-xc1.news.cs.com>
Source record: 40432

>I've been downloading some files with .atr.gz extensions. I tried Gzip -d &
also Winzip on the files but both say it is in an invalid<

Are you sure that they have not already been un-Gzipped and you now have the
ATR image files? ATR fiiles are approximately 90K, 130K, or 180K. If not,
then they likely are corrupted.

FWIW, I like Aladdin Systems Expander 5.1 (and Stuffit). The AE is nice for
Atari users because it will directly de-Arc Atari programs. You drag the files
to be decompressed to the workspace, and AE does the rest. It is amazingly
easy!
It is widely available, but I got mine off Shareware.com (Utilities,
Compression, 2nd group of 25).
Larry

7364. Re: *.gz files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <3DrW5.1736$NN6.8789@newsfeed.slurp.net>
Source record: 40433

On 2 Dec 2000 15:07:31 -, "Jim & Sue Klein" wrote:
>I've been downloading some files with .atr.gz extensions.
>
>I tried Gzip -d & also Winzip on the files but both say it is in an invalid
>format.
>
>Can anyone help?

Could they already be in the TAR format and need the tar.ttp program?
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7365. R/W LINE???

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <20001203122027.15423.00002945@ng-bh1.aol.com>
Source record: 40434

hey

Whats pin # is the R/W line on a 800XL?? 34 or 36??

Ralph

7366. Re: R/W LINE???

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t2l0vufaa6sr91@corp.supernews.com>
Source record: 40435

34
"RalphXPN" <ralphxpn@aol.com> wrote in message
news:20001203122027.15423.00002945@ng-bh1.aol.com...
> hey
>
> Whats pin # is the R/W line on a 800XL?? 34 or 36??
>
> Ralph

7367. Advanced Music System (AMS) & Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: Jim & Sue Klein <jklein@paxway.com>
Message-ID: <3a2a8f72$1@news2.starnetinc.com>
Source record: 40436

I'm trying to get Advanced Music System (AMS) going from a Windows emulator like Atari800Win or Xformer2000.

I have an ATR file of AMS but is says *.gz after it even though it's 90k & refuses to be uncompressed by WinZip or gzip.

I've collected many AMS files over the years & wrote some also but am not looking for a AMS player per-se but AMS itself & working under an emulator.

Can anyone email me their ATR or XFD file if they have one working under emulation or also reply with a WEB site?

Or, is AMS just something that doesn't work under emulation?

Thanks for the answers, I'd really appreciate it.

jklein@paxway.com
Coon Rapids Mn.

7368. Re: *.gz files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001203114135.1961A-100000@vtn1>
Source record: 40437

On Sat, 2 Dec 2000, Jim & Sue Klein wrote:

> I've been downloading some files with .atr.gz extensions.
>
> I tried Gzip -d & also Winzip on the files but both say it is in an invalid
> format.
>
> Can anyone help?
>
> -thanx-
>
Try a search at Simtel.net for Untgz386.exe. It's a MS-DOS program
that handles both .gz and .tgz.

jkp

7369. 800 Expansion?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001203184132.22791.00003073@ng-fq1.aol.com>
Source record: 40438

I have my 800 in pieces all over the kitchen; I have the motherboard out attempting to follow some instructions that will result in the installation of a cold reset switch. I noticed at the rear of the board, just under the socket for the CPU personality board, there is an edge card connector pointing out of the back.

Does this connector have any purpose? Was it for diagnostics during assembly or repair? Could it be used for memory addition or parallel devices? Obvoiusly the latter would require creation of an altered OS.

-Ron

Inform everyone that communications have completely broken down.

7370. ** FS: "Electronic Games" Magazines '82 - '84 **

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: kitschy@earthlink.net
Message-ID: <S%AW5.32156$II2.2907112@newsread2.prod.itd.earthlink.net>
Source record: 40439
Cross-posted to: alt.atari,alt.atari.2600,alt.c64,alt.games.atari,comp.sys.atari.8bit,comp.sys.cbm,rec.games.vectrex,rec.games.video.atari,rec.games.video.intellivision

Hi,

I have the following "Electronic Games" magazines from 1982, 1983 and 1984 for sale.. All issues are in good, clean, displayable and collectable condition; any differences are noted:

** All issues are $10.00 each + USPS shipping and insurance..

** All 22 issues together for $200.00 + USPS shipping and insurance..

1.) June, 1982

2.) July, 1982

3.) August, 1982 (cover has 2, slight, vertically etched lines running across the middle.. cover separating from staples slightly, still affixed)

4.) September, 1982 (has price sticker on lower-left corner of cover)

5.) October, 1982

6.) November, 1982 (has surface tearing on left portion of cover, near spine, where address label was removed)

7.) December, 1982 (cover separating from staples, still affixed, has address label attached)

8.) January, 1983 (cover separating from staples slightly, still affixed, has address label attached)

9.) February, 1983 (has address label at bottom of front cover)

10.) March, 1983 (has address label at bottom of front cover)

11.) April, 1983 (has address label at bottom of front cover)

12.) May, 1983 (has address label at bottom of front cover.. very slight moisture wrinkling to bottom-half of cover and first 5 pages)

13.) June, 1983

14.) July, 1983 (has address label at bottom of front cover.. has price sticker on lower-left corner of cover)

15.) August, 1983 (has address label at bottom of front cover)

16.) September, 1983 (has surface tearing at lower-left bottom of cover where address label was removed)

17.) October, 1983 (has address label at bottom of front cover)

18.) December, 1983 (has address label at bottom of front cover)

19.) January, 1984 (has address label at bottom of front cover)

20.) March, 1984 (has address label at bottom of front cover)

21.) May, 1984 (has address label at bottom of front cover)

22.) September, 1984 (has address label at bottom of front cover)

** USPS "Priority" shipping and insurance for the 1st magazine is $4.05 and $.50 per magazine thereafter..

** USPS "Priority" shipping and insurance for all 22 magazines is $14.00..

** personal checks and money orders accepted.. personal checks are held for 7 - 10 business days before items ordered are shipped.. money orders accepted with immediate shipment upon receipt.. money orders are available at your local US Post Office for $.80.. **

** Note: I can also arrange to use PayPal-type services as well..

** Please make payment to Chris Stafford and mail to this address:

Chris Stafford
P.O. Box 15023
San Luis Obispo, California
93406-5023

** for reference, my eBay username is: SNEEKYTIKI..

** If you have any questions, please let me know..

Thanks Much,

Chris.. =)

7371. Re: Unopened "Aircars" Jag game for trade!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-03 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <10951-3A2A9BD6-38@storefull-177.iap.bryant.webtv.net>
Source record: 40440

he is now offering cash no trade, traders beware. i only pull goodies
out of the closet to get goodies in return.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

7372. Re: 1050 Duplicator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <90fre5$c9n$2@nets3.rz.RWTH-Aachen.DE>
Source record: 40347

Howdy Patchell

> Happy Computing also offered a rom that would plug into the duplicator
>that would convert it to a happy drive.

I saw the ads for those. I also saw your ads. They looked great. Did you
ever finish that program that was intended to prepare disks for destribution
via modem?

How does the Duplicator compare to the Happy, Super Archiver, etc.

Cu Mathy van Nisselroy

7373. Re: *.gz files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <90ft74$e3d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 40348

Howdy folks

I once found texts in the C64 scene that ended with .gz but were not .gz-ed.
They where textfiles which could be read in every textviewer/wordprocessor (on
the Atari 8 bit). Maybe they didn't .gz 'your' files either.

CU Mathy van Nisselroy

7374. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_975932079@rtfm.mit.edu>
Source record: 40349
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: October 7, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,

U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Clubzentrale: c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623 (0 23 66 / 3 96 23)
PD-Bibliothek: Theo Schwacke
Heinestrabe 17
D-45699 Herten
tel: 0 23 66 / 3 46 96
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade.
also available: QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

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Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 - Small C compiler for many platforms, can target to
the 8-bit Atari.

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/
Developers: MSC IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
USA
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: used/new hardware/software/books & Accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA

Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall,
Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,

Super Pill, Disk Cracker, Black Patch
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/

Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de
Atari-Site: www.atari-computer.de or www.atari-computer.com
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814

USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael James Espino
United Kingdom
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.6
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Flashback Classic Video Games
See: Games + (Games Plus)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University

Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)

ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800, 800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home)
USA
http://cth.tzo.com/
telnet://cth.tzo.com/ (running Video 61's BBS Express! Professional v.6.0b)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32, Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor, Shell, Snapshot, The Sound Utility, Term80, Z-Code, CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), DCS - Desktop Contruction Set, SpartaDOS utilities: RCOPY, RDELETE

Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
United Kingdom
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition (revised) Winter 1997; IEBA Newsletter

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Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM,
SpartaDOS 3.2d, SpartaDOS 3.3c, 1050 US Doubler (USD), DK-Utilities for the
Black Box and the MIO
Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA

Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@mi.com.pl
http://www.atari.org.pl/~draco/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0, EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
Czech Republic
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI), Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62 (PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI), SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari 800 Emulator for the Mac 0.9.9h, developement release 2

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Charles Marslett
USA
mailto:cmarslett@excite.com
Developer: A65 (assembler), MYDOS 4.53

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)

Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
USA
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone...
he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items
stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203

USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://people.delphi.com/rldetlefsen/
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:mssoft@giga4u.de
http://www.geocities.com/mssoft_2000/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, JIL

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA

Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

PD-Magazin / PD-Mag / PD World Versand
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware;
Power Per Post products and ATARImagazin rights
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs

from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
Germany
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,
Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00, XDIRLIST, ATR2XFD, XFD2ATR, XDIR 10.05.00

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl

Developer: the POOLDISK TOO PD/freeware/shareware CD-ROM, DCM2ATR, WAV2CAS, CAS2WAV

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities), AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities), ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility), UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility), High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus. Development Software: KAsm65 V2.51, KLink65 1.51, KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28 m. 64
02134 Warszawa
Poland
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201

USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator version 0.9.8,
Atari Falcon030/TT030/Medusa/Hades/Milan port of Atari800 v0.9.8
The Atari800 developer list: http://www.inf.upol.cz/workshop/weblist/

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: APE, the Atari Peripheral Emulator: Ape'98 and ProSystem'98 v1.20,
Ape & ProSystem 1.17 DOS, APE Warp+ OS, Imagic 1.06 95/NT--the Atari Disk
Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image
Conversion System for DOS

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50

USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.tzo.com/pro/pro1.html (BBS Express! Professional)
http://cth.tzo.com/pro/pc-gateway1.html (PC-Gateway)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze, Lord of the Orb, Rally Speedway
Also: BBS Express! Professional, PC-Gateway

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/

Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

7375. ERROR 143

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.21.0012041558440.1425-100000@eirene>
Source record: 40350

If I use atari800 and try to load a file directly from H1:
i alwazs get the error code 143. what does this code mean?
reading text-files works !!!

daniel

7376. Re: ERROR 143

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <90gcbb$2asj$1@wrath.news.nacamar.de>
Source record: 40351

Error 143 - Checksum error

This is the original discription by ATARI. Do you meen, that you load a file
from the DUP Menu (L - Load H1:*.COM)? Better load a file directly from the
load menu in the emulators menu bar.

"Daniel Pralle" <pralle@informatik.uni-hannover.de> schrieb im Newsbeitrag
news:Pine.GSO.4.21.0012041558440.1425-100000@eirene...
> If I use atari800 and try to load a file directly from H1:
> i alwazs get the error code 143. what does this code mean?
> reading text-files works !!!
>
> daniel
>
>

7377. Re: HD with XL win emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A2BB7E7.9E465A47@mail.uni-mainz.de>
Source record: 40352

Carlos schrieb:
>
> What dos can I use to use the virtual hard drive ?
> With SpartaDos I read the directory, but I don't run any games such as
> 'galaxian.exe'
>
> Thanks
> Carlo

Well,
try "Micro-Sparta DOS Init" (MSINI.COM) from Jiri Bernasek/Bewesoft
(author of famous Bewe-DOs which is Sparta DOS compatible and adds many
fine tools!). This tool supports sub-dirs, speeders (on or off), all
disk densities (up to 1440kbytes) and even harddisk partitions up to
16MB. All you have to do is copy the program to a game disk and use the
makeBoot program (BOOT.COM) to make it boot automatically. In other
Words: MSINI is a sort of Gamedos especially written for Sparta DOS
format... -Andreas

P.S.: Bewe-DOS 1.3 and all its tools are Freeware !!!

7378. Re: read & write atari disk with PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A2BB8C1.9AE76F18@mail.uni-mainz.de>
Source record: 40353

Carlos schrieb:
>
> I have a PC with 5" disk drive,
> how I can read and write atari single density or doble density (1050 atari
> disk drive) ?
>
> thank a lot
> Carlo
> from Italy

Well,
you cannot read Single density Atari disks with any PC program (since
Single density is FM; no PC program I know supports it). but you can
read double density (true double, 180k) with many Pc programs, like
MULE, Util, MyUtil, Deana, Spartaread, and many more programs. My
favourite tool for this job is: Ataridsk from HiasSoft (Austria), since
it has nice pull-down menus (windows?!) instead of terrible (long) DOS
commands... -Andreas

7379. Re: Looking for AMS.ATR or AMSII.ATR

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A2BBA2A.EA2B800B@mail.uni-mainz.de>
Source record: 40354

Jim & Sue Klein schrieb:
>
> Please email or tell me the web page...
>
> I've written alot of music files but cannot find AMS anywhere...
>
> Thanks.
> Jim Klein
> Coon Rapids Mn.

Well,
how about the Umich Atari homepage ?? Or many polish homepages (Taquart, Tight, Atari Area, etc.) Most of these have subdirs. so take a look at "Music" or "Sound" and then you should find AMS without problems. Sorry, I do not have the URL`s at the moment... -Andreas

7380. Re: read & write atari disk with PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A2BBBDD.28DD86DD@mail.uni-mainz.de>
Source record: 40355

Deja User schrieb:
>
> In a nutshell, you cant!
> It was probably this question alone that started this forum. Your best bet is to use an SIO2PC cable and software like prosystem or APE98 to network your PC's harddrive to the 8bit and do transfers that way.
> Mo
>

Not true !! I have been able to read and write Atari DD (180k) disk on the PC without problems. You simply need a 5,25" PC drive and a program like Ataridsk or many others. Sometimes there occur some problems because my PC drive is a HD and not a DD one. But that does not happen very often... -Andreas

P.S.: You know, 5,25" drives spin with 300RpM, 5,25"HD drives spin with 360RpM. I guess the problems refer to these, maybe sometimes the HD drive "forgets" to switch down to DD and use 300RpM...

7381. Re: Advanced Music System (AMS) & Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A2BBD59.F3BF2065@mail.uni-mainz.de>
Source record: 40356

Jim & Sue Klein schrieb:
>
> I'm trying to get Advanced Music System (AMS) going from a Windows emulator
> like Atari800Win or Xformer2000.
>
> I have an ATR file of AMS but is says *.gz after it even though it's 90k &
> refuses to be uncompressed by WinZip or gzip.
>
> I've collected many AMS files over the years & wrote some also but am not
> looking for a AMS player per-se but AMS itself & working under an emulator.
>
> Can anyone email me their ATR or XFD file if they have one working under
> emulation or also reply with a WEB site?
>
> Or, is AMS just something that doesn't work under emulation?
>
> Thanks for the answers, I'd really appreciate it.
>
> jklein@paxway.com
> Coon Rapids Mn.

Well,
just E-Mail me and I send you an ATR image with some AMS players. By the way, there once also was an AMS stereo player for those Atarians that have upgraded with a second Pokey/Gumby. Unfortunately I lost this program. Maybe someone knows where to find it again ??? (It was a compiled Basic program with approx. 50 Single sectors in length)
-Andreas

P.S.: In addition, all AMS tunes can be converted to AMP tunes (means: Antic Music Processor here) and played back with Steven Lashowers AMPplayer (AMP Jukebox). AMP sounds support Karaoke text and a wider sound range (if you use the AMP editor to enhance the converted AMS sounds).

7382. Re: Pit Stop II -- Cart?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A2BBE25.93D1EBD2@mail.uni-mainz.de>
Source record: 40357

LLpwhite schrieb:
>
> Pit Stop was a cart. I know that PS II was released on disk. Was PS II also
> released as a cart?
> Thanks,
> Larry

Well,
unfortunately only Pitstop (part 1) was released on disk and cart. PS II
is disk only (it would have needed a 32k or 64k super-cart, but Atari
did not make this title to an XEGS super cart). -Andreas

7383. Re: read & write atari disk with PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t2ni9psui8mj2d@corp.supernews.com>
Source record: 40358

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3A2BB8C1.9AE76F18@mail.uni-mainz.de...
>
>
> Carlos schrieb:
> >
> > I have a PC with 5" disk drive,
> > how I can read and write atari single density or doble density (1050
atari
> > disk drive) ?
> >
> > thank a lot
> > Carlo
> > from Italy
>
> Well,
> you cannot read Single density Atari disks with any PC program (since
> Single density is FM; no PC program I know supports it).

Same answer but,

ANADISK does support single density, the problem is not all PC floppy cards
will do single densisty. All PC floppy controllers chips<that I know of>
will do FM, but the card manufacturers left out the ability to do FM on some
of them to save a few pennies.

To the end user, a failure of the floppy controller is indistinguishable
from a failure of software.

7384. Re: ERROR 143

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.21.0012041833280.23361-100000@selene>
Source record: 40359

I use atari800 for X-Windows and NOT atari800win. This means: there is no
menubar or something.

Is there any detailed information? Which checksum is meant?

daniel

On Mon, 4 Dec 2000, Mirko Sobe wrote:

> Error 143 - Checksum error
>
> This is the original discription by ATARI. Do you meen, that you load a file
> from the DUP Menu (L - Load H1:*.COM)? Better load a file directly from the
> load menu in the emulators menu bar.
>
> "Daniel Pralle" <pralle@informatik.uni-hannover.de> schrieb im Newsbeitrag
> news:Pine.GSO.4.21.0012041558440.1425-100000@eirene...
> > If I use atari800 and try to load a file directly from H1:
> > i alwazs get the error code 143. what does this code mean?
> > reading text-files works !!!
> >
> > daniel
> >
> >
>
>
>

7385. Re: *.gz files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001204102359.19173A-100000@vtn1>
Source record: 40360

On 4 Dec 2000, Mathy Van Nisselroy wrote:

> Howdy folks
>
> I once found texts in the C64 scene that ended with .gz but were not .gz-ed.
> They where textfiles which could be read in every textviewer/wordprocessor (on
> the Atari 8 bit). Maybe they didn't .gz 'your' files either.
>
> CU Mathy van Nisselroy
>
>

The tip off should be the file size i.e. normally 90k, 130k and 180k which
might show up as 1k more allowing for the SIO2PC file header. If they're
really compressed, file sizes should vary widely.

jkp

7386. Re: Pit Stop II -- Cart?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <14188-3A2C0A38-12@storefull-175.iap.bryant.webtv.net>
Source record: 40361

i would love to put that on cart, get me the person/persons who own its permission, i will try, and do it,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

7387. New AT-Term

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: NoOne@FakeEmail.com
Message-ID: <9000B61E3CTHEnterprises@205.212.123.11>
Source record: 40362

For those that might have downloaded AT Term a week or two ago and couldn't get it to run, it's been replaced. There was a couple of missing files. You can download the new one at-

ftp://ftp.spudster.org/pub/Atari/CTH/Emulators/Terminal/at1Setup.exe

Use it to telnet to The Closer To Home BBS, Pro Node 439.

telnet://cth.dtdns.net

Thanks goes to Alan and Oscar for testing it out and reporting back!

7388. Re: Top Atari Tune ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: denisleroy@my-deja.com
Message-ID: <90h9c4rbm1@nnrp1.deja.com>
Source record: 40363

In article <r03W5.14$mJ6.579@news1.oke.nextra.no>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> How can I play the Alternate Reality tunes ? It doesn't start in SAP
1.3

The files format is an extension of the existing SAP format, to support
R-type SAP files. More documentation is on the web page. I provide a
player for those, though only under Linux.

-denis

Sent via Deja.com http://www.deja.com/
Before you buy.

7389. Re: ATR8000 Manual now on-line

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A2C7754.CED3F99A@compuserve.com>
Source record: 40364

Curt Vendel wrote:

> Hi,
>
>
> For everyone who has asked me if I could post the owners/technical
> manual for the SWP Products ATR8000 system, the document is now
> available for download on the Atari History Site, please click the
> link provided below.
>
> The document covers all of the operating procedures for the system
> as well as detailed illustrations on how to make cables, set jumpers,
> use various combinations of both Atari and non-Atari disk drives,
> using the ATR8000 with an 850 interface. How to upgrade the ATR8000
> from 16K to 64K and most importantly, how to use the ATR8000 as both a
> stand-alone CP/M machine or use it with your Atari computer as a smart
> terminal.
>
> The manual is in Adobe PDF format, its 75 pages and 4.21MB's
>
> SWP ATR8000 Owners/Technical Manual
>
>
> Curt

I scanned mine in in May2K, its 90K text. Its at
":http://people.delphi.com/rldetlefsen/atari/info/atr8kman.txt"
Only ATR-8000 info covered. Not CPM or MSDOS.

Rick D.

7390. Re: If I can't get 5" floppies, What can I do?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t2p3k6n8n1ue30@corp.supernews.com>
Source record: 40365

They are still around, just not in obvious places. A reasonable solution is to just go to places like Salvation Army or Goodwill stores and pick up some used and/or new ones there that were donated.

Other then that, just about everyone is using a SIO2PC nowadays.

http://www.redshift.com/~cdyson/atari.html

The simple one chip versions are probably the best bet. No toggle switches or anything necessary. You can get all the parts at Radio Shack if you use the 1489 version.
"Jach" <jach298@my-deja.com> wrote in message
news:90i1in$e38$1@nnrp1.deja.com...
> Please,
>
> I am new on this newgroups. I have the Atari XL130 and the 1050 drive.
> Is there any solution to use another media to load, write and boot
> running Atari applications?
> I mean, If I can't get the 5" floppies anymore, What can I do in order
> to use my Atari?
>
> Thanks for your advices
>
> Jach
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7391. BBXFER 1.8 source AVAILABLE NOW (BlackBox/Floppyboard utility)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <90fqcm$c9n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 40446

```
Howdy folks

As of december 4th 2000 the source code to BBXFER 1.8 is available. Check out:

http://www.nleaudio.com/css

CU Mathy van Nisselroy
```

7392. Re: *.gz files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 00:56:48 UTC
From: david_p@storm.ca
Message-ID: <8FFFC5F13dapstormca@209.87.239.10>
Source record: 40441

jklein@paxway.com (Jim & Sue Klein) wrote in
<3a296496@news2.starnetinc.com>:

>I've been downloading some files with .atr.gz extensions.
>
>I tried Gzip -d & also Winzip on the files but both say it is in an
>invalid format.
>
>Can anyone help?
>
>-thanx-
>
>
>

My guess: Netscape had some difficulties with custom file formats. To trick it into downloading files properly, some folks would add an extender of a compressed type so the program would merrily download it. Try renaming *.atr.gz to *.atr; it should work.

Hope this helps,

David P.

7393. Pit Stop II -- Cart?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 04:58:03 UTC
From: llpwhite@cs.com
Message-ID: <20001203235803.22863.00003056@ng-fq1.news.cs.com>
Source record: 40442

Pit Stop was a cart. I know that PS II was released on disk. Was PS II also released as a cart?
Thanks,
Larry

7394. SSI Games wanted-manuals $$$

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 05:44:05 UTC
From: Sag <sagittae@home.com>
Message-ID: <B6509937.487A%sagittae@home.com>
Source record: 40443

I am looking for the following manuals:

1) Battle Cruiser I & II from SSI, must have manuals
2) Colonial Conquest from SSI(manual/box)
3) Archon I & II from EA (disk versions manuals/box)
4) Warship

If you come across these please email me.

Thanks for your time!

-Robert
sagittae@home.com

7395. Re: *.gz files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 06:32:16 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A2B3A70.F2914543@asw.cz>
Source record: 40445

"David A. Paterson" wrote:

> My guess: Netscape had some difficulties with custom file formats.

Netscape does not have any problem. If the web server is misconfigured -
it means it doesn't handle such file format, it will send text/plain
mime type. If Netscape gets text/plain, it will try to save it as MSDOS
text, thus changing LF to CRLF and breaks the binary file. The problem
is definitely on the 'web' side.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

7396. Re: Which is the best Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-04 06:42:45 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <t2mf8mro9k97c@corp.supernews.com>
Source record: 40444

Hello Everybody,

>
> Barry Smith wrote in his message:
>
> > Hello group,
> >
> > in your opinion which is the best Atari computer to get?
> > I have never had an Atari system and was thinking about
> > getting one. Which is better, the 800, 800XL or 1200XL?
> >
> > Thanks,
> > Barry
> >
> >

Vidar "Hawk" Olavesen wrote in his message:
>
> Of those 3, I'd choose the 800XL. I love my old tanks too
> though, but XL's have more expansion possibilities and runs
> more software. I'd go for a 130XE if you find one with a
> decent keyboard. They were released with both shite
> keyboards and decent keyboards. I have one of each.
>
>

I own both an Atari 800XL and an Atari 400.

My 800XL works like a dream even with a crashed
1050 Disk Drive, but I never much cared for the
"keyboard" on the 400 yet it still works too.

My tech friend still refuses to repair my 1050, even
with both the schemematics and a list of compatable
"replacement" components.

My favorite Atari 8-bit games are still the following:

* Deluxe Invaders (Roklan)
* Pac-Man (Atari or Datasoft)
* Asteroids (Atari)
* AstroChase (First Star)
* Spy Vs Spy (First Star)
* Darts (Thorne/EMI)

Unfortunately I cannot play either of my First Star
games because they are both on 5 1/4" diskettes.

Wally

7397. UNIX/Linux emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: martin.mielke@people-com.com
Message-ID: <90iaek$kt5$1@nnrp1.deja.com>
Source record: 40373

Dear all,

I'm back after a long time... :-) Nowadays I'm more UNIX-oriented due to professional reasons, therefore I would like to know if there's any (good) XL-emulator for Linux out there.

Please, email and/or CC me your replies, as I cannot check the newsgroups that often.

Thanks in advance!

Best regards,

-Pimpf-

Sent via Deja.com http://www.deja.com/
Before you buy.

7398. Re: HD with XL win emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <90iabq$2q3s$1@wrath.news.nacamar.de>
Source record: 40374

As I wrote under "ERROR 143" in this newsgroup, you can't load a
EXE/COM-File from H1: - H4:, because, in exactly that moment, the executable
code will be executed, the RAM-Patch (with the H1:-Handler) is disabled.

"Carlos" <carlo.armandi@tin.it> schrieb im Newsbeitrag
news:DMRV5.2734$bP.87168@twister2.tin.it...
> What dos can I use to use the virtual hard drive ?
> With SpartaDos I read the directory, but I don't run any games such as
> 'galaxian.exe'
>
> Thanks
> Carlo
>
>

7399. MyDOS and Speedy

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <90idhm$2qpm$1@wrath.news.nacamar.de>
Source record: 40375

Does anyone know, if there's a MyDOS-Version, that supports the
Speedy-Hardware?

7400. Re: *.gz files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <90ipca$2tk3$1@wrath.news.nacamar.de>
Source record: 40376

Try the POWERARCHIVER (www.powerarchiver.com), a freeware tool for ZIP, ARC,
and GZ - files

"Jim & Sue Klein" <jklein@paxway.com> schrieb im Newsbeitrag
news:3a296496@news2.starnetinc.com...
> I've been downloading some files with .atr.gz extensions.
>
> I tried Gzip -d & also Winzip on the files but both say it is in an
invalid
> format.
>
> Can anyone help?
>
> -thanx-
>
>
>

7401. Re: Using 30pin SIMMS on 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <90is4pgff1@nets3.rz.RWTH-Aachen.DE>
Source record: 40377

Howdy Dan

>Are you going to use the more common parity simms? Or nonparity?

These babies have 3 pins for parity, which we don't need. But they are
standard 30 pin SIMMs.

CU Mathy van Nisselroy

7402. recover atari floppies under linux

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: Andrew Bernard <andrewb+@---NOSPAM---cs.cmu.edu>
Message-ID: <uu1y9xv9d0q.fsf@onastick.fox.cs.cmu.edu>
Source record: 40378

Hi all,

I've had some success with the enclosed scripts
for reading Atari-formatted floppies under Linux,
so I thought I'd share them with the world in
case anyone else finds them useful. Please feel
free to post them on websites, etc.

These are based on ideas from
http://www.cs.dartmouth.edu/~crow/atari/

I haven't been able to get the "enhanced" density
script to work, but I've about recovered about 5 boxes
worth of disks using the single density and double density
scripts. Please let me know if you figure out what's
wrong with the ED script or if you find any other bugs.
Note that I've heard that many floppy controllers won't
handle single density, but I happen to have one that
does, so it might be worth a try if you don't know for
sure.

The scripts send commands directly to the floppy
controller using fdutils 5.4 and write out an ATR
file based on the results. Each sector is read
individually so that you can recover partial files
even if the file system is corrupted by bad sectors.
This is useful if, like me, you have a lot of bad
sectors.

The script also prints out a log that shows where
the floppy drive ran into trouble so you can go back
and retry problem areas. I haven't written a script
to do this yet. Look for "remaining= 128" or
"remaining= 256" for failed reads. I usually do
something like

make-atr-sd >disk1.atr 2>disk1.log

Note that each log is almost as long as a disk(!)

Change the assignment to "drive" at the start of the
script if your 5 1/4 inch drive isn't fd1.

You need fdutils 5.4 in your path for this to work.
You also need to compile "flip.c" and "atr-header.c"
and put them in your path. Don't forget to set the
executable bit on the shell scripts.

Consider these programs in the public domain.
I'd appreciate any feedback/enhancements/etc.

Many thanks to Alain Knaff for making this possible.

Cheers,

-andrew

```
#!/bin/sh
# make-atr-sd

drive=/dev/fd1

setfdprm -c $drive sd sect=18 ssize=128 cyl=40 head=1 fm=1

atr-header -s

i=0
while [ $i -lt 40 ]; do
j=1
# more noisy, but more compatible
# fdrawcmd drive=$drive cylinder=$[$i*2] rate=1 readid 0 fm
while [ $j -le 18 ]; do
echo cylinder $i sector $j >&2
fdrawcmd drive=$drive length=128 rate=1 read 0 $i 0 $j 0 18 0x23 0xff fm \
| flip
j=$[$j+1]
done
# less noisy, but less compatible
if [ $i -lt 39 ]; then
fdrawcmd drive=$drive rate=1 seek_in 0 2
fi
i=$[$i+1]
done
```

```
#!/bin/sh
# make-atr-dd

drive=/dev/fd1

setfdprm -c $drive dd sect=18 ssize=256 cyl=40 head=1

atr-header -d

i=0
while [ $i -lt 40 ]; do
j=1
# more noisy, but more compatible
# fdrawcmd drive=$drive cylinder=$[$i*2] rate=1 readid 0
while [ $j -le 18 ]; do
echo cylinder $i sector $j >&2
fdrawcmd drive=$drive length=256 rate=1 read 0 $i 0 $j 1 18 0x23 0xff \
| flip
j=$[$j+1]
```

```
done
# less noisy, but less compatible
if [ $i -lt 39 ]; then
fdrawcmd drive=$drive rate=1 seek_in 0 2
fi
i=$[$i+1]
done
```

```
#!/bin/sh
# make-atr-ed

# DOES NOT WORK

drive=/dev/fd1

setfdprm -c $drive dd sect=26 ssize=128 cyl=40 head=1 fm=0 dtr=1

atr-header -e

i=0
while [ $i -lt 40 ]; do
j=1
# more noisy, but more compatible
# fdrawcmd drive=$drive cylinder=$[$i*2] rate=1 readid 0
while [ $j -le 26 ]; do
echo cylinder $i sector $j >&2
fdrawcmd drive=$drive length=128 rate=1 read 0 $i 0 $j 0 26 0x23 0xff \
| flip
j=$[$j+1]
done
# less noisy, but less compatible
if [ $i -lt 39 ]; then
fdrawcmd drive=$drive rate=1 seek_in 0 2
fi
i=$[$i+1]
done
```

```
/* atr-header.c */

#include <stdio.h>

#define TRACKS 40
#define SECTORS 18
#define ENHANCED 26
#define SINGLE 128
#define DOUBLE 256

#define TAG ('N'+'I'+'C'+'K'+'A'+'T'+'A'+'R'+'I')

int main(int argc, const char **argv)

{
unsigned char header[16];
int sectors = SECTORS;
```

```
int bytes = SINGLE;

if (argc>1)
{
if (strcmp(argv[1], "-e")==0)
sectors = ENHANCED;

if (strcmp(argv[1], "-s")==0)
bytes = SINGLE;

if (strcmp(argv[1], "-d")==0)
bytes = DOUBLE;
}

header[0] = TAG>>0&0xff;
header[1] = TAG>>8&0xff;
header[2] = ((TRACKS*sectors*bytes)/16)>>0&0xff;
header[3] = ((TRACKS*sectors*bytes)/16)>>8&0xff;
header[4] = bytes>>0&0xff;
header[5] = bytes>>8&0xff;
header[6] = ((TRACKS*sectors*bytes)/16)>>16&0xff;
header[7] = ((TRACKS*sectors*bytes)/16)>>24&0xff;
header[8] = 0;
header[9] = 0;
header[10] = 0;
header[11] = 0;
header[12] = 0;
header[13] = 0;
header[14] = 0;
header[15] = 0;

if (fwrite(header, sizeof(unsigned char), (size_t)16, stdout)<16)
{
perror("fwrite");
return 1;
}

return 0;
}

/* flip.c */

#include <stdio.h>

int main(void)

{
for (;;)
{
int c = getchar();

if (c==EOF)
return 0;
```

```
(void)putchar(c^0xff);
}
}
```

7403. WTB: MicroMain Frame disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: TK421 <Dockingbay@deathstar.org>
Message-ID: <i1vp2t8jjcqvpq0jabdqq4j1302801mc5e@4ax.com>
Source record: 40379

I am looking for/WTB a MicroMain Frame disk drive
for the Atari 8-bit computers.

Reply here or
tim~(at)mailandnews(dot)com
Thanks.

7404. Re: ** FS: "Electronic Games" Magazines '82 - '84 **

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: Tek <mypearl@dds.nl>
Message-ID: <3A2D2708.3E73AABE@dds.nl>
Source record: 40380
Cross-posted to: alt.atari,alt.atari.2600,alt.c64,alt.games.atari,comp.sys.atari.8bit,comp.sys.cbm,rec.games.vectrex,rec.games.video.atari,rec.games.video.intellivision

Cool! I would love anything in which Tempest (The Atari Coin-Op) makes a
appearance.

Exigency wrote:
>
> $10 each?
>
> I just threw away two boxes full of them. If I find any more in my
> mass cleaning spree (I believe I have more from '83 and '84), I'll
> give them away to anyone who wants them.
>
> All you'll have to pay for is shipping. Just post a msg here if
> you're interested.
>
> Kitschies need not apply (unless I get a cut).
>
> Exigency
>
> On Sun, 03 Dec 2000 23:51:14 GMT, kitschy@earthlink.net wrote:
>
> >Hi,
> >
> >I have the following "Electronic Games" magazines from 1982, 1983 and 1984 for
> >sale.. All issues are in good, clean, displayable and collectable condition;
> >any differences are noted:
> >
> >** All issues are $10.00 each + USPS shipping and insurance..
> >
> >** All 22 issues together for $200.00 + USPS shipping and insurance..
> >
> >1.) June, 1982
> >
> >2.) July, 1982
> >
> >3.) August, 1982 (cover has 2, slight, vertically etched lines running across
> >the middle.. cover separating from staples slightly, still affixed)
> >
> >4.) September, 1982 (has price sticker on lower-left corner of cover)
> >
> >5.) October, 1982
> >
> >6.) November, 1982 (has surface tearing on left portion of cover, near spine,
> >where address label was removed)

> >
> >7.) December, 1982 (cover separating from staples, still affixed, has address
> >label attached)
> >
> >8.) January, 1983 (cover separating from staples slightly, still affixed, has
> >address label attached)
> >
> >9.) February, 1983 (has address label at bottom of front cover)
> >
> >10.) March, 1983 (has address label at bottom of front cover)
> >
> >11.) April, 1983 (has address label at bottom of front cover)
> >
> >12.) May, 1983 (has address label at bottom of front cover.. very slight
> >moisture wrinkling to bottom-half of cover and first 5 pages)
> >
> >13.) June, 1983
> >
> >14.) July, 1983 (has address label at bottom of front cover.. has price
> >sticker on lower-left corner of cover)
> >
> >15.) August, 1983 (has address label at bottom of front cover)
> >
> >16.) September, 1983 (has surface tearing at lower-left bottom of cover where
> >address label was removed)
> >
> >17.) October, 1983 (has address label at bottom of front cover)
> >
> >18.) December, 1983 (has address label at bottom of front cover)
> >
> >19.) January, 1984 (has address label at bottom of front cover)
> >
> >20.) March, 1984 (has address label at bottom of front cover)
> >
> >21.) May, 1984 (has address label at bottom of front cover)
> >
> >22.) September, 1984 (has address label at bottom of front cover)
> >
> >** USPS "Priority" shipping and insurance for the 1st magazine is $4.05 and
> >$.50 per magazine thereafter..
> >
> >** USPS "Priority" shipping and insurance for all 22 magazines is $14.00..
> >
> >** personal checks and money orders accepted.. personal checks are held for 7
> >- 10 business days before items ordered are shipped.. money orders accepted
> >with immediate shipment upon receipt.. money orders are available at your
> >local US Post Office for $.80.. **
> >
> >** Note: I can also arrange to use PayPal-type services as well..
> >

> >** Please make payment to Chris Stafford and mail to this address:
> >
> >Chris Stafford
> >P.O. Box 15023
> >San Luis Obispo, California
> >93406-5023
> >
> >** for reference, my eBay username is: SNEEKYTIKI..
> >
> >** If you have any questions, please let me know..
> >
> >
> >Thanks Much,
> >
> >Chris.. =)

7405. Re: UNIX/Linux emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <J_aX5.80$dN4.4337@typhoon.sonic.net>
Source record: 40381

martin.mielke@people-com.com wrote:
: Dear all,

: I'm back after a long time... :-) Nowadays I'm more UNIX-oriented due to
: professional reasons, therefore I would like to know if there's any (good)
: XL-emulator for Linux out there.

: Please, email and/or CC me your replies, as I cannot check the newsgroups
: that often.

Atari800 (which is the basis of the Windows "Atari800Win") by David Firth,
(http://www.signus.demon.co.uk/Software/Portable/Atari800e/Index.html)
and now maintained by Petr Stehlik.

The URL to Petr's site on David's page no longer works.
Petr's Atari800 site is NOW located at:

http://joy.sophics.cz/a800.htm

It also has a nice easy-to-remember redirect URL:

http://atari800.atari.org/

Here's a useful review, as well:

http://people.ne.mediaone.net/asmolar/atari8/atari800.html

Enjoy!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

7406. Atari DOS

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: R Stag <stagger3@yahoo.com>
Message-ID: <3A2D6EB2.FBE99EF0@yahoo.com>
Source record: 40382

Hi, Is there a way I can get a hold off a version of Atari dos. Also,
If I copy
the dos file(s) to a 5.25 disk from my pc, will the atari 1050 be able
to read it??

thanks
R Stag

7407. Re: Atari DOS

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a2d992b$0$1512$53a6afc1@news.erinet.com>
Source record: 40383

If I follow you, you want to know if you get an A8 DOS, and
copy the file to a pc disk, will the A8 read it.
No.
If you have a double density A8 drive (1050 with doubler or other
double density drive) then I think you can format a 5.25 disk on
the pc with myutil, but not write DOS files.
A DOS disk is sorta hard to come by, if all you have is the PC
to download with and the Atari 8-bit you want DOS for.
Using APE or SIO2PC software and a APE/SIO2PC cable it
is easy. You'd just boot the DOS image you want using APE,
Then write DOS files to your real A8 drive, setting the A8 drive to D2:
Otherwise, Ben Smith or Video 61 or B&C ($20 min order). or somebody
would have to provide you with a DOS disk.
Russg

7408. Re: HD with XL win emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 00:00:00 UTC
From: "RoyE.." <rdean@fix.net>
Message-ID: <EphX5.10$Ee7.3935@news.callamer.com>
Source record: 40384

The program atr file called Sidloadr.atr always works for me opening file
from the hard drive h1: I use mydos 4.53 most of the
time..... Good Luck

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:90iabq$2q3s$1@wrath.news.nacamar.de...
> As I wrote under "ERROR 143" in this newsgroup, you can't load a
> EXE/COM-File from H1: - H4:, because, in exactly that moment, the
executable
> code will be executed, the RAM-Patch (with the H1:-Handler) is disabled.

>snip>

> > 'galaxian.exe'
> >
> > Thanks
> > Carlo
> >
> >
>
>

7409. FS/T: Brand New Atari Jaguars

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 02:14:22 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <2cYW5.4092$24.1463712@news0.telusplanet.net>
Source record: 40366
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.toys,rec.toys.misc,rec.toys.vintage

To respond to this message, please use the enclosed email address rather than your reply button. Dealer enquiries are welcome.

- Last Updated 12/04/00
- Sold items removed

I have a limited amount of brand new Atari Jaguars and Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - 2 units left
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

7410. Re: ** FS: "Electronic Games" Magazines '82 - '84 **

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 02:24:38 UTC
From: Exigency <exigency@127.0.0.1>
Message-ID: <t9ko2to0k5attrf6seooiirnbhsdgpaod1@4ax.com>
Source record: 40367
Cross-posted to: alt.atari,alt.atari.2600,alt.c64,alt.games.atari,comp.sys.atari.8bit,comp.sys.cbm,rec.games.vectrex,rec.games.video.atari,rec.games.video.intellivision

$10 each?

I just threw away two boxes full of them. If I find any more in my
mass cleaning spree (I believe I have more from '83 and '84), I'll
give them away to anyone who wants them.

All you'll have to pay for is shipping. Just post a msg here if
you're interested.

Kitschies need not apply (unless I get a cut).

Exigency

On Sun, 03 Dec 2000 23:51:14 GMT, kitschy@earthlink.net wrote:

>Hi,
>
>I have the following "Electronic Games" magazines from 1982, 1983 and 1984 for
>sale.. All issues are in good, clean, displayable and collectable condition;
>any differences are noted:
>
>** All issues are $10.00 each + USPS shipping and insurance..
>
>** All 22 issues together for $200.00 + USPS shipping and insurance..
>
>1.) June, 1982
>
>2.) July, 1982
>
>3.) August, 1982 (cover has 2, slight, vertically etched lines running across
>the middle.. cover separating from staples slightly, still affixed)
>
>4.) September, 1982 (has price sticker on lower-left corner of cover)
>
>5.) October, 1982
>
>6.) November, 1982 (has surface tearing on left portion of cover, near spine,
>where address label was removed)
>
>7.) December, 1982 (cover separating from staples, still affixed, has address
>label attached)
>
>8.) January, 1983 (cover separating from staples slightly, still affixed, has
>address label attached)

>
>9.) February, 1983 (has address label at bottom of front cover)
>
>10.) March, 1983 (has address label at bottom of front cover)
>
>11.) April, 1983 (has address label at bottom of front cover)
>
>12.) May, 1983 (has address label at bottom of front cover.. very slight
>moisture wrinkling to bottom-half of cover and first 5 pages)
>
>13.) June, 1983
>
>14.) July, 1983 (has address label at bottom of front cover.. has price
>sticker on lower-left corner of cover)
>
>15.) August, 1983 (has address label at bottom of front cover)
>
>16.) September, 1983 (has surface tearing at lower-left bottom of cover where
>address label was removed)
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>18.) December, 1983 (has address label at bottom of front cover)
>
>19.) January, 1984 (has address label at bottom of front cover)
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>
>21.) May, 1984 (has address label at bottom of front cover)
>
>22.) September, 1984 (has address label at bottom of front cover)
>
>** USPS "Priority" shipping and insurance for the 1st magazine is $4.05 and
>$.50 per magazine thereafter..
>
>** USPS "Priority" shipping and insurance for all 22 magazines is $14.00..
>
>** personal checks and money orders accepted.. personal checks are held for 7
>- 10 business days before items ordered are shipped.. money orders accepted
>with immediate shipment upon receipt.. money orders are available at your
>local US Post Office for $.80.. **
>
>** Note: I can also arrange to use PayPal-type services as well..
>
>** Please make payment to Chris Stafford and mail to this address:
>
>Chris Stafford
>P.O. Box 15023
>San Luis Obispo, California
>93406-5023

>
>** for reference, my eBay username is: SNEEKYTIKI..
>
>** If you have any questions, please let me know..
>
>
>Thanks Much,
>
>Chris.. =)

7411. Re: Using 30pin SIMMS on 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 04:20:14 UTC
From: Dan Ritter <dritter@angelfire.com>
Message-ID: <22_W5.4221$24.1498418@news0.telusplanet.net>
Source record: 40368

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:8vteceatt8@nets3.rz.RWTH-Aachen.DE...
> Howdy Curt
>
> > Cool, 1MB? Hey, where is Bob these days, hey Bob!!! Where are
you???
>
> I'm working on a 1MB upgrade which uses 30 pin SIMMs. It's 99.9% 130XE
> compatible. You will be able to use the separate ANTIC and CPU access,
don't
> need a lot of switches or lose BASIC or the SELFTEST or Missile Command
(on the
> XEGS). What you won't be able to do is switch BASIC and the OS ROM around
> WHILE ACCESSING THE EXPANDED RAM.
>
> CU Mathy van Nisselroy
>
> PS soldering wires to 30 pins is NOT fun.
> PPS ok, ok, so we only need 27. Or actually only 25.
>
Are you going to use the more common parity simms? Or nonparity?

7412. Re: 1050 Duplicator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 04:32:05 UTC
From: llpwhite@cs.com
Message-ID: <20001204233205.21267.00001609@ng-fq1.news.cs.com>
Source record: 40369

>Happy Computing also offered a rom that would plug into the duplicator that would convert it to a happy drive.<

It was called the "Cheer Up" module, IIRC.
Larry

7413. OT -- Dune

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 04:44:46 UTC
From: llpwhite@cs.com
Message-ID: <20001204234446.22889.00003020@ng-fq1.news.cs.com>
Source record: 40370

Anyone been watching the new DUNE on the SciFi channel? How do you think it compares to the original ~1985 movie? Do you get the SciFi channel in Europe & UK or have something similar? Dune and Blade Runner -Yea!
Larry

7414. Re: ERROR 143

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 06:05:03 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <90i0hh$2nqi$1@wrath.news.nacamar.de>
Source record: 40371

In Windows, I have the same problem. While loading a COM-File from H1:, I get the messedge ERROR 140 (means error on serial bus). In that case, I'll think, it's an error in the Atari800. To make possible an XS to H1:, a ROM-Patch is needed. When you load a text-file, the H1:-Controler can run without errors, but when you try to run a H1:-program, the H1:-controller-ROM-Patch seems to be disabled (to be most compatible with the most ATARI-programs). When this program trys to continue the loading process (now without an H1:-Comtroller), you get an error messedge. That is my sight of this case.

GTX

Mirko

www.atarixle.de

"Daniel Pralle" <pralle@informatik.uni-hannover.de> schrieb im Newsbeitrag news:Pine.GSO.4.21.0012041833280.23361-100000@selene...
> I use atari800 for X-Windows and NOT atari800win. This means: there is no
> menubar or something.
>
> Is there any detailed information? Which checksum is meant?
>
> daniel
>
> On Mon, 4 Dec 2000, Mirko Sobe wrote:
>
> > Error 143 - Checksum error
> >
> > This is the original discription by ATARI. Do you meen, that you load a file
> > from the DUP Menu (L - Load H1:*.COM)? Better load a file directly from the
> > load menu in the emulators menu bar.
> >
> > "Daniel Pralle" <pralle@informatik.uni-hannover.de> schrieb im Newsbeitrag
> > news:Pine.GSO.4.21.0012041558440.1425-100000@eirene...
> > > If I use atari800 and try to load a file directly from H1:
> > > i alwazs get the error code 143. what does this code mean?
> > > reading text-files works !!!
> > >
> > > daniel
> > >
> > >

> >
> >
> >
>

7415. If I can't get 5" floppies, What can I do?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-05 06:22:18 UTC
From: Jach <jach298@my-deja.com>
Message-ID: <90i1in$e38$1@nnrp1.deja.com>
Source record: 40372

Please,

I am new on this newgroups. I have the Atari XL130 and the 1050 drive.
Is there any solution to use another media to load, write and boot
running Atari applications?
I mean, If I can't get the 5" floppies anymore, What can I do in order
to use my Atari?

Thanks for your advices

Jach

Sent via Deja.com http://www.deja.com/
Before you buy.

7416. Re: I'm BAAACK!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-06 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <90l61rmg1@nets3.rz.RWTH-Aachen.DE>
Source record: 40386

Howdy James

I tried to send you an Email but it bounced. Do you still have the same emailaddress?

CU Mathy van Nisselroy

PS do you already have Matthias Belitz's ASPI software (it can among other things play back Audio CD's)?

7417. Re: UNIX/Linux emulator

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-06 00:00:00 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.21.0012061549030.5100-100000@hephaistos>
Source record: 40387

Hi,
I just compiled atari800 for LINUX. So just check it out yourself. I
think there are pre-compiled archives aswell, if you cann't type
"make" yourself ;-)

http://atari800.atari.org

On Tue, 5 Dec 2000 martin.mielke@people-com.com wrote:

> Dear all,
>
> I'm back after a long time... :-) Nowadays I'm more UNIX-oriented due to
> professional reasons, therefore I would like to know if there's any (good)
> XL-emulator for Linux out there.
>
> Please, email and/or CC me your replies, as I cannot check the newsgroups
> that often.
>
> Thanks in advance!
>
>
> Best regards,
>
> -Pimpf-
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

7418. Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-06 00:00:00 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <90lkap$g79$1@wrath.news.nacamar.de>
Source record: 40388

Can anyone translate theese lines into assembler?

```
500 PROC TEXT:IF T$="" THEN 599
510 IF FL$="" THEN TEXT X,Y,T$:X=X+LEN(T$)*8:GOTO 599
520 FOR P=%1 TO LEN(T$)
530 TEXT X,Y,T$(P,P):E=(ASC(T$(P))+%1)$7F:X=X+VAL(FL$(E,E))
540 NEXT P
599 ENDPROC
```

It's used for printing text on a GR.8 Screen in proportional-font.

FL$ contains the width of every character as a decimal-number
(FL$="887666887", 128 chars long)
if FL$ is empty, T$ should be TEXTed with the normal TEXT-command
and with fixed-width-characters
T$ contains the text what's be written on the screen
X contains the X-location
Y contains the Y-location of the text
P, E are internal variables

MS

www.atarixle.de

7419. Looking for Erotica-X Text Adventure Game (Basic)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-06 00:00:00 UTC
From: Gym E Blake <gymeblake@ezcheezbros.com>
Message-ID: <vvtX5.118425$U46.3934498@news1.sttls1.wa.home.com>
Source record: 40389

Hi. There used to be a game called "Erotica-X" and it was programmed in
Atari basic. If you have it could you email it to me.

gymeblake@ezcheezbros.com

Thanks!

Gym

7420. Re: Help on 800 anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-06 00:00:00 UTC
From: "Richard S. Plymale" <g2000@knology.net>
Message-ID: <3A2E6B9D.1A74A438@knology.net>
Source record: 40390

Len:
Thanks for the reply! Tried another power supply, no change.
Regulator? Ok, I'm game. I can solder and desolder. Can you give me any specs as to what I am looking for?
btw, I have a factory service manual I bought in 1982 just to keep around for this kind of problem but not good at circuit diagrams.
Thanks in Advance!

Len Spencer wrote:

> "Richard S. Plymale" wrote:
> >
> > I have an 800 I powered up one day. The power indicator on the keyboard
> > came on then back off then nothing. I tried again, same thing. Any
> > suggestions? Any replacement motherboards? Any ideas?
> > Thanks in advance,
> > Stan
> > g2000@knology.net
>
> Sounds like the power supply may have given up the ghost. Try another
> supply, or at least make sure the supply is putting out 9 volts AC.
>
> Other than that, one of the regulators on the mainboard may have died.
> Not a MAJOR project to replace, but you do have to know how to solder
> and desolder.

7421. Re: ATR8000 Manual now on-line

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001206161935.23927.00003786@ng-fs1.aol.com>
Source record: 40391

>Elmar Schaetzlein elmar@gmx.de asked:

Eric has part of it here; nag him to finish...
http://www.pcc.net/dzone/atari8.htm

-Ron

Inform everyone that communications have completely broken down.

7422. Re: Help on 800 anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001206164521.23927.00003791@ng-fs1.aol.com>
Source record: 40392

>Richard S. Plymale" g2000@knology.net replied:

>Tried another power supply, no change. Regulator? Ok, I'm game. I can
>solder and desolder. Can you give me any specs as to what I am looking for?

Sounds like maybe the rectifier bridge on the power supply board; measure the resistance across all four (4) in both directions - any reading the same each way probably bad. When one blew on my 1050, it took the fuse in the power brick with it and then two (2) more before I had it diagnosed.

-Ron

Inform everyone that communications have completely broken down.

7423. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-06 00:00:00 UTC
From: William Kendrick <nbs@bolt.sonic.net.go.spam.yourself.net>
Message-ID: <AczX5.1$k66.201@typhoon.sonic.net>
Source record: 40393

```
Mirko Sobe <atarixle@12move.de> wrote:
: Can anyone translate theese lines into assembler?

: 500 PROC TEXT:IF T$="" THEN 599
: 510 IF FL$="" THEN TEXT X,Y,T$:X=X+LEN(T$)*8:GOTO 599
: 520 FOR P=%1 TO LEN(T$)
: 530 TEXT X,Y,T$(P,P):E=(ASC(T$(P))+%1)$7F:X=X+VAL(FL$(E,E))
: 540 NEXT P
: 599 ENDPROC

: It's used for printing text on a GR.8 Screen in proportional-font.
<snip>

One of the interesting things with this is that there could still be
some extra white space in some characters, since it doesn't appear
to shift characters to the left any.

I would add a second array (FL2$, maybe? :) ), which contains offsets
on how far LEFT the character should be placed. So:

520 FOR P=%1 TO LEN(T$)
530 E=(ASC(T$(P))+%1): REM WHICH CHAR WE LOOKING AT?
535 TEXT X-VAL(FL2$(E,E)),Y,T$(P,P): REM DRAW IT, SHIFTED LEFT SOME
537 X=X+VAL(FL$(E,E))-VAL(FL2$(E,E)): REM MOVE VIRTUAL CURSOR
540 NEXT P

Here's some nice ASCII art to show the differences:

--------------------------------
-######-----##-----###-----####---
-##--##-----------##------##--- Original, non-proportional
-######----###-----##------##---
-##--##----##------##------##---
-##--##----##------##------##---
-######----####----####----#####--
--------------------------------

------------------------------
-######-----##----###----###---
-##--##----------##-----##--- With pixels on right removed
-######----###-----##-----##--- (ie, the original code)
-##--##----##-----##-----##---
-##--##----##-----##-----##---
-######----####---####---#####--
------------------------------
```

```
---------------------------
-######----##---###---###---
-##--##---------##----##--- With pixels on right AND left removed
-######---###----##----##--- (ie, my version)
-##--##---##----##----##---
-##--##---##----##----##---
-######---#####--#####--#####--
---------------------------
```

Maybe a better example would be a very thin character, like "!":

```
----------------
---##------##---
---##------##--- Original
---##------##---
---##------##---
----------------
---##------##---
----------------

------------
---##----##-
---##----##- Right pixels removed (original code)
---##----##-
---##----##-
------------
---##----##-
------------

--------
-##--##-
-##--##- Both sides removed (my code)
-##--##-
-##--##-
--------
-##--##-
--------
```

Not that this gets you what you WANTed (ie, a version in ASM), but
still, I hope this is helpful! :)

-bill!
bill@newbreedsoftware.com.go.spam.yourself
http://www.newbreedsoftware.com

7424. Re: OT -- Dune

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-06 00:00:00 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3A2EF641.7C561792@silcom.com>
Source record: 40394

While I have yet to see it, I don't see how anything can be worse than the 1985 movie. I hope it will be put out on DVD, which is probably the only way I will be able to see it. The two people I know who watched it said that it was pretty good for an adaptation of the book.

LLpwhite wrote:

> Anyone been watching the new DUNE on the SciFi channel? How do you think it
> compares to the original ~1985 movie? Do you get the SciFi channel in Europe &
> UK or have something similar? Dune and Blade Runner -Yea!
> Larry

--
-Jim
---
* Visit:http://www.silcom.com/~patchell/
*---
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

7425. Re: Atari DOS

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-06 04:29:29 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001205232929.23921.00003944@ng-fs1.aol.com>
Source record: 40385

>R Stag stagger3@yahoo.com asks:

>Is there a way I can get a hold off a version of Atari DOS. Also,
>If I copy the dos file(s) to a 5.25 disk from my pc, will the atari
>1050 be able to read it??

this Archive site has the most common except Sparta:
http://www.atari.nu/wysk/dos.htm
I recommend 2.0, 2.5 or MyDOS 4.5 to start.

there are several esoteric DOS's here:
http://www7.ewebcity.com/atari/a8men.htm
in the file/download section

XL search has gobs of stuff also:
http://www.newbreedsoftware.com/xlsearch/

Now, the bad news is that most PC floppy controllers cannot read/write the A8
single density floppy format. Anadisk has been known to accomplish it on some
PC's; the instructions and links to the software are at the bottom of this
page:
http://ch.its.tudelft.nl/~sidney/atari/
The 1050 can format a disk without DOS by using the resident disk handler and
then it's up to your PC floppy controller.

IF your 1050 has been doubled, then AtariLnk or AtariDsk by HiasSoft can
transfer data in double density.

-Ron

Inform everyone that communications have completely broken down.

7426. Re: ** FS: "Electronic Games" Magazines '82 - '84 **

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: Mat <mtamimi2000@hotmail.com>
Message-ID: <zwJX5.255$oj5.283@newsfeed.slurp.net>
Source record: 40248
Cross-posted to: alt.atari,alt.atari.2600,alt.c64,alt.games.atari,comp.sys.atari.8bit,comp.sys.cbm,rec.games.vectrex,rec.games.video.atari,rec.games.video.intellivision

Yes, I would like to have them! ....How can I contact you ?

Exigency <exigency@127.0.0.1> wrote in message
news:t9ko2to0k5attrf6seooiirnbhsdgpaod1@4ax.com...
> $10 each?
>
> I just threw away two boxes full of them. If I find any more in my
> mass cleaning spree (I believe I have more from '83 and '84), I'll
> give them away to anyone who wants them.
>
> All you'll have to pay for is shipping. Just post a msg here if
> you're interested.
>
> Kitschies need not apply (unless I get a cut).
>
> Exigency
>
> On Sun, 03 Dec 2000 23:51:14 GMT, kitschy@earthlink.net wrote:
>
> >Hi,
> >
> >I have the following "Electronic Games" magazines from 1982, 1983 and
1984 for
> >sale.. All issues are in good, clean, displayable and collectable
condition;
> >any differences are noted:
> >
> >** All issues are $10.00 each + USPS shipping and insurance..
> >
> >** All 22 issues together for $200.00 + USPS shipping and insurance..
> >
> >1.) June, 1982
> >
> >2.) July, 1982
> >
> >3.) August, 1982 (cover has 2, slight, vertically etched lines running
across
> >the middle.. cover separating from staples slightly, still affixed)
> >
> >4.) September, 1982 (has price sticker on lower-left corner of cover)
> >
> >5.) October, 1982
> >

> >6.) November, 1982 (has surface tearing on left portion of cover, near
spine,
> >where address label was removed)
> >
> >7.) December, 1982 (cover separating from staples, still affixed, has
address
> >label attached)
> >
> >8.) January, 1983 (cover separating from staples slightly, still affixed,
has
> >address label attached)
> >
> >9.) February, 1983 (has address label at bottom of front cover)
> >
> >10.) March, 1983 (has address label at bottom of front cover)
> >
> >11.) April, 1983 (has address label at bottom of front cover)
> >
> >12.) May, 1983 (has address label at bottom of front cover.. very slight
> >moisture wrinkling to bottom-half of cover and first 5 pages)
> >
> >13.) June, 1983
> >
> >14.) July, 1983 (has address label at bottom of front cover.. has price
> >sticker on lower-left corner of cover)
> >
> >15.) August, 1983 (has address label at bottom of front cover)
> >
> >16.) September, 1983 (has surface tearing at lower-left bottom of cover
where
> >address label was removed)
> >
> >17.) October, 1983 (has address label at bottom of front cover)
> >
> >18.) December, 1983 (has address label at bottom of front cover)
> >
> >19.) January, 1984 (has address label at bottom of front cover)
> >
> >20.) March, 1984 (has address label at bottom of front cover)
> >
> >21.) May, 1984 (has address label at bottom of front cover)
> >
> >22.) September, 1984 (has address label at bottom of front cover)
> >
> >** USPS "Priority" shipping and insurance for the 1st magazine is $4.05
and
> >$.50 per magazine thereafter..
> >
> >** USPS "Priority" shipping and insurance for all 22 magazines is
$14.00..

> >
> >** personal checks and money orders accepted.. personal checks are held
for 7
> >- 10 business days before items ordered are shipped.. money orders
accepted
> >with immediate shipment upon receipt.. money orders are available at your
> >local US Post Office for $.80.. **
> >
> >** Note: I can also arrange to use PayPal-type services as well..
> >
> >** Please make payment to Chris Stafford and mail to this address:
> >
> >Chris Stafford
> >P.O. Box 15023
> >San Luis Obispo, California
> >93406-5023
> >
> >** for reference, my eBay username is: SNEEKYTIKI..
> >
> >** If you have any questions, please let me know..
> >
> >
> >Thanks Much,
> >
> >Chris.. =)
>

7427. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <90nraf$e6o$1@nets3.rz.RWTH-Aachen.DE>
Source record: 40249

Howdy Mark, folks

>Does any one know where I can get hold of the pinouts for the 850 interface?
>No luch on general search's.

Try the Best Electronics Catalog. It's an Atari encyclopidia (well, almost).
IIRC Brad did mix up sum of the stuff about the 850.

CU Mathy van Nisselroy

7428. Re: OT -- Dune

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: DCM01@USA.NET
Message-ID: <3a2f82c5.2093033@news.CIS.DFN.DE>
Source record: 40250

There are good game versions of Dune. I remember playing the Amiga
version for hours. Perhaps a version for Atari 8bit could be thrown
together.

I've seen segments of Dune the new TV version. I was surprised to see
actor William Hurt as Duke Leto Atreides. The production and effects
seemed great esp. for a TV show.

I liked the 1985 movie too and don't understand why it gets such a bad
rap.

On Wed, 06 Dec 2000 18:30:26 -0800, patchell <patchell@silcom.com>
wrote:

> While I have yet to see it, I don't see how anything can be worse than the 1985
>movie. I hope it will be put out on DVD, which is probably the only way I will be
>able to see it. The two people I know who watched it said that it was pretty good
>for an adaptation of the book.
>
>LLpwhite wrote:
>
>> Anyone been watching the new DUNE on the SciFi channel? How do you think it
>> compares to the original ~1985 movie? Do you get the SciFi channel in Europe &
>> UK or have something similar? Dune and Blade Runner -Yea!

7429. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.21.0012071334160.9025-100000@eos>
Source record: 40251

Hi Mirko,
I have asked you some days ago if you need ASM-Routines.
Now I have installed cc65 on the LINUX-box here at univerity so I can
do it. But I need more info. Like: must the routine be relocatible and so
on.

salut,
daniel

7430. looking for Mastertronic covers...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <3A2F90ED.C67E43E3@freenet.de>
Source record: 40252

Hi !
I'm looking for pictures of the following cassette covers:
- Speed King (by Mastertronic)
- Dropzone (the one by Mastertronic)
- Kenny Dalglish Soccer Manager (the one by Zeppelin Games)
- Star Wars (by Zeppelin Games)
Do you know if Star Wars was ever released officially ? (maybe by Domark
?)

Bye,
- Mr.Bacardi -

P.S.: Have also a look at my web-page:
http://people.freenet.de/mrbacardi/

7431. Re: If I can't get 5" floppies, What can I do?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: Jach <jach298@my-deja.com>
Message-ID: <90omfi$rm5$1@nnrp1.deja.com>
Source record: 40253

Hi,
Thanks for your answer.
About SIO2PC cable it sound very interesting. May you explain me How may I use it to boot my Atari running an application?
I mean, what kind of media I will need to store my games an applications?

Thanks

Jach

Sent via Deja.com http://www.deja.com/
Before you buy.

7432. Help on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: Jach <jach298@my-deja.com>
Message-ID: <90on11$s6i$1@nnrp1.deja.com>
Source record: 40254

Please,

Anybody are using the SIO2PC instead the Atari drives?
What is the procedure to run any Atari application using the SIO2PC?

Thanks

Jach

Sent via Deja.com http://www.deja.com/
Before you buy.

7433. Re: Infogrames now own Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <sUUX5.2144$w14.70790@typhoon.we.rr.com>
Source record: 40255

Hopefully Infogrames won't kill Atari or something. I hope Atari will
continue to make games still.

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:t2vj6vpsjnog04@corp.supernews.com...
> Remember that "Follow the bouncing fugi" demo? Deja Vu.
>
> <ilaskey@cix.compulink.co.uk> wrote in message
> news:90odkn$j4$1@plutonium.compulink.co.uk...
> > Hasbro Interactive has been sold to Infrogrames for $100m
> >
> > Iain
>
>

7434. Re: If I can't get 5" floppies, What can I do?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t30as03oa7e72e@corp.supernews.com>
Source record: 40256

"Jach" <jach298@my-deja.com> wrote in message
news:90omfi$rm5$1@nnrp1.deja.com...
> Hi,
> Thanks for your answer.
> About SIO2PC cable it sound very interesting. May you explain me How
> may I use it to boot my Atari running an application?
> I mean, what kind of media I will

Easiest way to think about it as software + hack that converts your IBM style PC into an Atari drive. Instead of plugging a 1050 into the SIO cable, you plug the cable into a PC. The Atari doesn't know the difference, it thinks the PC is a drive.

The capacity of the emulated drives is only limited by the storage on the PC. Booting and using the storage is just like a physical Atari drive, boot to DOS, boot games, use it as a large storage area for program development.

7435. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <90psnd$kl6$1@user2.teleport.com>
Source record: 40257
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7436. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <90psup$l09$1@user2.teleport.com>
Source record: 40258
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
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Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7437. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <90pt63lbk1@user2.teleport.com>
Source record: 40259
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7438. Need to find software

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 03:43:56 UTC
From: R Stag <stagger19@home.com>
Message-ID: <0IDX5.177867$td5.25351466@news1.rdc2.pa.home.com>
Source record: 40395

Hi, Can anybody tell me where I can find Ataridsk from HiasSoft. Im looking to use a program to copy software from my pc to 5.25 disk for use in the atari 1050.

Thanks...

R Stag

7439. I earned $2,000 and so could you!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 03:50:40 UTC
From: ceo@microbrandsoftware.com
Message-ID: <kODX5.76443$751.1894891@typhoon.ne.mediaone.net>
Source record: 40396
Cross-posted to: comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy,comp.sys.be.help,comp.sys.be.misc,comp.sys.be.programmer,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware

TURN SIX DOLLARS INTO SIX THOUSAND QUICK AND EASY Guarenteed

READING THIS MESSAGE WILL CHANGE UR LIFE FOREVER

: I found this on a bulletin board and decided to try it. A little
: while back, I was browsing through newsgroups, just like you are now,
: and came across an article similar to this that said you could make
: thousands of dollars within weeks with only an initial investment of
: $6.00! So I thought, "Yeah right, this must be a scam", but
: like most of us, I was curious, so I kept reading. Anyway, it said
: that you send $1.00 to each of the 6 names and address stated in the
: article. You then place your own name and address in the bottom of
: the list at #6, and post the article in at least 200 newsgroups.
: (There are thousands) No catch, that was it. So after thinking it
: over, and talking to a few people first, I thought about trying it. I
: figured: "what have I got to lose except 6 stamps and $6.00,
: right?" Then I invested the measly $6.00. Well GUESS WHAT!?...
: within 7 days, I started getting money in the mail! I was shocked! I
: figured it would end soon, but the money just kept coming in. In my
: first week, I made about $25.00. By the end of the second week I had
: made a total of over $1,000.00! In the third week I had over
: $10,000.00 and it's still growing. This is now my fourth week and I
: have made a total of just over $42,000.00 and it's still coming in
: rapidly. It's certainly worth $6.00, and 6 stamps, I have spent more
: than that on the lottery!! Let me tell you how this works and most
: importantly, WHY it works... Also, make sure you print a copy of this
: article NOW, so you can get the information off of it as you need it.
: I promise you that if you follow the directions exactly, that you
: will start making more money than you thought possible by doing
: something so easy!

: Suggestion: Read this entire message carefully! (print it out or
: download it.) Follow the simple directions and watch the money come
: in!

: It's easy. It's legal. And, your investment is only $6.00 (Plus
: postage)

: IMPORTANT: This is not a rip-off; it is not indecent; it is not
: illegal; and it is 99% no risk - it really works!

: If all of the following instructions are adhered to, you will receive
: extraordinary dividends.

: PLEASE NOTE:
: Please follow these directions EXACTLY, and $50,000 or more can be
: yours in 20 to 60 days. This program remains successful because of
: the honesty and integrity of the participants. Please continue its
: success by carefully adhering to the instructions.

: You will now become part of the Mail Order business. In this business
: your product is not solid and tangible, it's a service. You are in
: the business of developing Mailing Lists. Many large corporations are
: happy to pay big bucks for quality lists. However, the money made
: from the mailing lists is secondary to the income which is made from
: people like you and me asking to be included in that list.

: Here are the 4 easy steps to success:

: STEP 1: Get 6 separate pieces of paper and write the following on
: each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now
: get 6 US $1.00 bills and place ONE inside EACH of the 6 pieces of
: paper so the bill will not be seen through the envelope (to prevent
: thievery). Next, place one paper in each of the 6 envelopes and seal
: them. You should now have 6 sealed envelopes, each with a piece of
: paper stating the above phrase, your name and address, and a $1.00
: bill. What you are doing is creating a service. THIS IS ABSOLUTELY
: LEGAL! You are requesting a legitimate service and you are paying for
: it! Like most of us I was a little skeptical and a little worried
: about the legal aspects of it all. So I checked it out with the U.S.
: Post Office (1-800-725-2161) and they confirmed that it is indeed
: legal. Mail the 6 envelopes to the following addresses:

: #1)Jeff Brookman
: 3415 Covered Bridge Ln.
: Charlotte, NC 28210

: #2)Wit Wichaidit
: 10912 Broad Green Terrace
: Potomac, MD 20854

: #3)Mike Schude
: 893 S. roanoke
: Gilbert, AZ 85296

: #4)David Freeman
: 11045 Harbour Springs Circle
: Boca Raton, Fl 33428

: #5)Kevin Kniceley
: 4029 Minard Rd. N.W.
: Dover, OH 44622

: #6)John Decowski
: 51 Walnut Hill Rd
: Derry, NH 03038

: STEP 2: Now take the #1 name off the list that you see above, move
: the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR
: Name as number 6 on the list.

: STEP 3: Change anything you need to, but try to keep this article as
: close to original as possible. Now, post your amended article to at
: least 200 newsgroups. (I think there are close to 24,000 groups) All
: you need is 200, but remember, the more you post, the more money you
: make! You won't get very much unless you post like crazy. :)

: This is perfectly legal! If you have any doubts, refer to Title 18
: Sec. 1302 & 1341 of the Postal lottery laws.
: Keep a copy of these steps for yourself and, whenever you need money,
: you can use it again, and again.

: PLEASE REMEMBER that this program remains successful because of the
: honesty and integrity of the participants and by their carefully
: adhering to the directions. Look at it this way. If you are of
: integrity, the program will continue and the money that so many
: others have received will come your way.

: NOTE: You may want to retain every name and address sent to you,
: either on a computer or hard copy and keep the notes people send you.
: This VERIFIES that you are truly providing a service. (Also, it might
: be a good idea to wrap the $1 bill in dark paper to reduce the risk
: of mail theft.)

: So, as each post is downloaded and the directions carefully followed,
: six members will be reimbursed for their participation as a List
: Developer with one dollar each. Your name will move up the list
: geometrically so that when your name reaches the #1 position you will
: be receiving thousands of dollars in CASH!!! What an opportunity for
: only $6.00 ($1.00 for each of the first six people listed above) Send
: it now, add your own name to the list and you're in business!

: ---DIRECTIONS ----- FOR HOW TO POST TO NEWSGROUPS------------

: Step 1) You do not need to re-type this entire letter to do your own
: posting. Simply put your cursor at the beginning of this letter and
: drag your cursor to the bottom of this document, and select 'copy'
: from the edit menu. This will copy the entire letter into the
: computer's memory.
: Step 2) Open a blank 'notepad' file and place your cursor at the top
: of the blank page. From the 'edit' menu select 'paste'. This will
: paste a copy of the letter into notepad so that you can add your name
: to the list. Step 3) Save your new notepad file as a .txt file. If
: you want to do your postings in different settings, you'll always
: have this file to go back to.
: Step 4) Use Netscape or Internet explorer and try searching for
: various newsgroups (on-line forums, message boards, chat sites,

: discussions.)
: Step 5) Visit these message boards and post this article as a new
: message by highlighting the text of this letter and selecting paste
: from the edit menu. Fill in the Subject, this will be the header that
: everyone sees as they scroll through the list of postings in a
: particular group, click the post message button. You're done with
: your first one! Congratulations...THAT'S IT! All you have to do is
: jump to different newsgroups and post away, after you get the hang of
: it, it will take about 30 seconds for each newsgroup! **REMEMBER, THE
: MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE! BUT YOU
: HAVE TO POST A MINIMUM OF 200** That's it! You will begin receiving
: money from around the world within days! You may eventually want to
: rent a P.O.Box due to the large amount of mail you will receive. If
: you wish to stay anonymous, you can invent a name to use, as long as
: the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE
: CORRECT.**

r. Now,
: each of the 5 persons who just sent me $1.00 make the MINIMUM 200
: postings, each with my name at #5 and only 5 persons respond to each
: of the original 5, that is another $25.00 for me, now those 25 each
: make 200 MINIMUM posts with my name at #4 and only 5 replies each, I
: will bring in an additional $125.00! Now, those 125 persons turn
: around and post the MINIMUM 200 with my name at #3 and only receive 5
: replies each, I will make an additional $625.00! OK, now here is the
: fun part, each of those 625 persons post a MINIMUM 200 letters with
: my name at #2 and they each only receive 5 replies, that just made me
: $3,125.00!!! Those 3,125 persons will all deliver this message to 200
: newsgroups with my name at #1 and if still 5 persons per 200
: newsgroups react I will receive $15,625,00! With an original
: investment of only $6.00! AMAZING! When your name is no longer on the
: list, you just take the latest posting in the newsgroups, and send
: out another $6.00 to names on the list, putting your name at number 6
: again. And start posting again. The thing to remember is: do you
: realize that thousands of people all over the world are joining the
: internet and reading these articles everyday?, JUST LIKE YOU are
: now!! So, can you afford $6.00 and see if it really works?? I think
: so... People have said, "what if the plan is played out and no
: one sends you the money? So what! What are the chances of that
: happening when there are tons of new honest users and new honest
: people who are joining the internet and newsgroups everyday and are
: willing to give it a try? Estimates are at 20,000 to 50,000 new
: users, every day, with thousands of those joining the actual
: internet. Remember, play FAIRLY and HONESTLY and this will really:
work.

7440. ANTIC & Compute Mags for trade. Anybody else collect these?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 06:14:06 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <90n9kq$640$1@lust.ihug.co.nz>
Source record: 40247
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I still love reading these old magazines, Does anybody else?
I have a heap of ANTIC & Compute mags for trade.
Will trade for any mags* listed at the bottom of this list.

Antic May 86 Vol.5.1
Antic Jun 86 Vol.5.2
Antic Jul 86 Vol.5.3
Antic Aug 86 Vol.5.4
Antic Sep 86 Vol.5.5 x2
Antic Oct 86 Vol.5.6 x2
Antic Feb 87 Vol.5.10 x2
Antic Mar 87 Vol.5.11
Antic Apr 87 Vol.5.12 x3
Antic May 87 Vol.6.1 x3
Antic Jun 87 Vol.6.2
Antic Jul 87 Vol.6.3
Antic Aug 87 Vol.6.4
Antic Sep 87 Vol.6.5
Antic Oct 87 Vol.6.6 x2
Antic Nov 87 Vol.6.7
Atari User Jul 86 Vol.2.3
Compute Jun 85
Compute Aug 85
Compute Sep 85
Compute Jul 86
Compute Sep 86
Compute Oct 86
Compute Dec 86
Compute Jan 87

I'm willing to trade for more Mags of the following:
ANTIC
ANALOG
Atari User UK
Page 6
Electronic Gaming (Early issues to '85)
Atari Age

* Or if you dont have any mags, but still want some of the above,
then I would trade them for C or U carts, 2600, Atari 8bit, 7800.

I dont need anymore compute mags, I now have a complete collection
up till '88.

(sorry for crossposting, just trying to reach all who may be interested.)
--
Regards

Aaron

==========
Holmes Atari 8bit Games Page:
http://homepages.ihug.co.nz/~aaronat/atari.html
==========

7441. Re: GIF of FlashROM for BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 16:05:06 UTC
From: Matthias Belitz <matthias.belitz@gmx.net>
Message-ID: <3A2FB531.58A53661@gmx.net>
Source record: 40260

Hello,

Matthias Belitz schrieb:

> Hallo Mathy,
>
> why did you not ask me to publish the whole packet including software and
> description, when you asked for the picture some days ago ?
> So I would have told you, that I have got no permission of Bob Puff so far
> ...

I have got the permission of Bob Puff to publish the whole stuff now. I will
create packages including all neccessary files and post them to
alt.binaries.atari, when ready.

Bye,
Matt

7442. Infogrames now own Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 16:24:55 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <90odkn$j4$1@plutonium.compulink.co.uk>
Source record: 40261

Hasbro Interactive has been sold to Infrogrames for $100m

Iain

7443. test

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 16:31:00 UTC
From: Mike Bleiweiss <mbleiweiss@laurelholdings.com>
Message-ID: <t2veq8fcnl79b8@corp.supernews.com>
Source record: 40262

[No readable article body recovered]

7444. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 16:47:01 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <90oet1$187e$1@wrath.news.nacamar.de>
Source record: 40263

Sorry, I forgot to say that the white pixels left are already removed in the special-font-sets, I've created. You can download them at www.atarixle.de/download/. The white pixels right will be removed by this routine. Look at my screenshots on www.atarixle.de/boss/myboss.html and you see the, what the font look like. But this Turbo-BASIC routine is not fast enough for me, that's why, I asked for assembler.

Mirko

www.atarixle.de

"William Kendrick" <nbs@bolt.sonic.net.go.spam.yourself.net> schrieb im Newsbeitrag news:AczX5.1$k66.201@typhoon.sonic.net...
> Mirko Sobe <atarixle@12move.de> wrote:
> : Can anyone translate theese lines into assembler?
>
> : 500 PROC TEXT:IF T$="" THEN 599
> : 510 IF FL$="" THEN TEXT X,Y,T$:X=X+LEN(T$)*8:GOTO 599
> : 520 FOR P=%1 TO LEN(T$)
> : 530 TEXT X,Y,T$(P,P):E=(ASC(T$(P))+%1)$7F:X=X+VAL(FL$(E,E))
> : 540 NEXT P
> : 599 ENDPROC
>
> : It's used for printing text on a GR.8 Screen in proportional-font.
> <snip>
>
> One of the interesting things with this is that there could still be
> some extra white space in some characters, since it doesn't appear
> to shift characters to the left any.
>
> I would add a second array (FL2$, maybe? :)), which contains offsets
> on how far LEFT the character should be placed. So:
>
> 520 FOR P=%1 TO LEN(T$)
> 530 E=(ASC(T$(P))+%1): REM WHICH CHAR WE LOOKING AT?
> 535 TEXT X-VAL(FL2$(E,E)),Y,T$(P,P): REM DRAW IT, SHIFTED LEFT SOME
> 537 X=X+VAL(FL$(E,E))-VAL(FL2$(E,E)): REM MOVE VIRTUAL CURSOR
> 540 NEXT P
>
>
>
> Here's some nice ASCII art to show the differences:
>
>
> --------------------------------

```
> -######-----##-----###-----###---
> -##--##-----------##------##--- Original, non-proportional
> -######----###------##------##---
> -##--##----##------##------##---
> -##--##----##------##------##---
> -######----####----####----####--
> --------------------------------
>
> ------------------------------
> -######-----##----###----###---
> -##--##----------##-----##--- With pixels on right removed
> -######----###-----##-----##--- (ie, the original code)
> -##--##----##-----##-----##---
> -##--##----##-----##-----##---
> -######----####---####---####--
> ------------------------------
>
> ----------------------------
> -######----##---###---###---
> -##--##---------##----##--- With pixels on right AND left removed
> -######---###----##----##--- (ie, my version)
> -##--##---##----##----##---
> -##--##---##----##----##---
> -######---#####--#####--#####--
> ----------------------------
>
>
> Maybe a better example would be a very thin character, like "!":
>
>
> ----------------
> ---##------##---
> ---##------##--- Original
> ---##------##---
> ---##------##---
> ----------------
> ---##------##---
> ----------------
>
> ------------
> ---##----##-
> ---##----##- Right pixels removed (original code)
> ---##----##-
> ---##----##-
> ------------
> ---##----##-
> ------------
>
> --------
> -##--##-
```

> -##--##- Both sides removed (my code)
> -##--##-
> -##--##-
> --------
> -##--##-
> --------
>
>
> Not that this gets you what you WANTed (ie, a version in ASM), but
> still, I hope this is helpful! :)
>
> -bill!
> bill@newbreedsoftware.com.go.spam.yourself
> http://www.newbreedsoftware.com

7445. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 16:52:26 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <90of77$1894$1@wrath.news.nacamar.de>
Source record: 40264

"Daniel Pralle" <pralle@informatik.uni-hannover.de> schrieb im Newsbeitrag
news:Pine.GSO.4.21.0012071334160.9025-100000@eos...
> Hi Mirko,
> I have asked you some days ago if you need ASM-Routines.
> Now I have installed cc65 on the LINUX-box here at univerity so I can
Yes, I remember.

> do it. But I need more info. Like: must the routine be relocatible and so
> on.
>
> salut,
> daniel

No. Let It begin at $600. I only MOVE the routine into $600, when I need
(call) it. When the routine has finnished, I restore the page6. You can
download some fonts, witch already contains the info about the width of each
character. That should be helpfull to find out more about this routine.

Mirko

www.atarixle.de

7446. Re: Infogrames now own Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 17:47:26 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t2vj6vpsjnog04@corp.supernews.com>
Source record: 40265

Remember that "Follow the bouncing fugi" demo? Deja Vu.

<ilaskey@cix.compulink.co.uk> wrote in message
news:90odkn$j4$1@plutonium.compulink.co.uk...
> Hasbro Interactive has been sold to Infrogrames for $100m
>
> Iain

7447. Re: OT -- Dune

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-07 17:56:13 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t2vjnkk1g8ioa0@corp.supernews.com>
Source record: 40266

Just me, but there are several things that make a movie or story compelling.

For one thing, you have to care one way or another about the protagonist. You don't want to see Princess Lea die and you really hope good guy Luke Skywalker can beat that evil Darth Vader. It helps if you can identify with at least one of the characters too.

In the movie Dune, I really didn't care who won, who died, "spice", and was really hoping Sting would break into a song vs another boring diatribe that I didn't really want to hear. IOW: As written and acted, the story was completely w/o involving characters. The presence of the plot was not enough to carry the movie.

"Daniel Miller" <DCM01@USA.NET> wrote in message
news:3a2f82c5.2093033@news.CIS.DFN.DE...
> There are good game versions of Dune. I remember playing the Amiga
> version for hours. Perhaps a version for Atari 8bit could be thrown
> together.
>
> I've seen segments of Dune the new TV version. I was surprised to see
> actor William Hurt as Duke Leto Atreides. The production and effects
> seemed great esp. for a TV show.
>
> I liked the 1985 movie too and don't understand why it gets such a bad
> rap.
>
>
> On Wed, 06 Dec 2000 18:30:26 -0800, patchell <patchell@silcom.com>
> wrote:
>
> > While I have yet to see it, I don't see how anything can be worse
than the 1985
> >movie. I hope it will be put out on DVD, which is probably the only way
I will be
> >able to see it. The two people I know who watched it said that it was
pretty good
> >for an adaptation of the book.
> >
> >LLpwhite wrote:
> >
> >> Anyone been watching the new DUNE on the SciFi channel? How do you
think it
> >> compares to the original ~1985 movie? Do you get the SciFi channel in
Europe &
> >> UK or have something similar? Dune and Blade Runner -Yea!

>

7448. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001207215059.23879.00003794@ng-fs1.aol.com>
Source record: 40268

>nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy)

>Try the Best Electronics Catalog. It's an Atari encyclopidia (well, almost).
>IIRC Brad did mix up sum of the stuff about the 850.

Always a good source ...
Also here:
http://www.rdrop.com/~dano/pc/atari8/pinouts.html

-Ron

Inform everyone that communications have completely broken down.

7449. Re: test

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001207215319.23879.00003795@ng-fs1.aol.com>
Source record: 40269

>Mike Bleiweiss" mbleiweiss@laurelholdings.com said:

>
>
>

? did you pass or fail that test...?

-Ron

Inform everyone that communications have completely broken down.

7450. Re: If I can't get 5" floppies, What can I do?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001207220010.23879.00003798@ng-fs1.aol.com>
Source record: 40270

>Jach jach298@my-deja.com asked:

>About SIO2PC cable it sound very interesting. May you explain me How
>may I use it to boot my Atari running an application? I mean, what kind
> of media I will need to store my games an applications?

Your games & apps can be either on the PC harddisk or PC floppies, but it cannot read A8 floppies; it uses a PC file which is an image of the data on an A8 floppy. The SIO2PC software emulates an 810/1050 drive and the SIO2PC cable sends the signals to the 800/800XL/130XE which sees it as a standard drive.

-Ron

Inform everyone that communications have completely broken down.

7451. Re: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <hTYX5.8637$xW4.71538@news-server.bigpond.net.au>
Source record: 40271

Thanks guy's, got it all worked out. Now to make some 850 to RS232 and Parrallel cables, soldering these babies won't be as bad as a AtariST DMA/ACSI cable at least.

Mark

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message news:20001207215059.23879.00003794@ng-fs1.aol.com...
> >nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy)
>
> >Try the Best Electronics Catalog. It's an Atari encyclopidia (well, almost).
> >IIRC Brad did mix up sum of the stuff about the 850.
>
> Always a good source ...
> Also here:
> http://www.rdrop.com/~dano/pc/atari8/pinouts.html

7452. Re: Infogrames now own Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <n6n03t863g75sjhj3rkc6b55gftjgihfv7@4ax.com>
Source record: 40272

On 7 Dec 2000 16:24:55 GMT, ilaskey@cix.compulink.co.uk drooled an
embarassing wet spot in his lap as he typed:

>Hasbro Interactive has been sold to Infrogrames for $100m
>
>Iain

Holy crap ... talk about markup. Hasbro bought Atari for $6 mil.
Profiteering bastards...
--

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

7453. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 00:23:55 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <vSVX5.86$W76.7277@typhoon.sonic.net>
Source record: 40267

Mirko Sobe <atarixle@12move.de> wrote:
: Sorry, I forgot to say that the white pixels left are already removed in the
: special-font-sets, I've created.

Oh! Hehe, oh well! At least I got to play with TurboBASIC (even if it
was just theoretical :)). It's good to be able to remember how
STRINGS$ looked in BASIC versus $strings in Perl and shell. ;)

-bill!

7454. Re: ** FS: "Electronic Games" Magazines '82 - '84 **

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 13:46:06 UTC
From: Kurtk7 <kurtk7@visi.com>
Message-ID: <9B5Y5.3447$TU6.173623@ptah.visi.com>
Source record: 40273
Cross-posted to: alt.atari,alt.atari.2600,alt.c64,alt.games.atari,comp.sys.atari.8bit,comp.sys.cbm,rec.games.vectrex,rec.games.video.atari,rec.games.video.intellivision

I too would be interested, if any are still available.

Thanks

Kurt
kurtk7@visi.com

Exigency wrote in message ...
>$10 each?
>
>I just threw away two boxes full of them. If I find any more in my
>mass cleaning spree (I believe I have more from '83 and '84), I'll
>give them away to anyone who wants them.
>
>All you'll have to pay for is shipping. Just post a msg here if
>you're interested.
>
>Kitschies need not apply (unless I get a cut).
>
>Exigency
>
>On Sun, 03 Dec 2000 23:51:14 GMT, kitschy@earthlink.net wrote:
>
>>Hi,
>>
>>I have the following "Electronic Games" magazines from 1982, 1983 and 1984
for
>>sale.. All issues are in good, clean, displayable and collectable
condition;
>>any differences are noted:
>>
>>** All issues are $10.00 each + USPS shipping and insurance..
>>
>>** All 22 issues together for $200.00 + USPS shipping and insurance..
>>
>>1.) June, 1982
>>
>>2.) July, 1982
>>
>>3.) August, 1982 (cover has 2, slight, vertically etched lines running
across
>>the middle.. cover separating from staples slightly, still affixed)
>>

>>4.) September, 1982 (has price sticker on lower-left corner of cover)
>>
>>5.) October, 1982
>>
>>6.) November, 1982 (has surface tearing on left portion of cover, near
spine,
>>where address label was removed)
>>
>>7.) December, 1982 (cover separating from staples, still affixed, has
address
>>label attached)
>>
>>8.) January, 1983 (cover separating from staples slightly, still affixed,
has
>>address label attached)
>>
>>9.) February, 1983 (has address label at bottom of front cover)
>>
>>10.) March, 1983 (has address label at bottom of front cover)
>>
>>11.) April, 1983 (has address label at bottom of front cover)
>>
>>12.) May, 1983 (has address label at bottom of front cover.. very slight
>>moisture wrinkling to bottom-half of cover and first 5 pages)
>>
>>13.) June, 1983
>>
>>14.) July, 1983 (has address label at bottom of front cover.. has price
>>sticker on lower-left corner of cover)
>>
>>15.) August, 1983 (has address label at bottom of front cover)
>>
>>16.) September, 1983 (has surface tearing at lower-left bottom of cover
where
>>address label was removed)
>>
>>17.) October, 1983 (has address label at bottom of front cover)
>>
>>18.) December, 1983 (has address label at bottom of front cover)
>>
>>19.) January, 1984 (has address label at bottom of front cover)
>>
>>20.) March, 1984 (has address label at bottom of front cover)
>>
>>21.) May, 1984 (has address label at bottom of front cover)
>>
>>22.) September, 1984 (has address label at bottom of front cover)
>>
>>** USPS "Priority" shipping and insurance for the 1st magazine is $4.05
and

>>$.50 per magazine thereafter..
>>
>>** USPS "Priority" shipping and insurance for all 22 magazines is $14.00..
>>
>>** personal checks and money orders accepted.. personal checks are held
for 7
>>- 10 business days before items ordered are shipped.. money orders
accepted
>>with immediate shipment upon receipt.. money orders are available at your
>>local US Post Office for $.80.. **
>>
>>** Note: I can also arrange to use PayPal-type services as well..
>>
>>** Please make payment to Chris Stafford and mail to this address:
>>
>>Chris Stafford
>>P.O. Box 15023
>>San Luis Obispo, California
>>93406-5023
>>
>>** for reference, my eBay username is: SNEEKYTIKI..
>>
>>** If you have any questions, please let me know..
>>
>>
>>Thanks Much,
>>
>>Chris.. =)
>

7455. Re: Infogrames now own Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 14:49:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t31t4d5hfnjn0d@corp.supernews.com>
Source record: 40274
Body handling: HTML body converted to readable text

"Mark Bedingfield" wrote in message
news:sM_X5.8746$xW4.72488@news-server.bigpond.net.au...
>
> "Mindfield" wrote in message
> news:n6n03t863g75sjhj3rkc6b55gftjgihfv7@4ax.com...
> > On 7 Dec 2000 16:24:55 GMT, ilaskey@cix.compulink.co.uk drooled an
> > embarassing wet spot in his lap as he typed:
> >
> > >Hasbro Interactive has been sold to Infrogrames for $100m
> > >
> > >Iain
> >
> > Holy crap ... talk about markup. Hasbro bought Atari for $6 mil.
> > Profiteering bastards...
>
> Not bad considering it is just a name now. Anyone know if they still have
> hardware rights?

Their copyrights which cover software and board design would still
be in effect, but I looked up the 8 bit computer patents and they appear to
have run out. There is a form/method of patenting called "Continuation in
Part" or CIP. It is possible that they snuck one in for things like 800XL or
130XE families, but I didn't notice it with a quick glance.

I think they do things like copyright the silicon layout for chips too.

Kind of academic/hobby. I mean you could clone an 800 if you wanted to
reverse engineer the chips and OS, but with that much effort it would
probably be just as easy to start from scratch. I really don't think a 1.79
MHz 6502 based machine would appeal to anyone from a $$$ standpoint.

7456. Re: Atari 400 HW problem...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 15:33:30 UTC
From: gaberry@my-deja.com
Message-ID: <90qv0a$k6q$1@nnrp1.deja.com>
Source record: 40275

Ok.. as a follow up and possible future info for anyone who ever has the same problems. The A105 (2k) OS system ROM is corrupted. I replaced it, and it works fine. Now I just need to make a copy or burn one for myself. This chips pinout looks non-standard, does anyone know if there is an eprom I can substitute? I can't find a decent web-page with info about the chips.

Also.. I am using an MC6821 instead of the 6520 PIA chip. It seems to be working with my limited testing. Anyone know of any major problems with doing this?

Does anyone even repair their old crap??? :))

-Greg

Sent via Deja.com http://www.deja.com/
Before you buy.

7457. FA: New 5.25 Floppies, Atari 8bit Warplane Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 17:18:56 UTC
From: DCM01@USA.NET
Message-ID: <3a311704.17983053@news.CIS.DFN.DE>
Source record: 40276

I have read people here wondering about where to get new 5.25
diskettes. You can bid on my eBay auction for some shrinkwrapped sets
of 10. Also there is an 8bit game for auction which includes an early
effort from the famous Sid Meier. Here is the URL:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=velcro-spy&include=0&since=28&sort=8&rows=25

7458. Re: Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 21:01:47 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <90ri7q$qo2$1@plutonium.compulink.co.uk>
Source record: 40277

pretty fine in their day.

Here we all talk about the 8-bits. The 400/800, XL and XE ranges. all are compatable to each other (baring minor niggles here and there). Their main rivals proberbly being the commodore 64 (excuse my swearing peeps). Realy there is not an enormous amount of difference between them, good sound, good colour and resolution for the time, avalibility of cartridges (though more were avalible for the atari here) Use of disk drives printers, modems etc. each has its own quirks and personality. And i feel more at home with the personality of the Atari rather than the Commie 64.

atari were and always will be for me the great computer games people. certainly the 800XL and C64 were far more capable machines than my Siclair Spectrum which was the big machine here, and as soon as i started my first full time job, and got my first pay packet i shot off to dixons and treated myself to an 800XL with cassette drive. From then on I found out about silica shop and got a disk drive. attended the cons and got a printer, and found a shop in epsom and one up by my grandparents that did the software. Like a silly git i sold the lot to a friend to raise money for my first PC for university (an old ibm ps/2 luggable) and have regretted it ever since. In the last year, tierd of windows i have been rebuilding my collection :)

Wether that speeks of the personalty of the atari bringing me back, or just that i'm a sad old so-and-so, well you decide. :)
But whenever its 'paitence my ****, i wanna kill something' Star Raider or Zybex on my atari seem to hit the spot instantly.

JP

"ALiEnDuDE" <crc@bigpond.net.au> wrote in message
news:gW0Y5.8880$xW4.73581@news-server.bigpond.net.au...
> I love atari and all, but im only limited to using consoles made by atari
> and not the computers. What were there computers like?
>
>

7459. Re: Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-08 21:21:31 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <vhcY5.169$W76.11832@typhoon.sonic.net>
Source record: 40278

Pockets <pockets@dummycix.co.uk> wrote:
: Wether that speeks of the personalty of the atari bringing me back, or just
: that i'm a sad old so-and-so, well you decide. :)
: But whenever its 'paitence my ****, i wanna kill something' Star Raider or
: Zybex on my atari seem to hit the spot instantly.

Heheh. Only on Novice will I play Star Raiders to easy a "wanna kill
something" mood.

Any higher difficulty, and I'm often running for my life... ;)

-bill!

7460. US Doubler chips

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 02:47:46 UTC
From: R Stag <stagger19@home.com>
Message-ID: <m3hY5.182356$td5.26007579@news1.rdc2.pa.home.com>
Source record: 40279

Hi, Does anybody still sell the US doubler chips for the 1050 ???
This chip replaces the original to make the drive true double
density.

R Stag...

7461. Re: If I can't get 5" floppies, What can I do?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 02:58:05 UTC
From: Jach <jach298@my-deja.com>
Message-ID: <90s73s$ls2$1@nnrp1.deja.com>
Source record: 40280

Thanks for your answer,

Really I didn't know about that possibility.

But, What is the main reason Atari users are using still theirs Atari?
Or, What is the main task they do with it?

I think I am not getting all about my Atari 130XE can give me. Any
advices?

Thank you very much,

Jach

Sent via Deja.com http://www.deja.com/
Before you buy.

7462. What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 03:22:15 UTC
From: Jach <jach298@my-deja.com>
Message-ID: <90s8h4mpg1@nnrp1.deja.com>
Source record: 40281

Please,

I was using my Atari 130XE many years ago, Really I enjoyed with it.
But, In this times where the PCs and MACs are being the most useful
computers, How may I get the maximun benefit from my old loved Atari?
What kind of task or use may I get from my Atari?

Thanks for your answer,

Jach

Sent via Deja.com http://www.deja.com/
Before you buy.

7463. Re: US Doubler chips

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 05:24:08 UTC
From: Video61@webtv.net
Message-ID: <1892-3A31C1F8-109@storefull-171.iap.bryant.webtv.net>
Source record: 40283

hi,
we do,www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

7464. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 07:35:36 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A31E0C7.3AD3F012@ev1.net>
Source record: 40282

Jach wrote:
>
> Please,
>
> I was using my Atari 130XE many years ago, Really I enjoyed with it.
> But, In this times where the PCs and MACs are being the most useful
> computers, How may I get the maximun benefit from my old loved Atari?
> What kind of task or use may I get from my Atari?
>
Hey...games are always good!!! Get a copy of Star Raiders and blast away!!! How about PacMan??? You could get the old 8-bit word processor and keep your journal on your Atari... Get an Action! cartridge and type in some of the games from the old Antic magazines. Type in some of the BASIC games from the old magazines like Compute! (Some magazines are available at WEB sites as graphics files...)

I am *not* familiar with the 130XE, but maybe it can use the old 800 cartidge games??? If you play chess, get a chess program for the 130XE. Then get a chess program for the PC, and let the two programs play each other.

Amaze your friends that these old machines from back in the Stone Age (circa 20 years ago) could do anything remotely interesting...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

7465. Re: Different Printers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 13:14:08 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a3266a9$0$1513$53a6afc1@news.erinet.com>
Source record: 40294

I don't know if Epson keeps there printers backward compatible.
I do know that many printers today are 'Win' printers. They require
Windows to work. These 'Win' printers don't even know the
alphabet. They work strictly by bit mapping of fonts from Windows.
They are usually cheap, because they don't have to have fonts
built in.
You should be able to find a printer that has fonts built in. I'm sure
HP PCL printers have fonts. I'm sure there are Epson printers
that have fonts, and maybe even backwards compatibility.
Russg

7466. Re: Atari 400 HW problem...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 13:28:58 UTC
From: melee5@my-deja.com
Message-ID: <90tc2o$en4$1@nnrp1.deja.com>
Source record: 40284

In article <90qv0a$k6q$1@nnrp1.deja.com>,
gaberry@my-deja.com wrote:
> Ok.. as a follow up and possible future info for anyone who ever has
the
> same problems. The A105 (2k) OS system ROM is corrupted. I replaced
> it, and it works fine. Now I just need to make a copy or burn one for
> myself. This chips pinout looks non-standard, does anyone know if
there
> is an eprom I can substitute? I can't find a decent web-page with
info
> about the chips.
>
> Also.. I am using an MC6821 instead of the 6520 PIA chip. It seems to
> be working with my limited testing. Anyone know of any major problems
> with doing this?
>
> Does anyone even repair their old crap??? :))
>
> -Greg
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Since I don't have a 400 or that chip in my hand, I can't say for
certain, but Atari was very tricky when producing ROMs for their
products. I believe they did it for the express purpose of
keeping 'hackers' from releasing a better product than they did, but at
any rate, they would swap around the chip select signal for an address
pin and then make the chip enable pin 'positive enabled' instead of
negative as EPROMs are. These are custom chips available only in mass
quantities from a slew of manufacturers and are known in the industry
as 'maskable PROM's. They are configured and burned at the factory so
the little guy has no choice but to use an inverter device to invert
the chip select signal and do a little re-wiring to get the pins right
for an EPROM. Just to confuse matters more, the chips are labeled with
custom 'in house' numbers that the factory will _not_ discuss with you
or anyone else, so you can't even find out just what the pin out or
memory size is exactly. You have to guess and when you are right, it
will work. I have heard of desperate fellows cutting a window in the
top of the chip and erasing them with UV just like an EPROM, then
reprogramming them, but I won't stand by the method or claim it works
in any way. Best of luck on that project, but having said all the
above, the OS ROM of an XL/XE is pin for pin compatible with a 27128

EPROM. I guess Atari gave up on the convoluted ROM policy at least for that one (or more?)instance. Are you sure your ROM is corrupt and not suffering from dirty pin/socket disease? These are old machines and they get that bug from time to time, you know. The system boards on the 400/800 were famous for that disease as their contacts were tin plated for the early machines. A decent schematic should allow you to 'pinout' the chip and compare the results to a 2716(?) EPROM.

The MC68B21 PIA is pin for pin compatible with our 6520 PIA, the MC68A21 is however, a 1 Mhz version and should not be used, since our 8bits are clocked at 1.7 Mhz. I don't know what to tell you if you are missing the 'B' or the 'A'. 'B' = 2 Mhz version. MC = Motorola. Hitachi made the HD68B21 which we can also use. Atari used it without the Atari 'CO' numbering system on their last runs of XE boards.

I think its patently obvious that I've never even had the top off of any of _my_ Atari machines, - repair??, what's that? :)

Sent via Deja.com http://www.deja.com/
Before you buy.

7467. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 14:26:05 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t34g5ds29jo76c@corp.supernews.com>
Source record: 40285

I saw where someone converted an Atari 800 into a wall clock. I guess in the geek olympics he would get at least a silver medal.

"Jach" <jach298@my-deja.com> wrote in message news:90s8h4mpg1@nnrp1.deja.com...
> Please,
>
> I was using my Atari 130XE many years ago, Really I enjoyed with it.
> But, In this times where the PCs and MACs are being the most useful
> computers, How may I get the maximun benefit from my old loved Atari?
> What kind of task or use may I get from my Atari?
>
> Thanks for your answer,
>
> Jach
>
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7468. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 15:12:39 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <90ti57$m72$1@plutonium.compulink.co.uk>
Source record: 40286

I second the games option.
The XE range has a cart port at the back, baring the occational coding niggles with a few early games, it shold play almost all the 400/800/xl games whatever the format.

These things were ment to be used, and played with, i would like to keep it that way with mine as long as possible!

after all a great game is a great game.

An man who still plays Mule on the odd idle evening :)

"Charles Richmond" <richmond@ev1.net> wrote in message news:3A31E0C7.3AD3F012@ev1.net...
> Jach wrote:
> >
> > Please,
> >
> > I was using my Atari 130XE many years ago, Really I enjoyed with it.
> > But, In this times where the PCs and MACs are being the most useful
> > computers, How may I get the maximun benefit from my old loved Atari?
> > What kind of task or use may I get from my Atari?
> >
> Hey...games are always good!!! Get a copy of Star Raiders and blast
> away!!! How about PacMan??? You could get the old 8-bit word processor
> and keep your journal on your Atari... Get an Action! cartridge and type
> in some of the games from the old Antic magazines. Type in some of the
> BASIC games from the old magazines like Compute! (Some magazines are
> available at WEB sites as graphics files...)
>

7469. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 15:13:53 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <90ti7g$m7c$1@plutonium.compulink.co.uk>
Source record: 40287

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:t34g5ds29jo76c@corp.supernews.com...
> I saw where someone converted an Atari 800 into a wall clock. I guess in
the
> geek olympics he would get at least a silver medal.
>
I do hope that the 800 had died first, otherwise Philistine! :)

Ok, its his baby, he can do what he wants.

JP

7470. Re: Infogrames now own Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 15:57:09 UTC
From: ebaiz@skyenet.net
Message-ID: <pDsY5.519$XY.10474@newsfeed.slurp.net>
Source record: 40288

On 7 Dec 2000 16:24:55 G, ilaskey@cix.compulink.co.uk wrote:
>Hasbro Interactive has been sold to Infrogrames for $100m
>
>Iain

Now let's see just what they will do with it. Let's hope they will support the old Atari items like the Lynx and the Jag. Certainly they deserve more support then the Tramiels gave them.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

7471. Re: Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 15:57:11 UTC
From: ebaiz@skyenet.net
Message-ID: <rDsY5.520$XY.10474@newsfeed.slurp.net>
Source record: 40289

On 8 Dec 2000 08:25:48 G, "ALiEnDuDE" wrote:
>I love atari and all, but im only limited to using consoles made by atari
>and not the computers. What were there computers like?

Well I still use my Atari computers. I will say that they are MUCH easier
to use and understand. In most cases they will do jobs just as good as the
big PC/Macs except without all the fancy graphics/sound. I love them and
will never go the PC way...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7472. Re: What use may I give to my old loved Ata

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 15:57:13 UTC
From: ebaiz@skyenet.net
Message-ID: <tDsY5.521$XY.10474@newsfeed.slurp.net>
Source record: 40290

On 9 Dec 2000 03:22:15 G, Jach wrote:
>Please,
>
>I was using my Atari 130XE many years ago, Really I enjoyed with it.
>But, In this times where the PCs and MACs are being the most useful
>computers, How may I get the maximun benefit from my old loved Atari?
>What kind of task or use may I get from my Atari?

I would imagine that it still could be used for games, word processing and
spreadsheet applications. There is a gent in our Atari club that still to
this day, uses his 8-bit for accounting purposes.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7473. Different Printers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 16:18:45 UTC
From: bcoburnree@aol.com
Message-ID: <20001209111845.02543.00003216@ng-fb1.aol.com>
Source record: 40291

Like a lot of Atarians, I have a non-Atari (shame!) printer, namely, an Epson LX-80; but I'd like to move up to an ink-jet or even a laser printer. The problem is that I want it to be downwardly compatible with the programs that I use now so that there won't need to be any radical soft/hard ware changes. In other words, just plug it in and print. I would assume that an Epson ink-jet or laser printer would allow me to do this, but I need information, and Epson (so far) isn't giving me any info. Can any of you help? You can send me e-mail directly, that would be best.

Thanks

Mike Reese
BCoburnree@aol.com

7474. Re: What use may I give to my old loved Ata

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 16:48:01 UTC
From: Operator Jack <buzz899@yahoo.com>
Message-ID: <t34om7t5bmlif5@corp.supernews.com>
Source record: 40292

If you have a nailed up connection to the internet, you could always get a SIO2PC cable and run a telnettable bbs :)

7475. bbs dedicated to atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 17:02:07 UTC
From: Operator Jack <buzz899@yahoo.com>
Message-ID: <t34pgm58f7vg31@corp.supernews.com>
Source record: 40293

hey.. i just setup a bbs thats aimed at the atari 8 and 16.32 bit machines.
it's currently at: bbs.ataristuff.com (just telnet into it)
It's centered around interaction (messages, chatroom, etc), but we'll have
the file xfer section up as soon as that module is written.

njoy!

NOTE: It was setup this morning, so don't expect the world.. it's young.. so
we can mold it to our liking :)

7476. Re: looking for Mastertronic covers...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 17:12:05 UTC
From: paul <paul@NOSPAMstillavailable.co.uk>
Message-ID: <UHtY5.785$ma1.22870@news2-win.server.ntlworld.com>
Source record: 40295

Star Wars (which was written by Zeppelin Games) was released officially by
Domark in 1989 (there is a review in the UK magazine New Atari User issue
39).

"Mr.Bacardi" <mr.bacardi@freenet.de> wrote in message
news:3A2F90ED.C67E43E3@freenet.de...
> Hi !
> I'm looking for pictures of the following cassette covers:
> - Speed King (by Mastertronic)
> - Dropzone (the one by Mastertronic)
> - Kenny Dalglish Soccer Manager (the one by Zeppelin Games)
> - Star Wars (by Zeppelin Games)
> Do you know if Star Wars was ever released officially ? (maybe by Domark
> ?)
>
> Bye,
> - Mr.Bacardi -
>
> P.S.: Have also a look at my web-page:
> http://people.freenet.de/mrbacardi/
>
>
>

7477. Re: ** FS: "Electronic Games" Magazines '82 - '84 **

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 18:55:30 UTC
From: Exigency <exigency@127.0.0.1>
Message-ID: <10053tck9faq3ib5qfcu3oe5baio22l26u@4ax.com>
Source record: 40296
Cross-posted to: alt.atari,alt.atari.2600,alt.c64,alt.games.atari,comp.sys.atari.8bit,comp.sys.cbm,rec.games.vectrex,rec.games.video.atari,rec.games.video.intellivision

I haven't touched the last part of the basement (with the filing
cabinets) -- Once I get to that area, I'll let all of you know!

Exigency

On Fri, 8 Dec 2000 07:46:06 -0600, "Kurtk7" <kurtk7@visi.com> wrote:

>I too would be interested, if any are still available.
>
>Thanks
>
>Kurt
>kurtk7@visi.com
>
>Exigency wrote in message ...
>>$10 each?
>>
>>I just threw away two boxes full of them. If I find any more in my
>>mass cleaning spree (I believe I have more from '83 and '84), I'll
>>give them away to anyone who wants them.
>>
>>All you'll have to pay for is shipping. Just post a msg here if
>>you're interested.
>>
>>Kitschies need not apply (unless I get a cut).
>>
>>Exigency

7478. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-09 23:09:36 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001209180936.11009.00000921@ng-cu1.aol.com>
Source record: 40297

>"Mirko Sobe" atarixle@12move.de asks:

>Can anyone translate theese lines into assembler?

>530 TEXT X,Y,T$(P,P):E=(ASC(T$(P))+%1)$7F:X=X+VAL(FL$(E,E))

Is there a typo in this line 530? I can't decipher the part which sets a value
to "E"

-Ron

Inform everyone that communications have completely broken down.

7479. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 02:14:50 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001209211450.06800.00000045@ng-fm1.aol.com>
Source record: 40298

>"Mirko Sobe" atarixle@12move.de asked:

> Can anyone translate theese lines into assembler?

in line 530
> E=(ASC(T$(P))+%1)$7F

What does this statement do? Specifically the "$7F"?

I see that "E" is the value of the current letter being mapped, adjusted +1 for offset into FL$ to get its width. Is the rest a typo? Will the assembly routine run from a USR call? What means do we have to pass the length and address of the strings? It will be more complicated than in BASIC. What are the memory limitations? Any zero page locations available?

-Ron

Inform everyone that communications have completely broken down.

7480. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 04:44:32 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001209204243.7203A-100000@vtn1>
Source record: 40299

On 10 Dec 2000, RHamiIton5 wrote:

> >"Mirko Sobe" atarixle@12move.de asked:
>
> > Can anyone translate theese lines into assembler?
>
> in line 530
> > E=(ASC(T$(P))+%1)$7F
>
> What does this statement do? Specifically the "$7F"?
>
> I see that "E" is the value of the current letter being mapped, adjusted +1 for
> offset into FL$ to get its width. Is the rest a typo? Will the assembly routine
> run from a USR call? What means do we have to pass the length and address of
> the strings? It will be more complicated than in BASIC. What are the memory
> limitations? Any zero page locations available?
>
> -Ron
>

I believe it should read:

E=(ASC(T$(P))+%1)&$7F

i.e. mask out the inverse bit.

jkp

7481. Re: Web site (old computers)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 08:41:29 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <976438326.25057.4.nnrp-13.9e98ea3a@news.demon.co.uk>
Source record: 40300
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

"Dean" <deangraham@hambleton30.freeserve.co.uk> wrote in message
news:90ud11$g7l$1@newsg2.svr.pol.co.uk...
>
>
> --
> Visit my web site at HTTP://WWW.HAMBLETON30.FREESERVE.CO.UK
>
> Hi there, I am a student at Selby college North Yorkshire and I am in the
> middle of building a website that contains my collection of vintage
> computers. Please take the time to have a look at it. Also, if you happen
to
> have any info, advice, links or old computers you don't want then please
> e-mail me. (see web site for address)

I'm *still* looking for a good home for a very large quantity of vgc old computer stuff from the dawn of UK home computing.

A lot of it is in "boxed as new" or "near mint" condition.

This is available free, including transport, to a good and appropriate home.

The one stipulation is that is must be able to go on go on semi-permanent public display almost at once, and that does not include "my bedroom's open to anyone who likes to knock at the front door...", nor is "I've already got a super collection too, but I'm still trying to find suitable premises" acceptable.

If anyone knows of a museum or other appropriate site that might be interested in taking it on and doing it justice, please contact me at museum@spheroid.demon.co.uk .

I've already tried the Science Museum and Bletchley Park, by the way.
--
Brian Watson

7482. Free professional audio samples for download

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 11:42:17 UTC
From: mppoiz@post.com
Message-ID: <90vq6p$du1$4@news.tue.nl>
Source record: 40301
Cross-posted to: comp.sys.apollo,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.cbm

http://www.mp3.com/innovedia

Free professional sound samples, free for you to use
in any project/website/presentation that you want!
Superb quality (stereo 44.1kHz/16bit). Includes
virtual surround, which creates sound effects that
rotate around the listener, even when played through 2 normal
speakers!!!!!!!!!!

Great!!

http://www.mp3.com/innovedia

7483. Re: Need to find software

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 11:53:41 UTC
From: hias+usenet@horus.com
Message-ID: <slrn936rru.tg.hias+usenet@camel.hias.horus.com>
Source record: 40302

In article <0IDX5.177867$td5.25351466@news1.rdc2.pa.home.com>, R Stag wrote:
>Hi, Can anybody tell me where I can find Ataridsk from HiasSoft.

You can find the most recent version on my homepage:
http://www.horus.com/~hias/atari/

so long,

Hias

7484. Silicon Warrior Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 14:10:54 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3A338EEE.102A919F@nexgo.de>
Source record: 40303

Hi there!

Silicon warrior will be the next game featured in the Epyx Shrine
(http://home.germany.net/101-36834/index.html)

Does someone know where to find a A800 'Silicon Warrior' manual on the
net or can someone scan
and/or type it in?

Greetings,
->Cyber<-

7485. Silicon Warrior Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 14:15:43 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3A33900F.DCFCD392@nexgo.de>
Source record: 40304

Hi there!

Silicon Warrior will be the next game featured in the Epyx Shrine
(http://home.nexgo.de/cybergoth)

Does someone know where to find a A800 'Silicon Warrior' manual on the
net or can someone scan
and/or type it in?

Greetings,
->Cyber<-

7486. 65c816 OS ...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 14:33:05 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <976458925.11584.0.pluto.d4ee0f47@news.demon.nl>
Source record: 40305

Hi,

Is there anybody who can send me a image from the Turbo-816 board OS or
another 65c816 OS for XL/XE..

Gtx,
TXG

7487. Crack cubase 2.06 ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 16:26:13 UTC
From: Alexandre <alexandretheboss@freesurf.fr>
Message-ID: <F8OY5.3930$Lo.6039@amsnews03.chello.com>
Source record: 40306

Hello,

I'm looking for a crack of Cubase 2.06 because i have an official version
but the key is damaged.
Can anyone tell me where to find one ?

joelsai@netcourrier.com

7488. need source code to ANY atari8 emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 17:43:43 UTC
From: rtdos@qwest.net
Message-ID: <ilPY5.2603$0p4.156695@news.uswest.net>
Source record: 40307

does anyone know where i can find source code to any atari8 emulators?

--
J.Wood
rtdos@yahoo.com

7489. need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 17:47:28 UTC
From: rtdos@qwest.net
Message-ID: <LoPY5.2610$0p4.158649@news.uswest.net>
Source record: 40308

does anyone know where i can find ANY files related to the ACTION
programming language as well as BBS Express (Pro)?

--
J.Wood
rtdos@yahoo.com

7490. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 19:35:43 UTC
From: Video61@webtv.net
Message-ID: <16905-3A33DB0F-48@storefull-176.iap.bryant.webtv.net>
Source record: 40309

what do you need as far as bbs pro is concerned,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

7491. Music editor docs?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 20:49:36 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <OSRY5.10742$I5.110773@stones>
Source record: 40310

Hi,

Does anyone have any links to download
instructions for the music tracker programs
Future Composer or Chaos Music Composer?
Its really the key usage I'm after.

Are the specs for their file formats available too?

For those who write/have written music,
which is your prefered editor and why?

Cheers,

Mark

7492. Compact Flash Card

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 21:14:37 UTC
From: llpwhite@cs.com
Message-ID: <20001210161437.28286.00000683@ng-fe1.news.cs.com>
Source record: 40311

A week or so ago, there was a thread here that mentioned the Compact Flash Card pinning out like an IDE interface. Which is intriguing to say the least. I was at Circuit City yesterday looking at the (still too expensive for me) digital cameras, and they had CFC's (not Freon!) out on display. I counted 50 pin sockets (at least I think there were 50 -- wow, they are small and dense.) Has anyone looked into this any further? Having a built-in static ram hard drive would be incredible!
Larry

7493. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 22:17:30 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001210171730.15083.00001980@ng-mj1.aol.com>
Source record: 40313

>"John K. Picken" yg473@victoria.tc.ca replied:

>I believe it should read:
>E=(ASC(T$(P))+%1)&$7F
>i.e. mask out the inverse bit.

That certainly makes good sense and looks reasonable, but I have more questions:
Are we working in a GR8 screen? Is color a factor? Will the "1"'s we toggle from the bitmaps give adequate contrast? Will the normal pointers get us to screen memory and character set locations? Are the characters in ATASCII order or normal internal code order?
Answer these and the last posting and we are ready to begin coding...

-Ron

Inform everyone that communications have completely broken down.

7494. Re: need source code to ANY atari8 emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 22:19:19 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001210171919.15083.00001981@ng-mj1.aol.com>
Source record: 40314

>rtdos@qwest.net asked:

>does anyone know where i can find source code to any atari8 emulators?

try here:
http://joy.sophics.cz/a800.htm

-Ron

Inform everyone that communications have completely broken down.

7495. Re: Infogrames now own Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 22:21:46 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <_ITY5.11709$xW4.100017@news-server.bigpond.net.au>
Source record: 40312

cc from Petr

> "Mindfield" <mindfield@badgers.home.com> wrote in message
> news:n6n03t863g75sjhj3rkc6b55gftjgihfv7@4ax.com...
> > On 7 Dec 2000 16:24:55 GMT, ilaskey@cix.compulink.co.uk drooled an
> > embarassing wet spot in his lap as he typed:
> >
> > >Hasbro Interactive has been sold to Infrogrames for $100m
> > >
> > >Iain
> >
> > Holy crap ... talk about markup. Hasbro bought Atari for $6 mil.
> > Profiteering bastards...
>
> Not bad considering it is just a name now. Anyone know if they still have
> hardware rights?
>
> Mark

Heh... but whole Hasbrohas been sold. Not only ATARI!!! (;-)))

Petr

7496. Turbo-DOS XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-10 23:21:10 UTC
From: Oliver Jaksch <ojaksch@gmx.de>
Message-ID: <911398$24f$06$1@news.t-online.com>
Source record: 40315

Hi there!

Meanwhile copying my old 5 1/4 Disks to PC (thanx to lovely APE) I found an original Version of Turbo-Dos XL/XE v2.1 ((C) 1990/91 by Reitershahn) which I want to share with you. But I don't know whether it's okay 'cause of (possible) vaild copyright restrictions.

So please, gimme me an OK or a STOP.
If it's ok, I'll upload the install-disk with scanned documentation (in german language).

Background Information:
- Turbo-Dos is a DOS with utilities, compatible to and supporting the follwing disk-drives and densitys:
1050, Turbo-Modul, Speedy, Happy, XF551, Percom
- compatible to DOS 2, 2.5 XF-DOS
- supporting RAM-Disks up to 256 kb
- command line UI
- batch processing with editor
- sector- and file-copier
- converter between DOS 2/3/4
- printer driver for centronics interface
- functions for disc rescue
- sector analyzing
and some other features

So long,
Oliver

7497. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 00:27:21 UTC
From: rtdos@qwest.net
Message-ID: <ufVY5.4028$0p4.382323@news.uswest.net>
Source record: 40316

I'm mainly looking for user (shareware/freeware) plug ins and programming
information.

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:16905-3A33DB0F-48@storefull-176.iap.bryant.webtv.net...
> what do you need as far as bbs pro is concerned,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

7498. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 00:28:24 UTC
From: rtdos@qwest.net
Message-ID: <tgVY5.4032$0p4.382709@news.uswest.net>
Source record: 40317

I'm mainly looking for user (shareware/freeware) plug ins and programming or development information.

-Jeff

"Lance Ringquist" <Video61@webtv.net> wrote in message news:16905-3A33DB0F-48@storefull-176.iap.bryant.webtv.net...
> what do you need as far as bbs pro is concerned,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

7499. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 01:09:56 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3A342964.3EC19272@silcom.com>
Source record: 40318

I just recently (within the last month) purchased the Manual (to
replace the one I lost) for ACTION! from B&C Computervisions. Finding a
cartridge is going to be more problamatic more than likely.

I used to do all my programming in ACTION!. It was a fun language
to use.

rtdos@qwest.net wrote:

> does anyone know where i can find ANY files related to the ACTION
> programming language as well as BBS Express (Pro)?
>
> --
> J.Wood
> rtdos@yahoo.com

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*--
*If you didn't buy a home in Santa Barbara,
* You didn't pay enough!

7500. Re: Atari 400 HW problem...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 05:32:16 UTC
From: gaberry@my-deja.com
Message-ID: <911ot0$j5m$1@nnrp1.deja.com>
Source record: 40319

```
In article <90tc2o$en4$1@nnrp1.deja.com>,
melee5@my-deja.com wrote:
> In article <90qv0a$k6q$1@nnrp1.deja.com>,
> gaberry@my-deja.com wrote:
> > Ok.. as a follow up and possible future info for anyone who ever has
> the
> > same problems. The A105 (2k) OS system ROM is corrupted. I
replaced
> > it, and it works fine. Now I just need to make a copy or burn one
for
> > myself. This chips pinout looks non-standard, does anyone know if
> there
> > is an eprom I can substitute? I can't find a decent web-page with
> info
> > about the chips.
> >
> > Also.. I am using an MC6821 instead of the 6520 PIA chip. It seems
to
> > be working with my limited testing. Anyone know of any major
problems
> > with doing this?
> >
> > Does anyone even repair their old crap??? :))
> >
> > -Greg
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
> >
>
> Since I don't have a 400 or that chip in my hand, I can't say for
> certain, but Atari was very tricky when producing ROMs for their
> products. I believe they did it for the express purpose of
> keeping 'hackers' from releasing a better product than they did, but
at
> any rate, they would swap around the chip select signal for an address
> pin and then make the chip enable pin 'positive enabled' instead of
> negative as EPROMs are. These are custom chips available only in mass
> quantities from a slew of manufacturers and are known in the industry
> as 'maskable PROM's. They are configured and burned at the factory so
> the little guy has no choice but to use an inverter device to invert
> the chip select signal and do a little re-wiring to get the pins right
> for an EPROM. Just to confuse matters more, the chips are labeled
with
```

> custom 'in house' numbers that the factory will _not_ discuss with you
> or anyone else, so you can't even find out just what the pin out or
> memory size is exactly. You have to guess and when you are right, it
> will work. I have heard of desperate fellows cutting a window in the
> top of the chip and erasing them with UV just like an EPROM, then
> reprogramming them, but I won't stand by the method or claim it works
> in any way. Best of luck on that project, but having said all the
> above, the OS ROM of an XL/XE is pin for pin compatible with a 27128
> EPROM. I guess Atari gave up on the convoluted ROM policy at least
for
> that one (or more?)instance. Are you sure your ROM is corrupt and not
> suffering from dirty pin/socket disease? These are old machines and
> they get that bug from time to time, you know. The system boards on
> the 400/800 were famous for that disease as their contacts were tin
> plated for the early machines. A decent schematic should allow you
> to 'pinout' the chip and compare the results to a 2716(?) EPROM.
>
> The MC68B21 PIA is pin for pin compatible with our 6520 PIA, the
> MC68A21 is however, a 1 Mhz version and should not be used, since our
> 8bits are clocked at 1.7 Mhz. I don't know what to tell you if you
are
> missing the 'B' or the 'A'. 'B' = 2 Mhz version. MC = Motorola.
> Hitachi made the HD68B21 which we can also use. Atari used it without
> the Atari 'CO' numbering system on their last runs of XE boards.
>
> I think its patently obvious that I've never even had the top off of
> any of _my_ Atari machines, - repair??, what's that? :)
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Thanks for the post.. I think the version I have is a 1Mhz chip.. but it
appears to be working.. So woooo hooo! :) PIA's aren't to hard to come
by... so if I have problems I will upgrade it.

And yes I am sure it is the ROM.. I pulled it out and swapped with a
guy. It works with the new ROM.. mine does not even after the swap. I
have tried to trace those ROM's before to no-avail. I understand their
reasoning. It just makes it bad when I want to fix the thing.
Hopefully I will find someone with some spares and talk them out of
them.

I have the SAMS photo facts on this computer if anyone needs it to help
repairs.

I have an 800XL.. but my 400 was my oldest and favorite computer. I
even upgraded the memory way back in '82 :) so I have had it apart
plenty. I am suprised it works as well as it still does.

-Greg

Sent via Deja.com http://www.deja.com/
Before you buy.

7501. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 07:14:40 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <A9%Y5.396$W76.24098@typhoon.sonic.net>
Source record: 40320

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote:
:>"John K. Picken" yg473@victoria.tc.ca replied:

:>I believe it should read:
:>E=(ASC(T$(P))+%1)&$7F
:>i.e. mask out the inverse bit.

: That certainly makes good sense and looks reasonable, but I have more
: questions:
<snip>

Well, the objective is to replace TurboBASIC's "TEXT" statement to
assembly.

-bill!

7502. Re: need source code to ANY atari8 emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 09:12:27 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9125pr$6d6$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 40321

> does anyone know where i can find source code to any atari8 emulators?

I could forward you my sources of a Linux/IRIX based emulator, if you want.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

7503. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 10:25:04 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <912a0i$j43$1@wrath.news.nacamar.de>
Source record: 40322

This routine should only work in Gr.8 in color 1 while using a special font (standard + FL$).

"RHamiIton5" <rhamiiton5@aol.comedy.com> schrieb im Newsbeitrag news:20001210171730.15083.00001980@ng-mj1.aol.com...
> >"John K. Picken" yg473@victoria.tc.ca replied:
>
> >I believe it should read:
> >E=(ASC(T$(P))+%1)&$7F
> >i.e. mask out the inverse bit.
>
> That certainly makes good sense and looks reasonable, but I have more
> questions:
> Are we working in a GR8 screen (A.: YES)? Is color a factor (A.: ONLY COLOR 1)? Will the "1"'s we toggle
> from the bitmaps give adequate contrast (A.: my english is not good enough to understand this)? Will the normal pointers get us to
> screen memory and character set locations (A.: YES <dpeek(88), peek(756)>)? Are the characters in ATASCII order
> or normal internal code order (A.: INTERNAL NOW, BUT I CAN CHANGE IF YOU WANT)?
> Answer these and the last posting and we are ready to begin coding...
>
> -Ron
>
> Inform everyone that communications have completely broken down.

7504. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 10:29:51 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <912a9h$j5p$1@wrath.news.nacamar.de>
Source record: 40323

Give it a graphical OS. You can find it on my homepage www.atarixle.de
(mostly in german).

"Jach" <jach298@my-deja.com> schrieb im Newsbeitrag
news:90s8h4mpg1@nnrp1.deja.com...
> Please,
>
> I was using my Atari 130XE many years ago, Really I enjoyed with it.
> But, In this times where the PCs and MACs are being the most useful
> computers, How may I get the maximun benefit from my old loved Atari?
> What kind of task or use may I get from my Atari?
>
> Thanks for your answer,
>
> Jach
>
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7505. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 11:24:12 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_976533750@rtfm.mit.edu>
Source record: 40324
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

7506. can't UnArc BBXFER 1.8 source

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 11:31:40 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <912dus$fi7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 40325

Howdy folks

I've tried to download the source to BBXFER 1.8 but I keep getting errors when
I try to UnARC it. I'm using NetScape and Windows NT.

Is it me, or NetScape or....

I have notified Bob Puff, but he doesn't have time to look into it right now.
The file is at http://www.nleaudio.com/css

CU Mathy van Nisselroy

7507. Re: can't UnArc BBXFER 1.8 source

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 12:46:54 UTC
From: "Raphael J. Espino" <rje@co.umist.ac.uk>
Message-ID: <Pine.SOL.4.10.10012111234090.1237-100000@hydes>
Source record: 40326

On Mon, 11 Dec 2000, Mathy Van Nisselroy wrote:
> Howdy folks
>
> I've tried to download the source to BBXFER 1.8 but I keep getting
> errors when I try to UnARC it. I'm using NetScape and Windows NT.
>
> Is it me, or NetScape or....

It almost certainly a problem with the server that isn't recognising files with an .arc extension as binary files. So Netscape thinks it is a text file. When loading or saving a text file on a Windows/DOS system the line feed/carriage return characters get modified. This is fine with text, but it messes up binaries.

Solutions:

Ask Bob Puff to modify the MIME types on the server if possible (best solution) or if that isn't possible then changing the extension to something recognised as a binary format (like .arc.bin) usually works but is confusing if it is really an .arc file and should be avoided if possible.

Try another browser (it worked for me with Internet Explorer 5.0)

Use a Unix system to download the file

Check your mailbox (I've e-mailed you a copy of the file, hope no one else does the same) =)

7508. Re: can't UnArc BBXFER 1.8 source

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 14:56:32 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <912pnq$9gf$1@brokaw.wa.com>
Source record: 40327

Mathy,

I downloaded a copy an it decompresses fine with System Enhancement
Associates ARC v6.01.... can't remember where I got this from.
I can email you a zip of the files if you want... just let me know.

-Dan
danv@whoever.com

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:912dus$fi7$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I've tried to download the source to BBXFER 1.8 but I keep getting errors
when
> I try to UnARC it. I'm using NetScape and Windows NT.
>
> Is it me, or NetScape or....
>
> I have notified Bob Puff, but he doesn't have time to look into it right
now.
> The file is at http://www.nleaudio.com/css
>
> CU Mathy van Nisselroy
>

7509. Atari-Basic Game Galactic Trader

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 15:10:01 UTC
From: Claus Schlömer <Schloemer.Beuth@t-online.de>
Message-ID: <3A34EE49.27B93D91@t-online.de>
Source record: 40328

I am looking for the Game Galactic Trader, written in Atari-Basic, as
ATR-File etc. or the Atari-Basic Source-Code. Who can help?

Many Thanks
Claus

7510. Re: looking for Mastertronic covers...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 15:46:28 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A34F6D4.BB40A29C@mail.uni-mainz.de>
Source record: 40329

"Mr.Bacardi" <mr.bacardi@freenet.de> wrote in message
> news:3A2F90ED.C67E43E3@freenet.de...
> > Hi !
> > I'm looking for pictures of the following cassette covers:
> > - Speed King (by Mastertronic)
> > - Dropzone (the one by Mastertronic)
> > - Kenny Dalglish Soccer Manager (the one by Zeppelin Games)
> > - Star Wars (by Zeppelin Games)
> > Do you know if Star Wars was ever released officially ? (maybe by Domark
> > ?)
> >
> > Bye,
> > - Mr.Bacardi -
> >
> > P.S.: Have also a look at my web-page:
> > http://people.freenet.de/mrbacardi/
> >
> >
> >
Well,
I can do some pics for you, but I guess the producer is important for
you, isn`t it ?!? Thats what I have:

- Star Wars - the Arcade Game- by Parker (Cartridge)
- Star Wars - Return of the Jedi- by Parker (Cartridge)
(Star wars - The Empire strikes back- was never! released officially.
The game is just a clone of an old Jeff Minter game [called Attack of
the Mutant Camels]. Maybe it was done by some fanatics, maybe it was
stolen by hackers/pirates, but finally a cart version of this game does
not exist!)
- Dropzone by Microdaft (Disk) or Americana (Tape)
- K.D. Soccer Manager by Cognito (or Cogito?? a Tape with a big package)
and maybe by Zeppelin Games (Tape with a small package)

greetings - Andreas

P.S.: Yes, Starwars (The Arcade game) was published by Domark on Tape. I
once had it, but ofcourse I sold it, as I got the cartridge...

7511. Re: OT -- Dune

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 15:53:11 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A34F867.53031678@mail.uni-mainz.de>
Source record: 40330

Daniel Miller schrieb:
>
> There are good game versions of Dune. I remember playing the Amiga
> version for hours. Perhaps a version for Atari 8bit could be thrown
> together.
>
> I've seen segments of Dune the new TV version. I was surprised to see
> actor William Hurt as Duke Leto Atreides. The production and effects
> seemed great esp. for a TV show.
>
> I liked the 1985 movie too and don't understand why it gets such a bad
> rap.
>
> On Wed, 06 Dec 2000 18:30:26 -0800, patchell <patchell@silcom.com>
> wrote:
>
> > While I have yet to see it, I don't see how anything can be worse than the 1985
> >movie. I hope it will be put out on DVD, which is probably the only way I will be
> >able to see it. The two people I know who watched it said that it was pretty good
> >for an adaptation of the book.
> >
> >LLpwhite wrote:
> >
> >> Anyone been watching the new DUNE on the SciFi channel? How do you think it
> >> compares to the original ~1985 movie? Do you get the SciFi channel in Europe &
> >> UK or have something similar? Dune and Blade Runner -Yea!

Well,
I do not have the SF channel here (I am also not sure if our SF channel
is the same as yours - its avaiable in german and english, but you need
an expensive decoder), so I do not know the new movie version of Dune.
In fact I did not like the old movie very well, but I liked the music
from Toto... The Pc version called Dune (sort of gr. adventure) is nice,
but Dune 2 (strategic game) was even better... do not know Dune 2000 or
newer PC versions... greets - Andreas

P.S.: How about a Jaguar version of Dune or Dune 2 ?!? Any volunteers
???

7512. Re: Turbo-DOS XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 15:57:49 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A34F97D.D4A29B9A@mail.uni-mainz.de>
Source record: 40331

Oliver Jaksch schrieb:
>
> Hi there!
>
> Meanwhile copying my old 5 1/4 Disks to PC (thanx to lovely APE) I found an
> original Version of Turbo-Dos XL/XE v2.1 ((C) 1990/91 by Reitershahn) which
> I want to share with you. But I don't know whether it's okay 'cause of
> (possible) vaild copyright restrictions.
>
> So please, gimme me an OK or a STOP.
> If it's ok, I'll upload the install-disk with scanned documentation (in
> german language).
>
Well,
look at the ABBUC PD library and you will find TurboDOS 2.1 (TD) there.
By the way: Reitershan once gave the rights to KE-Soft (Kemal told me
so). I bought the rights from KE-Soft for 200DM (german marks) and gave
it free as Public Domain software... -Andreas Magenheimer

7513. Re: OT -- Dune

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 16:01:53 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A34FA71.7B2ACEC6@mail.uni-mainz.de>
Source record: 40332

Rick Cortese schrieb:
>
> Just me, but there are several things that make a movie or story compelling.
>
> For one thing, you have to care one way or another about the protagonist.
> You don't want to see Princess Lea die and you really hope good guy Luke
> Skywalker can beat that evil Darth Vader. It helps if you can identify with
> at least one of the characters too.
>
> In the movie Dune, I really didn't care who won, who died, "spice", and was
> really hoping Sting would break into a song vs another boring diatribe that
> I didn't really want to hear. IOW: As written and acted, the story was
> completely w/o involving characters. The presence of the plot was not enough
> to carry the movie.
>
Yes,
you got it right !! Thats why I also did not like the movie. But the
sounds from Toto are nice. The PC versions are also very playable...
-Andreas

7514. TAP Format for Atari Emus

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 17:04:50 UTC
From: Jontxu*Retroplayers* <jontxu@my-deja.com>
Message-ID: <9131fdhtc1@nnrp1.deja.com>
Source record: 40333

Hi,
anyone knowing if someone is working on a TAP format for Atari 8-bit
computers. Would love to transfer all my tapes for you.

http://www.retroplayers.com

--
/Jontxu (Aka Euzkera/Censor Design Aka John/Fatal News)
And all the other groups ive been in (Triad, Agile, S451)

Visit my cool C64 pages today,
----
http://www.retroplayers.com/c64tap
http://www.retroplayers.com/consolemuseum
http://www.retroplayers.com/fatalnews
http://www.retroplayers.com/art

Sent via Deja.com http://www.deja.com/
Before you buy.

7515. Re: OT -- Dune

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 17:29:17 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-ncCvOqXSw5iQ@draco.ames.pacbell.net>
Source record: 40334

The 1985 movie version of Dune was great! this this they call a remake
is one of the worst movies I have ever watched. The director MUST have
completely forbid any freedom in the actors and outright banned any of
them from having an honest emotion. Everything was all to contrived.

Ken

On Tue, 5 Dec 2000 04:44:46, llpwhite@cs.com (LLpwhite) wrote:

> Anyone been watching the new DUNE on the SciFi channel? How do you think it
> compares to the original ~1985 movie? Do you get the SciFi channel in Europe &
> UK or have something similar? Dune and Blade Runner -Yea!
> Larry

7516. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 17:32:33 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-wsGhms4LN50b@draco.ames.pacbell.net>
Source record: 40335

gads! it looks like M$ has spread to your computer! get out the
antivirus program, quick!

Anyway, an english page would be a nice touch. Is the gos also in
german?

Ken

On Mon, 11 Dec 2000 10:29:51, "Mirko Sobe" <atarixle@12move.de> wrote:

> www.atarixle.de

7517. Re: TAP Format for Atari Emus

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 18:44:39 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <0v7a3t0s8ikl3jp4aph7p17vj1fbfqo1pf@4ax.com>
Source record: 40336

The other Day Jontxu*Retroplayers* <jontxu@my-deja.com> wrote:

> Hi,
>anyone knowing if someone is working on a TAP format for Atari 8-bit
>computers. Would love to transfer all my tapes for you.
>
>http://www.retroplayers.com

Hi there

I really do hope so, i'm sure there are quite a few gems out there
just waiting to be 'imaged'.

Btw, thanks for the excellent work on the tap's, much appreciated!
--

Give me a good playable old game rather than a pretty new one

7518. Re: can't UnArc BBXFER 1.8 source

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 18:44:43 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-HY8kSg5B0XyS@draco.ames.pacbell.net>
Source record: 40337

Hi,
Netscape just wont do, it screws up the file and no unarc will fix
it. use wget or slurp to grab it. hope this helps.

Ken

On Mon, 11 Dec 2000 11:31:40, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

> Howdy folks
>
> I've tried to download the source to BBXFER 1.8 but I keep getting errors when
> I try to UnARC it. I'm using NetScape and Windows NT.
>
> Is it me, or NetScape or....
>
> I have notified Bob Puff, but he doesn't have time to look into it right now.
> The file is at http://www.nleaudio.com/css
>
> CU Mathy van Nisselroy
>

7519. emulator - game:MULE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 21:59:34 UTC
From: TK421 <Dockingbay@deathstar.org>
Message-ID: <ggja3t8sr6no63coc25v68pjfi8d6cpkgc@4ax.com>
Source record: 40338

Did anyone ever get the game called "MULE" to work on an Atari 8-bit
emulator?
Which emulator?

7520. Spartados Commands

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 22:03:15 UTC
From: R Stag <stagger19@home.com>
Message-ID: <DacZ5.190193$td5.27083452@news1.rdc2.pa.home.com>
Source record: 40339

Hi, Does anybody know of a web site that will give you a listing of the Spartados commands? I know they are similar too MS DOS.

Thanks....

R Stag

7521. BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 23:18:44 UTC
From: NoOne@FakeEmail.com
Message-ID: <9007BE0D0CTHEnterprises@205.212.123.11>
Source record: 40340

Check out-

ftp://ftp.spudster.org/pub/Atari/CTH/Utilities/Utilities_BBS/PRO_BBS/

Almost every 3rd-party CMD that was ever written for Pro is in there.

telnet://cth.dtdns.net
http://cth.dtdns.net

rtdos@qwest.net wrote in <ufVY5.4028$0p4.382323@news.uswest.net>:

>I'm mainly looking for user (shareware/freeware) plug ins and programming
>information.
>
>
>

7522. Re: TAP Format for Atari Emus

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 23:44:21 UTC
From: ernest@wxs.nl
Message-ID: <3a3565ab.33483789@news.wxs.nl>
Source record: 40341

On Mon, 11 Dec 2000 17:04:50 GMT, Jontxu*Retroplayers*
<jontxu@my-deja.com> wrote:

> Hi,
>anyone knowing if someone is working on a TAP format for Atari 8-bit
>computers. Would love to transfer all my tapes for you.

I have written some tools to convert Atari tapes to image files.
So far, none of the emulators supports tapes though.
Lately there have not been much changes to most of these
emulators at all.
However, you can use your PC with APE to actually load the
images into a real Atari. And of course you can try to convert
the cassette images to some .atr image or so.
My tape stuff is mentioned in the FAQ.
You can find my stuff on my home page. The 'C' source
codes are included, so feel free to expand on it.
My stuff is available at:
http://home.planet.nl/~ernest

Keep those XL's/XE's humming.

7523. Re: Q: Atari 400 cartridge door

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-11 23:52:28 UTC
From: ernest@wxs.nl
Message-ID: <3a366717.33847766@news.wxs.nl>
Source record: 40342

On Sun, 19 Nov 2000 20:39:34 +0100, "ANDERS SKELANDER"
<anders.skelander@swipnet.se> wrote:

>
>I had to open my Atari 400 yesterday. I noticed that
>the cartridge door felt a bit loose. The reason was that
>one of the L-shaped metal pieces that hold the cartridge
>door had lost its screw. The screw was somewhere
>deep inside the computer.
>
>After having disassembled practically everything I
>found the lost screw. The computer has been
>reassembled and now everything works find
>again.
>
>But I have a question about the cartridge door.
>
>The door has a spring at the right inner corner.
>Thanks to the spring, the door moves to a fully
>open state when its button is pressed.
>
>It is the spring in particular that I need more
>information about. One end (1) of this spring has
>a little hook. I arranged it so the hook meets an
>edge on the inside of the door. The other
>end (2) of the spring rests on the metal box that
>protects the inner part of the computer.
>
>With my way of putting the spring in place, end (2)
>of the spring is well visible on top of the surface of
>the metal box when the door is opened. My feeling
>is that this end of the spring should not be visible,
>or at least it should fit in a hole or something like
>that. But I cannot find any distinct place for the
>spring to fit into the metal box.
>
>Does anybody know more about the details on how
>to arrange the spring? Thanks in advance for hints
>on this subject.
>
>Anders

It took me some time to dig up my 400, so the response
is somewhat tardy. I have several 400's. Most of them
either have the spring missing, or it is broken. I have

a replacement spring somewhere.... Have to look that
up sometime. Anyway, I have one with the spring still
on the door. The spring is indeed visible on the metal
shielding. Actually, that metal shielding does not really
protect the machine, rather it protects the environment
from radiation of radio frequency signals, interfering
with reception of your radio set or similar equipment.
As a side effect, it does make those machines quite sturdy.
However, it does not seem that the spring is visible on the
door itself. I suppose one end is located on the inside
of the computer. The portion on the metal shielding
is barely visible. But it is visible.

Keep those 400's/800's humming.

7524. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 01:24:58 UTC
From: rtdos@qwest.net
Message-ID: <2cfZ5.4261$sZ4.370934@news.uswest.net>
Source record: 40343

yea, i too loved action. Got started on it in the mid to late 90's. a
little too late perhaps, but i'd like to see something of the sort for the
PC, eh?

"patchell" <patchell@silcom.com> wrote in message
news:3A342964.3EC19272@silcom.com...
> I just recently (within the last month) purchased the Manual (to
> replace the one I lost) for ACTION! from B&C Computervisions. Finding a
> cartridge is going to be more problamatic more than likely.
>
> I used to do all my programming in ACTION!. It was a fun language
> to use.
>
> rtdos@qwest.net wrote:
>
> > does anyone know where i can find ANY files related to the ACTION
> > programming language as well as BBS Express (Pro)?
> >
> > --
> > J.Wood
> > rtdos@yahoo.com
>
> --
> -Jim
> --
> * Visit:http://www.silcom.com/~patchell/
> *--
> *If you didn't buy a home in Santa Barbara,
> * You didn't pay enough!
> --
>
>

7525. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 01:25:51 UTC
From: Jach <jach298@my-deja.com>
Message-ID: <913uqqbkb1@nnrp1.deja.com>
Source record: 40344

Hello,

Thank you very much for your answers.

Which are the best programs for spreadsheets, word processing and
graphics?
and Where may I download them?
Where is the best site for download games?

Thanks for your answers

Jach

Sent via Deja.com http://www.deja.com/
Before you buy.

7526. Which are the best places for downloading?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 01:29:43 UTC
From: Jach <jach298@my-deja.com>
Message-ID: <913v22bmb1@nnrp1.deja.com>
Source record: 40345

Hello,
Thanks for your answers.
Which are the best programs for spreadsheets, word processing and graphics?
and Where are the best sites to download games, applications and utility programs?
Thanks

Jach

Sent via Deja.com http://www.deja.com/
Before you buy.

7527. Re: OT -- Dune

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 03:26:52 UTC
From: llpwhite@cs.com
Message-ID: <20001211222652.21348.00004272@ng-fd1.news.cs.com>
Source record: 40346

I must confess that I would probably like any version of Dune! I have the commercial VHS version of the 1985 release and the 3 hour "director's cut". They certainly updated the special effects for the new release, but I liked the original cast better. I still find the scenes of them riding the worms pretty hoaky... If I had to choose, I'd take the 3 hr version as the "best".
Larry

7528. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 04:35:44 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <AWhZ5.514$W76.29164@typhoon.sonic.net>
Source record: 40197

Jach <jach298@my-deja.com> wrote:

: Hello,

: Thank you very much for your answers.

: Which are the best programs for spreadsheets, word processing and
: graphics?
: and Where may I download them?
: Where is the best site for download games?

I run "XL Search." It's a searchable index of quite a few Atari 8-bit FTP sites (and websites with file collections). Over 21,000 files are indexed on about a dozen sites.

http://www.newbreedsoftware.com/xlsearch/

Good luck! :)

-bill!

7529. Looking for Battle Cruiser

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 06:52:28 UTC
From: Sag <sagittae@home.com>
Message-ID: <B65B3543.63C3%sagittae@home.com>
Source record: 40198

Hello,

I'm looking for the manual/box to SSI's Battle Cruiser I & II
naval strategy games.

Please email me at sagittae@home.com

I really want these titles.......

Thanks-Robert

7530. ATASCII Screen Saver and Telnet Terminal

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 07:47:00 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.149fa20334c06961989683@news.telocity.com>
Source record: 40199

I've made a free ATASCII Movie Screensaver and an ATASCII Telnet client for dialing ATASCII BBS's on the internet. You can get both free at the URL below, I hope you enjoy them =-)

Steve

--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.nacs.net/~classics * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

7531. Re: TAP Format for Atari Emus

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 08:22:22 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A35E03E.69B123CF@siemens.at>
Source record: 40200

Jontxu*Retroplayers* wrote:
> anyone knowing if someone is working on a TAP format for Atari 8-bit
> computers. Would love to transfer all my tapes for you.

Is your TAP format comparable to Ernests CAS images ?
If I'd get mailed an example TAP or CAS in the next days maybe
I could find some time during my vacation that starts on friday
to try to put some code into atari800 emulator.
No guarantee though since I suspect wife and children will want
some of my time too ;-)

Gerhard

7532. Re: Spartados Commands

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 08:47:10 UTC
From: Matthias Belitz <matthias.belitz@gmx.net>
Message-ID: <3A35E60D.79368AEB@gmx.net>
Source record: 40201

Hallo,

look for the BW-DOS archive somewhere, the command-syntax is similar to
Sparta and a manual should be included.

Bye,

Matthias

R Stag wrote:

> Hi, Does anybody know of a web site that will give you a listing of the
> Spartados commands? I know they are similar too MS DOS.
>
> Thanks....
>
> R Stag

7533. Re: can't UnArc BBXFER 1.8 source

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 09:59:25 UTC
From: melee5@my-deja.com
Message-ID: <914str$2a7$1@nnrp1.deja.com>
Source record: 40202

arc601.exe is a DOS mode self extracting, distribution file full of
docs and arc programs one of which is arc v6.01. It's at
the bottom of the page at http://www.softcon.com/ftp/archiver

Correct me if I'm wrong, but I believe that arc500.exe will both arc
and unarc Atari's SuperArc and Superunarc files. Give it a try and get
back, especially if it won't do the arc on the PC such that the Atari
can't unarc it. These files are the actuall DOS application and docs
for it. If the strings get cut in posting, cut and paste them into
your browser.

http://www.utexas.edu/ftp/microlib/dos/z100/compress/arc500.exe
http://www.utexas.edu/ftp/microlib/dos/z100/compress/arc5doc.arc

In article <912pnq$9gf$1@brokaw.wa.com>,
"Dan Vernon" <danver@halcyon.com> wrote:
> Mathy,
>
> I downloaded a copy an it decompresses fine with System Enhancement
> Associates ARC v6.01.... can't remember where I got this from.
> I can email you a zip of the files if you want... just let me know.
>
> -Dan
> danv@whoever.com
>
> "Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in
message
> news:912dus$fi7$1@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > I've tried to download the source to BBXFER 1.8 but I keep getting
errors
> when
> > I try to UnARC it. I'm using NetScape and Windows NT.
> >
> > Is it me, or NetScape or....
> >
> > I have notified Bob Puff, but he doesn't have time to look into it
right
> now.
> > The file is at http://www.nleaudio.com/css
> >
> > CU Mathy van Nisselroy
> >
>

>

Sent via Deja.com http://www.deja.com/
Before you buy.

7534. Re: looking for Mastertronic covers...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 10:21:35 UTC
From: hajospuunup@yahoo.com
Message-ID: <Xns9008644C9hajospuunupSpuunup@158.152.254.74>
Source record: 40203

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in
<3A34F6D4.BB40A29C@mail.uni-mainz.de>:

>(Star wars - The Empire strikes back- was never! released officially.
>The game is just a clone of an old Jeff Minter game [called Attack of
>the Mutant Camels]. Maybe it was done by some fanatics, maybe it was
>stolen by hackers/pirates, but finally a cart version of this game does
>not exist!)

I remember seeing an advert for The Empire Strikes Back in a magazine - it
even had some screenshots (I think it might have been A.C.E. magazine).
What happened - did they lose the license after running the adverts or
something?

cheers

hajo

7535. ANNOUNCEMENT: reverse-engineered ROM sources, third revision, now available

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 11:47:33 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <3A361055.85C7D4FA@ch.twi.tudelft.nl>
Source record: 40204

Hi all,

The third public release of the reverse-engineered Atari 8-bit ROM
source
code in CC65 format is now available for download from my Atari page:

http://ch.twi.tudelft.nl/~sidney/atari/

From the README:

"This third version focusses on supporting more types of ROMs. A grand
total of 11 different images can be produced now (compared to two in the
second release) spanning a wide range of Atari machines and ROM
versions.
Now it is possible to produce all three known BASIC versions, an
OS-B/NTSC
400/800 ROM image, a 1200 XL OS-ROM image, and four versions of regular
XL/XE ROMS. As an encore, two peculiar ROMs are included: the
Arabic-language XL/XE ROM which comes from a very rare type of Atari
that
was targetted at Arabic-speaking countries, featuring an Arabic
character
set, and the 5200 XEGS ROM."

Any comments are welcomed.

Sidney Cadot
sidney@ch.twi.tudelft.nl

7536. Re: TAP Format for Atari Emus

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 12:20:13 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <3s5c3t87s6k8illek8krgo1cu6jpak0u73@4ax.com>
Source record: 40205

The other Day Janka Gerhard <gerhard.janka@siemens.at> wrote:

>Jontxu*Retroplayers* wrote:
>> anyone knowing if someone is working on a TAP format for Atari 8-bit
>> computers. Would love to transfer all my tapes for you.
>
>Is your TAP format comparable to Ernests CAS images ?
>If I'd get mailed an example TAP or CAS in the next days maybe
>I could find some time during my vacation that starts on friday
>to try to put some code into atari800 emulator.

Yes please..

>No guarantee though since I suspect wife and children will want
>some of my time too ;-)

I know that feeling, my daughter who is coming up to her 1st birthday
wants 'da da' all the time :-)
--

Give me a good playable old game rather than a pretty new one

7537. Re: emulator - game:MULE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 12:22:16 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <m06c3tkpsskqqpvat91cnpso586b6d86n1@4ax.com>
Source record: 40206

The other Day TK421 <Dockingbay@deathstar.org> wrote:

>Did anyone ever get the game called "MULE" to work on an Atari 8-bit
>emulator?
>Which emulator?

Most...

Works on Atari800, Atari800win, Atari800win PLUS, XL-it (I think),
Raindbow..

What emu are you using and what's happening?
--

Give me a good playable old game rather than a pretty new one

7538. FA: SIO2PC on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 12:50:18 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <9156ua$4sc$2@korweta.task.gda.pl>
Source record: 40207

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1200645257

7539. Re: emulator - game:MULE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 13:28:27 UTC
From: TK421 <Dockingbay@deathstar.org>
Message-ID: <br9c3tcgqrfu6j1cpvng920s90t2p076oj@4ax.com>
Source record: 40208

On Tue, 12 Dec 2000 12:22:16 +0000, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>The other Day TK421 <Dockingbay@deathstar.org> wrote:
>
>>Did anyone ever get the game called "MULE" to work on an Atari 8-bit
>>emulator?
>>Which emulator?
>
>Most...
>
>Works on Atari800, Atari800win, Atari800win PLUS, XL-it (I think),
>Raindbow..
>
>What emu are you using and what's happening?
==========
Thanks for the reply. I have yet to get an emulator
for the 8-bit. Just wanted to make sure that MULE
was available and playable. And I also wanted to
get a feel for which emulators were used the most/best.

7540. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 18:02:52 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001212130252.02456.00003480@ng-fb1.aol.com>
Source record: 40209

>"Mirko Sobe" atarixle@12move.de asked:

>Can anyone translate theese lines into assembler?
(snip)
>It's used for printing text on a GR.8 Screen in proportional-font.

Hope these are the last questions...
Will the max length of T$ be around 40 or less?
How much error checking needed for the X and Y locations to avoid out of range
to the right or bottom of screen?

-Ron

Inform everyone that communications have completely broken down.

7541. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 19:02:52 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <915snb$1bob$1@wrath.news.nacamar.de>
Source record: 40210

```
Answers in the old text:
"RHamiIton5" <rhamiiton5@aol.comedy.com> schrieb im Newsbeitrag
news:20001212130252.02456.00003480@ng-fb1.aol.com...
> >"Mirko Sobe" atarixle@12move.de asked:
>
> >Can anyone translate theese lines into assembler?
> (snip)
> >It's used for printing text on a GR.8 Screen in proportional-font.
>
> Hope these are the last questions...
> Will the max length of T$ be around 40 or less?
more. The standard is 80 chars. (DIM T$(80))
> How much error checking needed for the X and Y locations to avoid out of
range
> to the right or bottom of screen?
I check the errors in Turbo-BASIC.
>
> -Ron
>
> Inform everyone that communications have completely broken down.
```

7542. Re: Turbo-DOS XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 19:18:06 UTC
From: Oliver Jaksch <ojaksch@gmx.de>
Message-ID: <915telph05$1@news.t-online.com>
Source record: 40211

Well, I see that there is no need to upload TurboDOS, 'cause it's already
available and free of charge...

Thx for answering,
Oliver

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> schrieb im Newsbeitrag
news:3A34F97D.D4A29B9A@mail.uni-mainz.de...
>
>
> Oliver Jaksch schrieb:
> >
> > Hi there!
> >
> > Meanwhile copying my old 5 1/4 Disks to PC (thanx to lovely APE) I found
an
> > original Version of Turbo-Dos XL/XE v2.1 ((C) 1990/91 by Reitershahn)
which
> > I want to share with you. But I don't know whether it's okay 'cause of
> > (possible) vaild copyright restrictions.
> >
> > So please, gimme me an OK or a STOP.
> > If it's ok, I'll upload the install-disk with scanned documentation (in
> > german language).
> >
> Well,
> look at the ABBUC PD library and you will find TurboDOS 2.1 (TD) there.
> By the way: Reitershan once gave the rights to KE-Soft (Kemal told me
> so). I bought the rights from KE-Soft for 200DM (german marks) and gave
> it free as Public Domain software... -Andreas Magenheimer

7543. Re: emulator - game:MULE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-12 19:28:55 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <jjuc3tg87jp8h87u0meder7bkqv5l2okmk@4ax.com>
Source record: 40212

The other Day TK421 <Dockingbay@deathstar.org> wrote:

>Thanks for the reply.

My pleasure

>I have yet to get an emulator for the 8-bit.

>Just wanted to make sure that MULE
>was available and playable. And I also wanted to
>get a feel for which emulators were used the most/best.

The Atari800 'series' are excellent, I personally use Atari800win &
Atari800win Plus and find that pretty much almost anything I throw at
them works either perfectly or damn near (although perfectionists will
argue otherwise).

You should find your session of MULE (the first game I reviewed for
Atari User) works more than well enough :-)
--

Give me a good playable old game rather than a pretty new one

7544. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 00:12:15 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <z9zZ5.569$W76.32862@typhoon.sonic.net>
Source record: 40213

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote:
:>"Mirko Sobe" atarixle@12move.de asked:

:>Can anyone translate theese lines into assembler?
: (snip)
:>It's used for printing text on a GR.8 Screen in proportional-font.

: Hope these are the last questions...
: Will the max length of T$ be around 40 or less?
: How much error checking needed for the X and Y locations to avoid out of range
: to the right or bottom of screen?

If I recall, TurboBASIC's "TEXT" command was pretty good about not
barfing. I don't remember, though, if pixels wrapped around to the next
vertical position down, and to the left side of the screen or not.

As for 40 characters, remember that these are proportional fonts.
One could have way more than 40 "|"'s on the screen. :)
I think at the absolute most, the string should be 320 chars. :)

-bill!

7545. Re: ATASCII Screen Saver and Telnet Terminal

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 00:13:53 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <5bzZ5.570$W76.32862@typhoon.sonic.net>
Source record: 40214

Steven Tucker <classics@atarimax.com> wrote:
: I've made a free ATASCII Movie Screensaver and an ATASCII Telnet
: client for dialing ATASCII BBS's on the internet. You can get both free
: at the URL below, I hope you enjoy them =-)

Need... Linux... versions.... ;)

-bill!

7546. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 00:27:59 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <916fq8dgn1@nnrp1.deja.com>
Source record: 40215

It's one of those hard to get carts that people buy like it was the last glass of water on earth. Unfortunately I have only seen one person - Bill Kendrick - produce anything with their cartridge. I am still looking for one, but I refuse to pay some outrageous price, which immediately puts me to the back of the line. I think some people just buy it so they can resell it later at an even more inflated price. I remember on here when ebay started up, it was crazy. People were bidding them up in the hundreds of dollars. I'll be willing to wager that they are sitting on a shelf right now collecting some serious dust. Me, I would love one, but am going to wait till I stumble on one that isn't outrageously priced.
Isaac
indavis@yahoo.com

In article <2cfZ5.4261$sZ4.370934@news.uswest.net>,
<rtdos@qwest.net> wrote:
> yea, i too loved action. Got started on it in the mid to late 90's.
a
> little too late perhaps, but i'd like to see something of the sort
for the
> PC, eh?
>
> "patchell" <patchell@silcom.com> wrote in message
> news:3A342964.3EC19272@silcom.com...
> > I just recently (within the last month) purchased the Manual (to
> > replace the one I lost) for ACTION! from B&C Computervisions.
Finding a
> > cartridge is going to be more problamatic more than likely.
> >
> > I used to do all my programming in ACTION!. It was a fun
language
> > to use.
> >
> > rtdos@qwest.net wrote:
> >
> > > does anyone know where i can find ANY files related to the ACTION
> > > programming language as well as BBS Express (Pro)?
> > >
> > > --
> > > J.Wood
> > > rtdos@yahoo.com
> >
> > --
> > -Jim

> > --
> > * Visit:http://www.silcom.com/~patchell/
> > *--
> > *If you didn't buy a home in Santa Barbara,
> > * You didn't pay enough!
> > --
> >
> >
>
>

Sent via Deja.com
http://www.deja.com/

7547. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 01:33:52 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3dkdf9r4okte9@corp.supernews.com>
Source record: 40216

"Isaac Davis" <idavis@my-deja.com> wrote in message
news:916fq8dgn1@nnrp1.deja.com...
> It's one of those hard to get carts that people buy like it was the
> last glass of water on earth. Unfortunately I have only seen one person
> - Bill Kendrick - produce anything with their cartridge.

Actually most of the stuff I did was originally in Action! Most of it is lost now, playfield editors, 80 column terminal program, that kind of stuff. The Atari side of IBM format disk file transfer was in Action! too.

To tell you the truth, I probably did 10 times that amount and every single time I did something for someone, they asked me to rewrite it in BASIC for them as assembly language subroutines. Kind of wore me out faster having to do two versions of everything I did. There were only a few exceptions.
> I am still
> looking for one, but I refuse to pay some outrageous price, which
> immediately puts me to the back of the line. I think some people just
> buy it so they can resell it later at an even more inflated price. I
> remember on here when ebay started up, it was crazy. People were
> bidding them up in the hundreds of dollars. I'll be willing to wager
> that they are sitting on a shelf right now collecting some serious
> dust. Me, I would love one, but am going to wait till I stumble on one
> that isn't outrageously priced.
> Isaac

Right, I am one of the pigs. I have at least 2 so should one go out, I have a spare.

It has been a couple of years since my last Atari system was even set up. I am just now trying to get back into it, but I am incredibly slow just doing simple stuff. Things like setting a drive, monitor, and computer on a table top seem to take me a few months.

7548. Re: SIO2PC on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 03:14:30 UTC
From: R Stag <stagger19@home.com>
Message-ID: <qQBZ5.193182$td5.27592746@news1.rdc2.pa.home.com>
Source record: 40217

I though you needed the 1489 chip (project box design) to make this work.
with just a cable, I though it wouldnt work unless it was a null modem going
to an 850 or prconnection.

<webmaster@cbmpan.gdynia.pl> wrote in message
news:9156ua$4sc$2@korweta.task.gda.pl...
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1200645257

7549. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 03:36:17 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001212223617.28515.00000029@ng-fw1.aol.com>
Source record: 40218

>"Mirko Sobe" atarixle@12move.de replied:

>> Will the max length of T$ be around 40 or less?
>more. The standard is 80 chars. (DIM T$(80))
>> How much error checking needed for the X and Y locations to avoid out of
>range
>> to the right or bottom of screen?
>I check the errors in Turbo-BASIC.

OK, I'm good; no ML error checking for screen limits and up to 80 proportional chars in T$. Can do; just hope T-B leaves same zero page locations available. Anyone know the memory map?

-Ron

Inform everyone that communications have completely broken down.

7550. Re: SIO2PC on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 03:45:36 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3ds4h6sn2gj45@corp.supernews.com>
Source record: 40219

In case he doesn't see your post, he has answered this before. He builds the 1489 version into the 25 pin serial connector hood. Saves some money and shipping cost.

Just a by the by. Someone is impersonating him and sending out vulgar insults. Not the same guy in case you get one. I don't know what the guy impersonating him is doing it for.

"R Stag" <stagger19@home.com> wrote in message
news:qQBZ5.193182$td5.27592746@news1.rdc2.pa.home.com...
> I though you needed the 1489 chip (project box design) to make this work.
> with just a cable, I though it wouldnt work unless it was a null modem
going
> to an 850 or prconnection.
>
> <webmaster@cbmpan.gdynia.pl> wrote in message
> news:9156ua$4sc$2@korweta.task.gda.pl...
> > > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1200645257
>
>

7551. Re: SIO2PC on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 03:48:54 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001212224854.28515.00000031@ng-fw1.aol.com>
Source record: 40220

>"R Stag" stagger19@home.com remarked:

>I though you needed the 1489 chip (project box design) to make this work.
>with just a cable, I though it wouldnt work unless it was a null modem going
>to an 850 or prconnection.

You are correct! The plain null modem cable needs an 850/PR:Connection or
equivalent device with some electronics. It is two computers talking over a
phone line, but with no phone line.

The SIO2PC "just a cable" must and does contain some electronics like 1489 or
Max232 or equivalent and uses some custom software.

-Ron

Inform everyone that communications have completely broken down.

7552. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 08:10:09 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <917are$1m6e$1@wrath.news.nacamar.de>
Source record: 40221

<kenames@pacbell.net> schrieb im Newsbeitrag
news:f5O4dXX6MbiT-pn2-wsGhms4LN50b@draco.ames.pacbell.net...
> gads! it looks like M$ has spread to your computer! get out the
> antivirus program, quick!
>
> Anyway, an english page would be a nice touch. Is the gos also in
> german?
>
> Ken
>
> On Mon, 11 Dec 2000 10:29:51, "Mirko Sobe" <atarixle@12move.de> wrote:
>
> > www.atarixle.de
>
>
M$ Windows is no freeware

7553. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 08:14:42 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <917b3v$1m8p$1@wrath.news.nacamar.de>
Source record: 40222

"Jach" <jach298@my-deja.com> schrieb im Newsbeitrag
news:913uqqbkb1@nnrp1.deja.com...
> Hello,
>
> Thank you very much for your answers.
>
> Which are the best programs for spreadsheets, word processing and
> graphics?
for word processing, I use Textpro. Downloadable as PD
(www.atari-computer.de/abbuc, follow the links to PD-download). The site is
in german, but you will find the english version in the PD-library.

> and Where may I download them?
> Where is the best site for download games?
look at www.atarixle.de/links and follow the link named ATARI-8-Bit-Games.

>
> Thanks for your answers
>
> Jach
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

7554. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 10:17:06 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.21.0012131115050.13854-100000@eos>
Source record: 40223

On 13 Dec 2000, RHamiIton5 wrote:

> >"Mirko Sobe" atarixle@12move.de replied:
>
> >> Will the max length of T$ be around 40 or less?
> >more. The standard is 80 chars. (DIM T$(80))
> >> How much error checking needed for the X and Y locations to avoid out of
> >range
> >> to the right or bottom of screen?
> >I check the errors in Turbo-BASIC.
>
> OK, I'm good; no ML error checking for screen limits and up to 80 proportional
> chars in T$. Can do; just hope T-B leaves same zero page locations available.
> Anyone know the memory map?

Just use the Floating-Point Variables. I think it was $d4-$d9 and
... maybe someone can fill the gap.

hope that twelve Bytes are enough ;-)

daniel

7555. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 10:25:37 UTC
From: DCM01@USA.NET
Message-ID: <3a374e47.1224137@news.CIS.DFN.DE>
Source record: 40224

Ahaha!

Maybe you could somehow use one as a web-server? Has someone done that
yet?

On Sat, 9 Dec 2000 06:26:05 -0800, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>I saw where someone converted an Atari 800 into a wall clock. I guess in the
>geek olympics he would get at least a silver medal.

7556. Schematics of the CM8833 (all of them)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 10:41:19 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <917jof$1b$1@nets3.rz.RWTH-Aachen.DE>
Source record: 40225
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple,comp.sys.msx

Howdy folks

The schematics of the Philips CM8833 monitor can be found at:
http://gauss.math.ucl.ac.be/~manu/cm8833

CU Mathy van Nisselroy

PS in Jpeg and PDF format.

7557. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 10:57:04 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <917km0$1b$2@nets3.rz.RWTH-Aachen.DE>
Source record: 40226

Howdy folks

>gads! it looks like M$ has spread to your computer! get out the
>antivirus program, quick!

It doesn't crash and you don't need a firewall to keep people from looking
inside you computer through the modem, so it's not M$. :-)

CU Mathy van Nisselroy

BTW if Tom Hunt reads this: Have you checked Mirko's work out lately?

7558. Re: can't UnArc BBXFER 1.8 source

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 11:01:25 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <917ku5$1b$3@nets3.rz.RWTH-Aachen.DE>
Source record: 40227

Howdy Raphael, folks

> Check your mailbox (I've e-mailed you a copy of the file, hope no one
>else does the same) =)

I did. I found it. It worked. Thanks.

CU Mathy van Nisselroy

7559. The bug in BBXFER (all versions)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 11:07:44 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <917la0$1b$4@nets3.rz.RWTH-Aachen.DE>
Source record: 40228

Howdy folks

This is the bug in BBXFER that needs fixing:

When copying from Atari to PC (and not vice versa), the file will be truncated at a certain length. The length depends on the version of BBXFER (I tested 1.5, 1.6, 1.7 and 1.8). That is unless the filename does not exist on the destination drive. If it exist, like after you copied it and found out it was truncated, and you copy it again to the same destination, the file will nolonger be truncated. Except with version 1.8. Then it will be truncated at twice the length of the first truncation. Copying it again (3th, 4th etc. time) will be no different from the second time.

Could somebody please fix this?

CU Mathy van Nisselroy

7560. Things I'ld like to be added to BBXFER

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 11:22:46 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <917m66$1b$5@nets3.rz.RWTH-Aachen.DE>
Source record: 40229

Howdy folks

I'ld love it if somebody could added the following features to BBXFER:

- If FAT #1 can not be read, BBXFER should tell us and try to read FAT #2.
- An option to show 'longer then 8+3' filenames, plus an option to rename these files
- An option to change names. Especially handy when files start with a number.

And how about a couple of utilities like these:

- a simple PC disk to PC disk copier. Ever seen a PC with 2 HD disk mechs lately? I would be nice to be able to move certain files from PC disk to PC disk without the need to go via the Atari. Especially when one of the PC's here at the U. has f***ed up one of my disks AGAIN.
- a PC disk editor for the Atari. EVen better would be if this could be incorporated into the TASKMASTER on the FloppyBoard.

CU Mathy van Nisselroy

PS I'm not a programmer, but I am VERY willing to beta test.

7561. Re: Infogrames now own Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 11:45:51 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <917nhfqjf1@plutonium.compulink.co.uk>
Source record: 40230

In article <n6n03t863g75sjhj3rkc6b55gftjgihfv7@4ax.com>,
mindfield@badgers.home.com (Mindfield) wrote:

> On 7 Dec 2000 16:24:55 GMT, ilaskey@cix.compulink.co.uk drooled an
> embarassing wet spot in his lap as he typed:
>
> >Hasbro Interactive has been sold to Infrogrames for $100m
> >
> >Iain
>
> Holy crap ... talk about markup. Hasbro bought Atari for $6 mil.
> Profiteering bastards...
Hardly. ATari is but one small part of Hasbro. They also have Microprose
for starters - slightly more valuable. The deal also included the video
game rights to any Hasbro product over the next 15 years with an option
for another 5 after that.

In hindsite you can see why Infogrames pulled out of buying Eidos as this
is a hell of a deal. Actually, it was $5m cash and $95 shares.

Iain

7562. Re: Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 11:45:52 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <917nhgqjg1@plutonium.compulink.co.uk>
Source record: 40231

In article <gW0Y5.8880$xW4.73581@news-server.bigpond.net.au>,
crc@bigpond.net.au (ALiEnDuDE) wrote:

> What were there computers like?
8 bits ie Atari 400/800, 800XL etc were fine machines in their day and pretty much state of the art. The 16bit series (520ST/1040ST etc) was less impressive but very cheap/powerful. The Amiga had better chips but the ST was a nice clean system to program on. There was also the TT - 32bit & overpriced and the Falcon which had a Digital Signal Processor, good graphics & sound and multitasked but came too late and was also overpriced. There were other machines but you're best bet is to go to www.atari-museum.com to read all about it.

Iain

7563. Re: Infogrames now own Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 11:56:04 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <917o4kqre1@plutonium.compulink.co.uk>
Source record: 40232

In article <pDsY5.519$XY.10474@newsfeed.slurp.net>, ebaiz@skyenet.net
(Edward S. Baiz Jr.) wrote:
> Now let's see just what they will do with it. Let's hope they will
> support the old Atari items like the Lynx and the Jag. Certainly they
Get a grip! No way.

Iain

7564. Re: Crack cubase 2.06 ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 11:56:06 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <917o4mqri1@plutonium.compulink.co.uk>
Source record: 40233

In article <F8OY5.3930$Lo.6039@amsnews03.chello.com>,
alexandretheboss@freesurf.fr (Alexandre) wrote:

> Hello,
>
> I'm looking for a crack of Cubase 2.06 because i have an official
> version
> but the key is damaged.
> Can anyone tell me where to find one ?
Contact the publishers who will be able to supply a new dongle.

7565. Re: Turbo-DOS XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 12:42:06 UTC
From: ronfucci@my-deja.com
Message-ID: <917qqu$e24$1@nnrp1.deja.com>
Source record: 40234

Can someone post the link ? tks

ron

In article <915telph05$1@news.t-online.com>,
"Oliver Jaksch" <ojaksch@gmx.de> wrote:
> Well, I see that there is no need to upload TurboDOS, 'cause it's
already
> available and free of charge...
>
> Thx for answering,
> Oliver
>
> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> schrieb im
Newsbeitrag
> news:3A34F97D.D4A29B9A@mail.uni-mainz.de...
> >
> >
> > Oliver Jaksch schrieb:
> > >
> > > Hi there!
> > >
> > > Meanwhile copying my old 5 1/4 Disks to PC (thanx to lovely APE) I
found
> an
> > > original Version of Turbo-Dos XL/XE v2.1 ((C) 1990/91 by
Reitershahn)
> which
> > > I want to share with you. But I don't know whether it's okay
'cause of
> > > (possible) vaild copyright restrictions.
> > >
> > > So please, gimme me an OK or a STOP.
> > > If it's ok, I'll upload the install-disk with scanned
documentation (in
> > > german language).
> > >
> > Well,
> > look at the ABBUC PD library and you will find TurboDOS 2.1 (TD)
there.
> > By the way: Reitershan once gave the rights to KE-Soft (Kemal told
me
> > so). I bought the rights from KE-Soft for 200DM (german marks) and
gave
> > it free as Public Domain software... -Andreas Magenheimer

>
>

Sent via Deja.com
http://www.deja.com/

7566. Re: Atari DOS

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 14:47:54 UTC
From: bostone1@aol.com
Message-ID: <20001213094754.13029.00006830@nso-cs.aol.com>
Source record: 40235

In article <3A2D6EB2.FBE99EF0@yahoo.com>, R Stag <stagger3@yahoo.com> writes:

>If I copy the dos file(s) to a 5.25 disk from my pc, will the atari 1050 be
able
>to read it??

Just copying the files, even with a real Atari, won't do the job, because the first 3 sectors of the floppy have to be changed to point to DOS.SYS or whatever, which is something that happens automatically when you choose H - Write DOS command from an Atari DOS menu.

7567. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 17:07:11 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3fb3gdf36e9c9@corp.supernews.com>
Source record: 40236

Yeap, can't remember the URL though. Actually was used more like connected storage if I interpreted the authors comments right.

He did something like have the PC connected to the net just set the DSR<DTR? RTS?> when someone requests the Atari 8 bit. The Atari just sends the HTML everytime it sees the DSR toggle and the PC passes it on.

Just went through a debate in comp.arch.embedded about someone that claims to have a 8 pin surface mount PIC running TCP<?>. Opinions ranged from hoax to so stripped down it is a joke. Still a neat hack anyway. He had a 32kb serial eeprom attached to it for files/web pages.
"Daniel Miller" <DCM01@USA.NET> wrote in message news:3a374e47.1224137@news.CIS.DFN.DE...
> Ahaha!
>
> Maybe you could somehow use one as a web-server? Has someone done that
> yet?
>
> On Sat, 9 Dec 2000 06:26:05 -0800, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> >I saw where someone converted an Atari 800 into a wall clock. I guess in the
> >geek olympics he would get at least a silver medal.
>

7568. Umich??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 18:14:40 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <k0PZ5.632$W76.42423@typhoon.sonic.net>
Source record: 40237
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm technically the maintainer of the Atari 8-bit files over at
UMich. I had been neglectful of my duties for a while, but recently,
when I finally had time to go poke around, I discovered I'm no longer
able to log-in!

Does anyone know what's up with Umich?

FYI, my username was "kendric" and I had a Kerberos account (to be able
to get to the atari/8bit directory). At the time I got the account,
my e-mail address was "kendrick@zippy.sonoma.edu".

Thanks!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

7569. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 19:20:51 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3n1e0nn58.fsf@mindspring.com>
Source record: 40238

> Just went through a debate in comp.arch.embedded about someone that claims
> to have a 8 pin surface mount PIC running TCP<?>. Opinions ranged from hoax
> to so stripped down it is a joke. Still a neat hack anyway. He had a 32kb
> serial eeprom attached to it for files/web pages.

It would have to be stripped down- those pic's only have 2K of code space and 128 bytes of ram. They can manipulate external memory via I2C for storage. His "network stack" must be extremely simplistic and is likely proxied from tcp/ip into a rs232 serial stream by a nearby PC. So, technically, its acting like a simple http server, but nearly certainly doesn't have tcp/ip or even UDP built in.

They're nifty little processors, having their own internal 4 megacycle RC clock, so after you connect power, you can get up to 6 digital IO lines- a couple of which can also be ADC inputs. We use these devices to generate pulse width modulation for motor speed control.

PIC's native assembly language is a horror to behold much less use, but decent macro assemblers, a Basic compiler and a C compiler exist.

Gregm

7570. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 19:38:34 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <918j7p$450$1@nnrp1.deja.com>
Source record: 40239

In article <t3dkdf9r4okte9@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
> "Isaac Davis" <idavis@my-deja.com> wrote in message
> news:916fq8dgn1@nnrp1.deja.com...
> > It's one of those hard to get carts that people buy like it was the
> > last glass of water on earth. Unfortunately I have only seen one
person
> > - Bill Kendrick - produce anything with their cartridge.
>
> Actually most of the stuff I did was originally in Action! Most of it
is
> lost now, playfield editors, 80 column terminal program, that kind of
stuff.
> The Atari side of IBM format disk file transfer was in Action! too.
>
> To tell you the truth, I probably did 10 times that amount and every
single
> time I did something for someone, they asked me to rewrite it in
BASIC for
> them as assembly language subroutines. Kind of wore me out faster
having to
> do two versions of everything I did. There were only a few exceptions.

I am sure a lot of people have done a lot of programs with action. I am
more commenting to that particular time frame on here a few years ago
when every other post was someone wanting to pick one up so they could
develop a new super game and revive atari with it. The mindset was that
it was the "must have" programming language and they could wake the
dead with it, as soon as they got their hands on a copy. The only thing
that I every really saw let out to the public was GemDrop (great game
by the way - thanks Bill). It just seemed like everyone else was just
hopping on the wave. A lot of the cartridges went on ebay for
astonishing prices. Kind of like the cabbage patch kids or tickle me
elmo. I actually got threatening email during this time because
suggested that people were paying too much and were not going to do
anything with it. I have yet to see the flood of new games they were so
hot to develop. People get caught up in the frenzy and the inflated
prices that go along with it.

> > I am still
> > looking for one, but I refuse to pay some outrageous price, which
> > immediately puts me to the back of the line. I think some people
just
> > buy it so they can resell it later at an even more inflated price. I
> > remember on here when ebay started up, it was crazy. People were

> > bidding them up in the hundreds of dollars. I'll be willing to wager
> > that they are sitting on a shelf right now collecting some serious
> > dust. Me, I would love one, but am going to wait till I stumble on
one
> > that isn't outrageously priced.
> > Isaac
>
> Right, I am one of the pigs. I have at least 2 so should one go out,
I have
> a spare.

No problem with keeping a spare around. Backups are always good. Like I said, I would like one, but I refuse to get caught up in the frenzy and I'm not under the feeling that everyone has a right to own one. That's another thing, if you owned or had a spare, then it seemed like you were chastized for keeping it from these people who could work miracles if only they had a copy. Funny things go on in here. If you want to pick up the number of messages, then just mention making a copy of Action! They come out of the woodwork.

>
> It has been a couple of years since my last Atari system was even set
up. I
> am just now trying to get back into it, but I am incredibly slow just
doing
> simple stuff. Things like setting a drive, monitor, and computer on a
table
> top seem to take me a few months.
>
>

Sent via Deja.com
http://www.deja.com/

7571. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 20:03:26 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3fle82o651qbc@corp.supernews.com>
Source record: 40240

"Greg Menke" <gregm-news.xyz@zxy.mindspring.com> wrote in message
news:m3n1e0nn58.fsf@mindspring.com...
>
> > Just went through a debate in comp.arch.embedded about someone that
claims
> > to have a 8 pin surface mount PIC running TCP<?>. Opinions ranged from
hoax
> > to so stripped down it is a joke. Still a neat hack anyway. He had a
32kb
> > serial eeprom attached to it for files/web pages.
>
> It would have to be stripped down- those pic's only have 2K of code
> space and 128 bytes of ram. They can manipulate external memory via
> I2C for storage. His "network stack" must be extremely simplistic and
> is likely proxied from tcp/ip into a rs232 serial stream by a nearby
> PC. So, technically, its acting like a simple http server, but nearly
> certainly doesn't have tcp/ip or even UDP built in.

Actually, he used the 800 byte of code and 71 byte<?> RAM PIC. He said he
used bit banging for the 115k serial link to the router.

I found it kind of interesting. Everyone was speculating on what he could do
in that much code. I know I tossed out that he probably wasn't doing
checksums, just acking everything tossed his direction. Someone else said
error rate is only something like .2% if you do ignore checksums. Certainly
buffering a 572 byte MTU and compression was probably right out.
>
> They're nifty little processors, having their own internal 4 megacycle
> RC clock, so after you connect power, you can get up to 6 digital IO
> lines- a couple of which can also be ADC inputs. We use these devices
> to generate pulse width modulation for motor speed control.

I have been looking at small micros a lot lately. They seem to be headed in
the same direction I want to go. I'm probably going to look at Atmel over
PICs for no good reason.
>
> PIC's native assembly language is a horror to behold much less use,
> but decent macro assemblers, a Basic compiler and a C compiler exist.

Ok, maybe a few reasons.
>
> Gregm
>

7572. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 20:05:51 UTC
From: NoOne@FakeEmail.com
Message-ID: <90099EF17CTHEnterprises@205.212.123.11>
Source record: 40241

BOSS-X is a work of art for MyDos users. Elegant. It would probably work well with a properly configured Sparta X setup, too. I wonder how hard it would be to convert it to CC65 so it would work with the disk-based versions of Sparta?

>
>BTW if Tom Hunt reads this: Have you checked Mirko's work out lately?
>
>

7573. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 21:18:27 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3fpqi500ttkfe@corp.supernews.com>
Source record: 40242

"Isaac Davis" <idavis@my-deja.com> wrote in message
news:918j7p$450$1@nnrp1.deja.com...
> I am sure a lot of people have done a lot of programs with action. I am
> more commenting to that particular time frame on here a few years ago
> when every other post was someone wanting to pick one up so they could
> develop a new super game and revive atari with it.

Never programmed a game for public consumption myself. At one time I did program a Rogue work alike that was set up to use data files/dungeon layouts from a BBS.

I included the ability to transfer a machine language program from the BBS to the client and first thing my son said was "Neat, you could format someones hard drive". That took a lot of the wind out of my sails.

Some of his friends that tried it at the time thought it looked much better then the Ultima III dungeons, but the Ultima III dungeons were nothing to write home about. My sounds were mostly pops and clicks. I can hardly play the radio let alone compose music. It sucked.

7574. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 22:07:23 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3aea0t1pg.fsf@mindspring.com>
Source record: 40243

>
> Actually, he used the 800 byte of code and 71 byte<?> RAM PIC. He said he
> used bit banging for the 115k serial link to the router.
>
> I found it kind of interesting. Everyone was speculating on what he could do
> in that much code. I know I tossed out that he probably wasn't doing
> checksums, just acking everything tossed his direction. Someone else said
> error rate is only something like .2% if you do ignore checksums. Certainly
> buffering a 572 byte MTU and compression was probably right out.

Ick. Sounds like a dreadful piece of work to make it anything other
than a toy. One problem with the 4mc RC clock is its not very stable-
being rather temperature sensitive.

On the other hand I REALLY like the idea of having a cheap & simple
embedded gizmo capable of storing data and reporting it, so I think
its the right idea- but having the pic generate/consume a tty stream
and proxy it to tcp/ip via something a little heftier would be lots
easier to work with.

Some time ago I saw a more serious implementation which used an
ethernet tranceiver (Crystal Semi made it- essentially an 8390),
operating in 8 bit mode attached to a PIC, one of the 40 pin jobs.
The code read/wrote full 10baseT/10base2 ethernet packets, doing VERY
basic ip (maybe icmp too), but no tcp IIRC. But, he could talk to
this little rig directly over ethernet. Nifty... ;)

> >
> > They're nifty little processors, having their own internal 4 megacycle
> > RC clock, so after you connect power, you can get up to 6 digital IO
> > lines- a couple of which can also be ADC inputs. We use these devices
> > to generate pulse width modulation for motor speed control.
>
> I have been looking at small micros a lot lately. They seem to be headed in
> the same direction I want to go. I'm probably going to look at Atmel over
> PICs for no good reason.

Some of the pic competitors have at least some of the same hardware
nasties that the pic does (Zilog, maybe Atmel..), though the native
assembly languages are probably better. The nasties being things like
code space partitioned into segments, where your code has to remember
to load the right bits into the bank selects so the next fetch happens
in the right place. Or worse, similar paritioning of the ram space.

I keep wanting to make a PIC interface between an ide hard disk and
the Atari SIO bus. It would need lots of work to make it really

usable though... I've an 8051 controller which would be easier to deal with.. and an octal uart too... all I need is time to do it!

Gregm

7575. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-13 22:18:03 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <918sh7$243b$1@wrath.news.nacamar.de>
Source record: 40244

YES, but I don't know who. When I remember right, he used an 130XE

"Daniel Miller" <DCM01@USA.NET> schrieb im Newsbeitrag
news:3a374e47.1224137@news.CIS.DFN.DE...
> Ahaha!
>
> Maybe you could somehow use one as a web-server? Has someone done that
> yet?
>
> On Sat, 9 Dec 2000 06:26:05 -0800, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> >I saw where someone converted an Atari 800 into a wall clock. I guess in
the
> >geek olympics he would get at least a silver medal.
>

7576. New Atari 2600-7800 Factory Seal Games! 2.00-2.50 Each

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 02:49:24 UTC
From: "Mr. Lee" <bubba_biff@barney.com>
Message-ID: <UyWZ5.1097$LR2.74960@monger.newsread.com>
Source record: 40245
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

http://user.auctions.yahoo.com/user/sega_master_system

7577. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 03:33:48 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3gfqcif9o0n91@corp.supernews.com>
Source record: 40246

"Greg Menke" <gregm-news.xyz@zxy.mindspring.com> wrote in message
news:m3aea0t1pg.fsf@mindspring.com...
>
>
> >
> > Actually, he used the 800 byte of code and 71 byte<?> RAM PIC. He said
he
> > used bit banging for the 115k serial link to the router.
> >
> > I found it kind of interesting. Everyone was speculating on what he
could do
> > in that much code. I know I tossed out that he probably wasn't doing
> > checksums, just acking everything tossed his direction. Someone else
said
> > error rate is only something like .2% if you do ignore checksums.
Certainly
> > buffering a 572 byte MTU and compression was probably right out.
>
> Ick. Sounds like a dreadful piece of work to make it anything other
> than a toy. One problem with the 4mc RC clock is its not very stable-
> being rather temperature sensitive.

Unfortunately he seems as serious as a broken leg. See below.
>
> On the other hand I REALLY like the idea of having a cheap & simple
> embedded gizmo capable of storing data and reporting it, so I think
> its the right idea- but having the pic generate/consume a tty stream
> and proxy it to tcp/ip via something a little heftier would be lots
> easier to work with.
>
> Some time ago I saw a more serious implementation which used an
> ethernet tranceiver (Crystal Semi made it- essentially an 8390),
> operating in 8 bit mode attached to a PIC, one of the 40 pin jobs.
> The code read/wrote full 10baseT/10base2 ethernet packets, doing VERY
> basic ip (maybe icmp too), but no tcp IIRC. But, he could talk to
> this little rig directly over ethernet. Nifty... ;)

I think Rabbit Semi is into this too. 805x derivative.

But on the "a PIC in every toaster" topic. I may be reading too much into
what the guy was saying, but it sounded like a bit of spiel for marketers
and consumer products. I don't think he came right out and said it, but it
is kind of implied by his actions.

There is some pretty heavyweight money involved. Things like your toaster tells General Foods it is getting used every morning so they send you a Pop Tart and Toaster Struddle coupon.

The level of interrigation marketers can do using the appliances connected to the net this way kind of boggles the imagination. They will know how many loads of laundry you do a week, how many pots of coffee you drink, how many times you open your refrig, all for the one time cost of $1 PIC per appliance.

7578. Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 03:48:00 UTC
From: R Stag <stagger19@home.com>
Message-ID: <QpXZ5.195286$td5.27915852@news1.rdc2.pa.home.com>
Source record: 40147

Hi, Does anybody know where I can get a 2.5 dos disk for my 800xl,1050?

If anybody has one they can copy, I would be glad to pay you for a copy.

I didnt receive my doubler chips yet, so I cant copy it from my pc.

Please help!!!

R Stag

7579. Atari Gear to Go

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 10:00:03 UTC
From: William Hanna <bill_hanna@optusnet.com.au>
Message-ID: <3a3a71da$0$19430$7f31c96c@news01.syd.optusnet.com.au>
Source record: 40179

After 20yrs it has become time to part with a big part of my life, Hardware, software, magazines, you name it almost I have it. Far too much to begin to list.

Would like to see it go to a loving home, but owing to the size of the collection would have to be in Australia. Contact me if you are interested and we can talk through a deal.

Regards,

Bill

7580. Re: *** F_U_C_K___C_H_R_I_S_T_M_A_S *** NgbJJw96blyt

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 12:12:48 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <5aeh3tgtpj6ddg9af205bmb6v3q03c356d@4ax.com>
Source record: 40148

On 10 Dec 2000 03:53:11 GMT, Grinch@fjchyvw.org drooled an embarassing
wet spot in his lap as he typed:

>I hate Christmas!

I hate nobs.

Fortunately, I can do something about nobs.

X-Complaints-To: abuse@webusenet.com

--

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

7581. Re: Infogrames now own Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 12:42:43 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <91af83$4q2$1@plutonium.compulink.co.uk>
Source record: 40149

In article <976727403.565680@news.islandnet.com>,
brclarke@island3.islandnet.com (Bruce Clarke) wrote:
> I'm kind of surprised that Microsoft didn't pick up on this, and buy the
> Atari name so they could slap it on the Xbox.
I'm not. Most of the gamers MS are aiming at have probably never heard of
Atari or at least have vague memories of some defunct console maker. Might
as well be Binatone in terms of the value of the name as a console maker
to your average teenager/20's gamer.

Iain

7582. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 13:24:24 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3wvd33zlj.fsf@mindspring.com>
Source record: 40150

"Rick Cortese" <ricortes@netmagic.net> writes:

>
> But on the "a PIC in every toaster" topic. I may be reading too much into
> what the guy was saying, but it sounded like a bit of spiel for marketers
> and consumer products. I don't think he came right out and said it, but it
> is kind of implied by his actions.
>
> There is some pretty heavyweight money involved. Things like your toaster
> tells General Foods it is getting used every morning so they send you a Pop
> Tart and Toaster Struddle coupon.
>
> The level of interrigation marketers can do using the appliances connected
> to the net this way kind of boggles the imagination. They will know how many
> loads of laundry you do a week, how many pots of coffee you drink, how many
> times you open your refrig, all for the one time cost of $1 PIC per
> appliance.

Good heavens. Well, the suckers and their money will soon be parted.
I've always wondered if theres this stealth database marketers use to
avoid inconvienencing themselves- or if they actually LIKE spam and
telemarketing calls... ;:

Gregm

7583. Atari T-shirts!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 14:36:43 UTC
From: rebdawg@my-deja.com
Message-ID: <91altq$pc9$1@nnrp1.deja.com>
Source record: 40151

You can get 80's style Atari T-shirts at www.CoolAssTshirts.com

Sent via Deja.com
http://www.deja.com/

7584. What are your Top 10 Atari Computer Game Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 18:40:40 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <3A391506.5798168E@adelphia.net>
Source record: 40152

Folks:

Quick survey: What are your Top 10 Atari Computer Game Carts?

I'll start with the following nominees:

Star Raiders
Defender
Joust
Pole Position
Donkey Kong
....more?

--
==========
Do you like video games?
Check out http://www.phillyclassic.com
PhillyClassic - The East Coast Classic Gamer's Event
April 20-21, 2001 Philadelphia
==========

7585. Re: New Atari 2600-7800 Factory Seal Games! 2.00-2.50 Each

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 19:27:01 UTC
From: robearbellie@aol.com
Message-ID: <1elmtrb.iidew5nouchuN@mimi1pool0-a98.mill.tds.net>
Source record: 40153
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

Mr. Lee <bubba_biff@barney.com> wrote:

> http://user.auctions.yahoo.com/user/sega_master_system

First time is funny...

Second time is just silly...

After 20 or so such posts I don't think anyone even bothered to read
your post. More likely a majority of RGVC has killfiled you. Add one
more RGVCer to the list:

PLONK

7586. Re: New Atari 2600-7800 Factory Seal Games! 2.00-2.50 Each

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 20:43:30 UTC
From: "Jeff F." <adventurevision@yahoo.com>
Message-ID: <91bbam$3k7fr$1@ID-48753.news.dfncis.de>
Source record: 40154
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

Where the... How'd I... Wait... Almost there... Almost there......
Yep, here it is...

<<plonk>>

Thanks for reminiding me where I put that RoBearBellie. :o)

Happy Holidays All(yep, even you Mr. Lee),
Jeff

--
PhillyClassic - the East Coast Classic Gamer's Event
http://www.phillyclassic.com/
Entex Adventure Vision Site:
http://www.adventurevision.com/
--

"RoBearBellie" <robearbellie@aol.com> wrote in message
news:1elmtrb.iidew5nouchuN@mimi1pool0-a98.mill.tds.net...
> Mr. Lee <bubba_biff@barney.com> wrote:
>
> > http://user.auctions.yahoo.com/user/sega_master_system
>
> First time is funny...
>
> Second time is just silly...
>
> After 20 or so such posts I don't think anyone even bothered to read
> your post. More likely a majority of RGVC has killfiled you. Add one
> more RGVCer to the list:
>
> *PLONK*

7587. Re: New Atari 2600-7800 Factory Seal Games! 2.00-2.50 Each

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 21:22:06 UTC
From: the nonconformist <christrock99@EATMYBUBBLESyahoo.com>
Message-ID: <91be23$3pgm$1@newssvr06-en0.news.prodigy.com>
Source record: 40155
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

RoBearBellie <robearbellie@aol.com> wrote in message
news:1elmtrb.iidew5nouchuN@mimi1pool0-a98.mill.tds.net...
> Mr. Lee <bubba_biff@barney.com> wrote:
>
> > > http://user.auctions.yahoo.com/user/sega_master_system
>
> First time is funny...
>
> Second time is just silly...

Third time is a spanking. Or a plonking as the case may be.

This dude suckers people who don't know. I nearly bought a Jr. Pac Man from him until someone on RGVA pointed out that it was an Oshea title. (Then I dled the ROM for my PCAE and haven't even gone and paid the 80 cents for it...)

--
==== Josh Marihugh ==== NP: The Echoing Green _Aurora 7.2_
======== Romans 12: 2 =============
http://www.geocities.com/christrock99/
==== christrock99 at yahoo dot com ====

7588. Re: looking for Mastertronic covers...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 22:09:55 UTC
From: david_j_robbins@my-deja.com
Message-ID: <91bgfe$h7q$1@nnrp1.deja.com>
Source record: 40156

What happaned to Mastertronic?

They seem to disappear at the end of the 80s.

David

In article <Xns9008644C9hajospuunupSpuunup@158.152.254.74>,
hajospuunup@yahoo.com (HajoSpuunup) wrote:
> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in
> <3A34F6D4.BB40A29C@mail.uni-mainz.de>:
>
> >(Star wars - The Empire strikes back- was never! released officially.
> >The game is just a clone of an old Jeff Minter game [called Attack of
> >the Mutant Camels]. Maybe it was done by some fanatics, maybe it was
> >stolen by hackers/pirates, but finally a cart version of this game
does
> >not exist!)
>
> I remember seeing an advert for The Empire Strikes Back in a
magazine - it
> even had some screenshots (I think it might have been A.C.E.
magazine).
> What happened - did they lose the license after running the adverts
or
> something?
>
> cheers
>
> hajo
>

Sent via Deja.com
http://www.deja.com/

7589. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 23:49:43 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001214184943.22583.00001498@ng-fh1.aol.com>
Source record: 40158

> "R Stag" stagger19@home.com asked:

>Hi, Does anybody know where I can get a 2.5 dos disk for my 800xl,1050?
>
>If anybody has one they can copy, I would be glad to pay you for a copy.

I can send you just about any disk that you want for $1.50US to cover the disk, mailer and postage.

2.0, 2.5, MyDOS, TopDOS, Sparta 3.?x in single, enhanced, double density.

send email...

-Ron

Inform everyone that communications have completely broken down.

7590. Re: Atari T-shirts!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-14 23:55:59 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001214185559.22583.00001499@ng-fh1.aol.com>
Source record: 40159

> rebdawg@my-deja.com remarked:

>You can get 80's style Atari T-shirts

Boy, some graphics designer failed to earn their money! Those look terrible...

-Ron

Inform everyone that communications have completely broken down.

7591. Re: What are your Top 10 Atari Computer Game Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 00:02:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001214190221.22583.00001502@ng-fh1.aol.com>
Source record: 40160

>David Newman davidnewman@adelphia.net asked:

>Quick survey: What are your Top 10 Atari Computer Game Carts?
>I'll start with the following nominees:
>
>Star Raiders
>Defender
>Joust
>Pole Position
>Donkey Kong
>....more?

1. Miner 2049 was your Major oversight
2. Lode Runner - also good on the original disk where you could access the level data and print out a screen map to study.

keep thinkin'

-Ron

Inform everyone that communications have completely broken down.

7592. Crowther & Woods Collosal Cave Adventure

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 00:16:29 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A3962DD.5BD97211@ev1.net>
Source record: 40157

Is there a version of the *original* adventure game, by Crowther
and Woods, available for the 8-bit Atari??? Is there somewhere
on the 'net that I can download the program for this game for the
8-bit Atari???

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

7593. Re: Infogrames now own Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 00:43:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3a3a1c3c@fmlynet.org>
Source record: 40173

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Bruce Clarke <brclarke@island3.islandnet.com>

>I'm kind of surprised that Microsoft didn't pick up on this, and buy the Atari
> name so they could slap it on the Xbox.

I'd buy it! :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7594. Re: What are your Top 10 Atari Computer Game Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 01:49:35 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-452300.19493514122000@news.enteract.com>
Source record: 40161

David Newman <davidnewman@adelphia.net> wrote:
> Quick survey: What are your Top 10 Atari Computer Game Carts?

I don't know if all of these were on cart, but here are a few I dug:

Rally Speedway
Shamus
Boulder Dash
Jumpman Jr
Zeppelin
--
//*==++
|| Russ Perry Jr 2175 S Tonne Dr #105 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++==*//

7595. TRADE: Atari 400 for 130XE Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 04:01:50 UTC
From: Chad <1wag11nerch1@bellsouth.net>
Message-ID: <RIg_5.9170$BN1.52968@news2.mia>
Source record: 40162

I am interested in trading an Atari 400, in great condition, without power supply for a power supply for an 130XE, anyone interested? I have a jpg of the Atari 400. I am only interested in the continental US, prefer as close to FL as possible, so shipping would be reasonable from both ends.

Photo:
http://i7.ac.yahoo.com/users/5/3/9/4/vdr781-img547x428-976837555dec14^01.jpg

I have it up for auction under the same trade, or for $15 (which the latter probably won't happen, but if it does, that's ok too :).

Specifics:

5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System

--
Remove the 1's to send e-mail

7596. Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 05:36:37 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A39ADE5.6B19253F@qwest.net>
Source record: 40163

How do I hook up the five pin din atari 800xl
to the three rca jack commodore 1702?
I tried red to red, white to white, yellow to yellow,
and it didn't work. Although the back of the monitor
is labeled, (lumna, chroma, audio) the cable is not
labeled, and the color to color does not work...

7597. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 06:09:09 UTC
From: bensmith@user2.teleport.com
Message-ID: <91cci5$hr2$1@user2.teleport.com>
Source record: 40164
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7598. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 06:11:16 UTC
From: bensmith@user2.teleport.com
Message-ID: <91ccm4$hv9$1@user2.teleport.com>
Source record: 40165
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7599. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 06:13:53 UTC
From: bensmith@user2.teleport.com
Message-ID: <91ccr1$i3e$1@user2.teleport.com>
Source record: 40166
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7600. ATARI Posters

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 07:08:23 UTC
From: Mat <mtamimi2000@hotmail.com>
Message-ID: <Crj_5.1352$Fo2.4819@newsfeed.slurp.net>
Source record: 40167

Where can I get ATARI Computers large posters!

Thanx

7601. Re: TAP Format for Atari Emus

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 07:21:49 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A39C68D.8B14D7A2@siemens.at>
Source record: 40168

Paul Irvine wrote:
>
> The other Day Janka Gerhard <gerhard.janka@siemens.at> wrote:
> >Is your TAP format comparable to Ernests CAS images ?
> >If I'd get mailed an example TAP or CAS in the next days maybe
> >I could find some time during my vacation that starts on friday
> >to try to put some code into atari800 emulator.
>
> Yes please..

Sorry Paul. Seems I have to disappoint you. Since nobody sent me
an example file and I have no tapes myself (I have 3 1050s
and a lot of disks but never owned a cassette player) I won't
be able to work on it. No sense in trying to implement some code
when I can't check whether it works :(

Gerhard

7602. Re: Atari T-shirts!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 09:35:46 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <91coligte1@nnrp1.deja.com>
Source record: 40169

In article <20001214185559.22583.00001499@ng-fh1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> > rebdawg@my-deja.com remarked:
>
> >You can get 80's style Atari T-shirts
>
> Boy, some graphics designer failed to earn their money! Those look
terrible...
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>

You're not lying. More like LameAssTshirts.com. Have they ever even
looked at an Atari Logo?

--
isaac davis
indavis@juno.com
indavis@yahoo.com

Sent via Deja.com
http://www.deja.com/

7603. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 10:55:57 UTC
From: DCM01@USA.NET
Message-ID: <3a39f807.870873@news.CIS.DFN.DE>
Source record: 40170

Black to luma, white to chroma, yellow to audio is how I have mine,
and don't forget to check the switch on back that selects the fron or
back connectors.

Mine is an Atari 800.

On Thu, 14 Dec 2000 23:36:37 -0600, olcott <olcott@qwest.net> wrote:

>How do I hook up the five pin din atari 800xl
>to the three rca jack commodore 1702?
>I tried red to red, white to white, yellow to yellow,
>and it didn't work. Although the back of the monitor
>is labeled, (lumna, chroma, audio) the cable is not
>labeled, and the color to color does not work...
>

7604. Re: TAP Format for Atari Emus

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 12:07:26 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <372k3t0922upppkng2bqbec188slpphf40@4ax.com>
Source record: 40171

The other Day Janka Gerhard <gerhard.janka@siemens.at> wrote:

>Paul Irvine wrote:
>>
>> The other Day Janka Gerhard <gerhard.janka@siemens.at> wrote:
>> >Is your TAP format comparable to Ernests CAS images ?
>> >If I'd get mailed an example TAP or CAS in the next days maybe
>> >I could find some time during my vacation that starts on friday
>> >to try to put some code into atari800 emulator.
>>
>> Yes please..
>
>Sorry Paul. Seems I have to disappoint you. Since nobody sent me
>an example file and I have no tapes myself (I have 3 1050s
>and a lot of disks but never owned a cassette player) I won't
>be able to work on it. No sense in trying to implement some code
>when I can't check whether it works :(
>
>Gerhard

I wish I had some tapes left myself, I sent them to another collector
in here. Lets hope someone can help with the odd tape and comments on
the format.
--

Give me a good playable old game rather than a pretty new one

7605. Re: Atari T-shirts!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 13:00:17 UTC
From: TK421 <Dockingbay@deathstar.org>
Message-ID: <ib5k3tg210blhr1dh51racdkha9hthigi6@4ax.com>
Source record: 40172

The logo was done like that so they could cash in on ignorant people
who have no idea what the logo SHOULD look like all the while it is
different enough to avoid the need for a court case of copyright
infringement.

On Fri, 15 Dec 2000 09:35:46 GMT, Isaac Davis <idavis@my-deja.com>
wrote:

>In article <20001214185559.22583.00001499@ng-fh1.aol.com>,
> rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
>> > rebdawg@my-deja.com remarked:
>>
>> >You can get 80's style Atari T-shirts
>>
>> Boy, some graphics designer failed to earn their money! Those look
>terrible...
>>
>> -Ron
>>
>> Inform everyone that communications have completely broken down.
>>
>
>You're not lying. More like LameAssTshirts.com. Have they ever even
>looked at an Atari Logo?

7606. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 15:05:27 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <3A3A3337.596E07E4@cyou.com>
Source record: 40174

I used to program quite a bit in Action! I wrote a little text viewing
program called VTex using Action (and a little assembly), and it turned out
OK (at least, I think it did :). I think VTex is still on some web/ftp
sites. All this talk makes me kind-of regret selling my Action cart, but I
wouldn't really have time to so much in Action anymore. Still, it was fun
in its time.

Larry Richardson
larryr@cyou.com

Isaac Davis wrote:

> It's one of those hard to get carts that people buy like it was the
> last glass of water on earth. Unfortunately I have only seen one person
> - Bill Kendrick - produce anything with their cartridge. I am still
> looking for one, but I refuse to pay some outrageous price, which
> immediately puts me to the back of the line. I think some people just
> buy it so they can resell it later at an even more inflated price. I
> remember on here when ebay started up, it was crazy. People were
> bidding them up in the hundreds of dollars. I'll be willing to wager
> that they are sitting on a shelf right now collecting some serious
> dust. Me, I would love one, but am going to wait till I stumble on one
> that isn't outrageously priced.
> Isaac
> indavis@yahoo.com
>
> In article <2cfZ5.4261$sZ4.370934@news.uswest.net>,
> <rtdos@qwest.net> wrote:
> > yea, i too loved action. Got started on it in the mid to late 90's.
> a
> > little too late perhaps, but i'd like to see something of the sort
> for the
> > PC, eh?
> >
> > "patchell" <patchell@silcom.com> wrote in message
> > news:3A342964.3EC19272@silcom.com...
> > > I just recently (within the last month) purchased the Manual (to
> > > replace the one I lost) for ACTION! from B&C Computervisions.
> Finding a
> > > cartridge is going to be more problamatic more than likely.
> > >
> > > I used to do all my programming in ACTION!. It was a fun
> language
> > > to use.
> > >

> > > rtdos@qwest.net wrote:
> > >
> > > > does anyone know where i can find ANY files related to the ACTION
> > > > programming language as well as BBS Express (Pro)?
> > > >
> > > > --
> > > > J.Wood
> > > > rtdos@yahoo.com
> > >
> > > --
> > > -Jim
> > > --
> > > * Visit:http://www.silcom.com/~patchell/
> > > *---
> > > *If you didn't buy a home in Santa Barbara,
> > > * You didn't pay enough!
> > > --
> > >
> > >
> >
> >
>
> Sent via Deja.com
> http://www.deja.com/

7607. Real time clock/temp

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 16:51:26 UTC
From: me <me@aol.com>
Message-ID: <i_r_5.455963$4d.59153732@news02.optonline.net>
Source record: 40184

I'm looking to hook a real time clock and temp sensor to my 8 bit... any suggestions?

7608. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 18:00:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001215130020.04437.00000663@ng-cn1.aol.com>
Source record: 40175

>olcott olcott@qwest.net asked:

>How do I hook up the five pin din atari 800xl
>to the three rca jack commodore 1702?
(snip)
>the cable is not labeled, and the color to color does not work...

If you don't figure it out, I would take the 1702 off your hands; have been lusting after one for years...

-Ron

Inform everyone that communications have completely broken down.

7609. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 18:08:27 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001215130827.04437.00000664@ng-cn1.aol.com>
Source record: 40176

>Larry Richardson larryr@cyou.com remarked:

>I wrote a little text viewing program called VTex using Action (and a
> little assembly), and it turned out OK (at least, I think it did :).

A pretty handy little utility; I have it and still use occasionally to look at
files w/o loading up a word processor.

-Ron

Inform everyone that communications have completely broken down.

7610. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 18:27:15 UTC
From: bostone1@aol.com
Message-ID: <20001215132715.17917.00004549@nso-cg.aol.com>
Source record: 40178

Atari800 for DOS (actually the DOS included in Windows 9X) allows OSS supercarts, so I can program in ACTION! on the PC. For anyone interested, if you have a cart, but have lost the instructions, I've scanned my manual using an OCR program and fixed most of the scanning errors.

7611. HIP Pics

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 19:51:35 UTC
From: ralphxpn@aol.com
Message-ID: <20001215145135.08544.00003956@ng-mk1.aol.com>
Source record: 40180

Whats up everybody!!

Hey I just got turned on to HIP pictures (throgh a demo) where can I get a viewer/editor and some pics???

Ralph

7612. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 20:45:15 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001215154515.04524.00000763@ng-cn1.aol.com>
Source record: 40181

>"W. Kimbelton" kimbelwl@law.uc.edu replied:

>If you don't get a 1702, you might try a Commodore 1084s.. I love mine.

I'm sold; send it on my way...

-Ron

Inform everyone that communications have completely broken down.

7613. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 20:50:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001215155002.04524.00000765@ng-cn1.aol.com>
Source record: 40182

>bostone1@aol.com (Bostone1) remarked:

>Atari800 for DOS (actually the DOS included in Windows 9X) allows OSS
>supercarts, so I can program in ACTION! on the PC.

Which version of A800Dos are you using? I have tried 0.9.8 just fine with 6.22,
but it seems to glitch with 7.0/W95Dos!

-Ron

Inform everyone that communications have completely broken down.

7614. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 21:25:37 UTC
From: "W. Kimbelton" <kimbelwl@law.uc.edu>
Message-ID: <91dnl2$sk6$1@news.ececs.uc.edu>
Source record: 40177

If you don't get a 1702, you might try a Commodore 1084s.. I love mine.

W

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20001215130020.04437.00000663@ng-cn1.aol.com...
> >olcott olcott@qwest.net asked:
>

>
> If you don't figure it out, I would take the 1702 off your hands; have
been
> lusting after one for years...

7615. 810 Archiver enquiry

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 21:41:57 UTC
From: Richard Daley <richard.daley@tesco.net>
Message-ID: <91e34dmam1@barcode.tesco.net>
Source record: 40183

I have just returned an old 810 into working order, and I believe it has an Archiver chip fitted, but I do not know the "open" code, I have tried 1234, and get opening error, is there any way to find the code please ?

Richard

7616. Re: Real time clock/temp

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 22:11:57 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3l5mt16nflr43@corp.supernews.com>
Source record: 40185

Depending on how hard you want to do it.

The Atari's paddle controllers are resistive in nature. If you don't need a lot of resolution less then 7 bits, you could just use them with a thermistor. IIRC, most thermistors available at places like Radio Shack are ~4k-7k. What you can do is either wire them in series with another resistor to get the reading on scale or just buy ~10 of them and wire them in series.

There is a RTC for the Atari, it is called RTime. Not a lot of them around, so you may have trouble finding one at a good price.

There are other ways of doing it. Been a long while since I used them, but there were CMOS divide by 3600 counters available way back when in 8 pin DIP packages. Line frequency stepped down via a transformer/3600 => a pulse a minute which would be excellent for to sync an Atari. Not to fast or too slow.

"me" <me@aol.com> wrote in message
news:i_r_5.455963$4d.59153732@news02.optonline.net...
> I'm looking to hook a real time clock and temp sensor to my 8 bit... any
> suggestions?
>
>
>

7617. Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-15 22:53:45 UTC
From: nurmix@spam-free.com
Message-ID: <3a1cb5da.2476395@gail.ripco.com>
Source record: 40186
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Sat, 28 Oct 2000 03:57:40 GMT, Mindfield
<mindfield@badgers.home.com> wrote:

>I acutally have a number of these ads on my FTP site, along with loads
>of others. I don't have the last two you mention though. Actually I
>know there are quite a few I'm missing, but I've managed to amass
>quite a few from the early 80s up through to the Jag.

I don't suppose you'd want to share that FTP site address with the
rest of us?

-Paul

Paul Nurminen - El Segundo, CA (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, warped humor

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor
^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

7618. Re: What are your Top 10 Atari Computer Game Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 00:17:19 UTC
From: Nick Kennedy <nkennedy@tcainternet.com>
Message-ID: <t3o3iq2806ol3b@corp.supernews.com>
Source record: 40126

Asteroids.

It's the reason I bought my Atari back in 1981 or 82. I'd been playing it on an arcade machine. I told myself I was going to learn to program and do all kinds of cool stuff, but I really wanted to play Asteriods.

Regards,

Nick
(the SIO2PC guy)

7619. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 00:40:05 UTC
From: llpwhite@cs.com
Message-ID: <20001215194005.22883.00005134@ng-fq1.news.cs.com>
Source record: 40187

>I tried red to red, white to white, yellow to yellow, and it didn't work.
Although the back of the monitor is labeled, (lumna, chroma, audio) the cable
is not labeled, and the color to color does not work...<

IIRC, the chroma is not connected on the 800XL. You have to make a mod
(connection) to make it work.
Larry White

7620. Re: The bug in BBXFER (all versions)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 00:48:38 UTC
From: llpwhite@cs.com
Message-ID: <20001215194838.22883.00005136@ng-fq1.news.cs.com>
Source record: 40188

>When copying from Atari to PC (and not vice versa), the file will be truncated at a certain length.<

Hi Mathy-
You're quite certain that the bug is in 1.7? I don't recall it, but maybe I've just overlooked it. You are saying that if copying a file from A8 to PC that does not exist on the PC disk, the file will be truncated (regardless of length)?
Regards,
Larry

7621. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 01:18:23 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001215201823.19822.00004981@ng-ft1.aol.com>
Source record: 40189

>llpwhite@cs.com (LLpwhite) replied:

>IIRC, the chroma is not connected on the 800XL. You have to make a mod
>(connection) to make it work.

Right you are on the chroma, but the 1702 has a composite input which the XL retained - just slightly lower video quality - boy those 800's look terrific though!

-Ron

Inform everyone that communications have completely broken down.

7622. Re: What are your Top 10 Atari Computer Game Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 01:59:44 UTC
From: Mamba <Jar@rcn.com>
Message-ID: <91eho6$45p$1@bob.news.rcn.net>
Source record: 40190

In order of what I've put the most hours into.

1) Star Raiders (Atari)
2) Necromancer (Synapse)
3) Millipede (Atari)
4) Return of Heracles
5) Ali Baba & the 40 Thieves
6) Pharaoh's Curse (Synapse)
7) Rainbow Walker (Synapse)
8) Ford Apocalypse (Synapse)
9) Wizard of Wor
10) Fantasyland 2041 (yes, bug-ridden and in basic like most Crystalware games, but back then, this had me playing for many nights, especially since I had to start over many times because of the game crashing). :-)

David Newman <davidnewman@adelphia.net> wrote in message news:3A391506.5798168E@adelphia.net...
> Folks:
>
> Quick survey: What are your Top 10 Atari Computer Game Carts?
>
> I'll start with the following nominees:
>
> Star Raiders
> Defender
> Joust
> Pole Position
> Donkey Kong
> ....more?
>
> --
> ==========
> Do you like video games?
> Check out http://www.phillyclassic.com
> PhillyClassic - The East Coast Classic Gamer's Event
> April 20-21, 2001 Philadelphia
> ==========
>
>

7623. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 02:01:24 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <91eifa$3tif3$1@ID-60478.news.dfncis.de>
Source record: 40191

I always hear about the 1702, but I've never seen any mention of the 1701 (which has been my primary Atari monitor since the mid-1980's). Anybody know the difference between the 1701 and the 1702?

I just wish Commodore had stuck to making monitors -- my 1701 has been in heavy rotation for a long time and has never given me any problems. Atari 800s and Commodore monitors -- what a combination!!!

Steven

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message news:20001215130020.04437.00000663@ng-cn1.aol.com...
> >olcott olcott@qwest.net asked:
>
> >How do I hook up the five pin din atari 800xl
> >to the three rca jack commodore 1702?
> (snip)
> >the cable is not labeled, and the color to color does not work...
>
> If you don't figure it out, I would take the 1702 off your hands; have been
> lusting after one for years...
>
> -Ron
>
> Inform everyone that communications have completely broken down.

7624. Re: What are your Top 10 Atari Computer Game Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 02:33:17 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <91ekd2$41b42$1@ID-60478.news.dfncis.de>
Source record: 40192

Star Raider/Star Raiders (which is first, and what's the diff?)
Pac-Man (a little stretched, but mostly true to the original; even my mother, who's 62, still plays it when she's here)
Defender (damn, what a good translation. a little easier to play than the arcade, but still worth hours of fun)
Joust (another great arcade translation. easier to flap, but still tough to pop the pterry!)
Donkey Kong (the 1st edition to include all of the arcade levels)
Gyruss (Bach's Toccata & Fugue never sounded better than on an 8-bit Atari)
Activision's Space Shuttle (still kicks ass after 17 years -- defines the term RTFM!)
Computer Chess (I know I'll catch flak for this, but this cart was the only chess playmate I had for years)
Missle Command (another arcade port that was true to the original)
Galaxian (I guess I'm biased to ports, but Atari was the only platform that could do them justice at the time)

Change this thread to include disk-based games, and the list will be quite different. Atari had great carts, but their disks tended to be more engaging -- i.e. MULE, LodeRunner, Rescue on Fractalus, Fort Apocalypse, etc.

Steven

David Newman <davidnewman@adelphia.net> wrote in message news:3A391506.5798168E@adelphia.net...
> Folks:
>
> Quick survey: What are your Top 10 Atari Computer Game Carts?
>
> I'll start with the following nominees:
>
> Star Raiders
> Defender
> Joust
> Pole Position
> Donkey Kong
> ....more?
>
> --
> ==========
> Do you like video games?
> Check out http://www.phillyclassic.com
> PhillyClassic - The East Coast Classic Gamer's Event
> April 20-21, 2001 Philadelphia

> ==========
>
>

7625. Re: Umich??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 02:48:36 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <91el7r$3tubb$1@ID-60478.news.dfncis.de>
Source record: 40193
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yuck, Bill, that kind of sucks, doesn't it?

I'm glad to see you're still in the scene. I wondered what had happened to you. I had been following Newbreed prior to my current job, and now that I've found a free news server to connect to, I'm glad to see you're still around. I'm still having fun with Gemdrop, and the Atari community is forever indebted to your 8-bit skills.

It's been a fun ride -- let's make it last.
Steven (a pitiful excuse for a programmer, but one hell of an Atari lover, since 1981)

Steven Posey
Network Administrator
Margaret R. Pardee Memorial Hospital
Hendersonville, North Carolina

William Kendrick <nbs@bolt.sonic.net> wrote in message
news:k0PZ5.632$W76.42423@typhoon.sonic.net...
>
> I'm technically the maintainer of the Atari 8-bit files over at
> UMich. I had been neglectful of my duties for a while, but recently,
> when I finally had time to go poke around, I discovered I'm no longer
> able to log-in!
>
> Does anyone know what's up with Umich?
>
> FYI, my username was "kendric" and I had a Kerberos account (to be able
> to get to the atari/8bit directory). At the time I got the account,
> my e-mail address was "kendrick@zippy.sonoma.edu".
>
> Thanks!
>
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/bill/

7626. Atari DOS 1.0 manual

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 04:16:00 UTC
From: rtdos@qwest.net
Message-ID: <l4C_5.1999$yF.579231@news.uswest.net>
Source record: 40194

Does any one have a copy of Atari DOS 1.0 manual?

--
J.Wood
rtdos@yahoo.com

7627. Re: Real time clock/temp

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 05:24:12 UTC
From: Greg Menke <gregm-news.xyz@zxy.mindspring.com>
Message-ID: <m3ofyd7xc3.fsf@mindspring.com>
Source record: 40195

>
> There are other ways of doing it. Been a long while since I used them, but
> there were CMOS divide by 3600 counters available way back when in 8 pin DIP
> packages. Line frequency stepped down via a transformer/3600 => a pulse a
> minute which would be excellent for to sync an Atari. Not to fast or too

If using an Atari with the bus interface, an enterprising user could
interface a standard RTC device to the address/data bus, though I
imagine that goes quite a bit beyond what the poster was looking to
do. To stretch the point a little further, the same standard RTC
chips could be interfaced via the joystick ports.

http://www.bgmicro.com

usually has something interesting along those lines...

Gregm

7628. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 06:03:45 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A3B05C0.3D364630@qwest.net>
Source record: 40196

I tried every combination, and it did not work
on the Atari to 1702. Then I tried the composite
input, I had to make the cable myself. I got all
the parts from radio shack. I bought a six foot,
five-pin din cable, and added two rca jacks to
the other end...
I got the pinouts here~~~~>http://www.dial.to/atari

It worked fabulously well, it looked just as good
as the original coin operated video arcade quality.
It also worked with the same quality on my
commodore 64. If you want the best quality
and the lowest prices this place has everything
you need, including 1702 monitors. I bought
over $600.00 worth of computers from them
recently, with manuals, in the original box.
http://www.4jays.com/...

RHamiIton5 wrote:

> >llpwhite@cs.com (LLpwhite) replied:
>
> >IIRC, the chroma is not connected on the 800XL. You have to make a mod
> >(connection) to make it work.
>
> Right you are on the chroma, but the 1702 has a composite input which the XL
> retained - just slightly lower video quality - boy those 800's look terrific
> though!
>
> -Ron
>
> Inform everyone that communications have completely broken down.

7629. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 06:20:51 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A3B09C3.C4BD207A@qwest.net>
Source record: 40097

http://www.4jays.com/
Has Commodore 1702 monitors...
They have these top quality and lowest prices. They also
have everything else for all of your Atari, Commodore,
or TI 99 4a needs. I have spent many hours searching
the world, and found a list of every Atari vendor, and I
called everyone of them (about fifty), and these guys are
the very best... I spent over $600.00 and bought many
of their computers, they come in the original retail box
with manuals... The Commodore 1702 monitor hooked
up to an Atari 800 xl through the composite video input,
produces quality identical to the original Atari coin
operated video arcade games.

RHamiIton5 wrote:

> >olcott olcott@qwest.net asked:
>
> >How do I hook up the five pin din atari 800xl
> >to the three rca jack commodore 1702?
> (snip)
> >the cable is not labeled, and the color to color does not work...
>
> If you don't figure it out, I would take the 1702 off your hands; have been
> lusting after one for years...
>
> -Ron
>
> Inform everyone that communications have completely broken down.

7630. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 06:23:30 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A3B0A61.BA63EC06@qwest.net>
Source record: 40098

http://www.4jays.com/
These guys sell both, and told me that
the lower priced 1702 produces better
quality, so I bought one. Even through
the composite video input, without the
800 xl video upgrade, the quality is
identical to the original coin operated
video arcade games.

RHamiIton5 wrote:

> >"W. Kimbelton" kimbelwl@law.uc.edu replied:
>
> >If you don't get a 1702, you might try a Commodore 1084s.. I love mine.
>
> I'm sold; send it on my way...
>
> -Ron
>
> Inform everyone that communications have completely broken down.

7631. Re: Crowther & Woods Collosal Cave Adventure

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 09:38:21 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <kBG_5.17418$I5.195899@stones>
Source record: 40099

```
Level 9's Colossal Adventure was close to the original.
Get it at http://homepages.ihug.co.nz/~aaronat/gc.html
```

7632. Re: need ACTION & BBS Express/Pro Files

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 11:09:10 UTC
From: David/Julie Wilson <cybrslider@home.com>
Message-ID: <q3I_5.34548$x6.16731323@news2.rdc2.tx.home.com>
Source record: 40100

I am interested! I have the cart but no manual. I haven't used it for years
and have forgotten how to get around in the thing. I would love to have a
copy of the manual.

David

Bostone1 <bostone1@aol.com> wrote in message
news:20001215132715.17917.00004549@nso-cg.aol.com...
> Atari800 for DOS (actually the DOS included in Windows 9X) allows OSS
> supercarts, so I can program in ACTION! on the PC. For anyone interested,
if
> you have a cart, but have lost the instructions, I've scanned my manual
using
> an OCR program and fixed most of the scanning errors.
>

7633. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 12:29:45 UTC
From: DCM01@USA.NET
Message-ID: <3a3b5fff.5169436@news.CIS.DFN.DE>
Source record: 40101

Oh, that is an interesting 8bit site, and they have very good prices!

On Sat, 16 Dec 2000 00:03:45 -0600, olcott <olcott@qwest.net> wrote:

>and the lowest prices this place has everything
>you need, including 1702 monitors. I bought
>over $600.00 worth of computers from them
>recently, with manuals, in the original box.
>http://www.4jays.com

7634. Trak AT-D2 floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 13:04:17 UTC
From: geraldf@sprynet.com
Message-ID: <3a3b67f0.2831233@nntp.sprynet.com>
Source record: 40102

What are the power supply requirements for the Trak AT-D2 floppy drive? Much thanks in advance!!

7635. Re: 810 Archiver enquiry

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 13:43:25 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <3A3B717D.72F76847@bellsouth.net>
Source record: 40103

Richard Daley wrote:
>
> I have just returned an old 810 into working order, and I believe it has an
> Archiver chip fitted, but I do not know the "open" code, I have tried 1234,
> and get opening error, is there any way to find the code please ?
>
> Richard

Are there 3 jumpers and 2 or 3 trace cuts on the side board? If so then most likely yes it is an Archiver.

The "open" code is contained in the first two bytes of the ROM chip. If you have access to an EPROM reader/burner (or already have the chip saved to a file), the first two bytes you see in hex format is your open code.

The easier way to open it is with the Archiver/Editor disk. This disk has a little program on sector 720. To open the drive with the disk, put the A/E disk in the drive, THEN turn it on. The drive should read sector 720 and open right up for you.

Hope this helps.

7636. Re: Trak AT-D2 floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 14:34:15 UTC
From: Eric Jensen <esjensen@hotmail.com>
Message-ID: <H3L_5.132821$3u1.35247771@news3.rdc1.on.home.com>
Source record: 40104

Just checked mine:

9VAC
31VA

Which is the same as my Atari 1050 uses.

"gf" <geraldf@sprynet.com> wrote in message
news:3a3b67f0.2831233@nntp.sprynet.com...
>
> What are the power supply requirements for the Trak AT-D2 floppy
> drive? Much thanks in advance!!

7637. Re: Trak AT-D2 floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 14:39:46 UTC
From: geraldf@sprynet.com
Message-ID: <3a3b7e8d.8620899@nntp.sprynet.com>
Source record: 40105

Thanks a lot Eric!!

On Sat, 16 Dec 2000 14:34:15 GMT, "Eric Jensen" <esjensen@hotmail.com>
wrote:

>Just checked mine:
>
>9VAC
>31VA
>
>Which is the same as my Atari 1050 uses.
>
>"gf" <geraldf@sprynet.com> wrote in message
>news:3a3b67f0.2831233@nntp.sprynet.com...
>>
>> What are the power supply requirements for the Trak AT-D2 floppy
>> drive? Much thanks in advance!!
>
>

7638. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 15:19:12 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A3B87F0.DB81C7F0@qwest.net>
Source record: 40106

And I can personally vouch for the quality.
I bought about a dozen systems from them
spending over $600.00, each one of them
was in excellent (slightly used) condition
and came in the original retail box, with
all the manuals... You won't find better
prices anywhere, and to get better quality
(some dealers still have brand new systems)
you must pay at least triple.

Daniel Miller wrote:

> Oh, that is an interesting 8bit site, and they have very good prices!
>
> On Sat, 16 Dec 2000 00:03:45 -0600, olcott <olcott@qwest.net> wrote:
>
> >and the lowest prices this place has everything
> >you need, including 1702 monitors. I bought
> >over $600.00 worth of computers from them
> >recently, with manuals, in the original box.
> >http://www.4jays.com

7639. Best Prices on Slightly used Atari Equipment

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 15:25:27 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A3B8967.2F17C6CF@qwest.net>
Source record: 40107

http://www.4jays.com
They also have a full line of commodore equipment.
I spent more than $600.00 dollars with them and
bought a dozen systems, all of which were in
very good (slightly used) condition. Most of these
systems came in the original retail box, with all
of the original manuals.

7640. Re: Real time clock/temp

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 16:02:53 UTC
From: me <me@aol.com>
Message-ID: <NmM_5.457440$4d.59572329@news02.optonline.net>
Source record: 40108

I've decided to use the LM70 for the temp reader which is an SPI/MICROWIRE interface which only uses 2 io lines and is easy to use with the js ports. I was looking at an lm334 to use with the pot ports, but would rather go digital. I will probably get a clock chip which works the same way as I need real time vs. pulses, in case the computer decides to reboot. I really like using the 8 bits for real world control and they offer a great alternative to basic stamps and microcontrollers. Thanks for all the great input.

7641. 1802 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 16:16:37 UTC
From: me <me@aol.com>
Message-ID: <FzM_5.457447$4d.59578591@news02.optonline.net>
Source record: 40109

I just purchased an 1802 commodore monitor from a swap meet for $2, except it keeps blowing the internal fuse. Anyone have any experience with these.

7642. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 16:40:29 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3n6lek53opq16@corp.supernews.com>
Source record: 40110

OK, but could you please stop? This is the 6th time you have vouched for
them in the last 2 days and you are looking like a sock pupet.

"olcott" <olcott@qwest.net> wrote in message
news:3A3B87F0.DB81C7F0@qwest.net...
> And I can personally vouch for the quality.

7643. Re: Real time clock/temp

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 16:49:16 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3n75pi0o5gra4@corp.supernews.com>
Source record: 40111

"me" <me@aol.com> wrote in message
news:NmM_5.457440$4d.59572329@news02.optonline.net...
> I've decided to use the LM70 for the temp reader which is an SPI/MICROWIRE
> interface which only uses 2 io lines and is easy to use with the js ports.
> I was looking at an lm334 to use with the pot ports, but would rather go
> digital. I will probably get a clock chip which works the same way as I
> need real time vs. pulses, in case the computer decides to reboot. I
really
> like using the 8 bits for real world control and they offer a great
> alternative to basic stamps and microcontrollers. Thanks for all the
great
> input.

Just a BTW comment. TI and several other manufacturers make serial ADC
chips. I'm familiar with the 334, used it in several designs.

I frequently ran into problems driving things directly from the J/S ports,
but have had excellent results adding a 2nd PIA chip and driving them off
that. Probably won't be necessary in temp sensing unless you are using it to
control a nuclear reactor or something.<grin>

7644. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 17:36:01 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A3BA801.FAC76B5F@qwest.net>
Source record: 40113

Not everyone reads every thread.
Most people only read responses
to what they have written. It took
me about two weeks of searching
to find good Atari dealers... I
wanted to be sure to make this easier
for people to find in the future.

Rick Cortese wrote:

> OK, but could you please stop? This is the 6th time you have vouched for
> them in the last 2 days and you are looking like a sock pupet.
>
> "olcott" <olcott@qwest.net> wrote in message
> news:3A3B87F0.DB81C7F0@qwest.net...
> > And I can personally vouch for the quality.

7645. Re: 810 Archiver enquiry

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 17:37:00 UTC
From: Richard Daley <richard.daley@tesco.net>
Message-ID: <91g951$83h$1@epos.tesco.net>
Source record: 40112

"Len Spencer" <lspenc13@bellsouth.net> wrote in message
news:3A3B717D.72F76847@bellsouth.net...
> Richard Daley wrote:

Hi Len, I am sure from what you say that it is an archiver, although I have
the software, I think it is a copy, and the sector 720 does not work with
this regrettably. Any more help much appreciated.

The drive works just fine. I bought some side boards on Ebay, and used them
to fix it.

Richard
> >
> > I have just returned an old 810 into working order, and I believe it has
an
> > Archiver chip fitted, but I do not know the "open" code, I have tried
1234,
> > and get opening error, is there any way to find the code please ?
> >
> > Richard
>
> Are there 3 jumpers and 2 or 3 trace cuts on the side board? If so then
> most likely yes it is an Archiver.
>
> The "open" code is contained in the first two bytes of the ROM chip. If
> you have access to an EPROM reader/burner (or already have the chip
> saved to a file), the first two bytes you see in hex format is your open
> code.
>
> The easier way to open it is with the Archiver/Editor disk. This disk
> has a little program on sector 720. To open the drive with the disk,
> put the A/E disk in the drive, THEN turn it on. The drive should read
> sector 720 and open right up for you.
>
> Hope this helps.

7646. SpartaDos 3.3 Cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 19:25:23 UTC
From: Jim & Sue Klein <jklein@paxway.com>
Message-ID: <3a3bc1b2@news.starnetinc.com>
Source record: 40114

I just got a SpartaDos cart. from Video61.

It works fine but I cannot figure out how to get to any of the "extrinsic"
commands like xinit or init (format). Does it put them to ramdisk or does it
not included on the cart at all???

Anyone know how?

Jim Klein Minneapolis Mn.
jklein@paxway.com

7647. PC *.atr to 5.25 atari disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 19:27:01 UTC
From: Jim & Sue Klein <jklein@paxway.com>
Message-ID: <3a3bc1fd@news.starnetinc.com>
Source record: 40115

I've tried anadisk & others with no success...

I heard there was a new program. Anyone know how to do this sucessfully?

7648. 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 19:29:42 UTC
From: Jim & Sue Klein <jklein@paxway.com>
Message-ID: <3a3bc2ab@news.starnetinc.com>
Source record: 40116

I currently have a 1050 drive...

Is there an entirely seperate & inexpensive & 1.44M disk drive I can get???
& what DOS's support it?

Jim Klein
Minneapolis Mn.

jklein@paxway.com

7649. Monkey Wrench

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 19:48:07 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a3bc6f4.2080782@news.atl.bellsouth.net>
Source record: 40117

Is this available as a download for a real machine or an emulator ?

Anyone know if its available anywhere as a cart ?

tks

ron

7650. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 20:32:49 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3nk95kkueru82@corp.supernews.com>
Source record: 40118

Most people, I think something I would guess at ~70% of the newsgroup last time we took a poll on favorite add on, go the SIO2PC route.

http://www.redshift.com/~cdyson/atari.html

Has some of the clearest and detailed plans.

"Jim & Sue Klein" <jklein@paxway.com> wrote in message news:3a3bc2ab@news.starnetinc.com...
> I currently have a 1050 drive...
>
> Is there an entirely seperate & inexpensive & 1.44M disk drive I can get???
> & what DOS's support it?
>
> Jim Klein
> Minneapolis Mn.
>
> jklein@paxway.com
>
>
>

7651. Re: SpartaDos 3.3 Cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 20:57:59 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <977001931.3802.0.pluto.d4ee0f47@news.demon.nl>
Source record: 40121

The cartridge only has 3.3c and has one 'problem' you have to pull it out of
your Atari when it loaded, I made a switch on my friends cartridge so he
could switch it off and didn't need to remove the cartridge...
All software (external modules) have to be loaded from disk/harddisk....

TXG

"Jim & Sue Klein" <jklein@paxway.com> wrote in message
news:3a3bc1b2@news.starnetinc.com...
> I just got a SpartaDos cart. from Video61.
>
> It works fine but I cannot figure out how to get to any of the "extrinsic"
> commands like xinit or init (format). Does it put them to ramdisk or does
it
> not included on the cart at all???
>
> Anyone know how?
>
> Jim Klein Minneapolis Mn.
> jklein@paxway.com
>
>

7652. Re: PC *.atr to 5.25 atari disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 21:19:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001216161921.10540.00002043@ng-fn1.aol.com>
Source record: 40119

>"Jim & Sue Klein" jklein@paxway.com asked:

>I've tried anadisk & others with no success...
>
>I heard there was a new program. Anyone know how to do this sucessfully?

You did not specify the necessary parameters such as A8 drive density.
AtariLink by HiasSoft is double only...

-Ron

Inform everyone that communications have completely broken down.

7653. Re: Real time clock/temp

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 21:21:05 UTC
From: jhardie@pipeline.com
Message-ID: <3a3bdc7f.1305189@news.pipeline.com>
Source record: 40120

You could always pick up an Atarilab set from B&C Computervisions.
They're cheap and one comes with a light sensor while the other comes
with a Temperature sensor.

John

On Fri, 15 Dec 2000 16:51:26 GMT, "me" <me@aol.com> wrote:

>I'm looking to hook a real time clock and temp sensor to my 8 bit... any
>suggestions?
>
>
>

7654. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 21:35:32 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001216163532.10540.00002052@ng-fn1.aol.com>
Source record: 40122

>"Jim & Sue Klein" jklein@paxway.com ask:

>I currently have a 1050 drive...
>
>Is there an entirely seperate & inexpensive & 1.44M disk
>drive I can get??? & what DOS's support it?

Bob Puff and CSS manufacture the Black Box (parallel P: and serial R: and SCSI hard drive interface) which supports their Floppy Board which will control generic standard mechanisms at from 88K, 180K, 360K, 720K, 1.44M. The mechanisms are probably ~$15 ($3 to $50 on pricewatch.com) with the BB and FB totalling from $200-$300; depends on how you define 'inexpensive'. SpartaDOS will definitely support those densities and MyDOS 4.5 also most of them.

-Ron

Inform everyone that communications have completely broken down.

7655. Re: Monkey Wrench

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 21:42:06 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001216164206.10540.00002054@ng-fn1.aol.com>
Source record: 40123

> ronfucci@bellsouth.net inquired:

>Is this available as a download for a real machine or an emulator ?
>
>Anyone know if its available anywhere as a cart ?

Seen occasionally on eBay. I once had a file of it with no instructions; never succeeded to get it going on an 800 nor XL and never tried on an emulator. You could try Best, B&C, 4Jays, Video61...

-Ron

Inform everyone that communications have completely broken down.

7656. Shamus and Protector II carts BOXED COMPLETE! Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-16 22:02:28 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <91gqpp$ad2$1@nnrp1.phx.gblx.net>
Source record: 40124

Please click here for a rare chance to own 2 complete boxed Synapse game cartridges for the Atari 800!

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=satcom2&include=0&since=-1&sort=2&rows=25

Thanks! -Satcom2

7657. Re: Monkey Wrench

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 00:29:53 UTC
From: Jack Pine <erasmus@6502.old.folks.home>
Message-ID: <Pine.GSO.3.96.1001216191227.9916C-100000@shell1>
Source record: 40125

On 16 Dec 2000, RHamiIton5 wrote:
->>>Anyone know if its available anywhere as a cart ?
->
->... never succeeded to get it going on an 800 nor XL and never tried
->on an emulator.

I can't comment on version-one of the M.W., but Monkey Wrench II was
a right-side cartridge for the 800. The 800 had two cartridge slots;
M.W. II was one of the extremely rare carts made for the right slot.
It was a handy programming aid for writing programs in Basic.

If you were to try to get it to run in emulational mode, you'd have
to load M.W. II into the right cartridge slot's section of RAM. Even
if that worked, you'd also have to have the M.W. II's command list in
order to know what to do with it.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "Only wimps use tape backup. REAL men just up- *
* load their important stuff on ftp and let the *
* rest of the world mirror it." --Linus Torvalds *

P.S. Incidentally, my thanks to whoever originally posted the quote
from the inventor of Linux.

7658. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 00:44:55 UTC
From: R Stag <stagger3@yahoo.com>
Message-ID: <91h21707nl@enews3.newsguy.com>
Source record: 40127

Hi, Im starting to think about building a SIO2PC cable.

How long can this cable be? I need to make one about 12ft. Would this still be able to support transfers at this lengh??

Thanks

"Jim & Sue Klein" <jklein@paxway.com> wrote in message news:3a3bc2ab@news.starnetinc.com...
> I currently have a 1050 drive...
>
> Is there an entirely seperate & inexpensive & 1.44M disk drive I can get???
> & what DOS's support it?
>
> Jim Klein
> Minneapolis Mn.
>
> jklein@paxway.com
>
>
>

7659. Re: What are your Top 10 Atari Computer Game Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 02:48:59 UTC
From: dwebster@mediaone.net
Message-ID: <3a3c2913.1526988@news.jacksonville.net>
Source record: 40128

On Thu, 14 Dec 2000 18:40:40 GMT, David Newman
<davidnewman@adelphia.net> wrote:

>Folks:
>
>Quick survey: What are your Top 10 Atari Computer Game Carts?
>
>I'll start with the following nominees:
>
>Star Raiders
>Defender
>Joust
>Pole Position
>Donkey Kong
>....more?

Star Raiders
Missile Command
Defender
Pole Position

The rest were disk based.

7660. Re: Umich??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 03:30:25 UTC
From: taj16@dreamscape.com
Message-ID: <t3ocqhn5duhr97@corp.supernews.com>
Source record: 40129

On 13 Dec 2000 18:14:40 , William Kendrick wrote:
>
>I'm technically the maintainer of the Atari 8-bit files over at
>UMich. I had been neglectful of my duties for a while, but recently,
>when I finally had time to go poke around, I discovered I'm no longer
>able to log-in!
>
>Does anyone know what's up with Umich?
>
I answered this in c.s.a.st a few days ago, but it occurs to me that you might not have seen it there. Ergo, I'll answer here, too.

The ftp address for Umich seems to have been closed for months. I know nothing about your special access, but AFAIK the files seem to be accessable by the public from the web at
http://www.umich.edu/~archive/atari

Perhaps you can find someone there to contact about your access.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

7661. Atari Link Problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 03:31:54 UTC
From: R Stag <stagger3@yahoo.com>
Message-ID: <91hbq60op0@enews3.newsguy.com>
Source record: 40131

Hi, Today I received my Us doubler chips. I installed those with no problems.

Im trying to use the program "AtariLink" to copy files from the PC to a 5.25
When I format a 5.25 disk on the pc, the 1050 cant read it 90% of the time.
I did manage to get 2 disk to work. I have 1.2meg 5.25 disks that im formatting
in AtariLink. I cant format on the Atari with these same disk! Do I need to use the old single sided disk?

Is this the floppy disk that im using, or is a problem with the software?

Thanks!
R Stag

I guess Im going to have to build that SIO2PC cable. How long can this cable
be and still carry the signal with no problem???

7662. Re: Monkey Wrench

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 04:01:09 UTC
From: llpwhite@cs.com
Message-ID: <20001216230109.21869.00000636@ng-bg1.news.cs.com>
Source record: 40130

>Anyone know if its available anywhere as a cart ?<
I've never tried the image with an emulator. They do pop up every few months on eBay.
There were (at least) 2 versions. The first version was for the 800 and then a second for the XL/XE series. They are incompatible with the alternate machines. The XL version will work as a single cart (with BASIC) or mapped into a 16K cart (27128 or 2764 times 2) with BASIC.
Fairly handy cart, including a small machine lge. monitor. But if you use Turbo Basic or Basic XL/XE,they provide many of the same features, plus being a much better BASIC..
Larry

7663. Re: Monkey Wrench

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 04:23:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001216232302.26530.00004747@ng-fu1.aol.com>
Source record: 40132

>Jack Pine erasmus@6502.old.folks.home replied:

> you'd have to load M.W. II into the right cartridge slot's section of RAM.
> Even if that worked, you'd also have to have the M.W. II's command
>list in order to know what to do with it.

We were loading it into the correct address space and had some commands from an Antic or ANALOG article, but we never got any response. Can't remember now if it locked up on load or not.

-Ron

Inform everyone that communications have completely broken down.

7664. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 04:29:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001216232920.26530.00004750@ng-fu1.aol.com>
Source record: 40133

>"R Stag" stagger3@yahoo.com asked:

>Hi, Im starting to think about building a SIO2PC cable.
>
>How long can this cable be? I need to make one about 12ft. Would
>this still be able to support transfers at this lengh??

I have seen them work 6-8 ft; probably 12 still OK as long as the wires were
not too fine.

-Ron

Inform everyone that communications have completely broken down.

7665. Looking for info on ANALOG Magazine issue

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 05:55:31 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <91hkh1$l5b$1@news.netvision.net.il>
Source record: 39951

I am trying to find out in wich ISSUSE of ANALOG magazine the following
software/utilities where published?

Games:
Darts,
Kinights & Chalices
TwoGun

Utilites:
Black Rabbit
Multy Color screen editor
P/M Creator - Animator
Create-A-Font
Create-A-Font Datamaker

Nir Dary

7666. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 06:42:53 UTC
From: Ian McLaughlin <ian@junction.net>
Message-ID: <91hn7ctd1@news.junction.net>
Source record: 40134

I built one with parts from Radio Shack. I used a 6' PC serial cable and
about 1' of a SIO cable. In addition, I have this plugged in to a 6' PC
serial extension cable, and everything has been running great.

"R Stag" <stagger3@yahoo.com> wrote in message
news:91h21707nl@enews3.newsguy.com...
> Hi, Im starting to think about building a SIO2PC cable.
>
> How long can this cable be? I need to make one about 12ft. Would this
> still be able to support transfers at this lengh??
>
> Thanks
>
>
> "Jim & Sue Klein" <jklein@paxway.com> wrote in message
> news:3a3bc2ab@news.starnetinc.com...
> > I currently have a 1050 drive...
> >
> > Is there an entirely seperate & inexpensive & 1.44M disk drive I can
> get???
> > & what DOS's support it?
> >
> > Jim Klein
> > Minneapolis Mn.
> >
> > jklein@paxway.com
> >
> >
> >
>
>

7667. Version 14.50 of Westfront PC released

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 06:53:05 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <91hnsh$1o5$6@usenet.nau.edu>
Source record: 40135

Subj: Westfront PC Version 14.50 released

Hello,

Version 14.50 of Westfront PC: The Trials of Guilder has just
been released. Improvements include:

o - New holiday additions (falling snow)
o - Quests are now updated (more consistency)
o - Several more rooms can now have contents in desc. examined
o - Room total stable at 1,578 rooms and 3 continents
o - Quests are stable at 45, with over 50 unique puzzles
o - Several cosmetic changes made to gameplay and interface
o - Help and documentation has been vastly improved
o - Saved game editor included
o - Inventory total extended to maximum of 18 items (from 16)
o - Bag total extended to maximum of 8 items (from 6)
o - Hover total extended to maximum of 18 items (from 14)

URL: http://www.geocities.com/dunric/westfront.html
Filesize: 933KB (for Windows 95/98/NT/Me/2000...An MS-DOS version is
available upon request)

Characters from versions as early as 0.47 (1997) can be
played on the current version of Westfront PC: The Trials of Guilder.

Versions of "Westfront PC: The Trials of Guilder" for Macintosh,
Unix/Linux, Amiga, Commodore 64, Atari, Apple II and Sinclair/ZX Spectrum
are currently being worked on/considered (Westfront PC was originally
coded on my old Commodore 64 in 1993). The setting for the game was Oslo,
Norway.

If you'd like to play the Windows 95/98/NT/2000/Me version of "Westfront
PC: The Trials of Guilder", please visit my website here:

http://www.geocities.com/dunric/westfront.html

The game was released into the Public Domain on August 3, 2000.

If you have any questions on Westfront PC, please contact me:

dunric@yahoo.com

I can also be reached through ICQ at the UIN#: 12234336

Finally, for those seeking help on gameplay, please read
the included Winhelp file "WFPC.HLP" before playing for the
first time. You may also visit the following web pages for

additional help information:

http://www.geocities.com/dunric/westfront.html
http://www.geocities.com/dunric/tips.html
http://www.geocities.com/dunric/maps.html
http://forums.topresult.com/dunric/wwwboard.sht

Thanks! Have fun! :)

Regards,

Paul Panks (a/k/a "Dunric")
Author of "Westfront PC: The Trials of Guilder" (and other games)
dunric@yahoo.com

--
--
****

Few cats act their age, while most just cough up fur balls.

****

7668. FS: Monkey Wrench

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 09:53:46 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.10012170146030.2373-100000@user2.teleport.com>
Source record: 40136

I have Monkey Wrench II in Cartridge form with Manual. I'm not sure but
I think it's the Atari 800 version. I have it for sale but I haven't
added it to my Catalog yet. E-Mail me if interested.

==Thanx==
===Ben===

On Sat, 16 Dec 2000 ronfucci@bellsouth.net wrote:

> Is this available as a download for a real machine or an emulator ?
>
> Anyone know if its available anywhere as a cart ?
>
> tks
>
> ron
>
>

Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7669. 800xl on slashdot

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 15:09:39 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <TG4%5.2103$1%2.88600@sjc-read.news.verio.net>
Source record: 40137

wow - as I am reading this group I pop over to slashdot and what do I see?
Here is a summary, but go check it out yourself!

http://slashdot.org/articles/00/12/17/148227.shtml

--
eric

Atari 800XL Used For Heart Diagnostics
Posted by Hemos on Sunday December 17, @09:06AM
from the interesting-application dept.
fuxoft writes: "Even today, 8-bit Atari can save your life! This article
(with photographs) reports that Atari 800XL is still used in one of the
biggest Czech hospitals, for diagnostics of children with heart problems.
Even here, in the Czech Republic, where the technology is not always 100%
up-to-date, this is very weird indeed."

7670. Re: Atari Link Problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 15:42:52 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3pnl94hec8j3e@corp.supernews.com>
Source record: 40138

"R Stag" <stagger3@yahoo.com> wrote in message
news:91hbq60op0@enews3.newsguy.com...
> Hi, Today I received my Us doubler chips. I installed those with no
> problems.
>
> Im trying to use the program "AtariLink" to copy files from the PC to a
5.25
> When I format a 5.25 disk on the pc, the 1050 cant read it 90% of the
time.
> I did manage to get 2 disk to work. I have 1.2meg 5.25 disks that im
> formatting
> in AtariLink. I cant format on the Atari with these same disk! Do I
need
> to use the old single sided disk?

It is the media on the disks. Can't write to a 1.2 meg on an Atari. Even reads may cause a problem since the track is only ~1/2 as wide on a 1.2 meg drive vs 1050. IMO: It is really best if you can find a 360k IBM drive, but any port in a storm.

> Is this the floppy disk that im using, or is a problem with the software?
>
> Thanks!
> R Stag
>
> I guess Im going to have to build that SIO2PC cable. How long can this
> cable
> be and still carry the signal with no problem???

Others responded in your other post. Only thing I will add is RS232 is spec'd to go 25 feet. Never tried anything longer then ~9' myself. I have seen problems with weak POKEY chips and dirty contacts on SIO cables causing problems in long runs. I'd just advise you to get a fairly good SIO cable to start the project with and try to do it all with as few cables as possible. Don't have 4 drives, a printer, a cassette, all hooked together with 6" SIO cables and the SIO2PC cable hanging off the end of the chain.

7671. Re: Atari Link Problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 15:53:43 UTC
From: Gary <bitbucket@home.com>
Message-ID: <3A3CE188.C4994562@home.com>
Source record: 40139

Rick Cortese wrote:
>
> "R Stag" <stagger3@yahoo.com> wrote in message
> news:91hbq60op0@enews3.newsguy.com...
> > Hi, Today I received my Us doubler chips. I installed those with no
> > problems.
> >
> > Im trying to use the program "AtariLink" to copy files from the PC to a
> 5.25
> > When I format a 5.25 disk on the pc, the 1050 cant read it 90% of the
> time.
> > I did manage to get 2 disk to work. I have 1.2meg 5.25 disks that im
> > formatting
> > in AtariLink. I cant format on the Atari with these same disk! Do I
> need
> > to use the old single sided disk?
>
> It is the media on the disks. Can't write to a 1.2 meg on an Atari. Even
> reads may cause a problem since the track is only ~1/2 as wide on a 1.2 meg
> drive vs 1050. IMO: It is really best if you can find a 360k IBM drive, but
> any port in a storm.
> >
> > Is this the floppy disk that im using, or is a problem with the software?
> >
> > Thanks!
> > R Stag
> >
> > I guess Im going to have to build that SIO2PC cable. How long can this
> > cable
> > be and still carry the signal with no problem???
>
> Others responded in your other post. Only thing I will add is RS232 is
> spec'd to go 25 feet. Never tried anything longer then ~9' myself. I have
> seen problems with weak POKEY chips and dirty contacts on SIO cables causing
> problems in long runs. I'd just advise you to get a fairly good SIO cable to
> start the project with and try to do it all with as few cables as possible.
> Don't have 4 drives, a printer, a cassette, all hooked together with 6" SIO
> cables and the SIO2PC cable hanging off the end of the chain.

Actually the RS-232 is specs allow up to 50 feet. However, on occasion
I've gone as far as 90 feet as long as I keep the speed no higher than
28.8kb/s.

7672. Re: Atari Link Problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 15:58:45 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001217105845.02426.00005330@ng-fb1.aol.com>
Source record: 40140

>"R Stag" stagger3@yahoo.com asked:

>Im trying to use the program "AtariLink" to copy files from the PC to a 5.25
>When I format a 5.25 disk on the pc, the 1050 cant read it 90% of the time.
>I did manage to get 2 disk to work. I have 1.2meg 5.25 disks that I'm
>formatting in AtariLink. I cant format on the Atari with these same disk!
>Do I need to use the old single sided disk?
>
>Is this the floppy disk that im using, or is a problem with the software?

I submit it is the diskettes; and it is not the sides, but the density. There has been a lot of discussion here and on the A8 mail list about the coercivity (magnetizability) of the 1.2M HD 5.25's and its (in)compatibility with the heads of 810's and 1050's.

-Ron

Inform everyone that communications have completely broken down.

7673. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 17:48:06 UTC
From: MouseDad <mousedad@aol.com>
Message-ID: <91j07j$j7e$1@news.value.net>
Source record: 40142

you should be ok as long as the pc side of the cable is the long one - keep
the sio side short

"R Stag" <stagger3@yahoo.com> wrote in message
news:91h21707nl@enews3.newsguy.com...
> Hi, Im starting to think about building a SIO2PC cable.
>
> How long can this cable be? I need to make one about 12ft. Would this
> still be able to support transfers at this lengh??
>
> Thanks
>
>
> "Jim & Sue Klein" <jklein@paxway.com> wrote in message
> news:3a3bc2ab@news.starnetinc.com...
> > I currently have a 1050 drive...
> >
> > Is there an entirely seperate & inexpensive & 1.44M disk drive I can
> get???
> > & what DOS's support it?
> >
> > Jim Klein
> > Minneapolis Mn.
> >
> > jklein@paxway.com
> >
> >
> >
>
>

7674. Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 17:58:22 UTC
From: NOSPAM.black@gco.apana.org.au
Message-ID: <2953939629@p1.f910.n713.z3.fidonet.org>
Source record: 40143

> From: stevenNOSPAMposey@yahoo.com

> I always hear about the 1702, but I've never seen any
> mention of the 1701
> (which has been my primary Atari monitor since the
> mid-1980's). Anybody
> know the difference between the 1701 and the 1702?

1701 13" Comp, Sep, 5 pin DIN adaptor
1702 13" Comp, Sep, 8 pin DIN adaptor

cheers,

Lance

7675. Re: Atari Link Problem

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 18:12:52 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3q0ei6hjts597@corp.supernews.com>
Source record: 40141

"Gary" <bitbucket@home.com> wrote in message
news:3A3CE188.C4994562@home.com...
> Rick Cortese wrote:
<snip>
> Actually the RS-232 is specs allow up to 50 feet. However, on occasion
> I've gone as far as 90 feet as long as I keep the speed no higher than
> 28.8kb/s.

Do you have a source/data sheet for that spec?

All I have is some old Motorola data sheets and they are still in the "19k
baud max, 25', 300 Ohm to ground will be interpreted as logic level 1". I
think my newest reference source is from the 80s.<grin>

7676. SpartDOS-X v4.22 Question.

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 19:46:49 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <JK8%5.157178$vc3.28174919@typhoon.tampabay.rr.com>
Source record: 40144

Okay, I'm a dummy. I just burned a version 4.22 ROM for my SDX cart and
when it boots up is seems to be scanning for the R-Time8, which it finds and
a sweet 16 which it doesn't. What is a "sweet 16" anyhow? When I search
the web all I get is reference to something music related.

7677. ICD R-TIME8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 19:50:09 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <RN8%5.157182$vc3.28176556@typhoon.tampabay.rr.com>
Source record: 40145

While on the subject of the R-TIME8 I tryed the "fixed" TDLINE.COM but I still get the wrong day using my SPARTADOS-X CART. Does anyone know of a source for direct drop-in realtime clock chips that will work in the R-TIME8 ?

Now don't make me havta get out my books and hack together a fix by myself.

7678. Re: SpartDOS-X v4.22 Question.

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 20:26:57 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3q89tse3ie8df@corp.supernews.com>
Source record: 40146

It was/is an FTE 65816 upgrade. Several people have them.

"Jim Smith" <jsmith@j-com.net> wrote in message
news:JK8%5.157178$vc3.28174919@typhoon.tampabay.rr.com...
> Okay, I'm a dummy. I just burned a version 4.22 ROM for my SDX cart and
> when it boots up is seems to be scanning for the R-Time8, which it finds
and
> a sweet 16 which it doesn't. What is a "sweet 16" anyhow? When I search
> the web all I get is reference to something music related.
>
>

7679. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 21:54:35 UTC
From: llpwhite@cs.com
Message-ID: <20001217165435.28816.00005107@ng-cl1.news.cs.com>
Source record: 39947

>1701 13" Comp, Sep, 5 pin DIN adaptor
1702 13" Comp, Sep, 8 pin DIN adaptor<

How about the 1802 and 1902? Any other specifics about them?

Larry

7680. "Sweet 16" (was SpartaDos-X v4.22 Question)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 22:05:47 UTC
From: llpwhite@cs.com
Message-ID: <20001217170547.28816.00005109@ng-cl1.news.cs.com>
Source record: 39948

>It was/is an FTE 65816 upgrade. Several people have them.<

How about someone who has one describing it in some detail. I've heard that it is not much larger than the 65816. (?) It would be interesting to know who has the rights to it. I have also heard that FTE did not design it. If the rights do not reside with FTE, perhaps the technical info couuld be shared, which might help development of others.
Larry

7681. Re: "Sweet 16" (was SpartaDos-X v4.22 Question)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-17 22:23:50 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t3qf52oreu2b18@corp.supernews.com>
Source record: 39949

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20001217170547.28816.00005109@ng-cl1.news.cs.com...
> >It was/is an FTE 65816 upgrade. Several people have them.<
>
> How about someone who has one describing it in some detail. I've heard
that it
> is not much larger than the 65816. (?) It would be interesting to know
who
> has the rights to it. I have also heard that FTE did not design it. If
the
> rights do not reside with FTE, perhaps the technical info couuld be
shared,
> which might help development of others.
> Larry

Welp, I think it was another Wooley type thing, but I could be wrong. I think Bill Kendrick has one.

But the problem with the first go round was the same as the Dataque Turbo816. Everything in the Atari was slaved to 1.79 MHz, so instead of a 6502C running and excecuting 6502 code, you had just had a 65816 running and excecuting 6502 code. The Turbo 816 was more or less a successful failure and the Sweet16 ended up following in its footsteps. What I mean is it did everything it was supposed to, but lack of neat stuff you could do with it limited the market.

There were several things that had to happen IMO. Things like something other then an assembler for it, killer ap as it were would have helped. FTE was in a good position, rights to the OSS languages meant there could have been versions [BASIC XE, Action!] that used the 65816 op codes. Just by the time everything came together it was a bit late.

7682. Looking for Action.exe & syncalc.exe

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 01:37:40 UTC
From: Jim & Sue Klein <jklein@paxway.com>
Message-ID: <3a3d6a6f@news.starnetinc.com>
Source record: 39950

I used to have a exe of Action! does anyone have it?
All I remember is while it was loading it said something like "& they said
it couldn't be done..."

Also, syncalc.

thanx!

7683. Re: "Sweet 16" (was SpartaDos-X v4.22 Question)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 02:59:55 UTC
From: david_p@storm.ca
Message-ID: <900DED0EBdapstormca@209.87.239.10>
Source record: 39952

llpwhite@cs.com (LLpwhite) wrote in
<20001217170547.28816.00005109@ng-cl1.news.cs.com>:

>>It was/is an FTE 65816 upgrade. Several people have them.<
>
>How about someone who has one describing it in some detail. I've heard
>that it is not much larger than the 65816. (?) It would be interesting
>to know who has the rights to it. I have also heard that FTE did not
>design it. If the rights do not reside with FTE, perhaps the technical
>info couuld be shared, which might help development of others.
>Larry
>

Since my main 800xl hsa about the 3rd or 4th of these ever sold installed,
I guess I can comment on it...

The entire setup is a 65816 on a circuit board; another IC is on the
bottom. I believe that one is used to multiplex the data lines, and use
them as additional address lines. This would permit the '816 to access up
to 4 megs (I think it was) with a properly constructed upgrade.

John Harris' MAE does support the '816 instruction set; I've created a few
small, short programs to see how things work. But I only know of one
program released that took advantage of the '816 instruction set and memory
- DataQue had a spreadsheet cart.

Hope this helps,

David P.

7684. Re: Looking for info on ANALOG Magazine issue

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 03:03:30 UTC
From: david_p@storm.ca
Message-ID: <900DE8423dapstormca@209.87.239.10>
Source record: 39953

ndary@bigfoot.com (Nir Dary) wrote in <91hkh1$l5b$1@news.netvision.net.il>:

>I am trying to find out in wich ISSUSE of ANALOG magazine the following
>software/utilities where published?

#15 I think; I sold my collection a few years ago to reclaim the shelf
space. The horror, the horror...

David P.

7685. Re: Looking for info on ANALOG Magazine issue

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 04:13:25 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001217231325.02438.00004987@ng-fb1.aol.com>
Source record: 39954

>david_p@storm.ca (David A. Paterson) replied:

>#15 I think; I sold my collection a few years ago to reclaim the shelf
>space. The horror, the horror...

Black Rabbit was in #9 and Darts, I believe was before that; will have to check
the index they published - my set is incomplete.

-Ron

Inform everyone that communications have completely broken down.

7686. Re: Looking for info on ANALOG Magazine issue

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 04:51:04 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001217235104.08052.00000034@ng-fw1.aol.com>
Source record: 39955

>"Nir Dary" ndary@bigfoot.com requested:

> I am trying to find out in wich ISSUSE of ANALOG magazine the
> following software/utilities where published?

Games:
Darts, #4 pg 16
Kinights & Chalices #15 pg 74
TwoGun #28 pg 73

Utilites:
Black Rabbit #9 pg 49
Multy Color screen editor #12 pg 70
P/M Creator - Animator #23 pg 33
Create-A-Font not found up thru #49
Create-A-Font Datamaker "

-Ron

Inform everyone that communications have completely broken down.

7687. Re: The bug in BBXFER (all versions)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 06:27:21 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <91kah0hcn1@brokaw.wa.com>
Source record: 39956

Mathy,

I just switched to v1.8 and BBXFER'd several disks of stuff over to the PC. Everything made it fine with no truncation at all. My files ranged from a 2 - 20k in length. The source disk was a SpartaDos 3.2g single density, and the dest disk was a 1.44MB FAT.

What are you doing different that might be causing the problem??

7688. Re: The bug in BBXFER (all versions)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 10:18:37 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <91ko9tabs2@nets3.rz.RWTH-Aachen.DE>
Source record: 39957

Howdy Dan, folks

>I just switched to v1.8 and BBXFER'd several disks of stuff over to the PC.
>Everything made it fine with no truncation at all. My files ranged from a
>2 - 20k in length. The source disk was a SpartaDos 3.2g single density, and
>the dest disk was a 1.44MB FAT.
>
>What are you doing different that might be causing the problem??

I'm using MyDOS. But since Bob Puff likes MyDOS a whole lot better then
SpartaDOS (just like I do), I can't imagine it not having this bug under
Sparta. You better check out these files, since there are NO error messages
UNTILL you try them out. And these files are truncated somewhere between 15
and 20k (depending on the version of BBXFER).

CU Mathy van Nisselroy

7689. Re: Atari T-shirts!!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 10:22:30 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <91koh6abs3@nets3.rz.RWTH-Aachen.DE>
Source record: 39958

Howdy folks

Maybe the ABBUC is still selling Atari T-shirts. Try
http://www.atari-computer.de/abbuc

CU Mathy van Nisselroy

7690. Re: Looking for info on ANALOG Magazine issue

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 12:19:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a3e3756$0$1519$53a6afc1@news.erinet.com>
Source record: 39965

Ron got the others.
According to Tom Hunt's index of ANALOG mags.
Create a Font by Vince Erceg is issue 16, pg. 72.
Create a Font Datamaker by E. K. Garringer is issue 22, pg 57.
Now, why do I suspect the next question is where to get the mags?
Russg

7691. Re: 800xl on slashdot

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 13:41:05 UTC
From: DCM01@USA.NET
Message-ID: <3a3e1284.4045069@news.CIS.DFN.DE>
Source record: 39959

Incredible! If you examine the pictures, you can see an old PC sitting
on the floor, and not set up. They are using the 8bit! I tried to zoom
in to take a look at the software running on the monitor screen, but
you can't tell much.

I don't think that is a standard 800XL is it? The hardware bears a DoD
sticker. I bet it was used by US military children at schools in
Germany, and this hospital got it as a cast-off.

On Sun, 17 Dec 2000 15:09:39 GMT, "Eric Cron" <ericcron@yahoo.com>
wrote:

>wow - as I am reading this group I pop over to slashdot and what do I see?
>Here is a summary, but go check it out yourself!
>
>http://slashdot.org/articles/00/12/17/148227.shtml

>Atari 800XL Used For Heart Diagnostics
> Posted by Hemos on Sunday December 17, @09:06AM
>from the interesting-application dept.
>fuxoft writes: "Even today, 8-bit Atari can save your life! This article
>(with photographs) reports that Atari 800XL is still used in one of the
>biggest Czech hospitals, for diagnostics of children with heart problems.
>Even here, in the Czech Republic, where the technology is not always 100%
>up-to-date, this is very weird indeed."

7692. Re: The bug in BBXFER (all versions)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 15:19:58 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <91l9nk$3so$1@brokaw.wa.com>
Source record: 39960

Mathy,
you are indeed right about that bug... tried it again... this time with two
different files around 40k. Both were truncated at exactly 18,944 bytes.
I'm going to have at the source code after work today...
-Dan

7693. Re: MyDOS and Speedy

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 15:33:23 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A3E2E43.FC66F55F@mail.uni-mainz.de>
Source record: 39961

Mirko Sobe schrieb:
>
> Does anyone know, if there's a MyDOS-Version, that supports the
> Speedy-Hardware?

No,
there isn`t any MyDOS version that supports the Speedy highspeed SIO directly upon boot-up time. But there is an alternative SIO driver for Speedy floppies (a COM file) which might be loaded automatically using the Autorun function. (Autorun.Sys under MyDOS 4.50; Filename.AR? under MyDOS 4.53, where Filename means any legal filename and ? means a number from 0/zero to 9).
greetings - Andreas

P.S.: I have collected many MyDOS files on one MyDOS 4.53 (3-) tool disk.
3- means 3 digits for file and free sector counts (where possible, i.e.
if less than 1000 sectors...); there is also a 4.53 version which uses
4 digits... Just mail me to get it !!

7694. Re: I'm BAAACK!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 15:36:04 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A3E2EE4.493E1E2@mail.uni-mainz.de>
Source record: 39962

Mathy Van Nisselroy schrieb:
>
> Howdy James
>
> I tried to send you an Email but it bounced. Do you still have the same
> emailaddress?
>
> CU Mathy van Nisselroy
>
> PS do you already have Matthias Belitz's ASPI software (it can among other
> things play back Audio CD's)?
>

Well,
I am not James, but I would like to get this software (since I have the
IDE interface from Mathias Belitz). greets - Andreas.

7695. Re: Need to find software

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 15:38:56 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A3E2F90.B90083AC@mail.uni-mainz.de>
Source record: 39963

R Stag schrieb:
>
> Hi, Can anybody tell me where I can find Ataridsk from HiasSoft. Im looking
> to use a program to copy software from my pc to 5.25 disk for use in the
> atari 1050.
>
> Thanks...
>
> R Stag

Well,
you can get it from me (with english manual). Just mail me...
-Andreas

7696. Re: Help on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 16:10:12 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A3E36E4.675D4E12@mail.uni-mainz.de>
Source record: 39964

Jach schrieb:
>
> Please,
>
> Anybody are using the SIO2PC instead the Atari drives?
> What is the procedure to run any Atari application using the SIO2PC?
>
> Thanks
>
> Jach
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Well,
there are several ways to use SIO2PC and some Atari application. Me, I use SIO2PC under DOS 6.22. The SIO2PC hardware is connected on one end to the PC (COM port 2) on the other end to an Atari XF drive (5,25", set-up as drive 2!). The little Atari is then connected to the XF drive...

1) if you already have some bootable ATR files on the PC...
- go to the SIO2PC subdir, load SIO2PC (.EXE)
- the program asks for the COM port first, I have to enter 2 here (since I use COM port 2 on my PC, maybe you have to use another port)
- Next the program is ready for input, so I enter "L" (without quotes) and "1" to load and install an ATR file into (emulated) drive 1...
- a pull-down menu appears, here I can choose any file that is in the subdir of
SIO2PC (C:\SIO2PC*.*) or simply enter a new dir (for example D: or any other dir/subdir I want)
- choose an ATR image and press return. The image is now installed in drive 1 and can be booted (if it is a bootable disk image) upon powering-on the A8 (which is connected to SIO2PC)...

This way you can boot-up any ATR image from SIO2PC. You can also boot-up a sector copier and then copy/convert some ATR images to original A8 5,25" disks. Or you may boot-up a DOS and copy files from ATR images to A8 disks (for example boot-up MyDOS and copy some files from 1MB Mega-Images down to the A8).

2) if you do not already have bootable ATR files on the PC...
- go to the SIO2PC subdir, load SIO2PC...
- chosse your COM port first...
- next enter "C" to create an A8 image on the PC, then choose "S" for

Single (128 bytes) or "D" for double (256 bytes) sectors and "2" for
drive 2 (or 3 or 4 for drives 3 or 4);
- at last press a number to choose the format: 64k, 90k, 130k, 180k,
etc.
(i.e. if you transfer a SSSD disk, you press C,S,2,2; SSED would be
C,S,2,3;
and SSDD would be C,D,2,4;)
- next boot-up a DOS disk or sector-copier from your A8 and a connected
A8 drive (for example 1050 or XF drive, setup as drive 1!!). The process
is easy: power-on your A8 and it will boot from the connected A8
drive...
- next copy your disk using the sector copier (or the DOS copy option)
from drive 1 (the real atari drive) to drive 2 (the SIO2PC emulated
Atari image).

This way you can copy as many disks as you want to ATR images. I
prefered to transfer a sector copier first (to an ATR image) and then
copied all A8 disks using this copier (image) for all further transfer
actions... -Andreas

P.S.: Sorry, when all this sounds complicated, but after a while you
will get around, I think... if not, search for the original SIO2PC
documentation or any other emulator docs (like APE, etc.).

7697. Re: Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 16:17:12 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A3E3888.662A9541@mail.uni-mainz.de>
Source record: 39966

William Kendrick schrieb:
>
> Pockets <pockets@dummycix.co.uk> wrote:
> : Wether that speeks of the personalty of the atari bringing me back, or just
> : that i'm a sad old so-and-so, well you decide. :)
> : But whenever its 'paitence my ****, i wanna kill something' Star Raider or
> : Zybex on my atari seem to hit the spot instantly.
>
> Heheh. Only on Novice will I play Star Raiders to easy a "wanna kill
> something" mood.
>
> Any higher difficulty, and I'm often running for my life... ;)
>
> -bill!

For a real good "wanna kill something mood" pull out your lightgun and
play some lightgun games... (like Crimebuster, or Operation-Blood
lightgun version!)
But well, some Invaders or Zylons or Martians will also do... -Andreas

7698. Re: Crack cubase 2.06 ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 16:20:02 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A3E3932.1E669706@mail.uni-mainz.de>
Source record: 39967

```
Alexandre schrieb:
>
> Hello,
>
> I'm looking for a crack of Cubase 2.06 because i have an official version
> but the key is damaged.
> Can anyone tell me where to find one ?
>
> joelsai@netcourrier.com

Well,
you are in the wrong newsgroup here !! Cubase is for Atari ST and
compatibles, so ask the other newsgroup... -Andreas
```

7699. Re: Turbo-DOS XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 16:24:07 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A3E3A27.4E631919@mail.uni-mainz.de>
Source record: 39968

Oliver Jaksch schrieb:
>
> Hi there!
>
> Meanwhile copying my old 5 1/4 Disks to PC (thanx to lovely APE) I found an
> original Version of Turbo-Dos XL/XE v2.1 ((C) 1990/91 by Reitershahn) which
> I want to share with you. But I don't know whether it's okay 'cause of
> (possible) vaild copyright restrictions.
>
> So please, gimme me an OK or a STOP.
> If it's ok, I'll upload the install-disk with scanned documentation (in
> german language).
>
> Background Information:
> - Turbo-Dos is a DOS with utilities, compatible to and supporting the
> follwing disk-drives and densitys:
> 1050, Turbo-Modul, Speedy, Happy, XF551, Percom
> - compatible to DOS 2, 2.5 XF-DOS
> - supporting RAM-Disks up to 256 kb
> - command line UI
> - batch processing with editor
> - sector- and file-copier
> - converter between DOS 2/3/4
> - printer driver for centronics interface
> - functions for disc rescue
> - sector analyzing
> and some other features
>
> So long,
> Oliver

Well,
maybe my answer already appeared here, if not I write it again. TurboDOS
(TD) can be found at the ABBUC PD library. By the way, I once aquired
the rights from KE-SOFT (Kemal Ezcan, who got the rights from
Reitershan) for 200DM (german marks) and made it public domain...
-Andreas

7700. desktops...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 16:36:27 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A3E3D0B.344ABE34@mail.uni-mainz.de>
Source record: 39969

Tom Hunt schrieb:
>
> BOSS-X is a work of art for MyDos users. Elegant. It would probably work
> well with a properly configured Sparta X setup, too. I wonder how hard it
> would be to convert it to CC65 so it would work with the disk-based
> versions of Sparta?
>
> >
> >BTW if Tom Hunt reads this: Have you checked Mirko's work out lately?
> >
> >
By the way Tom, where can I find your desktop construction kit now ???
- Andreas

7701. Re: HIP Pics

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 16:40:17 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A3E3DF1.3E18AAB2@mail.uni-mainz.de>
Source record: 39970

RalphXPN schrieb:
>
> Whats up everybody!!
>
> Hey I just got turned on to HIP pictures (throgh a demo) where can I get a
> viewer/editor and some pics???
>
> Ralph

Just mail me !! I have 3-4 HIP viewers and some HIP pics (2-3 disks)
also...
-Andreas

7702. Re: SpartaDos 3.3 Cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 16:46:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A3E3F48.4071EF95@mail.uni-mainz.de>
Source record: 39971

Jim & Sue Klein schrieb:
>
> I just got a SpartaDos cart. from Video61.
>
> It works fine but I cannot figure out how to get to any of the "extrinsic"
> commands like xinit or init (format). Does it put them to ramdisk or does it
> not included on the cart at all???
>
> Anyone know how?
>
> Jim Klein Minneapolis Mn.
> jklein@paxway.com

Well,
Sparta 3.3 on cart means: you have the 3.2xx (originally) disk version
on a cart.
It does not include init or xinit (or any other external command)
ofcourse. You still have to load it from disk... -Andreas

P.S. This means, Sparta 3.3 cart version is absolutely not the same as
Sparta X cartridge !!!

7703. Re: PC *.atr to 5.25 atari disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 16:47:52 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A3E3FB8.1B737C61@mail.uni-mainz.de>
Source record: 39972

Jim & Sue Klein schrieb:
>
> I've tried anadisk & others with no success...
>
> I heard there was a new program. Anyone know how to do this sucessfully?

If you only want to transfer the file use Ataridsk from HiasSoft. To
convert it to a real Atari disk use SIO2PC , Ape or any A8 image
converter. Just mail me and I send you Ataridsk and some A8 image
converters... -Andreas

7704. Battle Cruiser SSI Game WTB

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 17:49:37 UTC
From: Sag <sagittae@home.com>
Message-ID: <B663B846.7381%sagittae@home.com>
Source record: 39973

Hello,

I'm looking for SSI's Battle Cruiser I & II games for the Atari 8bit on floppy with manuals! I want to buy them! Please email me if you have these or can get them!

-Rob
sagittae@home.com

7705. Re: New Atari 2600-7800 Factory Seal Games! 2.00-2.50 Each

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 21:45:03 UTC
From: Bubba <bubba_biff_barney@eatshit.com>
Message-ID: <zzv%5.46$VO6.3602@monger.newsread.com>
Source record: 39974
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

This dude suckers people who don't know. I nearly bought a Jr. Pac Man from him until someone on RGVA pointed out that it was an Oshea title. (Then I dled the ROM for my PCAE and haven't even gone and paid the 80 cents for it...)

You do not know what the hell you are talking about asshole Oshea charges Indivduals who purchase less than 1,000 games Cost is $2.00 each (plus shipping) Minimum is 12 games

7706. Re: desktops...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 22:47:27 UTC
From: NoOne@FakeEmail.com
Message-ID: <900EB342DCTHEnterprises@205.212.123.11>
Source record: 39975

http://members.xoom.com/cc65foratari/dcs.html and
http://members.nbci.com/cc65foratari/dcs.html

>> >
>> >
>By the way Tom, where can I find your desktop construction kit now ???
>- Andreas
>

7707. Re: MyDOS and Speedy

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-18 23:27:48 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <91m6fi$2eav$1@wrath.news.nacamar.de>
Source record: 39980

And where can I get this alt. SIO driver? What's the (original)-name of this file? If I knew, I could search it on a FTP-sercher!

Mirko

www.atarixle.de

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> schrieb im Newsbeitrag news:3A3E2E43.FC66F55F@mail.uni-mainz.de...
>
>
> Mirko Sobe schrieb:
> >
> > Does anyone know, if there's a MyDOS-Version, that supports the
> > Speedy-Hardware?
>
> No,
> there isn`t any MyDOS version that supports the Speedy highspeed SIO
> directly upon boot-up time. But there is an alternative SIO driver for
> Speedy floppies (a COM file) which might be loaded automatically using
> the Autorun function. (Autorun.Sys under MyDOS 4.50; Filename.AR? under
> MyDOS 4.53, where Filename means any legal filename and ? means a number
> from 0/zero to 9).
> greetings - Andreas
>
> P.S.: I have collected many MyDOS files on one MyDOS 4.53 (3-) tool
> disk.
> 3- means 3 digits for file and free sector counts (where possible,
> i.e.
> if less than 1000 sectors...); there is also a 4.53 version which
> uses
> 4 digits... Just mail me to get it !!

7708. Re: New Atari 2600-7800 Factory Seal Games! 2.00-2.50 Each

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 00:40:08 UTC
From: Smith-Perricone <sslp@NOSPAMenter.net>
Message-ID: <t3tbitft56i8fa@news.supernews.com>
Source record: 39976
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

> This dude suckers people who don't know. I nearly bought a Jr. Pac Man
from
> him until someone on RGVA pointed out that it was an Oshea title. (Then I
> dled the ROM for my PCAE and haven't even gone and paid the 80 cents for
> it...)
>
> You do not know what the hell you are talking about asshole Oshea charges
> Indivduals who purchase less than 1,000 games Cost is $2.00 each (plus
> shipping) Minimum is 12 games

Whoooah! Time to reign in those stampeding broncos there, Bubba! We don't need and hot-flame heads on this board! While you are correct about Oshea's CURRENT pricing, a few months back they were indeed selling all of their games for 80 cents apiece with no minimum requirements. So, first of all, make sure that you've got your facts right before you start yelling and slinging rude names around. Secondly, polite responses will always be taken in a better light and won't be likely to have others throwing mud back at you.

7709. Atari 8-Bit Web Browsing?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 01:16:40 UTC
From: Daniel Gibson <dkgibson@flash.net>
Message-ID: <3A3EB75A.D2C1A998@flash.net>
Source record: 39977

Hi all,

Just started reading the NG again after a year + absence. Last time I
was on here, there appeared to be several people working on a web
browser for the 8-bit. I checked out the Project Phoenix page, and it
does not appear to have been updated for about 2 years. Can anyone tell
me what, if anything, has happened?

Thanks!
Dan

--
Daniel and Kathy Gibson
http://www.flash.net/~dkgibson
"Kate's Track Shack - Home of the 75 cent 8-track!!"

7710. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 03:58:16 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001218225816.10099.00000047@ng-fw1.aol.com>
Source record: 39978

Ask and ye might receive; Mirko now has it in beta testing and Andreas may look it over as well. All relocatable code in a string for USR(ADR(MAP$),X,Y,ADR(T$)... If it passes with no bugs, it should be available to anyone needing a quick GR.8 text mapper routine.

>"Mirko Sobe" atarixle@12move.de requested:

```
>Can anyone translate these lines into assembler?
>
>500 PROC TEXT:IF T$="" THEN 599
>510 IF FL$="" THEN TEXT X,Y,T$:X=X+LEN(T$)*8:GOTO 599
>520 FOR P=%1 TO LEN(T$)
>530 TEXT X,Y,T$(P,P):E=(ASC(T$(P))+%1)&$7F:X=X+VAL(FL$(E,E))
>540 NEXT P
>599 ENDPROC
>
>It's used for printing text on a GR.8 Screen in proportional-font.
>
>FL$ contains the width of every character as a decimal-number
>(FL$="887666887", 128 chars long)
> if FL$ is empty, T$ should be TEXTed with the normal TEXT-command
>and with fixed-width-characters
>T$ contains the text what's be written on the screen
>X contains the X-location
>Y contains the Y-location of the text
>P, E are internal variables
>
>MS
```

-Ron

Inform everyone that communications have completely broken down.

7711. Re: Turbo-BASIC and Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 04:09:13 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001218230913.10099.00000048@ng-fw1.aol.com>
Source record: 39979

>"William Kendrick" nbs@bolt.sonic.net.go.spam.yourself.net schrieb im

> One of the interesting things with this is that there could still be
> some extra white space in some characters, since it doesn't appear
> to shift characters to the left any.

> I would add a second array (FL2$, maybe? :)), which contains offsets
> on how far LEFT the character should be placed.

The design of the fonts has the character maps already shifted or justified to the left so that all we need is the width in FL$ to compute the location of the next letter.
-Ron

Inform everyone that communications have completely broken down.

7712. Re: Atari 8-Bit Web Browsing?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 12:40:15 UTC
From: DCM01@USA.NET
Message-ID: <3a3f54db.1453826@news.CIS.DFN.DE>
Source record: 39981

There is a TCP/IP stack you can download.

http://home.columbus.rr.com/ksiders/ice.htm

I know from experience that Ken Siders appreciates beta-testers, so
you should download it and join the team if you have an 8bit setup
with modem.

On Tue, 19 Dec 2000 01:16:40 GMT, Daniel Gibson <dkgibson@flash.net>
wrote:

>Hi all,
>
>Just started reading the NG again after a year + absence. Last time I
>was on here, there appeared to be several people working on a web
>browser for the 8-bit. I checked out the Project Phoenix page, and it
>does not appear to have been updated for about 2 years. Can anyone tell
>me what, if anything, has happened?
>
>Thanks!
>Dan
>
>--
>Daniel and Kathy Gibson
>http://www.flash.net/~dkgibson
>"Kate's Track Shack - Home of the 75 cent 8-track!!"
>
>

7713. Re: MyDOS and Speedy

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 13:13:01 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <91nmst$9ub$1@nets3.rz.RWTH-Aachen.DE>
Source record: 39982

Howdy Andreas, Mirko, folks

>And where can I get this alt. SIO driver? What's the (original)-name of this
>file? If I knew, I could search it on a FTP-sercher!

Is this a Speedy only driver or will it switch all high speed drives into high
speed?

CU Mathy van Nisselroy

7714. Re: New Atari 2600-7800 Factory Seal Games! 2.00-2.50 Each

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 14:38:25 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1001219093714.17546F-100000@mail4.wayne.edu>
Source record: 39983
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

huh?! I bought o'shea games for $.80/ea, I bought a LOAD of 7800 games so
I didn't have to worry about a "12 game minimum" but I was well under 1000
:)

On Mon, 18 Dec 2000, Bubba wrote:

> This dude suckers people who don't know. I nearly bought a Jr. Pac Man from
> him until someone on RGVA pointed out that it was an Oshea title. (Then I
> dled the ROM for my PCAE and haven't even gone and paid the 80 cents for
> it...)
>
> You do not know what the hell you are talking about asshole Oshea charges
> Indivduals who purchase less than 1,000 games Cost is $2.00 each (plus
> shipping) Minimum is 12 games
>
>
>
>
>
>

7715. Re: Monkey Wrench

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 14:41:51 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1001219093928.17546G-100000@mail4.wayne.edu>
Source record: 39984

I think my version of the monkey wrench is "version I", and it, too,
plugs into the right slot on the 800. If memory serves, it wasn't keyed
to prevent you from plugging it into the left slot, but the machine won't
boot if you do. (Not that I tried it or anything :)

Were there ANY other right slot carts?

On Sat, 16 Dec 2000, Jack Pine
wrote:

> On 16 Dec 2000, RHamiIton5 wrote:
> ->>>Anyone know if its available anywhere as a cart ?
> ->
> ->... never succeeded to get it going on an 800 nor XL and never tried
> ->on an emulator.
>
> I can't comment on version-one of the M.W., but Monkey Wrench II was
> a right-side cartridge for the 800. The 800 had two cartridge slots;
> M.W. II was one of the extremely rare carts made for the right slot.
> It was a handy programming aid for writing programs in Basic.
>
> If you were to try to get it to run in emulational mode, you'd have
> to load M.W. II into the right cartridge slot's section of RAM. Even
> if that worked, you'd also have to have the M.W. II's command list in
> order to know what to do with it.
>
> >>>---<<<
> >>> david moeser -- erasmus39 at yahoo dot com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * "Only wimps use tape backup. REAL men just up- *
> * load their important stuff on ftp and let the *
> * rest of the world mirror it." --Linus Torvalds *
>
> P.S. Incidentally, my thanks to whoever originally posted the quote
> from the inventor of Linux.
>
>
>
>

7716. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 14:51:58 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_977237370@rtfm.mit.edu>
Source record: 39985
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

7717. Re: desktops...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 15:04:22 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <91ntbj$2ro0$1@wrath.news.nacamar.de>
Source record: 39986

I saw your DCS, and I think, it is a really good system. All my respect
belongs to atari-users, who are programming in assembler/maschine-language.
But: If your program loads menus from disk, you have the main memory free
for some graphical effects - are you planning some of them? Or may be a DCS
in Graphics 8 and with proportional-font?
In my BOSS-X(E)-Systems, I use the RAM-Disk for the main-datas and the
main-memory for executable/TBASIC datas. It loads programs for viewing files
from the ramdisk.

Mirko

"Tom Hunt" <NoOne@FakeEmail.com> schrieb im Newsbeitrag
news:900EB342DCTHEnterprises@205.212.123.11...
>
> http://members.xoom.com/cc65foratari/dcs.html and
> http://members.nbci.com/cc65foratari/dcs.html
>
> >> >
> >> >
> >By the way Tom, where can I find your desktop construction kit now ???
> >- Andreas
> >
>

7718. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 22:50:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a401ca8$0$1514$53a6afc1@news.erinet.com>
Source record: 39993

Hello, Bob.
I think that vendors (Video 61, Best, B&C, Bravo Sierra, maybe 4jays)
may have US Doubler packages from where-ever these vendors
get their stuff. By that I mean from stocks of USD that were produced
legally and just not sold yet. In addition, the writer (R. Stag?) may
have gotten a US Doubler chip set from someone used. I know I
have a USD that I haven't used and should sell. I would say the
person very unlikely got unauthorized/pirated chips that someone
burnt and sold him.
So, Bob, just because you own the rights to USD, doesn't mean
that vendors and individuals can't sell, either used or new, USD
that are still floating around and have been obtained legally.
Or am I reading you wrong?
Russg

7719. Re: Help on 800 anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-19 23:59:41 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3A3FF66C.9469E13D@sisna.com>
Source record: 39987

Check the side board for a 7805 or 7812, If you have an ohm meter set
it to Ohms then check from center to ourter right side and left side of
the unit. If you do not get a reading on each side replace the part.
Should fix the problem.

bob

7720. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 00:42:58 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3A400091.E7F12616@sisna.com>
Source record: 39990

Question for you? You stated you didn't receive a Dos Disk with your USD doubler,just where the hell did you get your USDoubler? As far a I know I am the only one that has the Rights to Distribute this unit!!! And while I am asking just how much did you pay for the chips with out rights?

There is no wonder Atari support is fading rapidly... I am still here, still support, repair the units, and damn well with fight for what I have the Rights to!!!

I have spent $1,000's since 1988, to support your and my habit the Atari 8-bit granted I have been screwed before and see no reason for it not to continue. But at this point in my life see no reason not to put forth my efforts in my earlier support, and go for the gusto!!! You may ask me for what I own rights to and I may if I am willing to pass them along to you for nothing, but you the Atari user think what I have rights belong to you for nothing have another guess coming.!!!

I am flexible, have offered others access to my rights, and have not been demanding upon them or their programers, but when someone blatantly abuses my rights I guarantee you I will put up one hell of a fight. I am not Mike Hohman!, I have agreements or copyrights in my poession and will defend all to the best of my ability! I have never screwed a Atari 8-Bit user not do I have to hide from not producing, or sending out a Product, I have said I have available for the community!!!

With this I truely wish each and every one of you a Very Merry Christman, and a Very
Happy New Year!!

Bob Klaas

7721. Re: Spartados Commands

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 00:55:16 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3A400373.975CA7C7@sisna.com>
Source record: 39988

I didn't notice your inquire requesting where you could buy the
Commands?

I have them available.

bob

7722. Re: US Doubler chips

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 00:58:55 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3A40044E.B1C7C047@sisna.com>
Source record: 39989

I have them available with manuals and software.

bob

7723. Re: US Doubler chips

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 01:28:21 UTC
From: bgarvey355@aol.com
Message-ID: <20001219202821.24663.00005986@ng-cd1.aol.com>
Source record: 39991

>On 12/19/2000 Bob wrote:
>
>I have them available with manuals and >software.

What kind of price are we talking here? Didn't know they were still available, ofcourse I have been out of the Atari scene most of this year (shame on me though, by the sounds of it, you've had them all along :-), I'm just now getting back into my Atari's, this time they will have a permanent place on my desk!

BG

7724. Re: Monkey Wrench

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 02:23:45 UTC
From: Edward Bonaventure <erasmus@sonnets.and.company>
Message-ID: <Pine.GSO.3.96.1001219211546.12866B-100000@shell1>
Source record: 39992

On Tue, 19 Dec 2000 "ae2598 att wayne dott edu" wrote:
->I think my version of the monkey wrench is "version I", and it, too,
->plugs into the right slot on the 800.

My copy plugs into the right slot; its formal name is Monkey Wrench
II. There was an earlier version without the "II" in the name. As I
recall, the later XL/XE version was also marketed as Monkey Wrench II.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

7725. Re: The bug in BBXFER (all versions)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 08:49:12 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <91prit$i4p$1@brokaw.wa.com>
Source record: 39994

Mathy,
Boy that was some huge chunk of wicked code... but I believe I've fixed the truncation bug and I'd like you to try it out (I just transferred a 200k file over my floppy board!)... only problem is that the CSS site says explicitly that no modification & redistribution may be made of the files without express permission from Bob. So... we will need to ask permission and then I could make the modifications available.
I can explain the changes very simply also if you are interested. If you have Mac/65 it should be a snap to compile it yourself.
-Dan Vernon

7726. Re: SIO2PC on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 11:16:12 UTC
From: webmaste@cbmpan.gdynia.pl
Message-ID: <20001220.11161249@mis.configured.host>
Source record: 39995

Actually I build it into the Atari serial (15pin) connector, not the PC
serial connector hood.
Thanks anyway for posting the answer.

J131

Am 2000-12-13, 04:45:36, napisał "Rick Cortese" <ricortes@netmagic.net> na
temat Re: SIO2PC on ebay:

> In case he doesn't see your post, he has answered this before. He builds
the
> 1489 version into the 25 pin serial connector hood. Saves some money and
> shipping cost.

> Just a by the by. Someone is impersonating him and sending out vulgar
> insults. Not the same guy in case you get one. I don't know what the guy
> impersonating him is doing it for.

> "R Stag" <stagger19@home.com> wrote in message
> news:qQBZ5.193182$td5.27592746@news1.rdc2.pa.home.com...
> > I though you needed the 1489 chip (project box design) to make this work.
> > with just a cable, I though it wouldnt work unless it was a null modem
> going
> > to an 850 or prconnection.
> >
> > <webmaster@cbmpan.gdynia.pl> wrote in message
> > news:9156ua$4sc$2@korweta.task.gda.pl...
> > > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1200645257
> >
> >

7727. Re: I'm BAAACK!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 12:34:01 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <91q8vpqnv1@nets3.rz.RWTH-Aachen.DE>
Source record: 39996

Howdy Andreas

>Well,
>I am not James, but I would like to get this software (since I have the
>IDE interface from Mathias Belitz). greets - Andreas.

The ASPI software only works on the BlackBox for now. Sorry. If you want
updates for the MSC-IDE software (not ASPI, yet) try http://www.birmanns.de

CU Mathy van Nisselroy

PS if you want ASPI for the MSC-IDE tell Matthias Belitz. He got zero response
to his article in ABBUC Magazin.

7728. Re: The bug in BBXFER (all versions)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 12:44:12 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <91q9isqnv2@nets3.rz.RWTH-Aachen.DE>
Source record: 40047

Howdy Dan

>Boy that was some huge chunk of wicked code... but I believe I've fixed the
>truncation bug and I'd like you to try it out (I just transferred a 200k
>file over my floppy board!)... only problem is that the CSS site says
>explicitly that no modification & redistribution may be made of the files
>without express permission from Bob. So... we will need to ask permission
>and then I could make the modifications available.
>I can explain the changes very simply also if you are interested. If you
>have Mac/65 it should be a snap to compile it yourself.

If you could send me the fixed version that is ready to run, that would be
great. I'll test it and then we ask Bob, OK? He told me himself that he had
no time to test and fix it himself. I do have MAC65 on disk, but that's all.
I tried to compile some source code once. Didn't work.

From Thursday 12.00 noon Central European Time (which is SIX hours ahead of
Eastern Standard Time in the USA) till January 8th I will not be able to come
here and check my Email!!!

CU Mathy van Nisselroy

PS where/how did Bob screw up. (sorry, no other word comes to mind.)

7729. RIP format

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 12:46:31 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <91q9n7qnv3@nets3.rz.RWTH-Aachen.DE>
Source record: 40048

Howdy folks

Does a RIP faq exist? I know there is a HIP faq, but RIP seems to be even better.

CU Mathy van Nisselroy

7730. WTB: Atari SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 14:10:08 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <V_206.30$hH5.222@nntpserver.swip.net>
Source record: 40049

I want to buy a SIO2PC cable for my Atari computer. Will pay in advance.

Anders Skelander

7731. Re: US Doubler chips

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 14:44:26 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1001220094411.5273H-100000@mail3.wayne.edu>
Source record: 40050

```
How much, how do we order

On Tue, 19 Dec 2000, BobKlaas wrote:

> I have them available with manuals and software.
>
> bob
>
>
>
>
```

7732. Re: The bug in BBXFER (all versions)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 15:47:13 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t41l0qsosvot4e@corp.supernews.com>
Source record: 40051

2&#65533; the way most people work around that is to write a program to patch things separately vs distribute the patched code. It takes a bit more time, but AFAIK is not even a point of contention between end users and software producers. I've done short patches where I'll just use BASIC's GET & PUT to with DATA statements to patch others people code and haven't even had a whisper of protest.

```
The no modification is not valid on its own, the redistribution is the key
phrase. If you own the software you can do anything you like with it. Take a
blow torch or letter punch to it if you like, it is yours to do with as you
please. Patching your software is considered fair use.
"Dan Vernon" <danver@halcyon.com> wrote in message
news:91prit$i4p$1@brokaw.wa.com...
> Mathy,
> Boy that was some huge chunk of wicked code... but I believe I've fixed
the
> truncation bug and I'd like you to try it out (I just transferred a 200k
> file over my floppy board!)... only problem is that the CSS site says
> explicitly that no modification & redistribution may be made of the files
> without express permission from Bob. So... we will need to ask permission
> and then I could make the modifications available.
> I can explain the changes very simply also if you are interested. If you
> have Mac/65 it should be a snap to compile it yourself.
> -Dan Vernon
>
>
```

7733. Announcement: cc65 2.6.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 16:03:18 UTC
From: uz@musoftware.de
Message-ID: <91ql86$d7r$1@moppi.musoftware.de>
Source record: 40052

[I've sent this to the moderator of comp.sys.atari.announce but didn't get a response, so I'm posting it to c.s.a.8bit myself]

I'm proud to announce version 2.6 of CC65, a C crosscompiler / crossassembler combo for 6502 systems.

CC65 has C and runtime library support for many of the old 6502 machines, including

- The Commodore C64, C128 and the C16, C116, Plus/4 machines.
- The CBM 600/700 family (programs run in bank 1).
- Newer PET machines (not 2001)
- The Apple][(library support by Kevin Ruland <kevin@rodin.wustl.edu>)
- The Atari 8 bit machines (thanks to the Atari team)
- GEOS for the C64 and C128 (GEOSLib by Maciej Witkowiak <ytm@elysium.pl>)

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

New in this version:

* All bugs mentioned on the bugs web page for version 2.5 are fixed.

* Several new commands/features for the assembler, including a repeat statement and target specific character sets.

* More 65C02 support.

* Module constructors/destructors (assembler/linker).

* `const' is honored in most places now, `const' data goes into the RODATA segment by default.

* Lots of larger library routines rewritten in assembler for speed and size (heap management, printf family).

* New object dump utility.

* New disassembler and assembler --> HTML converter (beta!).

* New low level disk I/O module for the Atari, thanks to Christian Groessler, <cpg@aladdin.de>.

* New mouse routines for the Atari machines by Christian Groessler and Freddy Offenga, <F.Offenga@student.kun.nl>. The mouse routines for the C64 are now debugged and should work (but still beta).

* Other stuff.

There is still no support for the following features:

* Floats and bit fields.

* File routines on most systems. The 8 bit Ataris are the first
machines that do have full file I/O support (besides the ACE port
which was dropped some time ago). Please note that the complete CBM
family doesn't have file I/O support!

* The 80 column mode on the C128 is not supported by the conio library.

Available packages:

As usual I will provide the complete sources and several binary packages,
including RPMs for RedHat Linux. Linux is the primary development platform,
so the sources do compile out of the box on Linux machines.

Please note that there are now separate RPMs for the compiler proper and
the target specific libraries. To develop for one of the predefined target
systems you need the compiler RPM package *and* one of the target machine
packages.

Binaries for DOS and and Windows will follow or may already be available at
the time you read this. OS/2 packages will again be available, but since
there are almost no downloads for OS/2, so the host platform may get
dropped in the near future (again).

Download:

More information information and a download link, please visit the cc65 web
page at

http://www.cc65.org/

Thanks to all who sent feedback and suggestions and of course to anyone who
helped developing cc65!

--
Ullrich von Bassewitz uz@musoftware.de

7734. Re: The bug in BBXFER (all versions)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 16:46:43 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <91qnis$vs3$1@brokaw.wa.com>
Source record: 40055

The bug is basically that something (I believe in the IBM-PC FAT routines) is clobbering some memory. At this point, the extent appears to be isolated to overwriting the buffer length, which is very critical, and which is why the code is truncating the files. There's another temporary variable that seems to be affected as well, but it is initialized before use each time and therefore not a problem. The temporary fix I have in place now is to add a dummy word after the buffer length (BUFLEN). I called it POUNDME.
I'm still working on this problem though, since it would be best to find the code that's overwriting the memory. Also I'm seeing some other bugs and irritations (in the original 1.8 version too!) in which the dates get messed up sometimes (maybe just a Sparta thing?), and also a few Disk Error #144s when they were not warranted. Also the dos path name resolution seems a little quirky at times. Anyhow... I'm going to keep fixing stuff, and I'll keep you posted. I'll probably try to contact Bob after the holidays... probably early next year. I've really been wanting one of those CSS Eprom Burners too, and thinking its about time to order one.

take care,
-Dan

7735. Re: Atari SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 16:50:14 UTC
From: Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be>
Message-ID: <91qno5iem1@ail.sri.ucl.ac.be>
Source record: 40053

Check at e-bay :

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1202860732

"ANDERS SKELANDER" <anders.skelander@swipnet.se> wrote in message
news:V_206.30$hH5.222@nntpserver.swip.net...
>
> I want to buy a SIO2PC cable for my Atari computer. Will pay in
> advance.
>
> Anders Skelander
>
>
>

7736. Re: SIO2PC on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 16:52:45 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001220115245.24263.00001073@ng-fh1.aol.com>
Source record: 40054

>webmaste@cbmpan.gdynia.pl stated:

>Actually I build it into the Atari serial (15pin) connector, not the PC =
>serial connector hood.=20
>Thanks anyway for posting the answer.

The A8 SIO connector is 13 pin...
The PC parallel P: port is usually 25 pin and the PC serial port is normally 9 pin or 25 pin.

-Ron

Inform everyone that communications have completely broken down.

7737. Re: RIP format

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 18:41:13 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012201838560.97-100000@TT030>
Source record: 40061

On 20 Dec 2000, Mathy Van Nisselroy wrote:

> Does a RIP faq exist? I know there is a HIP faq, but RIP seems to be even
> better.

I have this doc:

```
----------------------------------------
RIPscrip Graphics Protocol Specification
"Remote Imaging Protocol"
Copyright (c) 1992-1993, TeleGrafix Corporation
All Rights Reserved
Revision 1.52.00
April 20th, 1993
----------------------------------------
with editing by Bob Stein, 10/10/92
```

If this is what you are looking for, send an e-mail and I'll
mail it directly to you.

7738. Re: RIP format

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 18:43:58 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012201843400.97-100000@TT030>
Source record: 40062

seeems my real e-mail addy was missing in the last post, woopsy.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7739. Re: RIP format

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 19:24:02 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <mH706.5634$W76.84042@typhoon.sonic.net>
Source record: 40056

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
: Does a RIP faq exist? I know there is a HIP faq, but RIP seems to be even
: better.

What's the difference? Color? Higher res?

-bill!

7740. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 19:38:56 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <kV706.5637$W76.84182@typhoon.sonic.net>
Source record: 40057

Jach <jach298@my-deja.com> wrote:
: I was using my Atari 130XE many years ago, Really I enjoyed with it.
: But, In this times where the PCs and MACs are being the most useful
: computers, How may I get the maximun benefit from my old loved Atari?

Heart monitoring device! (hehehe)

See slashdot.org from a few days ago. ;)

-bill!

7741. Re: "Sweet 16" (was SpartaDos-X v4.22 Question)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 20:09:07 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <977344394.15967.0.pluto.d4ee0f47@news.demon.nl>
Source record: 40058

Could anybody help me! I search for the Turbo 816 OS from Dataque...

TXG
"David A. Paterson" <david_p@storm.ca> wrote in message
news:900DED0EBdapstormca@209.87.239.10...
> llpwhite@cs.com (LLpwhite) wrote in
> <20001217170547.28816.00005109@ng-cl1.news.cs.com>:
>
> >>It was/is an FTE 65816 upgrade. Several people have them.<
> >
> >How about someone who has one describing it in some detail. I've heard
> >that it is not much larger than the 65816. (?) It would be interesting
> >to know who has the rights to it. I have also heard that FTE did not
> >design it. If the rights do not reside with FTE, perhaps the technical
> >info couuld be shared, which might help development of others.
> >Larry
> >
>
> Since my main 800xl hsa about the 3rd or 4th of these ever sold installed,
> I guess I can comment on it...
>
> The entire setup is a 65816 on a circuit board; another IC is on the
> bottom. I believe that one is used to multiplex the data lines, and use
> them as additional address lines. This would permit the '816 to access up
> to 4 megs (I think it was) with a properly constructed upgrade.
>
> John Harris' MAE does support the '816 instruction set; I've created a few
> small, short programs to see how things work. But I only know of one
> program released that took advantage of the '816 instruction set and
memory
> - DataQue had a spreadsheet cart.
>
> Hope this helps,
>
> David P.

7742. Atari 8 BIT Emulator Source Code

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 22:13:36 UTC
From: rtdos@qwest.net
Message-ID: <bfa06.762$8N6.277445@news.uswest.net>
Source record: 40059

Does anyone know where I can find Emulator Source Code for the Atari 8 BIT?

--
J.Wood

7743. Re: HIP Pics

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-20 22:21:57 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <9ia06.2659$1%2.117294@sjc-read.news.verio.net>
Source record: 40060

Why don't we get some of these on a web page somewhere? I was considering
putting up some of my computer eyes stuff...

--
eric

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3A3E3DF1.3E18AAB2@mail.uni-mainz.de...
>
>
> RalphXPN schrieb:
> >
> > Whats up everybody!!
> >
> > Hey I just got turned on to HIP pictures (throgh a demo) where can I get
a
> > viewer/editor and some pics???
> >
> > Ralph
>
> Just mail me !! I have 3-4 HIP viewers and some HIP pics (2-3 disks)
> also...
> -Andreas

7744. Mother board

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 02:36:29 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <N0e06.27188$xW4.211289@news-server.bigpond.net.au>
Source record: 40063

Where can I get a replacement 130XE mainboard, tradein or Buy?

Mark

--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom
Falcon030-4-800MB-SBlaster II, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

7745. Atari for sale

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 03:37:12 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <IVe06.171839$vc3.30095924@typhoon.tampabay.rr.com>
Source record: 40064
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Lots of Atari video and 8 bit items for sale on my web site listed below:

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

7746. Re: Atari SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 03:49:46 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <u5f06.81312$58.10774559@typhoon.tampabay.rr.com>
Source record: 40065

$15 + $3.20 USPS Priority to US addresses.

PayPal wiz@atariworld.com

Check: J. Parish, 1012 East lake Drive, Tarpon Springs, FL, 34689

My cables use one chip and 5 other components mounted in the DB25 hood. You will need a DB9 to DB25 converter if your PC serial port is 9 pin. (Not included)

They are three feet long. Tested with six foot serial extension with no problems. (Not included)

Limited quantity.

"ANDERS SKELANDER" <anders.skelander@swipnet.se> wrote in message news:V_206.30$hH5.222@nntpserver.swip.net...
>
> I want to buy a SIO2PC cable for my Atari computer. Will pay in
> advance.
>
> Anders Skelander
>
>
>
>

7747. Re: 1802 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 03:54:15 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <H9f06.81340$58.10777415@typhoon.tampabay.rr.com>
Source record: 40066

If they are similar inside to the 1702 it's probably a blown STR series
voltage regulator and/or the Horizontal drive transistor. Could be a
shorted flyback also.

"me" <me@aol.com> wrote in message
news:FzM_5.457447$4d.59578591@news02.optonline.net...
> I just purchased an 1802 commodore monitor from a swap meet for $2, except
> it keeps blowing the internal fuse. Anyone have any experience with
these.
>
>
>

7748. t the JYBOLAC Atari Chat tonight...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 09:04:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a42221b@fmlynet.org>
Source record: 40071

FamilyNet HQ: Telnet:\\www.family-bbs.net

Well folks, this is just to get the word out that there will be no official Atari chat being so close to the holidays, so have fun visiting friends and family, watching Christmas specials, and all that. Or visit with each other at:

http://stargate.cs.swau.edu/atari

Sorry I didn't get the word out sooner but I've had server problems with Southwestern Bells lately (how funny that it would be the service I pay for and not the non-profit BBS I actually use that would poop out.) :)

Anyway, take care, and we'll pick up again next week Thursday (December 28th) at 8pm CST to talk about all the Atari stuff we got right? Until then be safe, and let's see that we all make it through the holidays in one piece.

God bless,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7749. Re: Atari 8 BIT Emulator Source Code

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 09:06:05 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <91sh5topo3@mamenchi.zrz.TU-Berlin.DE>
Source record: 40067

> Does anyone know where I can find Emulator Source Code for the Atari 8 BIT?

Which emulator? (-: There are several. I'm keeping here the sources of
a Linux/Irix based emulator.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE

7750. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 09:55:46 UTC
From: llpwhite@cs.com
Message-ID: <20001221045546.22553.00005976@ng-bk1.news.cs.com>
Source record: 40068

In a recent message Bob Klaas said:
>> ... I am flexible, have offered others access to my rights, and have not been demanding upon them or their programers...<<

Hi Bob-
I would be very interested in discussing the purchase or licensing of the rights for the U.S. Doubler. I would only ask as a pre-condition, that you would be able to supply objective evidence of your ownership or the terms of your license from Mr. Hohman. Otherwise, as a prospective purchaser or licensee, I could find at a later date that Mr. Hohman or others might claim that they retain the rights for the U.S. Doubler, and I would be in violation of their rights. Let me know -- I am serious in this matter.
Regards,
Larry White

7751. Re: RIP format

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 11:11:25 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <91sogtdav1@nets3.rz.RWTH-Aachen.DE>
Source record: 40069

Howdy Lonny

Nope, that's probably not it. RIP was invented I guess by someone in eastern Europe as an improved version of HIP. It adds colour IIRC.

CU Mathy van Nisselroy

7752. FTP Server (atari8.com)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 13:04:12 UTC
From: jeking@NOSPAM.com
Message-ID: <91sv4c$4fa$1@news.xmission.com>
Source record: 40070

as advertised previously, I`ve put my collection of 8bit files online.

They can be accessed via: ftp.atari8.com /atari8

I do not guarantee the functionality of any files.. I've moved these files
to so many drives/systems, and I've had almost no opportunity to test.

Enjoy!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

7753. Re: FTP Server (atari8.com)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 16:01:31 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001221110131.03981.00005018@ng-ct1.aol.com>
Source record: 40072

Wow! James, what a massive collection; just wish the Antic & Analog disks started with earlier issues.

> jeking@NOSPAM.com remarked:

>as advertised previously, I`ve put my collection of 8bit files online.
>
>They can be accessed via: ftp.atari8.com /atari8
>
>I do not guarantee the functionality of any files.. I've moved these files
>to so many drives/systems, and I've had almost no opportunity to test.

-Ron

Inform everyone that communications have completely broken down.

7754. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 18:32:29 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A424CBC.87AB2458@compuserve.com>
Source record: 40073

R Stag wrote:

> Hi, Im starting to think about building a SIO2PC cable.
>
> How long can this cable be? I need to make one about 12ft. Would this
> still be able to support transfers at this lengh??
>
> Thanks
>
> "Jim & Sue Klein" <jklein@paxway.com> wrote in message
> news:3a3bc2ab@news.starnetinc.com...
> > I currently have a 1050 drive...
> >
> > Is there an entirely seperate & inexpensive & 1.44M disk drive I can
> get???
> > & what DOS's support it?
> >
> > Jim Klein
> > Minneapolis Mn.
> >
> > jklein@paxway.com
> >
> >
> >

I built my SIO2ST(PC) setup just last week, using the 1489. I plugged it into a cable running to my ST. I used standard 8 wire telephone cable. The length is 100 feet total. Works just great.

Rick D.

7755. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 19:52:56 UTC
From: bensmith@user2.teleport.com
Message-ID: <91tn2o$l55$1@user2.teleport.com>
Source record: 40074
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7756. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 19:56:42 UTC
From: bensmith@user2.teleport.com
Message-ID: <91tn9q$lf3$1@user2.teleport.com>
Source record: 40075
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7757. Re: FTP Server (atari8.com)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 20:04:27 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <fnt06.5727$W76.90002@typhoon.sonic.net>
Source record: 40076

jeking@nospam.com wrote:
: as advertised previously, I`ve put my collection of 8bit files online.
:
: They can be accessed via: ftp.atari8.com /atari8

James! Can you whip up a QIF file so I can index your site on XL Search?
(See http://www.newbreedsoftware.com/xlsearch/)

-bill!

7758. Some games dont work with xformer2000!! Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 20:07:43 UTC
From: Bandie@gmx.net
Message-ID: <3A42630E.56BB9311@gmx.net>
Source record: 40077

Hi all,
pls help in getting some games running.
I insatlled latest xformer2000 arati8bit Emulator, tried in 800,800XL
and 130XE mode
but the following games wont work.
Any tips are welcome!!

Apple Panic-> player cant be moved after start.
Caverns of Mars-> same problem, only fire works, no movement left/right
MULE-> just the start picture 'MULE' , no further game start

best regards, Bandie

7759. ATARI joysticks running with xformer 2000 ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 20:10:20 UTC
From: Bandie@gmx.net
Message-ID: <3A4263AC.8F2C5288@gmx.net>
Source record: 40080

Hi,
i like to use the old style Atari sticks on my PC.
xformer2000 supports joysticks at com ports/parallel port.
How to get the Atari stick with a selfmade cable to com port???
Pinout required as well.

regards, Bandie

7760. FA: Children's book on Atari BASIC (1984)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 20:13:17 UTC
From: Eric Chomko <chomko@IDT.NET>
Message-ID: <91to8t$fuf@nnrp2.farm.idt.net>
Source record: 40078
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari,comp.sys.atari.st

Get beginners book on Atari BASIC. See link:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1203359290

7761. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 20:14:12 UTC
From: gametrader@iname.com
Message-ID: <91toac$nc7$1@nnrp1.deja.com>
Source record: 40079

Ya know.
I bought a 1702 monitor new in 1986 for $250.00. It's currently hooked up to a VCR in my kids room. This thing still works as perfectly as it did the day I bought it. I never thought I would hear of someone "lusting" for one :)

Mark
http://members.tripod.com/vulcanjedi

In article <20001215130020.04437.00000663@ng-cn1.aol.com>, rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> >olcott olcott@qwest.net asked:
>
> >How do I hook up the five pin din atari 800xl
> >to the three rca jack commodore 1702?
> (snip)
> >the cable is not labeled, and the color to color does not work...
>
> If you don't figure it out, I would take the 1702 off your hands; have been
> lusting after one for years...
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>

Sent via Deja.com
http://www.deja.com/

7762. Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 20:48:18 UTC
From: Bandie@gmx.net
Message-ID: <3A426C92.E9CF6585@gmx.net>
Source record: 40081

Whats the best 8bit Atari Emulator??
Please vote!!!
Up to know i work with xformwer2000!
Are there better Emulators for Win9X?

cya, Bandie

7763. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-21 21:48:56 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <cVu06.5739$W76.90614@typhoon.sonic.net>
Source record: 40082

Bandie@gmx.net wrote:
: Whats the best 8bit Atari Emulator??
: Please vote!!!
: Up to know i work with xformwer2000!
: Are there better Emulators for Win9X?

I can't speak for XFormer 2000, since I don't use Windows,
but I know Atari800 (for Unix/Linux) is quite good.
There's a Windows port called Atari800Win.

-bill!

7764. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 00:49:19 UTC
From: danaeckel@my-deja.com
Message-ID: <91u8ed$5ah$1@nnrp1.deja.com>
Source record: 40083

I like Atari Win, also gives that 5200 support.

Dana

Sent via Deja.com
http://www.deja.com/

7765. Re: Some games dont work with xformer2000!! Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 01:13:23 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001221201323.02474.00004853@ng-fb1.aol.com>
Source record: 40084

>Bandie@gmx.net remarked:

>following games wont work. Any tips are welcome!!
>
>Apple Panic-> player cant be moved after start.

May not be related, but A P plays out of stick 2 on the 800/800XL; have not tried on an emulator.

-Ron

Inform everyone that communications have completely broken down.

7766. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 01:20:46 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001221202046.02474.00004854@ng-fb1.aol.com>
Source record: 40085

>gametrader@iname.com replied:

>I bought a 1702 monitor new in 1986 for $250.00. It's currently hooked
>up to a VCR in my kids room. This thing still works as perfectly as it
>did the day I bought it.

You just explained why it was desirable...

-Ron

Inform everyone that communications have completely broken down.

7767. Re: ATARI joysticks running with xformer 2000 ??

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 01:27:03 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001221202703.02474.00004855@ng-fb1.aol.com>
Source record: 40086

> Bandie@gmx.net asked:

>i like to use the old style Atari sticks on my PC.
>xformer2000 supports joysticks at com ports/parallel port.
>How to get the Atari stick with a selfmade cable to com port???
>Pinout required as well.

Someone on this board has posted that info in the past, but I have lost (I hope temporarily) the PC with the bookmarks.
-Ron

Inform everyone that communications have completely broken down.

7768. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 02:03:26 UTC
From: Jam On IT! <stagger19@home.com>
Message-ID: <ODy06.197061$RP.35939031@news1.rdc1.md.home.com>
Source record: 40087

yeah!

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3A27C9B5.26570540@mail.uni-mainz.de...
>
>
> Matthias Belitz schrieb:
> >
> > Andreas Magenheimer schrieb:
> >
> > > Thorsten Guenther schrieb:
> > > >
> > > > In <bkSQ5.109100$py.12697612@typhoon.we.rr.com> "Luis Vasquez"
wrote:
> > > > >Oh, ok, I didn't know that they were different. Thanx for the
info, I could
> > > > >have ended up buying a drive for nothing. Where can I buy a
Double-Density
> > > > >drive for a cheap price?
> > > >
> > > > a) Get a stock 1050 and an add-on solution like "Speedy 1050"
(AFAIK
> > > > the ABBUC now has its hands on this one) or
> > > >
> > > > b) get another drive like those already mentioned in this thread.
> > > >
> > > > Thorsten
> > >
> > > Alas,
> > > Speedy 1050 is PAL only !! (Maybe someone can fix this) -andreas
> >
> > Hallo,
> >
> > anyone able to tell me, why the disk-drive should care about the
video-mode ?
> >
> > Thanx, Matt
>
> well,
> the disk drive (the mechanic) does not. but the drive OS does. try to
> get an NTSC drive working in Germany (PAL country), even with a correct
> power amp. (230Volts) it will not work, because of the OS. This has to
> do with timing... -Andreas

7769. FS: New 3M Floptical Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 03:31:21 UTC
From: igurus@aol.com
Message-ID: <20001221223121.20190.00003589@ng-mg1.aol.com>
Source record: 40088

NEW, 5-pack of 3M (Imation) Floptical Diskettes / Disks.
21Mb, 3.5" media. Includes plastic diskette storage case.

Compatible with all 21 Mb Floptical Diskette Drive Systems.

$25 per 5-pack. 6 5-packs available.

--
igurus@aol.com

7770. Label-making

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 04:10:12 UTC
From: taj16@dreamscape.com
Message-ID: <t45l1489sgq749@corp.supernews.com>
Source record: 40089

I was wrapping Christmas gifts today and needed some TO/FROM tags, so I fired up my 130XE and my Ol' Hackers' Print Shop Utilities Disk and printed some out. No muss, no fuss - just a few keystrokes to tell the program what I wanted. It was most refreshing.

I'd pretty much quit using my XE since a friend gave me his 4 meg Mega ST system. Now, I must admit that with many things the ST is faster and easier than the XE, but in all my extensive software collection I have yet to find a picture label program that works faster, easier, or better than this one. There are several programs that will print labels on the ST, but none are any more effective. Most require so much set-up that they aren't worth the trouble.

Looks like my XE isn't quite ready for complete retirement yet.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

7771. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 05:12:19 UTC
From: Mamba <Jar@rcn.com>
Message-ID: <91unaf$47h$1@bob.news.rcn.net>
Source record: 40090

AtariWin all the way. Sometimes it crashes when changing models (800xl to 800 revision b, etc..), other than that's it'd DAMN awesome and I use it all the time.

Xformer can kiss off - I actually purchased the DOS version a number of years ago, and their customer support was downright rude (well, the individual I spoke with). I haven't seen the windows version of Xformer, but the DOS version was a mess in my opinion.

<Bandie@gmx.net> wrote in message news:3A426C92.E9CF6585@gmx.net...
> Whats the best 8bit Atari Emulator??
> Please vote!!!
> Up to know i work with xformwer2000!
> Are there better Emulators for Win9X?
>
> cya, Bandie
>

7772. USA: Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 07:33:51 UTC
From: phantomm@eastky.net
Message-ID: <91v04v$9e$5@nd.eastky.net>
Source record: 40092

Looking for some Atari 8-bit hardware in the USA.

INDUS GT disk drive.

Atari 1050 stock disk drive.

Atari 850 interface.

ICD PR Connector.

All items must be in good working condition.

Send offers to me at:
phantomm@eastky.net

7773. SCSI hard drives on ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 07:38:23 UTC
From: phantomm@eastky.net
Message-ID: <91v0df$9e$6@nd.eastky.net>
Source record: 40091

Does anyone know if any new 3.5 50pin SCSI drives can be used directly
with the ICD MIO?

Does the ICD MIO require any type of SCSI controller to drive 50pin
SCSI drives or does the MIO have the hardware built in?

If you post a reply, do e-mail me a copy as well.

Thanks for any info,
phantomm@eastky.net

7774. Re: SCSI hard drives on ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 13:50:44 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <3A435C34.1A9BA9DC@bellsouth.net>
Source record: 40093

Phantomm wrote:
>
> Does anyone know if any new 3.5 50pin SCSI drives can be used directly
> with the ICD MIO?
>
> Does the ICD MIO require any type of SCSI controller to drive 50pin
> SCSI drives or does the MIO have the hardware built in?
>
> If you post a reply, do e-mail me a copy as well.
>
> Thanks for any info,
> phantomm@eastky.net

I don't know if any of the newer SCSI drives will work with the MIO.
The MIO can only handle 256-byte sectors, and all SCSI drives made today
(that I know of) can only handle 512-byte sectors and larger. (512 for
PC, 1024 for Mac) If you can get hold of an older Seagate, most of the
older ones can handle the smaller sector size. Barring that, you may
want to look for a Black Box interface. They can handle the 512-byte
sectors.

As far as connecting to the MIO, they will connect right up pin-for-pin
so all you need is a straight ribbon cable.

Hope this helps.

7775. Re: Looking for info on ANALOG Magazine issue

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 13:52:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a439322$0$1503$53a6afc1@news.erinet.com>
Source record: 39905

Steve, everybody.
There's a ANALOG project to put ANALOGs up on the internet
like Kevin Savetz's Antic project. (All Antic programs are available
now http://www.atarimagazines.com) I'm sure cyberroach would
be very happy to have someone help him with his ANALOG project.
http://www.cyberroach.com. Mostly htmlizing articles, I think.
Maybe write cyberroach and ask what he needs in the way of
scanning ANALOG articles/magazines. pdf probably isn't the way
he's doing it.
Russg

7776. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 14:27:54 UTC
From: gaberry@my-deja.com
Message-ID: <91vod5$894$1@nnrp1.deja.com>
Source record: 40094

Speaking of lusting.. have you seen the new Macs over at BBSPOT :)
http://www.bbspot.com/News/2000/7/new_macs.html

In article <91toac$nc7$1@nnrp1.deja.com>,
gametrader@iname.com wrote:
> Ya know.
> I bought a 1702 monitor new in 1986 for $250.00. It's currently hooked
> up to a VCR in my kids room. This thing still works as perfectly as it
> did the day I bought it. I never thought I would hear of
> someone "lusting" for one :)
>
> Mark
> http://members.tripod.com/vulcanjedi
>
> In article <20001215130020.04437.00000663@ng-cn1.aol.com>,
> rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> > >olcott olcott@qwest.net asked:
> > >
> > >How do I hook up the five pin din atari 800xl
> > >to the three rca jack commodore 1702?
> > (snip)
> > >the cable is not labeled, and the color to color does not work...
> > >
> > If you don't figure it out, I would take the 1702 off your hands;
> have been
> > lusting after one for years...
> > >
> > -Ron
> > >
> > Inform everyone that communications have completely broken down.
> > >
>
> Sent via Deja.com
> http://www.deja.com/
>

Sent via Deja.com
http://www.deja.com/

7777. Re: Label-making

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 15:48:11 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001222104811.10546.00002843@ng-fn1.aol.com>
Source record: 40095

Neither is my XL nor the 800...

>taj16@dreamscape.com (Thomas J. Andrews) remarked:

>Looks like my XE isn't quite ready for complete retirement yet.

>There are several programs that will print labels on the ST, but none are any
>more effective. Most require so much set-up they aren't worth the trouble.

-Ron

Inform everyone that communications have completely broken down.

7778. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 15:55:38 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001222105538.10546.00002844@ng-fn1.aol.com>
Source record: 40096

XFormer 3.8 (DOS) is still my emulator of choice; it is the only one I can boot
from a DD image. I was much less impressed by XF2000 (W95) and A800Win,
although Ctrl-1 is active in A800.
.
>"Mamba" Jar@rcn.com remarked:

> Xformer can kiss off - I actually purchased the DOS version years ago,

-Ron

Inform everyone that communications have completely broken down.

7779. Re: SCSI hard drives on ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 15:59:32 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001222105932.10546.00002845@ng-fn1.aol.com>
Source record: 39897

>Len Spencer lspenc13@bellsouth.net replied:

>As far as connecting to the MIO, they will connect right up pin-for-pin
>so all you need is a straight ribbon cable.

Actually the MIO does require a SCSI or SASI controller card unless one is
built in to the drive like some old Seagates.

-Ron

Inform everyone that communications have completely broken down.

7780. Re: SCSI hard drives on ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 16:04:35 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001222110435.10546.00002846@ng-fn1.aol.com>
Source record: 39898

>phantomm@eastky.net (Phantomm) asked:

>Does anyone know if any new 3.5 50pin SCSI drives can be used directly
>with the ICD MIO?
>
>Does the ICD MIO require any type of SCSI controller to drive 50pin
>SCSI drives or does the MIO have the hardware built in?

Can't say about the newer drives, but the MIO manual lists a dozen or so specific SASI & SCSI controller cards for use between the MIO and the hard drives.

-Ron

Inform everyone that communications have completely broken down.

7781. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 16:37:14 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t470mi4d23gv0f@corp.supernews.com>
Source record: 39899

I got mine from a discount store for $199, GEMCO I think. Mine has the same record for performance. The only thing that ever broke on it was the control cover when it was bouncing around in the back of a pick up.<grin>

There are other monitors that are just about as desirable. The Magnavox Color 80<vs Color 40> is very good as well as several other Commadore monitors that allow for multiple inputs i.e. CGA, RGB. Hard to beat the 1702's sound though, I don't think I have heard anything better outside of hooking a separate amp and speaker up to the audio.
<gametrader@iname.com> wrote in message news:91toac$nc7$1@nnrp1.deja.com...
> Ya know.
> I bought a 1702 monitor new in 1986 for $250.00. It's currently hooked
> up to a VCR in my kids room. This thing still works as perfectly as it
> did the day I bought it. I never thought I would hear of
> someone "lusting" for one :)
>
> Mark
> http://members.tripod.com/vulcanjedi
>
>
> In article <20001215130020.04437.00000663@ng-cn1.aol.com>,
> rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> > >olcott olcott@qwest.net asked:
> > >
> > > >How do I hook up the five pin din atari 800xl
> > > >to the three rca jack commodore 1702?
> > > (snip)
> > > >the cable is not labeled, and the color to color does not work...
> > >
> > > If you don't figure it out, I would take the 1702 off your hands;
> have been
> > > lusting after one for years...
> > >
> > > -Ron
> > >
> > > Inform everyone that communications have completely broken down.
> > >
>
>
> Sent via Deja.com
> http://www.deja.com/

7782. Re: Looking for info on ANALOG Magazine issue

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 16:39:55 UTC
From: stevenNOSPAMposey@yahoo.com
Message-ID: <3a43830a.96547284@news.cis.dfn.de>
Source record: 39900

On Mon, 18 Dec 2000 12:19:30 -0000, "Russ Gilbert" <russg@en.com>
wrote:

>Ron got the others.
>According to Tom Hunt's index of ANALOG mags.
>Create a Font by Vince Erceg is issue 16, pg. 72.
>Create a Font Datamaker by E. K. Garringer is issue 22, pg 57.
>Now, why do I suspect the next question is where to get the mags?
>Russg
>
>

Does anyone know if we can get permission from the publisher to
reprint (meaning scan) the pages with the software listings? I've got
a ton of Analog mags that I won't part with, but I'd be willing to
scan the relevant pages into .pdf format. I don't even begin to know
who to ask.

Steven
8-bitter since 1981

7783. Re: Monkey Wrench

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 16:42:42 UTC
From: stevenNOSPAMposey@yahoo.com
Message-ID: <3a43843e.96855442@news.cis.dfn.de>
Source record: 39901

If you want, I can scan my MWII documentation and post it somewhere
(or e-mail direct). Anybody know of any legal problems reprinting the
docs?

Steven

On Sat, 16 Dec 2000 19:29:53 -0500, Jack Pine
<erasmus@6502.old.folks.home> wrote:

>On 16 Dec 2000, RHamiIton5 wrote:
>->>>Anyone know if its available anywhere as a cart ?
>->
>->... never succeeded to get it going on an 800 nor XL and never tried
>->on an emulator.
>
> I can't comment on version-one of the M.W., but Monkey Wrench II was
>a right-side cartridge for the 800. The 800 had two cartridge slots;
>M.W. II was one of the extremely rare carts made for the right slot.
>It was a handy programming aid for writing programs in Basic.
>
> If you were to try to get it to run in emulational mode, you'd have
>to load M.W. II into the right cartridge slot's section of RAM. Even
>if that worked, you'd also have to have the M.W. II's command list in
>order to know what to do with it.
>
> >>>---<<<
> >>> david moeser -- erasmus39 at yahoo dot com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * "Only wimps use tape backup. REAL men just up- *
> * load their important stuff on ftp and let the *
> * rest of the world mirror it." --Linus Torvalds *
>
>P.S. Incidentally, my thanks to whoever originally posted the quote
>from the inventor of Linux.
>
>

7784. Re: MyDOS and Speedy

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 17:09:48 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A438ADC.ED6033EC@mail.uni-mainz.de>
Source record: 39902

Mathy Van Nisselroy schrieb:
>
> Howdy Andreas, Mirko, folks
>
> >And where can I get this alt. SIO driver? What's the (original)-name of this
> >file? If I knew, I could search it on a FTP-sercher!
>
> Is this a Speedy only driver or will it switch all high speed drives into high
> speed?
>
> CU Mathy van Nisselroy

Well,
this is a Speedy only driver (from ABBUC magazine). I have a few other
drivers that will support ultra speed in general (including Happy,
Speedy, USDoubler and compatibles), but I have not yet tested them under
MyDOS... -Andreas

7785. Re: RIP format

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 17:32:52 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A439044.422CF0B9@mail.uni-mainz.de>
Source record: 39903

Mathy Van Nisselroy schrieb:
>
> Howdy Lonny
>
> Nope, that's probably not it. RIP was invented I guess by someone in eastern
> Europe as an improved version of HIP. It adds colour IIRC.
>
> CU Mathy van Nisselroy

Well,
I have first seen this format by a demo group called Madteam. they also
created a HIP + RIP viewer. Afaik HIP is gr. 9 + gr. 9 interlaced
(receiving up to 32 greys with higher resolution); RIP is gr. 9 + gr. 10
interlaced (receiving up to 16x9 colors/shades with higher resolution).
Sorry, the rest is completely unknown to me... -Andreas

P.S.: RIP first appeared in MadTeams Igor-Demo... I have a viewer but
no pics yet... mail me - if you wanna have it !!

7786. Re: disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 17:39:22 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A4391CA.F473241@mail.uni-mainz.de>
Source record: 39904

```
"Jam On IT!" schrieb:
>
> yeah!
>
> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> news:3A27C9B5.26570540@mail.uni-mainz.de...
> >
> >
> > Matthias Belitz schrieb:
> > >
> > > Andreas Magenheimer schrieb:
> > >
> > > > Thorsten Guenther schrieb:
> > > > >

Ahem, do not quote too many people. Otherwise no-one knows, who wrote or
said something... (Andreas wrote, that Mathias wrote that he heard from
Andreas who read it from Thorsten, who copied it from michael, who
pirated it from his mother, who bought it from her sister, who quoted it
from the bible... that too many quotes and redirections are rather
nonsense...) -Andreas
```

7787. Re: The bug in BBXFER (all versions)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 17:46:56 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <9203ronph1@brokaw.wa.com>
Source record: 39906

Rick,
Good idea... I didn't think of that. I'll throw together a quick patch over the break. Although I probably won't do in BASIC... its just not that much fun to me anymore. I may do it in Action!, but more likely in cc65 (www.cc65.org)... which is currently my fav for just ripping out something quick (and it looks like the file i/o library routines arrived just in time!).
-Dan

P.S. To all interested in this thread... I did find the source of the memory clobbering last night and fixed up the code right. It was actually a buffer overflow for the data read from the Atari side, which is why it only shows up on large files in the Atari->IBM direction. Now, I'm working on the date corruption problem... again, only from Atari->IBM, and also the occasional "Disk Error #144" or "can't read directory" problem going in the IBM->Atari direction.

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:t41l0qsosvot4e@corp.supernews.com...
> 2 the way most people work around that is to write a program to patch
> things separately vs distribute the patched code. It takes a bit more
time,
> but AFAIK is not even a point of contention between end users and software
> producers. I've done short patches where I'll just use BASIC's GET & PUT
to
> with DATA statements to patch others people code and haven't even had a
> whisper of protest.
>
> The no modification is not valid on its own, the redistribution is the key
> phrase. If you own the software you can do anything you like with it. Take
a
> blow torch or letter punch to it if you like, it is yours to do with as
you
> please. Patching your software is considered fair use.

7788. Miner 2049er cheat ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 18:09:49 UTC
From: GEORGE SZABO <george.szabo@worldnet.att.net>
Message-ID: <NNM06.1164$7f3.84812@bgtnsc07-news.ops.worldnet.att.net>
Source record: 39907

What is the Miner 2049er cheat for 400/800 series?

George.Szabo@worldnet.att.net

7789. I owe someone Diamond GOS disks

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 18:53:35 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A43A32F.BDD0F91A@atari-history.com>
Source record: 39908

Hi,

Quite a few months back someone asked about Diamond GOS disks and
sent me a box of 5.25" diskettes to copy the programs onto since Alan
Reeve gave permission. However I have looking for that box of disks
and have misplaced them, I think the guys name with Kevin or Keith
(sorry, I'm bad with names sometimes)

If that person would please get in touch with me so I may send him
the disks I owe him, I would appreciate it, Happy Holidays everyone....

Curt

7790. Re: Looking for info on ANALOG Magazine issue

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 19:07:11 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t479fqcp3erd63@corp.supernews.com>
Source record: 39909

"Steven Posey" <stevenNOSPAMposey@yahoo.com> wrote in message
news:3a43830a.96547284@news.cis.dfn.de...
> On Mon, 18 Dec 2000 12:19:30 -0000, "Russ Gilbert" <russg@en.com>
> wrote:
>
> >Ron got the others.
> >According to Tom Hunt's index of ANALOG mags.
> >Create a Font by Vince Erceg is issue 16, pg. 72.
> >Create a Font Datamaker by E. K. Garringer is issue 22, pg 57.
> >Now, why do I suspect the next question is where to get the mags?
> >Russg
> >
> >
>
> Does anyone know if we can get permission from the publisher to
> reprint (meaning scan) the pages with the software listings? I've got
> a ton of Analog mags that I won't part with, but I'd be willing to
> scan the relevant pages into .pdf format. I don't even begin to know
> who to ask.

The ANALOG magazines allowed for BBS distribution of their programs. The
only restiction I can remember off hand was you couldn't do it until one
month after the magazine was published. The language was a little vague,
sounded like you weren't supposed to have it up after another month which
doesn't make a lot of sense.

I posted the exact text to the newsgroup, typed in from a copy of ANALOG, no
one took exception to it.

7791. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 22:15:22 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <t47kikmvtgrv29@corp.supernews.com>
Source record: 39910

In my opinion XFormer is at the bottom of the list. For DOS based emulators both XL-it and A800dos are by far much better (sound support and compatibility). In the Win95/98/NT world it's Atari800Win and the same port works great on a Macintosh but needs a lot of CPU power to run smooth. I would say that using Atari800Win is almost as good as playing my 130xe.

Dominik

RHamiIton5 wrote in message
<20001222105538.10546.00002844@ng-fn1.aol.com>...
>XFormer 3.8 (DOS) is still my emulator of choice; it is the only one I can boot
>from a DD image. I was much less impressed by XF2000 (W95) and A800Win,
>although Ctrl-1 is active in A800.
>.
>>"Mamba" Jar@rcn.com remarked:
>
>> Xformer can kiss off - I actually purchased the DOS version years ago,
>
>-Ron
>
>Inform everyone that communications have completely broken down.

7792. Re: Miner 2049er cheat ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-22 22:49:10 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001222174910.29881.00000754@ng-ft1.aol.com>
Source record: 39911

>"GEORGE SZABO" george.szabo@worldnet.att.net asked:

>What is the Miner 2049er cheat for 400/800 series?

IIRC from an old Antic...
1. write down phone # from initial title screen
2. hop onto level 1 girder, move right enough to avoid goblin
3. type in phone number
4. hold Shift key and press a digit 1 to zero

That's it, transports you to level # you pressed.

-Ron

Inform everyone that communications have completely broken down.

7793. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 00:55:51 UTC
From: geraldf@sprynet.com
Message-ID: <3a43f77d.16500787@nntp.sprynet.com>
Source record: 39912

Found this link elsewhere,
how about a heart monitor??
Czech hospital usings 800xls as such...
http://slashdot.org/article.pl?sid=00/12/17/148227

" Atari 800XL is still used in one of the biggest Czech hospitals, for
diagnostics of children with heart problems."

On Sat, 09 Dec 2000 03:22:15 GMT, Jach <jach298@my-deja.com> wrote:

>Please,
>
>I was using my Atari 130XE many years ago, Really I enjoyed with it.
>But, In this times where the PCs and MACs are being the most useful
>computers, How may I get the maximun benefit from my old loved Atari?
>What kind of task or use may I get from my Atari?
>
>Thanks for your answer,
>
>Jach
>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

7794. a8jdpeg version 0.4 now available

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 01:18:25 UTC
From: rjespino@yahoo.com
Message-ID: <920ugv$73r$1@nnrp1.deja.com>
Source record: 39913

The latest version of a8jdpeg, the jpeg viewer for the Atari 8-bit is now
available, at: http://www.geocities.com/rjespino/atari.html

a8jdpeg is an Atari 8-bit port of the C=64's juddpeg, written by Stephen L.
Judd..

The list of changes from the previous version includes:
The flicker modes are a lot less flickery
Default drive identifier "D:" is automatically added to file names
A ".JPG" extension is now added to file names if not typed in
A disk (sub)directory can be displayed within a8jdpeg
Several bug fixes
Options to save images in Micropainter (62 sector) format
Further improvement to the user interface

The source code and a screenshot is also available.
Merry Christmas and Happy New Year to all.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

Sent via Deja.com
http://www.deja.com/

7795. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 01:32:53 UTC
From: Jim & Sue Klein <jklein@paxway.com>
Message-ID: <3a4400ec_1@news.starnetinc.com>
Source record: 39914

Actually, XformerWin is quite good. It has better sound now with the Pokey emulation. It's main advantage I find is being able run exe's directly as a "pseudo" drive instead of trying to find full ATR's for everything. I think they're both great but find myself using Xformer2000 more.

P.S. Just my opinion but I think we're quite fortunate to have 2 free awesome emualtors. I think we look at features & expect constant "free" upgrades without thanking these people for all their hard work. (mabe $$ not needed but sending personal thanks is great) I think that's why sometimes these people get cynical.

...I just love the Windows version of APE. That way I don't worry about compatibility & get to run all my progs with using 56k modems & printers. I think it's a much better alternative than expecting emualtion to be perfect.

Just my 2 cents.

Jim Klein
Minneapolis Mn.

7796. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 02:06:05 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3A44088D.3030008@classic-games.com>
Source record: 39915

Emmanuel Fernandes wrote:

> Richard, thanks for the advertisement.... BTW, how's everything? Is the
>
> device still working ?
>
>
>
>
>
>
> The URL is correct and the e-mail address still works.... So if anybody is
>
> interested, take a look. But I don't have much free time now......

This is an old thread, but I'm trying to get caught up... Does the
adapter support both buttons on a 7800-style controller?
--
http://www.classic-games.com/ http://www.indie-games.com/
"If you torture a ballot long enough, eventually it'll confess."
--Alan Simpson

7797. Sio2PC for Laptop

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 02:22:54 UTC
From: R Stag <stagger3@yahoo.com>
Message-ID: <92120h0cig@enews4.newsguy.com>
Source record: 39935

Hi, I Need to build an SIO2PC cable. I was considering building this cable long to go from my computer to my 8Bit setup. This distance is approx 30FT. Then I though about using that old Laptop that I have sitting around. Could I use the Cable and the Ape software on the laptop?? Im thinking it should work with no problem. Just was wondering if anybody has any experience using this setup?

Thanks....

R Stag

7798. Re: can't UnArc BBXFER 1.8 source

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 02:29:01 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3A440DED.6090401@classic-games.com>
Source record: 39916

Raphael J. Espino wrote:

> Try another browser (it worked for me with Internet Explorer 5.0)

Yep, this is a known bug in IE. You can also use GetRight for the download.
--
http://www.classic-games.com/ http://www.indie-games.com/
"If you torture a ballot long enough, eventually it'll confess."
--Alan Simpson

7799. Rediscovering the Atari 8-bit - questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 03:26:27 UTC
From: av999@freenet.carleton.ca
Message-ID: <3A441B63.47125BFB@freenet.carleton.ca>
Source record: 39917
Body handling: Binary attachment payload not displayed: av999.vcf

For years, I was an Atari 8-bit user, owning an Atari 130XE (which eventually died) and Atari XE game system (which I eventually sold). Earlier this year, I acquired a new XEGS and an Atari emulator in the form of Atari 800win2.7. Needless to say, I'm delighted to be reventuring into the world of Atari 8-bits and am loving playing the old classics again.

Just a couple of questions: first, i've completely forgotten how to use DOS 2.5. Is there a place on the net where I can get the instructions again? Second, are there any sites where I can download ATR files of programs that I loved. Specifically, I'm looking for stuff like Rambrandt, Atariwriter+ and Colorview. Also, it would be great to find some demos.

Finally, I heard some time ago that Reeve Software has turned Diamond GOS over to the public domain. Is there any place I can download a copy of version 3.0 and its apps? I've always wanted to try this out and would love to fire it up on the emulator.

Please let me know by private email

Thanks,

Mark
av999@freenet.carleton.ca

[One or more binary attachments are retained only in the source text.]

7800. Vintage Computer Festival East pre-announcement

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 04:42:58 UTC
From: rbernardo <rbernardo@value.net>
Message-ID: <921agi$p48$5@news.value.net>
Source record: 39918

For Atari fans and fans of other vintage computer platforms, below is
Sellam "Sam" Ismail's pre-announcement of the Vintage Computer Festival
East (East Coast of the United States).
-
At VCF 4.0 on Sept. 30-Oct.1 in San Jose, California, Curt Vendel of the
Atari Historical Society won a major prize for his amazing Atari exhibit.
-
Give the VCF website a ring and state your preferences for Atari at VCF
East.
-
Truly,
Robert Bernardo
-

-
Date: Tue, 19 Dec 2000 00:49:45 -0800
From: Vintage Computer Festival <vcf@siconic.com>
To: rbernardo@value.net
-
Subject: Help Us Plan VCF East
-
Greetings Vintage Computer Enthusiast!
-
I am happy to announce that the VCF is moving ahead with plans for an
event on the East Coast of the United States. We are considering
hosting the event somewhere in the New England area, with Boston being
heavily favored both for its central location and historical relevance
to computing.
-
But we want to be sure to hold the event in a locale that will be
amenable to the highest number of potential attendees, so we are polling
our mailing list subscribers to determine where the most ideal location
would be.
-
In deciding on a locale, we'd like to keep these criteria in mind:
-
1) Availability of an affordable location suitable for the Festival
2) Geographical proximity to the most number of potential attendees
3) Proximity to major airports
4) Availability of decent and affordable accomodations
5) Weather
6) Historical relevance (i.e. near Route 128 near Boston, as a parallel
to doing the main Festival in the Silicon Valley)
-

So if those who are entertaining the notion of going to a VCF East could mosey on over to the following URL and fill in the survey we'd be most appreciative:
-
http://www.vintage.org/survey.html
-
Your input will help to decide where we will host the first VCF East. The event is tentatively scheduled to fall somewhere in between VCF Europa (April 28-29, 2001) and VCF 5.0 (Fall 2001).
-
Thanks very much for your participation in our poll, and we hope to see you at one of the upcoming Vintage Computer Festival events!
-
Best regards,
-
Sellam Ismail
Producer
Vintage Computer Festival

7801. Re: Monkey Wrench

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 07:28:49 UTC
From: llpwhite@cs.com
Message-ID: <20001223022849.20176.00003512@ng-mg1.news.cs.com>
Source record: 39919

> My copy plugs into the right slot; its formal name is Monkey Wrench II.
There was an earlier version without the "II" in the name. As I recall, the
later XL/XE version was also marketed as Monkey Wrench II. <<

You are right. The original Monkey Wrench (800 only) did not have a cartridge
shell, IIRC.

Larry

7802. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 08:57:50 UTC
From: Mamba <Jar@rcn.com>
Message-ID: <921orhhku1@bob.news.rcn.net>
Source record: 39920

It is great to have to free emus for my old time favorite computer, however, upon doing side by side comparisons with games.... the options, the sound, and most of all the compatibility in Atari 800Win is so superior to Xformer2000, it's not even in the same league. A800Win to me is the closest thing to using the real thing, while Xformer2000 is like emulating a broken Atari computer. :-)
Seriously - it's almost a joke how much better Atari800win is. I never liked Xformer DOS and now, with the use of Pokey, they still don't have the sound problems solved. Many game's sound effects are definitely off, not to mention, a good number of games with player-missile problems (Ms. Pac-man ghosts have no eyes, etc..etc..). I deleted Xformer 2000 after trying it for an hour tonight. I do like the switching modes via keyboard, but that's about it.
Now back to Atari800Win. This product I would actually pay for.
(just my 2 cents).

Jim & Sue Klein <jklein@paxway.com> wrote in message news:3a4400ec_1@news.starnetinc.com...
> Actually, XformerWin is quite good. It has better sound now with the Pokey
> emulation. It's main advantage I find is being able run exe's directly as a
> "pseudo" drive instead of trying to find full ATR's for everything. I think
> they're both great but find myself using Xformer2000 more.
>
> P.S. Just my opinion but I think we're quite fortunate to have 2 free
> awesome emualtors. I think we look at features & expect constant "free"
> upgrades without thanking these people for all their hard work. (mabe $$ not
> needed but sending personal thanks is great) I think that's why sometimes
> these people get cynical.
>
> ...I just love the Windows version of APE. That way I don't worry about
> compatibility & get to run all my progs with using 56k modems & printers. I
> think it's a much better alternative than expecting emualtion to be perfect.
>
> Just my 2 cents.
>
> Jim Klein
> Minneapolis Mn.
>
>

>
>

7803. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 12:00:10 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <3A4493CA.46A3B515@earthlink.net>
Source record: 39921

Greg Miller wrote:
>
> Emmanuel Fernandes wrote:
>
> > Richard, thanks for the advertisement.... BTW, how's everything? Is the
> >
> > device still working ?
> >
> > The URL is correct and the e-mail address still works.... So if anybody is
> >
> > interested, take a look. But I don't have much free time now......
>
> This is an old thread, but I'm trying to get caught up... Does the
> adapter support both buttons on a 7800-style controller?

Don't know the answer to your question, but I wanted to give Emmanuel a
well-deserved plug. I just received his device this week, and it is a
true godsend. It allows me to plug in 2 classic Atari joysticks and use
them on my PC; being able to use classic Atari joysticks as opposed to
the typical PC gamepad makes all the difference in the world. It works
perfectly, and is a truly awesome little device. Anyone looking to pick
one up, I recommend the device without reservation. The $30 (US)
includes shipping, and is more than a fair price. I promise I am not
affiliated with Emmanuel in any way, I'm just a very satisfied
"customer" showing my appreciation. :)

Mike
--
oOOOOOo Mike Kohary Seattle, WA http://www.kohary.com
,| oO
//| |
\\| | "End of line."
`-----`

7804. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 12:34:42 UTC
From: dwebster@mediaone.net
Message-ID: <3a449b55.61893571@news.jacksonville.net>
Source record: 39922

On Sat, 23 Dec 2000 03:57:50 -0500, "Mamba" <Jar@rcn.com> wrote:

For me, it's a simple choice. Xformer 2000 can't handle Star Raiders
correctly (does that diagonal starfield alignment thing, and the
sounds are choppy). Atari800Win plays it almost perfectly, except
for the green shields which should be blue, but I'm not going to
start that debate again... ;-)

>It is great to have to free emus for my old time favorite computer, however,
>upon doing side by side comparisons with games.... the options, the sound,
>and most of all the compatibility in Atari 800Win is so superior to
>Xformer2000, it's not even in the same league. A800Win to me is the closest
>thing to using the real thing, while Xformer2000 is like emulating a broken
>Atari computer. :-)
>Seriously - it's almost a joke how much better Atari800win is. I never liked
>Xformer DOS and now, with the use of Pokey, they still don't have the sound
>problems solved. Many game's sound effects are definitely off, not to
>mention, a good number of games with player-missile problems (Ms. Pac-man
>ghosts have no eyes, etc..etc..). I deleted Xformer 2000 after trying it for
>an hour tonight. I do like the switching modes via keyboard, but that's
>about it.
>Now back to Atari800Win. This product I would actually pay for.
>(just my 2 cents).
>
>

7805. SIO2PC for Laptop

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 14:35:45 UTC
From: Jam On IT! <stagger19@home.com>
Message-ID: <5L216.201916$RP.36766414@news1.rdc1.md.home.com>
Source record: 39923

Hi, I need to build an SIO2PC cable. I need to use about 50' of cable to
connect
my PC to the 8Bit setup. I have an older Laptop sitting around with a 9 pin
serial
port in the back. Im assuming this setup would work with the laptop just as
with
a desktop system?

Anybody have any experince with this setup??

Thanks

R Stag

7806. Re: SIO2PC for Laptop

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 16:33:05 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t49kqod8q2eqb2@corp.supernews.com>
Source record: 39924

"Jam On IT!" <stagger19@home.com> wrote in message
news:5L216.201916$RP.36766414@news1.rdc1.md.home.com...
> Hi, I need to build an SIO2PC cable. I need to use about 50' of cable to
> connect
> my PC to the 8Bit setup. I have an older Laptop sitting around with a 9
pin
> serial
> port in the back. Im assuming this setup would work with the laptop just
as
> with
> a desktop system?
>
> Anybody have any experince with this setup??

The first demo I ever saw of SIO2PC was done by Bob Wooley at a SLCC meeting on a laptop. I also ran one off an old Toshiba 1000 laptop, ~8088 with only a floppy, LCD screen, ran like a top.

7807. Re: Looking for Action.exe & syncalc.exe

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 17:58:29 UTC
From: Oliver Jaksch <ojaksch@gmx.de>
Message-ID: <922osrkas06$1@news.t-online.com>
Source record: 39925

Did you find syncalc? Send me an EMail if not, then I burrow for it...

Meanwhile: "I wish you a merry Chrismas..."
Oliver

"Jim & Sue Klein" <jklein@paxway.com> schrieb im Newsbeitrag
news:3a3d6a6f@news.starnetinc.com...
> I used to have a exe of Action! does anyone have it?
> All I remember is while it was loading it said something like "& they said
> it couldn't be done..."
>
> Also, syncalc.
>
> thanx!
>
>

7808. runing .BAS file using Atari 800 emulator? (Xformer or AtariWin

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 21:43:08 UTC
From: meganurd@hotmail.com
Message-ID: <3a451ab3.3178136@news>
Source record: 39926

Does anyone know how I can run Atari basic files (extension .BAS) on a atari 800 emulator (I'm trying both xformer 2000 and atariwin). I'm trying to play the type-in games from antic magazines that the good folks at atarimagazines.com have graciously put online (no I'm not a rep from their site). I know that I need to do something about putting the .BAS file into an Atari disk image, but I haven't the faintest idea where to find the software to do that.

It's been years since my family mothballed our Atari 800 and I've started to become all nostalgic for those old type-in games. Of course, not nostalgic enough to actually type those things in again (besides, we've long since thrown out our back issues, *sniff*)

Thanks to anyone who can help.

--Dan

7809. Re: runing .BAS file using Atari 800 emulator? (Xformer or AtariWin

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 22:08:19 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a4558d3$0$1508$53a6afc1@news.erinet.com>
Source record: 39932

Dan
I use 'imageman.exe', a program for managing DOS 2/2.5/MyDOS type
disk images. You start with one of those DOS images and then
you can add or delete files from the same pc directory to the image.
I'm sure there are others. I fairly often then use SpartaDOS 3.3a
with the emulator to copy the files from image to image once you
have booted and are in the emulator.
I'm getting confused just saying this. Hope it is clear to you.
Where to get 'imageman.exe, or .com?' Probably can find it using
xlsearch. xlsearch is probably at www.newbreedsoftware.com
Russg

7810. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 23:28:48 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <923c0d$577$1@lust.ihug.co.nz>
Source record: 39927

> For me, it's a simple choice. Xformer 2000 can't handle Star Raiders
> correctly (does that diagonal starfield alignment thing, and the
> sounds are choppy). Atari800Win plays it almost perfectly, except
> for the green shields which should be blue, but I'm not going to
> start that debate again... ;-)

Atari800win is great and is my emu of choice, and ummm, the shields were always green on my PAL Atari! ;-)

Aaron
Holmes Atari 8bit Games
http://homepages.ihug.co.nz/~aaronat/atari.html

7811. Re: SIO2PC for Laptop

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 23:31:21 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <923c57$5cu$1@lust.ihug.co.nz>
Source record: 39928

> Hi, I need to build an SIO2PC cable. I need to use about 50' of cable to
> connect
> my PC to the 8Bit setup. I have an older Laptop sitting around with a 9
pin
> serial
> port in the back. Im assuming this setup would work with the laptop just
as
> with
> a desktop system?

Yep, I use a toshiba 486 Laptop for all my SIO2PC stuff, very handy.
I had to do this originally, as my main PC has too many things hanging off
it now, and it's not setup in an easy place to keep swapping cables.

So yes a laptop would be fine! :-)

Aaron
Holmes Atari 8bit Games
http://homepages.ihug.co.nz/~aaronat/atari.html

7812. Re: Rediscovering the Atari 8-bit - questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 23:37:06 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001223183706.04005.00006064@ng-ct1.aol.com>
Source record: 39929

>av999@freenet.carleton.ca (Mark Rathwell) asked:

> forgotten how to use
>DOS 2.5. Is there a place on the net where I can get the instructions

try: http://www.crestviewfl.com/~richard/atari-docs.htm

>where I can download ATR files of programs that I loved.

bunches here: http://homepages.ihug.co.nz/~aaronat/gc.html

this: http://home.mira.net/~lions/atarif3.htm has some links.

Don't know much re: Diamond.

-Ron

Inform everyone that communications have completely broken down.

7813. Re: SpartaDos 3.3 Cart.

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-23 23:42:26 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001223184226.04005.00006065@ng-ct1.aol.com>
Source record: 39930

>"Jim & Sue Klein" jklein@paxway.com asked:

>I just got a SpartaDos cart. from Video61.
>
>It works fine but I cannot figure out how to get to any of the "extrinsic"
>commands like xinit or init (format).

Lance answered this once here; that cart just has the File Management System
needed to boot the sytem and accomplish basic tasks. Those "extrinsic" commands
still must be on the disk just as always.

-Ron

Inform everyone that communications have completely broken down.

7814. Re: runing .BAS file using Atari 800 emulator? (Xformer or AtariWin

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-24 01:24:27 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001223202427.10546.00003038@ng-fn1.aol.com>
Source record: 39931

> meganurd@hotmail.com (Dan) asked:

>Does anyone know how I can run Atari basic files (extension .BAS)
> on an Atari 800 emulator

You must have an image file of a bootable DOS disk to 'boot' the emulator.
After that it is pretty much the same as using a real Atari;
LOAD"Dn:ANYFILE.BAS", n=1-8 or RUN"Dn:SOMEFILE.BAS. Most of the emulators allow
you to assign an individual A8 file on the PC to a Dn: designation so that it
could be read into memory and then saved to an image. This site has some
utilities to add or remove files to/from an A8 image.
http://home.columbus.rr.com/ksiders/atari.htm

-Ron

Inform everyone that communications have completely broken down.

7815. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-24 04:29:56 UTC
From: dwebster@mediaone.net
Message-ID: <3a457ab8.22400394@news.jacksonville.net>
Source record: 39933

On Sun, 24 Dec 2000 12:28:48 +1300, "Aaron Wheeler"
<aaronat@ihug.co.nz> wrote:

>
>Atari800win is great and is my emu of choice, and ummm, the shields were
>always green on my PAL Atari! ;-)
>

Here we go again :-() Although, I did notice when I was playing Star
League baseball that the sky, which used to be blue on my NTSC Atari,
is now a nice shade of green, what a coincidence...

But I'm not starting anything mind you...

7816. Re: New 3M Floptical Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-24 05:24:15 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <3Mf16.103756$58.13045501@typhoon.tampabay.rr.com>
Source record: 39934

I'll give you $20 for all 6 five packs... That's probably the best if not
ONLY offer your going to get...

Dead Technology

In case anyone is interested, NO, they don't work in standard floppy drives.

"Igurus" <igurus@aol.com> wrote in message
news:20001221223121.20190.00003589@ng-mg1.aol.com...
> NEW, 5-pack of 3M (Imation) Floptical Diskettes / Disks.
> 21Mb, 3.5" media. Includes plastic diskette storage case.
>
> Compatible with all 21 Mb Floptical Diskette Drive Systems.
>
> $25 per 5-pack. 6 5-packs available.
>
> --
> igurus@aol.com
>
>

7817. Re: New 3M Floptical Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-24 13:30:49 UTC
From: bgarvey355@aol.com
Message-ID: <20001224083049.00628.00005535@ng-cb1.aol.com>
Source record: 39936

These aren't the same as LS-120 3.5" (imation standard) diskettes are they, the 120 mb variety? Just trying to clearify because my 'super disk' was obsolete the day after I bought it, because right then the price of cd-r's and recorders crashed and made it a more viable backup medium. Anywho what kind of drive do your disks take? Is it a cartridge type disk?

BG

7818. Re: APE cable and APE software 850 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-24 14:50:58 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.30.0012240949220.23218-100000@moose.erie.net>
Source record: 39937

So is there anything definitive on which version of the SIO2PC
cable is the best?

On Mon, 16 Oct 2000, Russg wrote:

> (Rick mentions Nick Kennedy's distribution of the single chip MAX232
> sio2pc interface.)
> I looked at that. And Clarence Dyson's page on sio2pc interfaces.
> And Rick Cortese's diagram.
> I have difficulty reading these schematics. I have to hunt for things like
> which way the diode goes (cathode to pin 8). And which kind of
> capacitor is a -| |- or -| (- . I noticed Dyson's 14c89 diagram has
> pin 13 tied low instead of Rick's tying high. And Dyson's has a 5.6k
> resistor pin 14 to anode side of diode. I tried that resistor, it didn't
> help.
> I did have one question. Somewhere I read the decoupling capacitor
> from 1489 pin 14 to ground needs to be 'near' pin 14. I have mine
> with very long leads going there. Should I shorten the connection so
> it is withing 1/4" of pin 14?
> Russg
>
>
>

7819. Re: APE cable and APE software 850 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-24 16:57:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t4cajmt04arj1c@corp.supernews.com>
Source record: 39938

Easy answer is the one you can get or the one you are willing to pay for.

The MAX232 are better technically, especially for long cable runs. They are also a bit tougher to build: My estimate from people asking in the newsgroup for help => as high as 70% of the people that tried to put them together couldn't get them working. Just the nature of Atari 8 bits, lots of hobbiest.

When Nick first did SIO2PC, the MAX232 chips were ~$6 per and weren't widely available. The 70% failure rate for getting it working was just the ones that could find a MAX232 chip.

Since then things have changed of course. MAX chips are everywhere and cheap, but they are still a bit tough for a first time breadboard project.

The 1489 design<s> were just to get something simple that works. This was after people said stuff in the newsgroup like "What's a 4049" or "Where can I find a 74LS00?". It seems to have worked out pretty well, Radio Shack sells them and they are available everywhere. There were several side effects, most people were chargin ~$40 to breadboard a MAX232, but the 1489 version<s> go for ~$25.

Basically, that is about it. If you need to operate the cable in a humid envirionment<galvonic problems, EMF> with a long cable run, you should use the MAX. If you are setting up in the same room in Arizona during the summer, a 1489 should work fine.

"Sage" <sagedm@erie.net> wrote in message
news:Pine.BSI.4.30.0012240949220.23218-100000@moose.erie.net...
>
> So is there anything definitive on which version of the SIO2PC
> cable is the best?
>
>
> On Mon, 16 Oct 2000, Russg wrote:
>
> > (Rick mentions Nick Kennedy's distribution of the single chip MAX232
> > sio2pc interface.)
> > I looked at that. And Clarence Dyson's page on sio2pc interfaces.
> > And Rick Cortese's diagram.
> > I have difficulty reading these schematics. I have to hunt for things
like
> > which way the diode goes (cathode to pin 8). And which kind of

Mine sucks, I think it was done about 1990 and posted to the newsgroup. My son found it in my /public directory when he was fooling around learning how

to do web pages, so he stuck it up. Only bright side is it is in ASCII so you should be able to see it with a shell account and an Atari 8 bit. Clarence did a much better job.
> > capacitor is a -| |- or -| (- . I noticed Dyson's 14c89 diagram has
> > pin 13 tied low instead of Rick's tying high. And Dyson's has a 5.6k

I changed my mind after rereading the RS232 specs and looking at the equivalent circuit for the 1489. 13 to ground is completely unnecessary, there is already a passive pull up ressistor *on the 1489* input which makes this redundant. It doesn't have to be tied anywhere. I probably did the original tying high and tying low. In keeping with the "Fewest connections possible" goal, it should be taken out: Let 13 float.

> > resistor pin 14 to anode side of diode. I tried that resistor, it
didn't
> > help.

Honestly, I know this needs to be there with a Prosys cable, but I can't see why it would be needed on SIO2PC cable.

The reason is that in all likelyhood the Atari has pullups or pulldowns on the POKEY chip to prevent floating logic levels when booting with nothing attached. If people have problems that require a pullup or pulldown to get the cables to work, there is a good chance they have a POKEY or cabling problem. I have seen a couple of POKEY problems.
> > I did have one question. Somewhere I read the decoupling capacitor
> > from 1489 pin 14 to ground needs to be 'near' pin 14. I have mine
> > with very long leads going there. Should I shorten the connection so
> > it is withing 1/4" of pin 14?

The cap was really just a suggestion, 1489 is an analog chip. If there is a problem that required a cap, it would manifest itself by the computer glitching due to spikes on the power supply with a SIO2PC cable plugged in. RS232 and SIO2PC cables don't care about voltage spikes, it is just they may cause them.

But then the diode<Nick's solution> was just a suggestion for people that wanted to plug in other Atari devices in the SIO chain. Everyone likes the diode, so I guess they can add the cap if it makes them feel better.<grin>

7820. Software from 30p

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-24 22:54:20 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3A467E9C.5E51E7B0@cyberpeeps.freeserve.co.uk>
Source record: 39939

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

7821. are your Top 10 Atari Computer Game Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 00:36:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a46f78d@fmlynet.org>
Source record: 39943

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: David Newman <davidnewman@adelphia.net>

> Folks:

> Quick survey: What are your Top 10 Atari Computer Game Carts?

In no particular order....

1) Archon
2) Joust
3) Star Raiders
4) Star Raiders][
5) Blue Max
6) Moon Patrol
7) Gyruss
8) Star Trek
9) Miner 2049er
10) Wizard of Wor

How about a fun counter question... what are the ten WORST 8-bit
cartridges to have? ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7822. Printer technical question

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 01:02:53 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001224200253.12555.00001488@ng-fv1.aol.com>
Source record: 39940

How do the electronics work for the console switches on theAtari XDM121 Printer? The "On-Line" button selects the unit just fine, but the "Line Feed" button no longer advances the paper and it is uncertain if the "Top of Form" is functional. I was prepared to replace or wire around the LF switch with a momentary contact SPST and happened to put a VOM on it out of curiosity; here is the puzzlement.

All three switches have some continuity, about 2500 ohm, constantly and the "On-Line" button drops to near zero when pressed. The "line Feed" and "Top of Form" buttons show no change when pressed. What is happening here? Why isn't it a case of on and off? Shouldn't it be either totally open or totally connected?

-Ron

Inform everyone that communications have completely broken down.

7823. tari 800 setup for 2001

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 01:10:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3a46f78d@fmlynet.org>
Source record: 39945

FamilyNet HQ: Telnet:\\www.family-bbs.net

Wow... here we are in 2001 practically. Weird seeing "Atari 800" and 2001 in the same sentence. But as we head on into a new year, I thought I would write a bit about my current computer setup to hopefully offer some inspiration to other Atari users out there.

First off, it is good to see that the computer I use in fun has a newsgroup of 200 messages in only a little over a week's time. I realized tonight that the feeling of the Atai computer is much the same now as it was back in the mid eighties. The feelings that, yes other computers receive more air time, but there are those that like my machine! That is a cool thought.

During the year 2000 I had an Atari 800 setup as the main computer and an Atari 1040 ST (4 meg of ram/ 16mhz adspeed chip) powering the hard drive thanks to the 800XLDJ program on the ST.
With a bit of slight of hand magic using two serial switch boxes, a PC laplink cable, and a SIO2PC cable, I was able to get get the Atari 800 with the ST to do the following...

1) Run Bobterm on the 800 and have the ST translate in 80 column ANSI graphics.
2) Run Bobterm on the 800 and have the ST with the Spectre Mac emulator translate with Z-Term. (Nice being able to type away on a Atari 800 while using the features of Z-Term in the Macintosh environment) :)
3) Have a null modem link between the 800 and ST.

Well, in truth, a lot of fun tricks are possible with the laplink and SIO2PC setup, and the 800XLDJ allows a few cute tricks of it's own. :) The ST allowed a few nice perks, like being able to play CD's to my computing. The only problem was, with my older ST there was not the ability to multitask so I could either run the 8 virtual (one meg) floppy drives for the Atari 800, or run the term program for the 80 column translation. (Because let's face it, the Atari8 has some good 80 column term programs, but none are as good as Freeze Dried term on a SC1224 screen.) (Grin)

For 2001 I have corrected this little dilema... I added another ST. :)

Yeh, I had a 520 ST with 1 meg upgrade not being used, and decided that it was better off being used. So runs the 80 column translation. Both the 520 ST and 800 remain on constantly (monitors turned off till used). This makes a GREAT advantage over a modern computer in that this machines do not have no form of drives constantly spinning. Wonderful!

When it is needed (like when I sit down to the computer and want to do little more than check my mail) the 1040ST with the 8 virtual drives are broght on line to add some real fun. With Bobterm I am able to send from the drives

short text files for E-mail address, signature files, and other writings. When I am playing a online BBS game, all the repitious moves are taken care of by a text file which I send.
I have one character in a game of LORD (Legend of the Red Dragon) which I continue to play just to see how strong I can make a character. I get to a certain point in the game and then send a file and it activates some 500 moves and I walk with 300,000,000 gold and call it a day. :) Really handy.

And of course you might be asking how do I check E-mail and this newsgroup... still with the help of the Family-Net BBS. Here in Dallas the dialup number is 972-496-0650. There is also a way to access through telnet and through a common web browser if interested.

I often telnet out of the Family-Net and hit off site Lynx browsers and visit E-Bay, the JYBOLAC chat on Thursday nights (http://stargate.cs.swau.edu/atari), and other fun reading.

Great desktop computer. Fun to play a good game, a AMS music file (love those!), sometimes tinker with programming.

And with those serial switch boxes, I can connect up my Newton 2000 (which take care of the field work and has about 80x more processor speed than my desktop...) ;) and download notes from a day at work. Not bad.

My serial connection? A 850 interface. Thanks to the good code of Bobterm (and Ice-T on occation) I am able to get 9600. I have heard a 19200K patch was made for the 850 interface, but I have yet to see it.

So there you have it. An actual decent and fun machine. Now if I can just find a good printer solution and a good ascii text editor that doesn't have to boot from startup and works in the 48K confids of the Atari 800. ;)

Merry Christmas and Happy New Year!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7824. Re: Atari

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 01:17:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.3a46f78d@fmlynet.org>
Source record: 39944

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Andreas Magenheimer <magea000@mail.uni-mainz.de>

>> Heheh. Only on Novice will I play Star Raiders to easy a "wanna kill
>> something" mood.
>>
>> Any higher difficulty, and I'm often running for my life... ;)
>>
>> -bill!

> For a real good "wanna kill something mood" pull out your lightgun and play
>some lightgun games... (like Crimebuster, or Operation-Blood lightgun version!
> But well, some Invaders or Zylons or Martians will also do... -Andreas

Don't worry ensign! You take the low ground, and I'll take the high ground
at the Command level. Together well vent some stress and show those Zylons a
thing or two. ;)

Commander Clu, Second Class

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7825. i 8-Bit Web Browsing?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 01:21:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.3a46f78d@fmlynet.org>
Source record: 39946

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Daniel Gibson <dkgibson@flash.net>

> Hi all,

> Just started reading the NG again after a year + absence. Last time I was on
> here, there appeared to be several people working on a web browser for the
> 8-bit. I checked out the Project Phoenix page, and it does not appear to have
> been updated for about 2 years. Can anyone tell me what, if anything, has
> happened?

The Phoenix project is a not a bad one, and just as we got a JPEG viewer
for the Atari8 in 2001, perhaps we'll get a PPP connection for the Atari8 in
the future. (Much like a modified C-64 or Apple][does.)

Truth is though, with a UNmodified Atari8, a SIO2PC cable, and the APE
interface software (and with a standard PC) you can get the Atari8 to access
the internet (lynx browser) through the PC. I access the internet through a
local telnet, but technically you could set your own PC up to be your telnet
gate at home.
I'm just lazy, but it is a future project of mine... perhaps when my local
BBS is no longer around. But nice to know it is out there all the same. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7826. i 8-Bit Web Browsing?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 01:21:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.3a46f78d@fmlynet.org>
Source record: 39997

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Daniel Gibson <dkgibson@flash.net>

> Hi all,

> Just started reading the NG again after a year + absence. Last time I was on
> here, there appeared to be several people working on a web browser for the
> 8-bit. I checked out the Project Phoenix page, and it does not appear to have
> been updated for about 2 years. Can anyone tell me what, if anything, has
> happened?

The Phoenix project is a not a bad one, and just as we got a JPEG viewer
for the Atari8 in 2001, perhaps we'll get a PPP connection for the Atari8 in
the future. (Much like a modified C-64 or Apple][does.)

Truth is though, with a UNmodified Atari8, a SIO2PC cable, and the APE
interface software (and with a standard PC) you can get the Atari8 to access
the internet (lynx browser) through the PC. I access the internet through a
local telnet, but technically you could set your own PC up to be your telnet
gate at home.
I'm just lazy, but it is a future project of mine... perhaps when my local
BBS is no longer around. But nice to know it is out there all the same. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7827. Re: Monkey Wrench (RIGHT CARTRIDGES)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 01:30:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a4705d3@fmlynet.org>
Source record: 39998

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: <ae2598@wayne.edu>

>I think my version of the monkey wrench is "version I", and it, too, plugs int
> the right slot on the 800. If memory serves, it wasn't keyed to prevent you
>from plugging it into the left slot, but the machine won't boot if you do. (No
> that I tried it or anything :)

> Were there ANY other right slot carts?

I've looked into this fairly extensively, and found there was a few fun
creatives uses for the Right hand slot on the Atari 800 (and what can I say? It
is my favorite Atari8 machine!) Here's what I have found out so far...

Monkey Wrench I
Monkey Wrench II - Basic utility and tool extension

Magic Dump I ?
Magic Dump II - Allowed you to "dump" screen contents to a printer.

Other things I have heard about....

80 Column cart - Somewhat flakey way of getting 80 column text.

There was a interesting pirate cartridge you could insert in the right
cartridge that would copy the contents of the cartridges slammed into the left
cartridge slot.

System Clock cartridge.

This is about all I can think of at the moment. The Atari 800 was great
in add ons that could be inserted in not only the right slot, but the ram/rom
slots in the back. A fun machine with lots of plug in parts!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7828. Re: Printer technical question

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 04:10:28 UTC
From: melee5@my-deja.com
Message-ID: <926hbj$v3l$1@nnrp1.deja.com>
Source record: 39941

If these are carbon-rubber contacts on mylar 'switches', what you
describe is a case of worn out carbon and you've found the problem.
Repair the carbon contact with a rubber contact repair kit from this
page. http://www.chemtronics.com/catalog/catalog.cgi?
action=list_products&category=7

Cut and paste the link into your browser if you have too.

Or you could do wire around.

In article <20001224200253.12555.00001488@ng-fv1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> How do the electronics work for the console switches on theAtari
XDM121
> Printer? The "On-Line" button selects the unit just fine, but
the "Line Feed"
> button no longer advances the paper and it is uncertain if the "Top
of Form" is
> functional. I was prepared to replace or wire around the LF switch
with a
> momentary contact SPST and happened to put a VOM on it out of
curiosity; here
> is the puzzlement.
>
> All three switches have some continuity, about 2500 ohm, constantly
and the
> "On-Line" button drops to near zero when pressed. The "line Feed"
and "Top of
> Form" buttons show no change when pressed. What is happening here?
Why isn't it
> a case of on and off? Shouldn't it be either totally open or totally
connected?
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>

Sent via Deja.com
http://www.deja.com/

7829. Anyone have Scram

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 05:36:58 UTC
From: Dan Ritter <dritter@angelfire.com>
Message-ID: <_1B16.40476$uK6.2946004@news1.telusplanet.net>
Source record: 39942

Does anyone have that old simulation Scram? It was of a nuclear reactor.

7830. Looking for Apple Panic, Journey to the Planets2 and Atari Stick to PC !!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 09:14:48 UTC
From: Bernd <Bandie@gmx.net>
Message-ID: <3A471008.79AA3D62@gmx.net>
Source record: 39999
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

How can help in
telling me how to get Apple Panic runnung ?
I cant move the player (lef,right).
Journey to the Planets2 is needed. Cant find it anywhere!

And finally:
Im looking for a way to connect my old ATARI STICKS to the PC running
with xformer2000!

BTW: What the get link to get ATARI 8Bit games to downlaod?

happy xmas, Bandie

7831. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 12:23:45 UTC
From: llpwhite@cs.com
Message-ID: <20001225072345.13680.00000529@ng-fn1.news.cs.com>
Source record: 40000

This question and answer always seems to revolve around games and sound. Is any one of these better than the others as far as languages, applications, and utilities go?
Larry

7832. Re: i 8-Bit Web Browsing?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 14:47:08 UTC
From: DCM01@USA.NET
Message-ID: <3a475c64.1470415@news.CIS.DFN.DE>
Source record: 40001

You can use a modem on your Atari to dial directly to some ISPs,
depending on if they offer a command line logon. Some do and they
don't even know it.

When we were having the the Tuesday night chats on IRC this past
summer a great moment came when we had a participant log on to the
chat direct from his Atari using Ice-T. He said Ice-T's 80 text
columns were a little straining to the eyes, but he was getting by
with a TV set.

On Sun, 25 Dec 2000 01:21:48 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> Truth is though, with a UNmodified Atari8, a SIO2PC cable, and the APE
>interface software (and with a standard PC) you can get the Atari8 to access
>the internet (lynx browser) through the PC. I access the internet through a
>local telnet, but technically you could set your own PC up to be your telnet
>gate at home.

> Doctor Clu

7833. Source of old usenet posts for comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-25 15:57:14 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a476da9.4274690@news.mia.bellsouth.net>
Source record: 40002

Up until several months ago, deja news carried posts for this forum
going back many years. Recently only posts back to 1999 are
available. Does anyone know of other sources of posts for this forum
going back beyond 1999 ? tks

ron

7834. format

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 00:27:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a484910@fmlynet.org>
Source record: 40015

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy)

> Howdy folks

> Does a RIP faq exist? I know there is a HIP faq, but RIP seems to be even
> better.

> CU Mathy van Nisselroy

Are you referring to the standard of terminal translation... like VT100,
ATASCII, ANSI, RIP?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7835. Re: RIP format

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 00:33:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a484910@fmlynet.org>
Source record: 40014

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Andreas Magenheimer <magea000@mail.uni-mainz.de>

> Well,
>I have first seen this format by a demo group called Madteam. they also create
> a HIP + RIP viewer. Afaik HIP is gr. 9 + gr. 9 interlaced (receiving up to 32
> greys with higher resolution); RIP is gr. 9 + gr. 10 interlaced (receiving up
> to 16x9 colors/shades with higher resolution). Sorry, the rest is completely
> unknown to me... -Andreas

>P.S.: RIP first appeared in MadTeams Igor-Demo... I have a viewer but no pics
> yet... mail me - if you wanna have it !!

I know there was a alpha version for the Atari ST... was a rip term emulator
written for the Atari8?

Doctor Clu

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http://www.fmlynet.org

7836. r 2049er cheat ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 00:34:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3a484910@fmlynet.org>
Source record: 40013

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "GEORGE SZABO" <george.szabo@worldnet.att.net>

> What is the Miner 2049er cheat for 400/800 series?

> George.Szabo@worldnet.att.net

Probably heard this already, but write down the telephone number on the intro screen and then enter it when you first start up the game. From there you can select shift and then a number to change levels. A great way to get out of dying if you change levels quick enough. ;)

Doctor Clu

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http://www.fmlynet.org

7837. peg version 0.4 now available

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 00:36:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.3a484910@fmlynet.org>
Source record: 40016

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: rjespino@yahoo.com

> The latest version of a8jdpeg, the jpeg viewer for the Atari 8-bit is now
> available, at: http://www.geocities.com/rjespino/atari.html

Thanks again! I think the jpeg viewer was the greatest bit of Atari8 news
in 2000! I've tried it. Not bad!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7838. ...1300xe or 1200xe or 1040xe.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 00:45:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004.3a484910@fmlynet.org>
Source record: 40017

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: bgarvey355@aol.com (BGarvey355)

> keyboard) then I would just have to modify the backend of the st case to work
>with the xe mobo.So many decisions to make... Anywho, anyone else ever conside
> this? The case designs are so similar between the two anyway, it shouldn't be
> too complicated.

> BG

(grin) I have thought of taking a 800 XL and mounting it in a 800 case.
Also considered putting a 1040ST in a TT case.

But yeh, if you wanted the XE look, gutting a ST would be the best way to
go. I would like to know how this goes.

Doctor Clu

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http://www.fmlynet.org

7839. Re: Rediscovering the Atari 8-bit - questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 00:47:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.3a484910@fmlynet.org>
Source record: 40018

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "John K. Picken" <yg473@victoria.tc.ca>

>Actually, forgetting DOS 2.5 is probably a good thing. If you want to get back
> to a really good Atari8 DOS, go for MYDOS 4.53--it's free and has a similar
> interface to Atari DOS 2.x. Now, if you want a superb 8-bit DOS, let's talk
> Sparta :)

> jkp

Let's do talk about Sparta. I understand there is a version 1.1 for the
Atari 400/800 line. What does this offer over MyDOS 4.5 ? (I won't be
picking up a XL or XE, so mainly a Atari 800 version of Sparta dos would be my
curiousity.)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7840. Hmmm...1300xe or 1200xe or 1040xe.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 00:54:06 UTC
From: bgarvey355@aol.com
Message-ID: <20001225195406.20918.00007185@ng-fc1.aol.com>
Source record: 40003

I was bored today and was thinking (usually gets me in trouble) and realized I had a spare Atari 130xe case laying around and also a spare 1040stf case, both sitting doing nothing, then I looked over at my 1200xl and thought wow that would be cool to have an xe in an xe styled 1200xl sized case (read: internal room for expansion, yet look cool as hell) I'm starting to have Frankenstinian thoughts, and I'm just crazy enough (and skilled enough) to try it, shouldn't be too hard, it's just plastic, now where is my dremel.......
Just think, I could utilize the floppy opening on the side of the st case for future 3.5 floppy upgrade, by hacking off and narrowing just the grilled section of the st case and adding it to the xe keyboard section, hack out the back of the xe case to retain the xe ports and graft it to the lower st case (after narrowing it).....or maybe just keep the full width of the st case and find someone smart enough to make an st keyboard function on an 8 bit, but, to do that I would need the st's keyboard, hear me MacFalkner?;-)(to those who don't know, MacFalkner makes a PC keyboard adapter for the 8 bit he calls the AKI(great product I already utilize one in one of my 130xe's), but it won't work on an st keyboard) then I would just have to modify the backend of the st case to work with the xe mobo.So many decisions to make... Anywho, anyone else ever consider this? The case designs are so similar between the two anyway, it shouldn't be too complicated.

BG

7841. Re: What kind of disks Does the 1050 Use?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 01:02:20 UTC
From: "John F." <johnf@cp-tel.net>
Message-ID: <bbrf4t40541ld9oj8u4oq4t1i6aensbkq7@4ax.com>
Source record: 40004

Here in Natchitoches,LA; the Walmart store has both the 5.25 & 3.5 DD disks on the shelf. If you're not close to a Walmart then you can find them listed on Ebay most every day.

John F.

On Tue, 24 Oct 2000 21:12:20 GMT, melee5@my-deja.com wrote:

>In article <39f3e25b$0$173$3936f1fe@news-core.twtelecom.net>,
> "Dan & Jeri Williams" <dwilliams@milwaukeepc.com> wrote:
>> I am currently using only Double Density disks, what I was wondering
>is if
>> the 1050 could format a High density disk for what it needs? And
>before you
>> tell me, yes I know that it won't use the full capacity of a HD disk,
>I was
>> just wondering since all I can really find are HD disks.
>>
>> Thanks
>>
>> Dan
>>
>>
>
>Using HD disk in a 1050 is a hopeless quest, I can't get mine to even
>complete a format of one, let alone store any data of value on it.
>Don't bother looking in stores for DD disks, they were sold out years
>ago, you will have to go to 8-bit Atari vendors for those disks or if
>you want to spend the big money call the 3M diskette hotline 1-800-328-
>9438 and get their recommendations of vendors who by federal law, I'm
>told, MUST produce DD disks for years to come.
>
>http://www.best-electronics-ca.com - Best Electronics
>http://www.angelfire.com/mn/video61 - Video61
>http://www.myatari.com - B & C ComputerVisions
>http://www.teleport.com/~bensmith/bscomputers.shtml - Bravo Seirra
>Computers
>
>
>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

7842. Re: Atari 800xl to Commodore 1702?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 01:23:12 UTC
From: "John F." <johnf@cp-tel.net>
Message-ID: <nksf4t81pq6s1h0t6oql87mf9e36jr2lug@4ax.com>
Source record: 40005

Hi everyone,
Don't forget Ebay. I was surfing there a couple of hours ago and found
three or four 1702's for auction.
John F.

On Sat, 16 Dec 2000 11:36:01 -0600, olcott <olcott@qwest.net> wrote:

>Not everyone reads every thread.
>Most people only read responses
>to what they have written. It took
>me about two weeks of searching
>to find good Atari dealers... I
>wanted to be sure to make this easier
>for people to find in the future.
>
>Rick Cortese wrote:
>
>> OK, but could you please stop? This is the 6th time you have vouched for
>> them in the last 2 days and you are looking like a sock pupet.
>>
>> "olcott" <olcott@qwest.net> wrote in message
>> news:3A3B87F0.DB81C7F0@qwest.net...
>> > And I can personally vouch for the quality.

7843. Re: Rediscovering the Atari 8-bit - questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 03:10:39 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001225190801.3962A-100000@vtn1>
Source record: 40006

On 23 Dec 2000, RHamiIton5 wrote:

> >av999@freenet.carleton.ca (Mark Rathwell) asked:
>
> > forgotten how to use
> >DOS 2.5. Is there a place on the net where I can get the instructions
>
> try: http://www.crestviewfl.com/~richard/atari-docs.htm
>
> >where I can download ATR files of programs that I loved.
>
> bunches here: http://homepages.ihug.co.nz/~aaronat/gc.html
>
> this: http://home.mira.net/~lions/atarif3.htm has some links.
>
> Don't know much re: Diamond.
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>

Actually, forgetting DOS 2.5 is probably a good thing. If you want to
get back to a really good Atari8 DOS, go for MYDOS 4.53--it's free and
has a similar interface to Atari DOS 2.x. Now, if you want a superb
8-bit DOS, let's talk Sparta :)

jkp

7844. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 03:29:16 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1001225222545.6998D-100000@mail2.wayne.edu>
Source record: 40007

That was really fascinating, its too bad they didn't have an 850 or P:R:
to hook up a printer and log the data in real-time. I've never found the
cassette interface to be terribly reliable, surely not for a
mission-critical heart monitor!

Is that "XC 12" tape drive an atari peripheral? Why have I never seen
one? Also what is "Turbo2000"?

On Sat, 23 Dec 2000, gf wrote:

> Found this link elsewhere,
> how about a heart monitor??
> Czech hospital usings 800xls as such...
> http://slashdot.org/article.pl?sid=00/12/17/148227
>
> " Atari 800XL is still used in one of the biggest Czech hospitals, for
> diagnostics of children with heart problems."
>
>
> On Sat, 09 Dec 2000 03:22:15 GMT, Jach <jach298@my-deja.com> wrote:
>
> >Please,
> >
> >I was using my Atari 130XE many years ago, Really I enjoyed with it.
> >But, In this times where the PCs and MACs are being the most useful
> >computers, How may I get the maximun benefit from my old loved Atari?
> >What kind of task or use may I get from my Atari?
> >
> >Thanks for your answer,
> >
> >Jach
> >
> >
> >
> >Sent via Deja.com http://www.deja.com/
> >Before you buy.
>
>
>

7845. Re: SIO2PC for Laptop

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 03:32:17 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1001225223137.6998E-100000@mail2.wayne.edu>
Source record: 40008

You may have trouble with 50', I've often heard that 50' is the "absolute maximum" for an RS232 connection.

On Sat, 23 Dec 2000, Jam On IT! wrote:

> Hi, I need to build an SIO2PC cable. I need to use about 50' of cable to
> connect
> my PC to the 8Bit setup. I have an older Laptop sitting around with a 9 pin
> serial
> port in the back. Im assuming this setup would work with the laptop just as
> with
> a desktop system?
>
> Anybody have any experince with this setup??
>
> Thanks
>
> R Stag
>
>
>
>

7846. Re: Anyone have Scram

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 03:34:26 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1001225223308.6998F-100000@mail2.wayne.edu>
Source record: 40009

Yes, that was one of the first "games" I got for my Atari. Really cool.
Need it?

On Mon, 25 Dec 2000, Dan Ritter wrote:

> Does anyone have that old simulation Scram? It was of a nuclear reactor.
>
>
>
>

7847. are you out there, Bob?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 05:55:49 UTC
From: edward bonaventure <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.3.96.1001226005000.24164K-100000@shell1>
Source record: 40010

On Tue, 19 Dec 2000 at 22:50:15 -0000, Russ Gilbert addressed this
query to Bob Klaas:
->
->So, Bob, just because you own the rights to USD, doesn't mean
->that vendors and individuals can't sell, either used or new, USD
->that are still floating around and have been obtained legally.
->Or am I reading you wrong?

Has there been an answer? (I haven't noticed any. Did I miss it?)

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *
(and longtime loyal Klaas customer, by the way)

7848. Re: Monkey Wrench

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 06:08:33 UTC
From: edward bonaventure <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.3.96.1001226005747.24164N-100000@shell1>
Source record: 40011

On Fri, 22 Dec 2000 at 16:42:42 GMT, Steven Posey (steven nospace
nospam nospace posey att yahoo dott com) scribbled:

->If you want, I can scan my MWII documentation and post it somewhere
->(or e-mail direct).

Too many "quotes" in reply. I'm not looking for the docs; I have
the MW II manual.

-> Anybody know of any legal problems reprinting the docs?

Seems to me the copyright issue should be the same here as in the
case of manuals for all the other "dead" Atari-related products. (In
other words, Bob Klaas may still be around, but all the other Atari
8-bit original equipment manufacturers and marketers headed for the
hills long ago!!)

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

7849. "quoting"

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 06:16:55 UTC
From: edward bonaventure <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.3.96.1001226011226.24164O-100000@shell1>
Source record: 40012

On Fri, 22 Dec 2000 at 18:39:22 +0100, Andreas Magenheimer (magea000
att mail dott uni hyphen mainz dott de) scribbled:

->Ahem, do not quote too many people. Otherwise no-one knows, who wrote
->or said something... (Andreas wrote, that Mathias wrote that he heard
->from Andreas who read it from Thorsten, who copied it from michael,
->who pirated it from his mother, who bought it from her sister, who
->quoted it from the bible... that too many quotes and redirections are
->rather nonsense...) -Andreas

But that's Usenet tradition! <grin!>

P.S. I sure hope the sister's copy was LEGAL! <ha-ha-ha!>

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

7850. Re: Atari joystick for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 09:59:52 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <929q6o$352$1@nnrp1.deja.com>
Source record: 40019

I'll second that. I have had mine for a couple of years now and it's still going strong. Emmanuel does a great job putting them together. Like I have said many times before, nothing like a couple of Wico Red Ball Joysticks plugged into your pc. Not only does it work great with Atari emulators, you should try Mame with Robotron or Battlezone and two wico joysticks. Almost as good as owning the real thing, but that's a whole other newsgroup.
Isaac

In article <3A4493CA.46A3B515@earthlink.net>,
Mike Kohary <mkohary@earthlink.net> wrote:
> Greg Miller wrote:
> >
> > Emmanuel Fernandes wrote:
> >
> > > Richard, thanks for the advertisement.... BTW, how's everything? Is the
> > >
> > > device still working ?
> > >
> > > The URL is correct and the e-mail address still works.... So if anybody is
> > >
> > > interested, take a look. But I don't have much free time now......
> >
> > This is an old thread, but I'm trying to get caught up... Does the
> > adapter support both buttons on a 7800-style controller?
>
> Don't know the answer to your question, but I wanted to give Emmanuel a
> well-deserved plug. I just received his device this week, and it is a
> true godsend. It allows me to plug in 2 classic Atari joysticks and use
> them on my PC; being able to use classic Atari joysticks as opposed to
> the typical PC gamepad makes all the difference in the world. It works
> perfectly, and is a truly awesome little device. Anyone looking to pick
> one up, I recommend the device without reservation. The $30 (US)
> includes shipping, and is more than a fair price. I promise I am not
> affiliated with Emmanuel in any way, I'm just a very satisfied
> "customer" showing my appreciation. :)
>
> Mike

> --
> oOOOOOo Mike Kohary Seattle, WA http://www.kohary.com
> ,| oO
> //| |
> \\| | "End of line."
> `-----`
>

Sent via Deja.com
http://www.deja.com/

7851. Re: RIP format

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 11:45:42 UTC
From: JLsoft <jlsoft@*nospam*atari.org>
Message-ID: <01c06f31$3520da40$defb36d1@ghostwheel>
Source record: 40020

The .RIP format on the Atari 8bit has nothing to do with the ol' RIP
graphics for the PC (used on some BBSes) :)

>
> I know there was a alpha version for the Atari ST... was a rip term
emulator
> written for the Atari8?
>
> Doctor Clu
>
>

7852. Re: Rediscovering the Atari 8-bit - questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 14:31:14 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001226061539.22686B-100000@vtn1>
Source record: 40021

On Mon, 26 Dec 2000, Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "John K. Picken" <yg473@victoria.tc.ca>
>
> >Actually, forgetting DOS 2.5 is probably a good thing. If you want to get back
> > to a really good Atari8 DOS, go for MYDOS 4.53--it's free and has a similar
> > interface to Atari DOS 2.x. Now, if you want a superb 8-bit DOS, let's talk
> > Sparta :)
>
> > jkp
>
> Let's do talk about Sparta. I understand there is a version 1.1 for the
> Atari 400/800 line. What does this offer over MyDOS 4.5 ? (I won't be
> picking up a XL or XE, so mainly a Atari 800 version of Sparta dos would be my
> curiousity.)
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>

I have the original ICD releases of the various versions of Sparta 1.x
(because it can't use OS RAM, it has different versions for different
uses eg. maximum free RAM for games etc. with fewer DOS features).

I've never bothered using it as I've never had an 800 and have never
seen a better DOS than 3.3b. On the rare occasions I might have wanted
to use Turbo BASIC, I simply used XL2 to run a second system under MyDOS.

As to advantages: the biggest is batch files followed closely by the
more efficient DOS format (directory structure, directory size limits,
etc.). Also, if you've used MS-DOS, you're right at home with it in about
10 minutes

If you'd like to try the best CLI-type DOS for an 800, I'd recommend
Jiri Bernasek's BW-DOS (often referred to as "BEWE DOS"). It's 100%
Sparta 3.x compatible but is designed to use minimum RAM (more external
functions) and does not use OS RAM. It offers a similar CLI, batch files,
etc. and has some great extra utilities, many of which perform well under
true Sparta. Its only drawback, from my point of view, was that it was
restricted to D1:-D4: plus D8:

jkp

7853. Atari BASIC Source Book

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 18:21:03 UTC
From: NoOne@FakeEmail.com
Message-ID: <90168115ECTHEnterprises@205.212.123.11>
Source record: 40022

The Atari BASIC Source Book is available for downloading at-

http://www.ping.be/kim-1__6502/

ftp://ftp.spudster.org/pub/Atari/CTH/Programming/Assembly/AtariBasicSourceBook.zip

Now that the source code listing is available in an electronic format, just think of the interesting projects that someone could do with it. Like maybe use expanded memory for variables and additional BASIC functions? Granted, Turbo Basic and BasicXE are excellent versions of BASIC for the A8. But there hasn't been a new version of them in many years, and probably never will be. This could be a new project that would give A8 users something new to play with. Any takers?

7854. Re: are your Top 10 Atari Computer Game Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 20:19:27 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <92auj1$6gupa$1@ID-60478.news.dfncis.de>
Source record: 40023

> How about a fun counter question... what are the ten WORST 8-bit
> cartridges to have? ;)
>
> Doctor Clu

1. Buck Rogers
2. Buck Rogers
3. Buck Rogers
4. Buck Rogers
5. Buck Rogers
6. Buck Rogers
7. Buck Rogers
8. Buck Rogers
9. Buck Rogers
10. Buck Rogers

Steven

7855. Re: Looking for info on ANALOG Magazine issue

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-26 20:37:15 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <92avkc$6c20r$1@ID-60478.news.dfncis.de>
Source record: 40024

Russ Gilbert <russg@en.com> wrote in message
news:3a439322$0$1503$53a6afc1@news.erinet.com...
> Steve, everybody.
> There's a ANALOG project to put ANALOGs up on the internet
> like Kevin Savetz's Antic project. (All Antic programs are available
> now http://www.atarimagazines.com) I'm sure cyberroach would
> be very happy to have someone help him with his ANALOG project.
> http://www.cyberroach.com. Mostly htmlizing articles, I think.
>

Ok, thanks, I'll check it out.

Steven

7856. BEWE DOS? Was Re: Rediscovering...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 00:02:17 UTC
From: DCM01@USA.NET
Message-ID: <3a4930c2.1060843@news.CIS.DFN.DE>
Source record: 40025

Wow, a DOS I never heard of. And neither has Google! Anyone got an
ATR? Email it to me, please!

I have always wanted to try a command line DOS on my 800. I guess my
ideal DOS would be a CLI DOS with 80 columns and good compatibility.

On Tue, 26 Dec 2000 06:31:14 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>If you'd like to try the best CLI-type DOS for an 800, I'd recommend
>Jiri Bernasek's BW-DOS (often referred to as "BEWE DOS"). It's 100%
>Sparta 3.x compatible but is designed to use minimum RAM (more external
>functions) and does not use OS RAM. It offers a similar CLI, batch files,
>etc. and has some great extra utilities, many of which perform well under
>true Sparta. Its only drawback, from my point of view, was that it was
>restricted to D1:-D4: plus D8:

7857. Re: RIP format

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 02:17:49 UTC
From: ralphxpn@aol.com
Message-ID: <20001226211749.01203.00004951@ng-cv1.aol.com>
Source record: 40026

HI I was tring to find IGOR demo , I found it as a DCM I dont have anything to convert to an atr.....would you get it to me ???

Ralph

7858. Re: BEWE DOS? Was Re: Rediscovering...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 02:46:15 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001226182835.5602B-100000@vtn1>
Source record: 40027

On Wed, 27 Dec 2000, Daniel Miller wrote:

> Wow, a DOS I never heard of. And neither has Google! Anyone got an
> ATR? Email it to me, please!

Try the UMich archives or Tom Hunt's site before you start asking for
emails.

> I have always wanted to try a command line DOS on my 800.

You can use Sparta 1.x, DOSXL 2.3, or BW-DOS (the author's name for it) on
an 800. You can even use SpartaDOS-X if you can find someone willing
to part with the cartridge.

> I guess my ideal DOS would be a CLI DOS with 80 columns and good
> compatibility.

If you want a good CLI DOS which supports 80 columns, then I'd
suggest either MS-DOS 6.22 or DR-DOS 7.03 and the purchase of an
Intel-compatible computer--80 column text mode sucks on the Atari8 except
with an XEP-80 which, in turn, sucks because it runs off a joystick
port. I believe the best compromise made between readability on old
monitors and screen width was done on the TRS-80 with its 64 column
screen, then again, a computer on which graphics were a joke.

jkp
(Professional Grinch :)

7859. Re: Atari BASIC Source Book

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 02:49:47 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001226184646.5602C-100000@vtn1>
Source record: 40028

On Tue, 26 Dec 2000, Tom Hunt wrote:

[snip]

Nice to see you're still here; haven't heard from you in quite a while.

Best of the season to you and yours, Tom.

Cheers,
jkp

7860. Re: New 3M Floptical Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 04:43:53 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <dse26.134171$58.15000028@typhoon.tampabay.rr.com>
Source record: 40029

The floptical drive was a special SCSI drive that could use these 21MB disks. The Disk was a hybrid, it used magnetic encoding but the tracks had lasered alignment groves to allow precision head alignment. As a side benefit it could also read standard 3/5 disks, both 720k and 1.44mb as well as 2.88mb disks. The 21mb disks look just like plain old floppys. They used to cost $5 each. Now they are worth maybe 50 cents ea.

I'm the un-proud owner of two such drives. Paid $200 each for them NEW. Oh, well, maybe collector's items one day, I'll have to store them with my $5000 Phillips CD521 1X first generation CD Recorder. Yea, I was making CD's back when most of you were backing up your 105mb hard drives on 1.44mb floppys. Back when blank 650's cost $25 EACH!!!

I beat you on the LS120, got 3 of them at the flea market for $5 each and 25 disks for $1 each.

"BGarvey355" <bgarvey355@aol.com> wrote in message news:20001224083049.00628.00005535@ng-cb1.aol.com...
> These aren't the same as LS-120 3.5" (imation standard) diskettes are they, the
> 120 mb variety? Just trying to clearify because my 'super disk' was obsolete
> the day after I bought it, because right then the price of cd-r's and recorders
> crashed and made it a more viable backup medium. Anywho what kind of drive do
> your disks take? Is it a cartridge type disk?
>
> BG
>

7861. Re: BEWE DOS? Was Re: Rediscovering...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 08:45:03 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <j_h26.6215$W76.111606@typhoon.sonic.net>
Source record: 40030

Daniel Miller <DCM01@usa.net> wrote:
: Wow, a DOS I never heard of. And neither has Google! Anyone got an
: ATR? Email it to me, please!

Search at XL Search:

http://www.newbreedsoftware.com/xlsearch/

(I did a search for "bewe dos", sorted by Matches, and found a DCM and ZIP
below the first dozen search results.)

Enjoy! :)

-bill!
(PS - You can use XL Search to do searches via e-mail!
Send a message to: xlsearch@newbreedsoftware.com)

7862. Re: are your Top 10 Atari Computer Game Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 09:47:53 UTC
From: danaeckel@my-deja.com
Message-ID: <92cds8$v89$1@nnrp1.deja.com>
Source record: 40032

>
> 1) Star Raiders
> 2) Joust
> 3) K-razy Shootout
> 4) Star Raiders II
> 5) Q-Bert
> 6) Space Invaders
> 7) Missile Command
> 8) Asteroids
> 9) Donkey Kong
> 10) Chop Lifter

Ok, so these are most of the games I own.
>

Sent via Deja.com
http://www.deja.com/

7863. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 09:58:02 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_977911028@rtfm.mit.edu>
Source record: 40031
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

7864. Re: SIO2PC on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 10:05:06 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <92cesidk1@korweta.task.gda.pl>
Source record: 40033

In article <20001220115245.24263.00001073@ng-fh1.aol.com>, rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
>>webmaste@cbmpan.gdynia.pl stated:
>
>>Actually I build it into the Atari serial (15pin) connector, not the PC =
>>serial connector hood.=20
>>Thanks anyway for posting the answer.
>
>The A8 SIO connector is 13 pin...

You are right, of course. Just a typo.

>The PC parallel P: port is usually 25 pin and the PC serial port is normally 9
>pin or 25 pin.
>
>-Ron
>
>Inform everyone that communications have completely broken down.

7865. Re: Atari BASIC Source Book

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 13:01:36 UTC
From: NoOne@FakeEmail.com
Message-ID: <9017561F4CTHEnterprises@205.212.123.11>
Source record: 40034

Thanks John, you too!

7866. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 14:45:53 UTC
From: balois@my-deja.com
Message-ID: <92cvb1aij1@nnrp1.deja.com>
Source record: 40035

Hey guys,

Haven't you heard about Atari800Win PLus?
It is available for download at
http://www.a800win.atari-area.prv.pl
Try to use it and you will see which is
the best emulator of Atari 8bit computers.

Sincerely,
Balois

In article <3A426C92.E9CF6585@gmx.net>,
Bandie@gmx.net wrote:
> Whats the best 8bit Atari Emulator??
> Please vote!!!
> Up to know i work with xformwer2000!
> Are there better Emulators for Win9X?
>
> cya, Bandie

Sent via Deja.com
http://www.deja.com/

7867. Atari to PC Joystick Interface!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 16:48:13 UTC
From: Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be>
Message-ID: <92d67t$c8f$1@ail.sri.ucl.ac.be>
Source record: 40036

Hi Everybody!

I see Mike Kohary is enjoying the device as I did many years ago when I designed it and build it for me. I just wanted to say that the device which can be taken from the page http://users.swing.be/atari/joystick.html is getting old.... In a few days I will update the page with a new version of the device with the following characteristics:

- less electronics, a much simpler design,
- support for classic Atari joystick, the 2-buttons Atari 7800 stick and the Sega Mega Drive Joypad.

The support of a 2-button stick and the Sega Mega drive controller lets you play all that games on emulators which needs 2 buttons, like many games with the MAME emulator, etc...

So keep checking the page if you are interested...

7868. Atariland - Download Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 19:06:27 UTC
From: zonk2101@my-deja.com
Message-ID: <92deje$n27$1@nnrp1.deja.com>
Source record: 40037

Though it's still a work in progress, Atariland
is now open for new sign-ups! This free service
is provided for Atari enthusiasts, by Atari
enthusiasts!

There are a number of places where you can go
online to download Atari games and communicate
with other Atari freaks, but Atariland is a
little different. We're a non-profit group that
offers a host of free and valuable web services
in addition to our large library of Atari
downloads!

We encourage everyone to sign-up today for a free
account. And please, pardon our dust... we're
still working! :)

Go to http://www.atariland.com today!

Sent via Deja.com
http://www.deja.com/

7869. Re: Rediscovering the Atari 8-bit - questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 21:38:10 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a4ac1f3@fmlynet.org>
Source record: 40044

FamilyNet HQ: Telnet:\\www.family-bbs.net

>> From: "John K. Picken" <yg473@victoria.tc.ca>
>>Actually, forgetting DOS 2.5 is probably a good thing. If you want to get bac
>> to a really good Atari8 DOS, go for MYDOS 4.53--it's free and has a similar
>> interface to Atari DOS 2.x. Now, if you want a superb 8-bit DOS, let's talk
>> Sparta :)
>> jkp
> Let's do talk about Sparta. I understand there is a version 1.1 for the
> Atari 400/800 line. What does this offer over MyDOS 4.5 ? (I won't be
>picking up a XL or XE, so mainly a Atari 800 version of Sparta dos would be my
> curiousity.)
> Doctor Clu

I've always been MyDOS loyal, ever since I got my 810 working several months
ago. But, I have booted it on a 1200XL before and it wasn't much over what
MyDOS achieved.

Jess

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7870. Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 21:40:12 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <fwlmRBA8GmS6Ewh7@peterswoodharlow.freeserve.co.uk>
Source record: 40038

Long, long ago I presented my father with a 65XE, XF551 Disk Drive and 1029 Printer. Yesterday he found them again < Oh dear ! >

Son, (He says) you know all about computers < serves me right >, can I transfer my old Atari files to my PC?

Having brought all the aforementioned kit back from Lincolnshire, I logged on and found this newsgroup.

So, now I've read the FAQ, < and now having a headache! > I conclude that there are two ways of transferring the data (Mini Office .dat files) to a PC. Either a serial link or an emulator that will allow my old 5.25 PC Drive to read the Atari discs.

My question is, can someone who has done this, recommend one method over the other. I would prefer the latter, as the 65XE keeps telling me that there's " Insufficient Memory " to display some of the documents, so they may prove difficult.

Regards,

Barry Ruck. Harlow, Essex.

7871. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-27 22:42:37 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001227174237.08356.00000062@ng-ct1.aol.com>
Source record: 40039

>Barry Ruck bruck@peterswoodharlow.freeserve.co.uk asks:

>there are two ways of transferring the data (Mini Office .dat
>files) to a PC. Either a serial link or an emulator that will allow my
>old 5.25 PC Drive to read the Atari discs.

>My question, can someone who has done this, recommend a method

For your situation with a DD XF551, a 5.25 PC and a one-time transfer - the easiest, quickest and least expensive is Atari Link from HiasSoft. It is SW allowing the PC to move files from an A8 DD disk to the HD.

It is file oriented, so a complete diskette transfer involves converting the disk to an image file similar to modem transfer methods. DisComm is good for this. Copy protected media is the one fly in this scheme.

-Ron

Inform everyone that communications have completely broken down.

7872. Re: BEWE DOS? Was Re: Rediscovering...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 00:05:25 UTC
From: DCM01@USA.NET
Message-ID: <3a4a8312.2475899@news.CIS.DFN.DE>
Source record: 40040

On Tue, 26 Dec 2000 18:46:15 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>On Wed, 27 Dec 2000, Daniel Miller wrote:
>
>> Wow, a DOS I never heard of. And neither has Google! Anyone got an
>> ATR? Email it to me, please!
>
>Try the UMich archives or Tom Hunt's site before you start asking for
>emails.

I'm assuming you checked those places, and are not simply being a
lecturing twit. What did you find?

>> I have always wanted to try a command line DOS on my 800.

>If you want a good CLI DOS which supports 80 columns, then I'd
>suggest either MS-DOS 6.22 or DR-DOS 7.03 and the purchase of an

Please stay on topic. This is an Atari 8bit NG.

7873. Re: BEWE DOS? Was Re: Rediscovering...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 00:09:12 UTC
From: DCM01@USA.NET
Message-ID: <3a4a8488.2850555@news.CIS.DFN.DE>
Source record: 40041

I found it. Thanks Bill!

On Wed, 27 Dec 2000 08:45:03 GMT, William Kendrick
<nbs@bolt.sonic.net> wrote:

> http://www.newbreedsoftware.com/xlsearch/
>
>(I did a search for "bewe dos", sorted by Matches, and found a DCM and ZIP
>below the first dozen search results.)
>
>Enjoy! :)
>
>-bill!
>(PS - You can use XL Search to do searches via e-mail!
>Send a message to: xlsearch@newbreedsoftware.com)

7874. Re: BEWE DOS? Was Re: Rediscovering...

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 00:27:27 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <92e1df$k3$1@mohawk.hwcn.org>
Source record: 40042

BTW, it is pronounced "Bay Vay Dos", not "Bee Wee Dos".

7875. Re: ...1300xe or 1200xe or 1040xe.....

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 02:30:42 UTC
From: bgarvey355@aol.com
Message-ID: <20001227213042.08375.00000075@ng-cc1.aol.com>
Source record: 40043

From: "Greg Goodwin" Greg.Goodwinp0.f2.n8.z8@fmlynet.org
Date: 12/26/2000 12:45 AM US

> But yeh, if you wanted the XE look, gutting a ST would be the best way to
>go. I would like to know how this goes.
>

Ah, but you mis-understand me, I dodn't want to make a 1200xl look like an XE, I wanted to increase the size of an XE case to create an XE version of a 1200xl case (as 1200xl is to the 800xl, mine would be deeper than a 130XE) and still maintain the internals of the 130xe. I have the thing almost done, I was going to upload pics of what I have so far to my web space on aol and post a link to them on here, but their server is down or something, won't let me upload, so if anyone wants to see the pics of it to this point, I can email them to you, 3 pics total. (all 3 together total just over 600kb)
Actually this project is coming along very nicely, I even have the ST's full height DSDD 3.5" floppy mounted in the 'Franken XE' (non-functioning ofcourse, I have no controller board for it...yet ;-), it sits perfectly over the controller ports, I still have to figure out how I'm going to piece the lower shell back together after I had cut and extended it, the upper shell is already done just some fine finishing to do to it cosmetically then it will get painted with the right shade of grey automotive interior paint(durable stuff, made for plastic trim pieces in cars and trucks) and hopefully it will look factory when I am done.

BG

7876. Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 04:42:41 UTC
From: Jim Blanchard <yushi@internet.look.ca>
Message-ID: <3A4AC49A.EBFAE69F@internet.look.ca>
Source record: 40045

I need to set up the convergence on my large screen TV. A convergence generator is quite expensive but I have an Atari 400 and a basic cartridge. I figure I can put together a basic program to do this. Unfortunately I don't have the basic manual and I forget how to access the video modes and line draw commands. Can some one help? I need to be able to produce the three colors, red, blue and green as horizontal and vertical lines as well as whole backgrounds or the same colors. Any help would be appreciated.

Thanks in advance.

7877. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 10:32:12 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001228022516.957A-100000@vtn1>
Source record: 40046

On Thu, 28 Dec 2000, Jim Blanchard wrote:

> I need to set up the convergence on my large screen TV. A convergence
> generator is quite expensive but I have an Atari 400 and a basic
> cartridge. I figure I can put together a basic program to do this.
> Unfortunately I don't have the basic manual and I forget how to access
> the video modes and line draw commands. Can some one help? I need to
> be able to produce the three colors, red, blue and green as horizontal
> and vertical lines as well as whole backgrounds or the same colors. Any
> help would be appreciated.
>
> Thanks in advance.

Look for "Your Atari Computer" by Lon Poole et al. It's often been referred to as "The Purple Book" because of its cover. Also, there have been several TV/monitor setup programs published which will give you what you want (A.N.A.L.O.G. I think had a really comprehensive one). These should be available on the UMich archive.

Finally, if you're going to play around in the back side of an operating TV/monitor, remember the "One hand" rule.

jkp

7878. Re: Rediscovering the Atari 8-bit - questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 10:42:18 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001228023253.957B-100000@vtn1>
Source record: 39847

On Tue, 27 Dec 2000, Jessica Cornn wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> >> From: "John K. Picken" <yg473@victoria.tc.ca>
> >>Actually, forgetting DOS 2.5 is probably a good thing. If you want to get bac
> >> to a really good Atari8 DOS, go for MYDOS 4.53--it's free and has a similar
> >> interface to Atari DOS 2.x. Now, if you want a superb 8-bit DOS, let's talk
> >> Sparta :)
> >> jkp
> > Let's do talk about Sparta. I understand there is a version 1.1 for the
> > Atari 400/800 line. What does this offer over MyDOS 4.5 ? (I won't be
> >picking up a XL or XE, so mainly a Atari 800 version of Sparta dos would be my
> > curiousity.)
> > Doctor Clu
>
> I've always been MyDOS loyal, ever since I got my 810 working several months
> ago. But, I have booted it on a 1200XL before and it wasn't much over what
> MyDOS achieved.
>
> Jess
>

I assume by "it" you're referring to SpartaDOS. It's an acquired taste
much like coffee or beer; once you get hooked on it, you realize how much
more you can do with it than you could with MyDOS.

I'm not knocking MyDOS, it has its uses, and for people uncomfortable with
a CLI DOS it's probably the best option--anything other than DOS 2.5 has
to be an improvement.

Season's greetings Young Lady.

jkp

7879. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 12:44:30 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <PFhycAAuWzS6Ewwl@peterswoodharlow.freeserve.co.uk>
Source record: 39848

In comp.sys.atari.8bit on Wed, 27 Dec 2000, RHamiIton5 RHamiIton5
<rhamiiton5@aol.comedy.com> wrote ....

>>Barry Ruck bruck@peterswoodharlow.freeserve.co.uk asks:
>
>>there are two ways of transferring the data (Mini Office .dat
>>files) to a PC. Either a serial link or an emulator that will allow my
>>old 5.25 PC Drive to read the Atari discs.
>
>>My question, can someone who has done this, recommend a method
>
>For your situation with a DD XF551, a 5.25 PC and a one-time transfer - the
>easiest, quickest and least expensive is Atari Link from HiasSoft. It is SW
>allowing the PC to move files from an A8 DD disk to the HD.
>
>It is file oriented, so a complete diskette transfer involves converting the
>disk to an image file similar to modem transfer methods. DisComm is good for
>this. Copy protected media is the one fly in this scheme.
>
>-Ron
>

Thanks for the file, unfortunately, I can't get it to read the XE disks
- I get a read error every time. Also, if I format the disk using the
Atari Link software, I get an Error 144 on the XE

Any Ideas ?

Regards,

Barry Ruck. Harlow, Essex.

7880. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 16:19:20 UTC
From: Jim Blanchard <yushi@internet.look.ca>
Message-ID: <3A4B67E3.ED526E82@internet.look.ca>
Source record: 39849

Thanks John. The UMich is the University of Michigan?

I am a fully trained and qualified electronic technologist so I also understand the high voltage risks on the back of the TV. But thanks for the warning anyway you never know. Also the convergence board is on the front of the TV. The back doesn't need to come off.

How do I find the archive at UMich?

"John K. Picken" wrote:

> On Thu, 28 Dec 2000, Jim Blanchard wrote:
>
> > I need to set up the convergence on my large screen TV. A convergence
> > generator is quite expensive but I have an Atari 400 and a basic
> > cartridge. I figure I can put together a basic program to do this.
> > Unfortunately I don't have the basic manual and I forget how to access
> > the video modes and line draw commands. Can some one help? I need to
> > be able to produce the three colors, red, blue and green as horizontal
> > and vertical lines as well as whole backgrounds or the same colors. Any
> > help would be appreciated.
> >
> > Thanks in advance.
>
> Look for "Your Atari Computer" by Lon Poole et al. It's often been
> referred to as "The Purple Book" because of its cover. Also, there have
> been several TV/monitor setup programs published which will give you what
> you want (A.N.A.L.O.G. I think had a really comprehensive one). These
> should be available on the UMich archive.
>
> Finally, if you're going to play around in the back side of an operating
> TV/monitor, remember the "One hand" rule.
>
> jkp

7881. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 18:51:10 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <92g22u$e2h$1@plutonium.compulink.co.uk>
Source record: 39850

Here's a few URLs that may help:-

http://members.nbci.com/Pairman/Ref.html 8 bit refernce cards
http://www.atarimagazines.com/ antic resource on-line
http://www.cyberroach.com/analog/ analog on line
http://www.landfield.com/faqs/atari-8-bit/faq/preamble.html The atari FAQ
http://www.newbreedsoftware.com/xlsearch/ Xl serch, which should throw
something up

Hope that points you in the right direction

JP

"Jim Blanchard" <yushi@internet.look.ca> wrote in message
news:3A4B67E3.ED526E82@internet.look.ca...
> Thanks John. The UMich is the University of Michigan?
>
> I am a fully trained and qualified electronic technologist so I also
> understand the high voltage risks on the back of the TV. But thanks for
the
> warning anyway you never know. Also the convergence board is on the front
of
> the TV. The back doesn't need to come off.
>
> How do I find the archive at UMich?
>
> "John K. Picken" wrote:
>
> > On Thu, 28 Dec 2000, Jim Blanchard wrote:
> >
> > > I need to set up the convergence on my large screen TV. A convergence
> > > generator is quite expensive but I have an Atari 400 and a basic
> > > cartridge. I figure I can put together a basic program to do this.
> > > Unfortunately I don't have the basic manual and I forget how to access
> > > the video modes and line draw commands. Can some one help? I need to
> > > be able to produce the three colors, red, blue and green as
horizontal
> > > and vertical lines as well as whole backgrounds or the same colors.
Any
> > > help would be appreciated.
> > >
> > > Thanks in advance.
> >
> > Look for "Your Atari Computer" by Lon Poole et al. It's often been
> > referred to as "The Purple Book" because of its cover. Also, there have

> > been several TV/monitor setup programs published which will give you
what
> > you want (A.N.A.L.O.G. I think had a really comprehensive one). These
> > should be available on the UMich archive.
> >
> > Finally, if you're going to play around in the back side of an operating
> > TV/monitor, remember the "One hand" rule.
> >
> > jkp
>

7882. c Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 19:55:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a4bf74b@fmlynet.org>
Source record: 39859

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Jim Blanchard <yushi@internet.look.ca>
> I need to set up the convergence on my large screen TV. A convergence
>generator is quite expensive but I have an Atari 400 and a basic cartridge. I
> figure I can put together a basic program to do this. Unfortunately I don't
>have the basic manual and I forget how to access the video modes and line draw
> commands. Can some one help? I need to be able to produce the three colors,
> red, blue and green as horizontal and vertical lines as well as whole
> backgrounds or the same colors. Any help would be appreciated.
> Thanks in advance.

Is there a intro to basic somewhere on line?

(This question goes out to this newsgroup)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7883. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 19:56:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a4bf74b@fmlynet.org>
Source record: 39860

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "John K. Picken" <yg473@victoria.tc.ca>

> Finally, if you're going to play around in the back side of an operating
> TV/monitor, remember the "One hand" rule.
> jkp

Do tell. I'd like to know before getting into my Atari SM124 Monocrome
monitor. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7884. Re: FTP Server (atari8.com)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 20:53:17 UTC
From: jeking@NOSPAM.com
Message-ID: <92g97t$d8g$1@news.xmission.com>
Source record: 39851

William Kendrick <nbs@bolt.sonic.net> wrote:
> James! Can you whip up a QIF file so I can index your site on XL Search?
> (See http://www.newbreedsoftware.com/xlsearch/)

Sure.. I'll try to get to it tonight..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

7885. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 21:21:15 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001228162115.29163.00000285@ng-cj1.aol.com>
Source record: 39852

> Jim Blanchard yushi@internet.look.ca asked:

>I need to set up the convergence on my large screen TV. A convergence
>generator is quite expensive but I have an Atari 400 and a basic
>cartridge. I figure I can put together a basic program to do this.
>Unfortunately I don't have the basic manual

At least 2 of the A8 magazines printed TV grid programs. One might have been
Compute!; is their stuff online anywhere..?

-Ron

Inform everyone that communications have completely broken down.

7886. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 21:26:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001228162620.29163.00000288@ng-cj1.aol.com>
Source record: 39853

>Barry Ruck bruck@peterswoodharlow.freeserve.co.uk responded:

> I can't get it to read the XE disks - I get a read error every time. Also, if
I
> format the disk using the Atari Link software, I get Error 144 on the XE

Sounds like an alignment problem on one of the drives, most likely; assuming
each is actually writing and able to read its own disks.

-Ron

Inform everyone that communications have completely broken down.

7887. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 22:10:13 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <w9b9yCAFp7S6EwV2@peterswoodharlow.freeserve.co.uk>
Source record: 39854

In comp.sys.atari.8bit on Thu, 28 Dec 2000, RHamiIton5 RHamiIton5
<rhamiiton5@aol.comedy.com> wrote ....

>>Barry Ruck bruck@peterswoodharlow.freeserve.co.uk responded:
>
>> I can't get it to read the XE disks - I get a read error every time. Also, if
>I
>> format the disk using the Atari Link software, I get Error 144 on the XE
>
>Sounds like an alignment problem on one of the drives, most likely; assuming
>each is actually writing and able to read its own disks.
>
>-Ron
It must be a problem with the Atari drive, as I get it with both a 360Kb
and 1.2Gb PC drives. I am wondering if there was a problem with the
XF551. When I first purchased it, I was told that there would be an
upgrade supplied later. As the kit went to my father, and he would have
got me to fit any upgrade, I don't think this was done. The prom inside
the drive states Rev. 7.7 (I seem to recall that this was to be
supplied with a higher revision for optimum capacity). The original DOS
2.5 and MINI OFFICE disks seem to load OK.

I think that I may well just print it all out and re type it !

Anyone in the UK interested in a 65XE plus assorted bits and pieces ? It
will be available soon !

Regards,

Barry Ruck. Harlow, Essex.

7888. Re: Rediscovering the Atari 8-bit - questions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-28 23:23:38 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a4c2f83@fmlynet.org>
Source record: 39865

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "John K. Picken" <yg473@victoria.tc.ca>
> On Tue, 27 Dec 2000, Jessica Cornn wrote:
>> FamilyNet HQ: Telnet:\\www.family-bbs.net
>>
>> >> From: "John K. Picken" <yg473@victoria.tc.ca>
>> >>Actually, forgetting DOS 2.5 is probably a good thing. If you want to get
> bac
>> >> to a really good Atari8 DOS, go for MYDOS 4.53--it's free and has a
> similar
>> >> interface to Atari DOS 2.x. Now, if you want a superb 8-bit DOS, let's
> talk
>> >> Sparta :)
>> >> jkp
>> > Let's do talk about Sparta. I understand there is a version 1.1 for the
>> > Atari 400/800 line. What does this offer over MyDOS 4.5 ? (I won't be
>> >picking up a XL or XE, so mainly a Atari 800 version of Sparta dos would be
> my
>> > curiousity.)
>> > Doctor Clu
>>
>> I've always been MyDOS loyal, ever since I got my 810 working several months
>> ago. But, I have booted it on a 1200XL before and it wasn't much over what
>> MyDOS achieved.
>>
>> Jess
>>
> I assume by "it" you're referring to SpartaDOS.

Ur, yea.
>It's an acquired taste much
> like coffee or beer; once you get hooked on it, you realize how much more you
> can do with it than you could with MyDOS.

Really??? What exactly can you do on Sparta that MyDOS cannot do?

> I'm not knocking MyDOS, it has its uses, and for people uncomfortable with a
>CLI DOS it's probably the best option--anything other than DOS 2.5 has to be a
> improvement.

Exactly. DOS 2.5 has to be the devil...lol... At least it's not DOS 3.

> Season's greetings Young Lady.

Thanx...
Jess

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7889. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 01:14:51 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001228171138.8415A-100000@vtn1>
Source record: 39856

On Thu, 28 Dec 2000, Jim Blanchard wrote:

> Thanks John. The UMich is the University of Michigan?
>

http://www.umich.edu/~archive/atari/8bit/

You're welcome.

jkp

7890. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 01:17:41 UTC
From: Carolyn Hoglin <choglin@usa.net>
Message-ID: <3A4BE634.93BC367D@usa.net>
Source record: 39855

The XF551 was always capable of reading/writing double-density and also double-sided, but NOT under Atari DOS 2.5. That DOS only understands single density and Atari's own enhanced density. That's why the PC drive can't read the Atari disks. (And why the Atari gives you error 144 when you try to use a DD disk with Atari DOS 2.5.) The Atari files must be copied to DD disks. Use MYDOS 4.5x to do this. But it will be very tedious with only one drive. Use of Atari's RAMdrive would help. The promised upgrade was not hardware, but DOS XE which reads all three densities. You'll like MYDOS much better, however.

Barry Ruck wrote:

> It must be a problem with the Atari drive, as I get it with both a 360Kb
> and 1.2Gb PC drives. I am wondering if there was a problem with the
> XF551. When I first purchased it, I was told that there would be an
> upgrade supplied later. As the kit went to my father, and he would have
> got me to fit any upgrade, I don't think this was done. The prom inside
> the drive states Rev. 7.7 (I seem to recall that this was to be
> supplied with a higher revision for optimum capacity). The original DOS
> 2.5 and MINI OFFICE disks seem to load OK.
>
> I think that I may well just print it all out and re type it !
>
> Anyone in the UK interested in a 65XE plus assorted bits and pieces ? It
> will be available soon !
>
> Regards,
>
> Barry Ruck. Harlow, Essex.

7891. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 01:39:18 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <aXR26.3774$1%2.180482@sjc-read.news.verio.net>
Source record: 39857

Doesn't 'APE' do that via the "PC Mirror" thingie? I think it will write to
a pc drive from an Atari...
just get an SIO2PC cable off of ebay...

--
eric

"Barry Ruck" <bruck@peterswoodharlow.freeserve.co.uk> wrote in message
news:fwlmRBA8GmS6Ewh7@peterswoodharlow.freeserve.co.uk...
> My question is, can someone who has done this, recommend one method over
> the other. I would prefer the latter, as the 65XE keeps telling me that
> there's " Insufficient Memory " to display some of the documents, so
> they may prove difficult.
>

7892. FS: Atari 5200 Cartridges (Brand New)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 02:16:24 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <YtS26.36642$Z33.4024892@news0.telusplanet.net>
Source record: 39858
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.misc

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 12/28/2000
- Sold/Traded Items Removed

I have the following Atari 5200 cartridges for sale or trade. Cartridge orders of $60 or more receive free shipping within continental North America. All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (Atari Comics), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please use this link to contact me jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.5200 (removing the NO.SPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari/TI 99/4A), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

This list covers the following Atari categories:
- Shrink-wrapped/New Games
- Atari Force Comics

** Atari 5200 Cartridge Titles - New/Shrink-wrapped**
==========
Shrink-wrapped cartridge orders of $60 or more receive free shipping within continental North America.
- Ballblazer by Atari/Lucasfilm $20
- Pitfall by Activision $15
- Rescue on Fractalus by Atari/Lucasfilm $25
- River Raid by Activision $10
- Space Shuttle by Activision $12
- Zone Ranger by Activision $10

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...

- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

7893. Wanted: SpartaDos 3.3 Online Manual

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 03:01:59 UTC
From: Jim & Sue Klein <jklein@paxway.com>
Message-ID: <3a4c05ec$1_1@news.starnetinc.com>
Source record: 39861

Anyone know of one?

7894. FS/T: Brand New Atari Jaguar Items

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 04:27:43 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <3pU26.47754$uK6.4027840@news1.telusplanet.net>
Source record: 39862
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.toys,rec.toys.misc,rec.toys.vintage

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 12/28/2000
- Sold/Traded Items Removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - 2 units left
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

7895. FS/T: Atari 8-bit Hardware, Games, and Literature

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 04:41:51 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <jCU26.47758$uK6.4031668@news1.telusplanet.net>
Source record: 39863
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 12/28/2000
- Sold/Traded Items Removed

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.8bit (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

Hardware Please make an offer
==========
- Atari 600XL - with power supply, RF cable
- Atari 800XL - with power supply, RF cable
- Best Data Smart One 2400X - 2400 baud modem

Controllers Please make an offer
==========
- Wico Command Controller

8-Bit Cartridges Please make an offer
==========
- Basic with Basic Reference Manual
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Realsports Football
- Star Raiders
- Tennis

8-Bit Books Please make an offer
==========
- Compute's "The Atari Basic Source Book"

Atari Force Comics
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

7896. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 05:57:21 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <1p9o4tgo7cet4o1afvnlrjotops5t9qf7h@4ax.com>
Source record: 39864

I made a program myself in ATARIBASIC for that purpose. Heck, it's
time I make it available! Please wait for this weekend...

On Thu, 28 Dec 2000 04:42:41 GMT, Jim Blanchard <yushi@internet.look.ca> wrote:

>I need to set up the convergence on my large screen TV. A convergence
>generator is quite expensive but I have an Atari 400 and a basic
>cartridge. I figure I can put together a basic program to do this.
>Unfortunately I don't have the basic manual and I forget how to access
>the video modes and line draw commands. Can some one help? I need to
>be able to produce the three colors, red, blue and green as horizontal
>and vertical lines as well as whole backgrounds or the same colors. Any
>help would be appreciated.
>
>Thanks in advance.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

7897. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 08:47:39 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001229004525.3433A-100000@vtn1>
Source record: 39866

On Wed, 28 Dec 2000, Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "John K. Picken" <yg473@victoria.tc.ca>
>
> > Finally, if you're going to play around in the back side of an operating
> > TV/monitor, remember the "One hand" rule.
> > jkp
>
> Do tell. I'd like to know before getting into my Atari SM124 Monocrome
> monitor. :)
>
> Doctor Clu
>

The "One hand" rule is, essentially, "Keep one hand in your pocket".
That way, it's almost impossible to complete a circuit through your
body while you're messing around in an area with 20-30 kilovolts.

jkp

7898. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 09:46:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a4cbc26@fmlynet.org>
Source record: 39870

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "John K. Picken" <yg473@victoria.tc.ca>
> On Wed, 28 Dec 2000, Greg Goodwin wrote:
>> FamilyNet HQ: Telnet:\\www.family-bbs.net
>>
>> > From: "John K. Picken" <yg473@victoria.tc.ca>
>>
>> > Finally, if you're going to play around in the back side of an operating
>> > TV/monitor, remember the "One hand" rule.
>> > jkp
>>
>> Do tell. I'd like to know before getting into my Atari SM124 Monocrome
>> monitor. :)
>>
>> Doctor Clu
>>
>The "One hand" rule is, essentially, "Keep one hand in your pocket". That way,
> it's almost impossible to complete a circuit through your body while you're
> messing around in an area with 20-30 kilovolts.
> jkp

Not a bad idea. Sounds like the basic rule is to prevent a circuit
happening by putting one hand in a non-conductive place and not in any way
touching the other hand.

Of course wouldn't nonconductive gloves accomplish the same thing?

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7899. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 14:46:15 UTC
From: Jim Blanchard <yushi@internet.look.ca>
Message-ID: <3A4CA390.C443213C@internet.look.ca>
Source record: 39867

Thank you!!!

JTKirk wrote:

> I made a program myself in ATARIBASIC for that purpose. Heck, it's
> time I make it available! Please wait for this weekend...
>
> On Thu, 28 Dec 2000 04:42:41 GMT, Jim Blanchard <yushi@internet.look.ca> wrote:
>
> >I need to set up the convergence on my large screen TV. A convergence
> >generator is quite expensive but I have an Atari 400 and a basic
> >cartridge. I figure I can put together a basic program to do this.
> >Unfortunately I don't have the basic manual and I forget how to access
> >the video modes and line draw commands. Can some one help? I need to
> >be able to produce the three colors, red, blue and green as horizontal
> >and vertical lines as well as whole backgrounds or the same colors. Any
> >help would be appreciated.
> >
> >Thanks in advance.
>
> --
> __________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

7900. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 14:49:31 UTC
From: Jim Blanchard <yushi@internet.look.ca>
Message-ID: <3A4CA454.D0015C18@internet.look.ca>
Source record: 39868

Would it be possible to send me the basic code as a text file? I don't have any way of taking an Atari Basic program from my PC and running or it on my atari. I don't have a 5-1/4 drive on my machine

Thanks

JTKirk wrote:

> I made a program myself in ATARIBASIC for that purpose. Heck, it's
> time I make it available! Please wait for this weekend...
>
> On Thu, 28 Dec 2000 04:42:41 GMT, Jim Blanchard <yushi@internet.look.ca> wrote:
>
> >I need to set up the convergence on my large screen TV. A convergence
> >generator is quite expensive but I have an Atari 400 and a basic
> >cartridge. I figure I can put together a basic program to do this.
> >Unfortunately I don't have the basic manual and I forget how to access
> >the video modes and line draw commands. Can some one help? I need to
> >be able to produce the three colors, red, blue and green as horizontal
> >and vertical lines as well as whole backgrounds or the same colors. Any
> >help would be appreciated.
> >
> >Thanks in advance.
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

7901. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 14:57:42 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <A8ShiAAmZKT6EwLp@peterswoodharlow.freeserve.co.uk>
Source record: 39869

In comp.sys.atari.8bit on Thu, 28 Dec 2000, Carolyn Hoglin Carolyn
Hoglin <choglin@usa.net> wrote ....

>The XF551 was always capable of reading/writing double-density and also
>double-sided, but NOT under Atari DOS 2.5. That DOS only understands single
>density
>and Atari's own enhanced density. That's why the PC drive can't read the Atari
>disks. (And why the Atari gives you error 144 when you try to use a DD disk with
>Atari DOS 2.5.) The Atari files must be copied to DD disks. Use MYDOS 4.5x to do
>this. But it will be very tedious with only one drive. Use of Atari's RAMdrive
>would
>help. The promised upgrade was not hardware, but DOS XE which reads all three
>densities. You'll like MYDOS much better, however.

So it sound like what I need is either an Atari 5.25" disk with DOS XE
or MYDOS ?

Is there anyone in the UK can mail me a copy ? I have plenty of blank
5.25 disks.

Ironically, I have got MYDOS to work on my emulator, I just can't get it
onto a floppy that the XF551 can read < Grrrr >

Regards,

Barry Ruck. Harlow, Essex.

7902. Jim Blanchard Please Respond - Your Email address isn't working

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 17:41:04 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <Q0436.37496$Z33.4234725@news0.telusplanet.net>
Source record: 39872

Hi Jim,

You emailed me about the Atari Basic cart and Manual, however I can't
respond to you as your email service says their is no such recipient.
Please contact me again with another address if possible.

jim_l@NOSPAM.telusplanet.net (removing the NOSPAM first).

7903. [EPYX SHRINE] Crush, Crumble & Chomp / Adotions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 18:26:12 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3A4CD744.A3DD116B@nexgo.de>
Source record: 39871

Hi there!

Crush, Crumble & Chomp will be the next game featured in the Epyx Shrine
(http://home.nexgo.de/cybergoth)

Does someone know, where to find an Atari 800 'Crush, Crumble & Chomp'
manual on the net or can someone scan and/or type it in?

New: Since I'm progressing so slow, I now offer some Epyx Games for
adoption. If you're interested, read all about that on the page.

Greetings,
->Cyber<-

7904. Reading SpartaDOS or other Atari8 Archives on PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 18:50:01 UTC
From: rtdos@qwest.net
Message-ID: <t7536.1073$Tq.180869@news.uswest.net>
Source record: 39873

is there a utility that will allow my to read my Atari8 archives (not just
from the SDX command) on my PC? i tried ZIP, PKARC, ARJ, LHA/LZH, etc.

--
J.Wood

7905. Ultima II

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 19:13:48 UTC
From: "Glenn S. J. Dewar" <gdewar@pipeline.com>
Message-ID: <3A4CE26B.26FA6C88@pipeline.com>
Source record: 39874

Please forgive this question, I'm sure you've all heard it a thousand times....

I'm trying to play Ultima II and the #$^%& thing keeps asking me for the player disk. I thell the emulator to use the player disk in D1 and it still just sits there. Anyone know what I'm supposed to do?

Please copy my e-mail adress - gdewar@pipeline.com with your reply...

7906. cheating at atari games on pc emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 19:16:39 UTC
From: carmel_andrews@my-deja.com
Message-ID: <92inujqag1@nnrp1.deja.com>
Source record: 39875

Hello Atarifreaks, hows the atari going, keep the faith and keep the atari hummy

Anyway is there anyone out there in atari-cyberspace that is interested in cheating on the atari games thru emulators (like a800win, handy etc etc...) then read on

Recently I downloaded a couple of utilities from the internet, they are called game trainers, similar to pro action replay on the megadrive/snes etc

the best one i've used at the moment is game wiz 32 which allows you to find addresses for lives, energy etc etc, not just on pc games but also the games running thru emulators

Their is only one problem with this programme, if you are using it thru 8bit emulators thru win 9x, it disables the save feature for some reason, however it doesnt stop you manually writing down the addresses for the games and then, when your not using the emulator go load up game wiz, even though you havent got any addresses, press or select the add button, type in the addresses and the label (what the cheat does) and continue the process untill you have entered all the cheats for that game (do not insert the variable/value) select save, delete the prog manager entry, type in name of emulator followed by hyphen and the name of program, it will save, now all you do is reload the emulator and the game you found cheats for, pause the emulator or get back into windows, go to game wiz, select program select, select of the emulator you have chosen, and press ok, go to the load icon and select the file of the game you wish to cheat on, if you have selected freeze value, unfreeze it, go back to the emulator play the game for 2 secs. pause it and the emu go back to game wiz and select the entries , youll now notice that values have now been assigned freeze the values or enter new ones and freeze new values and go back to your game and you will now have the cheats installed, beware though that when you reinitialize the game it might store the location for lives energy etc in a different location, this is true of some lynx games i've being playing... I am currently looking at a few other game trainers

Getting back to you soon

Happy Atari'ng

Carmel A

Sent via Deja.com
http://www.deja.com/

7907. Wanted: Boulderdash and Pastfinder carts for Atari 800 xl xe

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-29 21:45:48 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <92j0m0qpl1@nnrp1.phx.gblx.net>
Source record: 39876
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit

I need Pastfinder and Boulderdash original Atari 8-bit carts to complete my collection. I will either pay $35 a piece for them if they are in nice condition, or I will trade an Atari 2600 Rubik's Cube cartridge and an Atari 2600 Pengo cart with manual for the two of them. If anyone has them and can work out one of these deals with me let me know. Thanks. -Satcom2

7908. Scott Adams text adventures with graphics

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 00:15:57 UTC
From: "W.David Falcon" <falcond@usa.net>
Message-ID: <1P936.146686$4K4.24849440@typhoon.southeast.rr.com>
Source record: 39878

Anyone remember these? They were the graphical versions of the Scott Adams text adventures. I know some (all?) of the original 12 were rereleased with graphics (Adventureland, Pirate Adventure) and a couple of the later games (Hulk, Spiderman) I've played them on the Apple II platform, so I know they exist.

My questions are:

1) Were any released for the Atari 8 bit? If so, how many?

2) Anyone know where one might find the disk images?

Falcon

7909. Re: [EPYX SHRINE] Crush, Crumble & Chomp / Adotions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 00:19:17 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <92j9m2$8j2$1@nnrp1.deja.com>
Source record: 39877

In article <3A4CD744.A3DD116B@nexgo.de>,
Manuel Polik <cybergoth@nexgo.de> wrote:
> Hi there!
>
> Crush, Crumble & Chomp will be the next game featured in the Epyx
Shrine
> (http://home.nexgo.de/cybergoth)
>
> Does someone know, where to find an Atari 800 'Crush, Crumble & Chomp'
> manual on the net or can someone scan and/or type it in?
>
> New: Since I'm progressing so slow, I now offer some Epyx Games for
> adoption. If you're interested, read all about that on the page.
>
> Greetings,
> ->Cyber<-
>
It just so happens that I have the box, manuals, as well as key-cards
(one for each monster), I don't have a lot of free time though. So
sometime over the next week I'll do some scans and throw up a home page
with everything pertinent. This was a great game even by todays
standards. I'll be sure to post when it's finished.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

7910. Re: Ultima II

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 02:20:31 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t4qhfsnlce8i8a@corp.supernews.com>
Source record: 39879

I don't know that I can find my original UII or III right now, but IIRC the
game world map was stored on the flippy side of the disk. You had to make a
non write protected copy of the back side to use it. So, I am betting that
you need two disk images for UII, side one and two.
"Glenn S. J. Dewar" <gdewar@pipeline.com> wrote in message
news:3A4CE26B.26FA6C88@pipeline.com...
> Please forgive this question, I'm sure you've all heard it a thousand
> times....
>
> I'm trying to play Ultima II and the #$^%& thing keeps asking me for the
> player disk. I thell the emulator to use the player disk in D1 and it
> still just sits there. Anyone know what I'm supposed to do?
>
> Please copy my e-mail adress - gdewar@pipeline.com with your reply...
>

7911. Re: Scott Adams text adventures with graphics

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 03:25:54 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <92jkiv$t0t$1@lust.ihug.co.nz>
Source record: 39880

Most of them were released for the Atari 8bit.
try my site:
Holmes Atari 8bit games
http://shell.ihug.co.nz/~aaronat/atari.html
for the Disk images.

regards

Aaron

W.David Falcon <falcond@usa.net> wrote in message
news:1P936.146686$4K4.24849440@typhoon.southeast.rr.com...
> Anyone remember these? They were the graphical versions of the Scott
Adams
> text adventures. I know some (all?) of the original 12 were rereleased
with
> graphics (Adventureland, Pirate Adventure) and a couple of the later games
> (Hulk, Spiderman) I've played them on the Apple II platform, so I know
they
> exist.
>
> My questions are:
>
> 1) Were any released for the Atari 8 bit? If so, how many?
>
> 2) Anyone know where one might find the disk images?
>
> Falcon
>
>

7912. Re: Jim Blanchard Please Respond - Your Email address isn't working

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 04:44:25 UTC
From: Jim Blanchard <yushi@internet.look.ca>
Message-ID: <3A4D6801.A2377E8A@internet.look.ca>
Source record: 39881

Hi Jim, I sent it to you again. Are you on ICQ?

Jim Lazarenko wrote:

> Hi Jim,
>
> You emailed me about the Atari Basic cart and Manual, however I can't
> respond to you as your email service says their is no such recipient.
> Please contact me again with another address if possible.
>
> jim_l@NOSPAM.telusplanet.net (removing the NOSPAM first).

7913. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 04:47:09 UTC
From: Jim Blanchard <yushi@internet.look.ca>
Message-ID: <3A4D68A5.49AFD249@internet.look.ca>
Source record: 39882

Yeah, unfortuneatly though to protect against 30KV would take some really ungainly gloves. Might make work a little difficult :>)

Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "John K. Picken" <yg473@victoria.tc.ca>
> > On Wed, 28 Dec 2000, Greg Goodwin wrote:
> >> FamilyNet HQ: Telnet:\\www.family-bbs.net
> >>
> >> > From: "John K. Picken" <yg473@victoria.tc.ca>
> >>
> >> > Finally, if you're going to play around in the back side of an operating
> >> > TV/monitor, remember the "One hand" rule.
> >> > jkp
> >>
> >> Do tell. I'd like to know before getting into my Atari SM124 Monocrome
> >> monitor. :)
> >>
> >> Doctor Clu
> >>
> >The "One hand" rule is, essentially, "Keep one hand in your pocket". That way,
> > it's almost impossible to complete a circuit through your body while you're
> > messing around in an area with 20-30 kilovolts.
> > jkp
>
> Not a bad idea. Sounds like the basic rule is to prevent a circuit
> happening by putting one hand in a non-conductive place and not in any way
> touching the other hand.
>
> Of course wouldn't nonconductive gloves accomplish the same thing?
>
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

7914. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 05:31:33 UTC
From: bensmith@user2.teleport.com
Message-ID: <92jrvl$lu5$1@user2.teleport.com>
Source record: 39883
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3>Click for
WebPage!</h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7915. Atari BS WebSite

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 05:39:54 UTC
From: bensmith@user2.teleport.com
Message-ID: <92jsfamjs1@user2.teleport.com>
Source record: 39884
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

Greetings! You're invited to my WebSite. Make yourself welcome! I've
been hard at work, Adding New Pages improving my WebSite while trying
to yield to the K.I.S.S. method. Or (K)eep (I)t (S)imple (S)tupid. As
my Boss and Teacher, "The Shadow" taught me. Currently I'm behind on
adding new inventory to my Catalogs. I have been and will be acquiring
more Atari inventory. 64 Bit Atari Jaguar Game Machines, Classic Atari
8 Bit & Atari ST Computers. HardWare, SoftWare/Games, Books/References
and Accessories. And I Ship anywhere the Law and Customs allow.

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to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7916. Re: [EPYX SHRINE] Crush, Crumble & Chomp / Adotions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 08:03:50 UTC
From: Manuel Polik <manuel.polik@tenovis.com>
Message-ID: <3A4D96E6.893CFC0F@tenovis.com>
Source record: 39885

chainsaw11 wrote:

> It just so happens that I have the box, manuals, as well as key-cards
> (one for each monster), I don't have a lot of free time though. So
> sometime over the next week I'll do some scans and throw up a home page
> with everything pertinent. This was a great game even by todays
> standards. I'll be sure to post when it's finished.

Sounds cool!

Greetings,
Manuel

7917. Re: Reading SpartaDOS or other Atari8 Archives on PC?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 09:14:20 UTC
From: melee5@my-deja.com
Message-ID: <92k91j$v4e$1@nnrp1.deja.com>
Source record: 39886

In article <t7536.1073$Tq.180869@news.uswest.net>,
<rtdos@qwest.net> wrote:
> is there a utility that will allow my to read my Atari8 archives (not
just
> from the SDX command) on my PC? i tried ZIP, PKARC, ARJ, LHA/LZH,
etc.
>
> --
> J.Wood
>
>
Let me know if this one works, it does for me. Cut and paste the links
if you have too.

http://www.utexas.edu/ftp/microlib/dos/z100/compress/arc500.exe
http://www.utexas.edu/ftp/microlib/dos/z100/compress/arc5doc.arc

Sent via Deja.com
http://www.deja.com/

7918. Re: Scott Adams text adventures with graphics

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 11:18:49 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <pEj36.4439$v46.159287@news1.oke.nextra.no>
Source record: 39887

I think only SAGA 1-6 and the Questprobe series were released.

"W.David Falcon" <falcond@usa.net> wrote in message
news:1P936.146686$4K4.24849440@typhoon.southeast.rr.com...
> Anyone remember these? They were the graphical versions of the Scott
Adams
> text adventures. I know some (all?) of the original 12 were rereleased
with
> graphics (Adventureland, Pirate Adventure) and a couple of the later games
> (Hulk, Spiderman) I've played them on the Apple II platform, so I know
they
> exist.
>
> My questions are:
>
> 1) Were any released for the Atari 8 bit? If so, how many?
>
> 2) Anyone know where one might find the disk images?
>
> Falcon
>
>

7919. Re: [EPYX SHRINE] Crush, Crumble & Chomp / Adotions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 11:23:46 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <92kgjv$3sd$1@nnrp1.deja.com>
Source record: 39888

In article <3A4D96E6.893CFC0F@tenovis.com>,
Manuel Polik <manuel.polik@tenovis.com> wrote:
> chainsaw11 wrote:
>
> > It just so happens that I have the box, manuals, as well as key-
cards
> > (one for each monster), I don't have a lot of free time though. So
> > sometime over the next week I'll do some scans and throw up a home
page
> > with everything pertinent. This was a great game even by todays
> > standards. I'll be sure to post when it's finished.
>
> Sounds cool!
>
> Greetings,
> Manuel
>
Consider it done (sometime next week), I guess I'll put together a
little website 'cause I've actually got several Epyx titles as well as
some Avalon Hill and a couple of Microprose. It would be an original
idea since I haven't seen many sites with artwork and literature for
the Atari 8bit's. Give me a few days since I'll be working 'till
tuesday (hmmm voices carry).
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

7920. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 11:25:49 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <92kgnq$3u6$1@nnrp1.deja.com>
Source record: 39889
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

In article <92jrvl$lu5$1@user2.teleport.com>,
bensmith@user2.teleport.com (Benjamin Smith) wrote:
> For faster service, Please direct all replies through E-Mail to Ben
at:
> atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
> am swamped and I find it hard to keep up with reading the NewsGroups.
>
> Atari adoption agency: Does your Atari need a new home? We adopt! Give
> your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
> We can give your Atari a New Life and clean up the enviroment! Please
> Limit Responses to within the United States!
> Info: Ben at (503)256-9974 or atari@benjamin.net
>
> <h3>Click for
> WebPage!</h3>
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> bensmith@teleport.com. If you can't reach me at benjamin.net see my
> E-Mail/Web info in my Signature at the Bottom!
> --
> Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)
256-9974
> DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by
WebSite at
> http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's
SubDomain at
> http://www.atari.benjamin.net Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8
Bit, ST &/or Jaguar!
>
Yeah sure, I'm gonna give up the joy of my life that I spent 20 years
collecting so you can make a buck on E-bay with it.
Think again,
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

7921. FS: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 14:05:16 UTC
From: "Michael A. Jacobs" <michael.jacobs@prodigy.net>
Message-ID: <B6739C1C.52A7%michael.jacobs@prodigy.net>
Source record: 39816

I have several Atari 800XL computers for sale. These are the consoles only,
no power supply. All are in good working order. $15 each plus shipping.

If you are interested, let me know. Thanks

7922. Re: Scott Adams text adventures with graphics

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 16:54:23 UTC
From: llpwhite@cs.com
Message-ID: <20001230115423.03789.00000119@ng-bh1.news.cs.com>
Source record: 39890

>Anyone remember these? They were the graphical versions of the Scott Adams
text adventures<

Did you check out Scott Adams' web site?
http://www.msadams.com/index.html
Larry White

7923. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 18:40:04 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001230134004.10423.00001433@ng-ff1.aol.com>
Source record: 39891

>Barry Ruck bruck@peterswoodharlow.freeserve.co.uk replied:

>It must be a problem with the Atari drive, as I get it with both a 360Kb
>and 1.2Gb PC drives. Wondering if a problem with the XF551.
(snip)
> The original DOS 2.5 and MINI OFFICE disks seem to load OK.
>
>I think that I may well just print it all out and re type it !

Don't be too hasty; there are at least 3 options here:
Take your data diskettes to another A8 person with SIO2PC/APE or other hardware
to make the transfer.

Obtain a copy of a DD DOS such as SmartDOS, TopDOS or MyDOS for making the
transfer on your equipment.

And lastly, do some creative Basic programming to allow your drive to write
your data on a DD disk. It all depends on which and how much typing you would
rather do. Here's how it could be done:
Boot to BASIC with DOS 2.5 SD
Load the transfer program
Read your data file into a string variable
Set the XF551 percom data block to DD
Write the string data to disk with SIO
Transfer to the PC with AtariLink
Reboot SD and repeat for another file

Our Basic routine must manually create a file structure on the DD disk; we skip
the VTOC stuff and use sectors 4 up to about 100 and then do one directory
entry. We limit to one file at a time to avoid the file number bit mangling as
the first file is always number zero. We do it all with lot of POKEs and a few
USR calls. However, it will only work well if the data files are mostly text
and smaller than about 25K bytes (200 SD sectors).

-Ron

Inform everyone that communications have completely broken down.

7924. Re: Jim Blanchard Please Respond - Your Email address isn't working

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 19:49:42 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <q%q36.43266$Z33.4617373@news0.telusplanet.net>
Source record: 39892

Hi Jim,

I've tried sending you an email from home as well as a few different
machines at work and I always get the same message...

This Message was undeliverable due to the following reason:

Each of the following recipients was rejected by a remote mail server.
The reasons given by the server are included to help you determine why
each recipient was rejected.

Recipient: <yushi@internet.look.ca>
Reason: <yushi@internet.look.ca>... User unknown

You mentioned that you send it again, I take it that means your original
message? The message got through the first time, but not a second, so you
service provider might be having some problems.

Regards,
Jim

"Jim Blanchard" <yushi@internet.look.ca> wrote in message
news:3A4D6801.A2377E8A@internet.look.ca...
> Hi Jim, I sent it to you again. Are you on ICQ?
>
> Jim Lazarenko wrote:
>
> > Hi Jim,
> >
> > You emailed me about the Atari Basic cart and Manual, however I can't
> > respond to you as your email service says their is no such recipient.
> > Please contact me again with another address if possible.
> >
> > jim_l@NOSPAM.telusplanet.net (removing the NOSPAM first).
>

7925. Re: Sio2PC for Laptop

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 19:52:21 UTC
From: "James E. King" <jeking@NOSPAM.com>
Message-ID: <P3r36.722$ix.221822@news.uswest.net>
Source record: 39894

I don't know why it would'nt work, provided you're usinq Dos or win95/98 on your laptop.

7926. Re: FTP Server (atari8.com)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 19:52:22 UTC
From: "James E. King" <jeking@NOSPAM.com>
Message-ID: <Q3r36.723$ix.221864@news.uswest.net>
Source record: 39893

Will a Qif w/out descriptions work? I don't have desc. at this time.

- Jim Kinq

7927. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 20:46:38 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <9SAOJIAumkT6EwO9@peterswoodharlow.freeserve.co.uk>
Source record: 39895

In comp.sys.atari.8bit on Sat, 30 Dec 2000, RHamiIton5 RHamiIton5
<rhamiiton5@aol.comedy.com> wrote ....

>>Barry Ruck bruck@peterswoodharlow.freeserve.co.uk replied:
>
>>It must be a problem with the Atari drive, as I get it with both a 360Kb
>>and 1.2Gb PC drives. Wondering if a problem with the XF551.
>(snip)
>> The original DOS 2.5 and MINI OFFICE disks seem to load OK.
>>
>>I think that I may well just print it all out and re type it !
>
>Don't be too hasty; there are at least 3 options here:
>Take your data diskettes to another A8 person with SIO2PC/APE or other hardware
>to make the transfer.
>
>Obtain a copy of a DD DOS such as SmartDOS, TopDOS or MyDOS for making the
>transfer on your equipment.

From what Carolyn said, it would seem as all I need is a dos (DOS XE or
MyDos or similar) which will allow the 551 to do it's stuff. The
problem is getting it on an Atari disk in the first place!

I have even managed to get MyDos to run on my emulator, but can't work
out how to get it onto an Atari disk.

I also don't seem to be getting any replies from the UK, just the
States. If I could find someone in the UK with a decent Dos, I could put
up with the boredom of copying the files from my existing disks to the
DD ones, and then use the Ataridsk software that you sent me to read
them into the PC.

I just wish that I'd chased this up years ago, when XE should have been
supplied.

>
>-Ron
>
>Inform everyone that communications have completely broken down.

Regards,

Barry Ruck. Harlow, Essex.

7928. FS: Atari ROM: David's Midnight Magic

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 22:01:30 UTC
From: paul <paul@NOSPAMstillavailable.co.uk>
Message-ID: <1Vs36.19411$Yy.514895@news2-win.server.ntlworld.com>
Source record: 39896

I've now sold all my other Atari ROMS and this is the last one I have left:
David's Midnight Magic, boxed with instructions
Price ?4 (GB Pounds) plus postage.

```
Please send email to paul@NOSPAMstillavailable.co.uk (remove NOSPAM before
you send!)
```

7929. FS: Atari tapes @ 50p each

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 22:05:26 UTC
From: paul <paul@NOSPAMstillavailable.co.uk>
Message-ID: <LYs36.19419$Yy.515071@news2-win.server.ntlworld.com>
Source record: 39797

I'm gradually selling my Atari 8-games collection; below is a list of the tapes I have left. Price 50p (GB pence) each plus postage.

If interested, please send email to paul@NOSPAMstillavailable.co.uk (remove NOSPAM before you send!)

180 Mastertronic
BMX SIMULATOR Codemasters
BOMBFUSION Mastertronic (2)
CASTLE TOP Alternative
COSMIC PIRATE Byte Back
CRACK-UP Atlantis
DAYLIGHT ROBBERY Atlantis
DESPATCH RIDER Mastertronic
DREADNAUGHT Byte Back
ESCAPE FROM DOOMWORLD Byte Back
EXPLODING WALL Byte Back (2)
FEUD Bulldog
FRENESIS Mastertronic
FRUIT MACHINE SIMULATOR Codemasters
GREEN BERET Hit Squad
GUN LAW Mastertronic
HENRY'S HOUSE Mastertronic (2)
INVASION Bulldog (2)
JET-BOOT JACK Byte Back
KIKSTART Mastertronic
LASER HAWK Byte Back
LAST V8 Mastertronic
LEAGUE CHALLENGE Atlantis
LEAPSTER Alternative
LOS ANGELES SWAT Mastertronic (2)
MAD JAX Byte Back
MASTER CHESS Mastertronic
MILK RACE Mastertronic (2)
MISSING... ONE DROID Bug-Byte
MISSION SHARK Zeppelin
NINJA COMMANDO Zeppelin
ON CUE Mastertronic
ONE MAN AND HIS HIS DROID Mastertronic
PANIK Atlantis
PANTHER Mastertronic
PERISCOPE UP Atlantis
POGOTRON Gamebusters
POTHOLE PETE Atlantis
POWERDOWN Mastertronic

PRO GOLF Atlantis
PROTECTOR Mastertronic (2)
REVENGE II Mastertronic (2)
ROCKFORD/CRYSTAL RAIDER Mastertronic
ROULETTE SIMULATOR Byte Back (2)
SPEED ZONE Mastertronic (2)
SPOOKY CASTLE Atlantis
SPY VS SPY III Hi Tec
STACK-UP Zeppelin
SURVIVORS Atlantis
TIMESLIP Byte Back
TITAN Atlantis (2)
TOMAHAWK Byte Back
TRANSMUTER Codemasters
UNIVERSAL HERO Mastertronic
VIDEO CLASSICS Silverbird
WINTER WALLY Alternative

7930. FS: Atari Disks (all originals)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 22:10:48 UTC
From: paul <paul@NOSPAMstillavailable.co.uk>
Message-ID: <V1t36.19423$Yy.515610@news2-win.server.ntlworld.com>
Source record: 39798

I'm gradually selling my Atari 8-bit games collection; below is a list of
the
disks I have left. All items are original with packaging/instructions.
Prices as shown in GB Pounds - plus postage.

If interested, please send email to paul@NOSPAMstillavailable.co.uk (remove
NOSPAM before you send!)

ACE OF ACES US Gold 2.50
BOMB Ke-Soft 2.00
BOMBI Power-Per-Post 2.00
BOP 'N WRESTLE Mindscape 5.00
DARG B.Ware 1.50
DIGI-STUDIO DGS (4 disks) 4.00
EUREKA ANG Software 2.00
EUROPEAN SUPER SOCCER Tynesoft 2.50
FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
GLAGGS IT Power-Per-Post 2.00
HANS KLOSS Avalon 2.00
HUMANOID Sonix 2.00
KE-COMMANDER Ke-Soft 2.00
LITTLE DEVIL Red Rat 2.50
LIZARD Tiger Dev 2.00
MAXWELL'S DEMON/MEMORY MANIA Gentry (Tatty Box) 1.00
MIDNIGHT Mirage 2.00
MINES ANG 2.00
MINESWEEPER Power-Per-Post 2.00
QUICK + QUICK SUPPORT DISK Power-Per-Post (A4 manual) 3.00
QUICK ED Power-Per-Post 2.00
ROBOMASH TWAUG 2.00
RUBBER BALL Power-Per-Post 2.00
SAM BUDGET Power Per Post (Requires SAM) 2.00
SAM DESIGNER Power Per Post (Requires SAM) 2.00
SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
SAPER Ke-Soft 2.00
SAPER CONSTRUCTOR ANG 2.00
SARGON III CHESS Hayden 5.00
SEXVERSI Mirage 2.00
SPINDIZZY Electric Dreams 3.00
STAR RAIDERS II Atari (Tatty Box) 1.00
TAIPEI R&E Software 2.00
THINKER ANG 2.00
THINX ANG 2.00
WHOOPS 2 ANG 2.00
ZAXXON Datasoft 3.00

ZOLTAN ESCAPE B.Ware 1.50

7931. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 22:45:07 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001230143822.28365B-100000@vtn1>
Source record: 39799

On Thu, 29 Dec 2000, Greg Goodwin wrote:

> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Not a bad idea. Sounds like the basic rule is to prevent a circuit
> happening by putting one hand in a non-conductive place and not in any way
> touching the other hand.
>
> Of course wouldn't nonconductive gloves accomplish the same thing?
>
> Doc Clu
>

As Jim said, very ungainly; take a look at the gloves worn by electric company employees when they go up a pole. As to putting one hand in a non-conductive place: it's too easy to move it without thinking--if it's in your pocket, you'll think twice about pulling it out as that's not a normal working posture.

Monitors and TV's are really dangerous, even for quite a while after the power's switched off as the capacitors hold a large charge for a long time. If you insist on working on one, wear rubber-soled shoes and do stick to the "One hand" rule--human sparkplugs are not much use.

jkp

7932. From tape to PC of Atari8bit games

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 22:59:43 UTC
From: Bernd <Bandie@gmx.net>
Message-ID: <3A4E68DE.4F400CDE@gmx.net>
Source record: 39800

Hi,
how to convert/move a game from an old tape format (Atari410)
to PC readable format like *.atr ???

Pls help,
regards Bandie

7933. Sio2PC or APE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-30 23:53:30 UTC
From: R Stag <stagger19@home.com>
Message-ID: <_zu36.220441$RP.42197520@news1.rdc1.md.home.com>
Source record: 39801

Hi, Im getting ready to build my Interface. I was wondering what
software is better? Sio2PC or APE?

Im looking to do file transfers mainly. I may also use the PC to boot
the atari with.

I was just wondering what has its strenghs and weakness.

Thanks,

R Stag

7934. Re: Sio2PC or APE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 00:11:29 UTC
From: "RoyE.." <rdean@fix.net>
Message-ID: <hPu36.9$4K2.950@news.callamer.com>
Source record: 39802

"R Stag" <stagger19@home.com> wrote in message
news:_zu36.220441$RP.42197520@news1.rdc1.md.home.com...
> Hi, Im getting ready to build my Interface. I was wondering what
> software is better? Sio2PC or APE?
>
> Im looking to do file transfers mainly. I may also use the PC to boot
> the atari with.

For file transfers I use Dos Mode Sio2PC. Sio2pc has great tolerance for having a weird sio cable chain, 2 to 6 peripheral causes no problems with my equipment configuration.

> I was just wondering what has its strenghs and weakness.

For games, basic, or programming I use Windows Mode APE98. APE doesn't like other Atari drives online with my equipment configuration.

> Thanks,
>
> R Stag
>
>
You will have fun with either one, but go ahead get both.
RoyE..

7935. Re: Sio2PC for Laptop

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 00:14:18 UTC
From: Mike Rhoades <mikro@veriomail.com>
Message-ID: <uTu36.516$ws2.42476@ord-read.news.verio.net>
Source record: 39803

That's the setup I use now. Just make sure you have an available serial port in the laptop. I run MSDOS 6.22 with APE on the laptop. The 30ft distance shouldn't be a problem, either.

Mike

"R Stag" <stagger3@yahoo.com> wrote in message news:92120h0cig@enews4.newsguy.com...
> Hi, I Need to build an SIO2PC cable. I was considering building this
> cable long to go from my computer to my 8Bit setup. This distance is
> approx 30FT. Then I though about using that old Laptop that I have
> sitting around. Could I use the Cable and the Ape software on the
> laptop?? Im thinking it should work with no problem. Just was
> wondering if anybody has any experience using this setup?
>
> Thanks....
>
> R Stag
>
>

7936. Is Action only available on cartridge ?

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 01:40:25 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a4e8e2f.2039945@news.mia.bellsouth.net>
Source record: 39804

If not is a copy available via ftp ? Is anyone willing to share a copy ? tks.

ron

7937. FS/T Atari Manuals, Books, Magazines and Comics

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 02:57:58 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <Wgx36.57033$uK6.4671256@news1.telusplanet.net>
Source record: 39805
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Please use the enclosed email link at the end of this this post rather than your reply button, email not properly addressed may not be able to be responded to.

- Last Updated 12/30/00
- New Magazines Added

I have the following Atari Manuals, Books, Magazines and Comics (which are all in good to mint condition) which I am looking to sell or trade. If you have any questions in regards to style. language, or cover art, etc., please feel free to ask. I am open to reasonable offers, please make all offers in U.S. Funds (buyer pays shipping). I am also willing to trade for certain items, please see my list at the end of this post.

8-Bit Books Please make an offer
==========
- Compute's "The Atari Basic Source Book"
- Atari Basic Reference Manual

ST/TT Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

ST/TT Manuals/Tech Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)

- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

North American All Platform Magazines Please make an offer
==========
- Compute - January 1985 Issue 56

North American Atari Magazines Please make an offer
==========
- Analog Computing - December 1984 Issue 25
- Analog Computing - February 1985 Issue 27
- Antic - February 1985 Issue 10

Atari Force Comics
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

Atari 2600 Game Manuals Please make an offer
==========
- Artillery Dual by XONOX - Full color French (Canadian) variation 1983 (rare)
- Asteroids - Full color 5 language variation 1979
- Atari Game Catalog (49 Games) Full Color English variation 1982 -Breakout - Full color 5 language variation 1978
- Centipede - Full color 5 language variation 1982
- Chuck Norris Superkicks by XONOX - Full color French (Canadian) variation 1983 (rare)
- Combat - Full color 5 language variation 1978
- E.T. - Full color 5 language variation 1982
- Jungle Hunt - Full color English variation 1983
- Kangaroo - Full color 5 language variation 1983
- Maze Craze - Full color English variation 1978
- Missile Command - Full color 5 language variation 1980
- Mouse Trap by Coleco - 3 color English/French (Canadian) variation 1982 -Night Driver - Full color English variation 1980
- Outlaw - Full color English/French (Canadian) variation 1978
- Outlaw - Full color English variation 1978
- Pole Position - Full color 5 language variation 1983
- Popeye by Parker Bros. - 3 color English variation 1983
- RealSports Baseball - Full color 5 language variation 1982

- Star Raiders - Full color English variation 1982
- Street Racer - Full color 5 language variation 1978
- Yars' Revenge - Full color 5 language variation 1981
- Yars' Revenge - Full color English variation 1982

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

If you are interested in any of these items, please respond to me by using this link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Books (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

7938. Spartados time from basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 03:38:20 UTC
From: me <me@aol.com>
Message-ID: <MSx36.62061$nM5.10421092@news02.optonline.net>
Source record: 39806

How do you read the spartados time from basic?

7939. Re: From tape to PC of Atari8bit games

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 04:00:13 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20001230230013.15637.00000159@ng-cd1.aol.com>
Source record: 39807

>Bernd Bandie@gmx.net inquired:

>how to convert/move a game from an old tape format (Atari410)
>to PC readable format like *.atr ???

There is talk of a utility to convert cassette software to .wav files for loading into an emulator; and that's more than I know about it.

I have used some conversion programs which make boot disks from boot tapes unless it is a multi-boot like Zaxxon. Some tapes can also be converted to binary load files and SAVEd Basic tapes go directly to disk easily. Most disks make .atr's in a flash; both SIO2PC and APE have an additional cable that even converts many copy-protected disks to images.

-Ron

Inform everyone that communications have completely broken down.

7940. Re: Jim Blanchard Please Respond - Your Email address isn't working

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 04:33:34 UTC
From: Jim Blanchard <yushi@internet.look.ca>
Message-ID: <3A4EB6F5.1D76F3CE@internet.look.ca>
Source record: 39808

Jim when you reply the email gets sent to yushi@internet.look.ca

Instead of replying just send an original email to yushi@look.ca, without the internet. Sorry about the problems.

Jim Lazarenko wrote:

> Hi Jim,
>
> I've tried sending you an email from home as well as a few different
> machines at work and I always get the same message...
>
> This Message was undeliverable due to the following reason:
>
> Each of the following recipients was rejected by a remote mail server.
> The reasons given by the server are included to help you determine why
> each recipient was rejected.
>
> Recipient: <yushi@internet.look.ca>
> Reason: <yushi@internet.look.ca>... User unknown
>
> You mentioned that you send it again, I take it that means your original
> message? The message got through the first time, but not a second, so you
> service provider might be having some problems.
>
> Regards,
> Jim
>
> "Jim Blanchard" <yushi@internet.look.ca> wrote in message
> news:3A4D6801.A2377E8A@internet.look.ca...
> > Hi Jim, I sent it to you again. Are you on ICQ?
> >
> > Jim Lazarenko wrote:
> >
> > > Hi Jim,
> > >
> > > You emailed me about the Atari Basic cart and Manual, however I can't
> > > respond to you as your email service says their is no such recipient.
> > > Please contact me again with another address if possible.
> > >
> > > jim_l@NOSPAM.telusplanet.net (removing the NOSPAM first).
> >

7941. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 04:35:27 UTC
From: Jim Blanchard <yushi@internet.look.ca>
Message-ID: <3A4EB765.660BC211@internet.look.ca>
Source record: 39809

Also maybe try "shodan428@hotmail.com

"John K. Picken" wrote:

> On Thu, 29 Dec 2000, Greg Goodwin wrote:
>
> > FamilyNet HQ: Telnet:\\www.family-bbs.net
> >
> > Not a bad idea. Sounds like the basic rule is to prevent a circuit
> > happening by putting one hand in a non-conductive place and not in any way
> > touching the other hand.
> >
> > Of course wouldn't nonconductive gloves accomplish the same thing?
> >
> > Doc Clu
> >
>
> As Jim said, very ungainly; take a look at the gloves worn by electric
> company employees when they go up a pole. As to putting one hand in a
> non-conductive place: it's too easy to move it without thinking--if it's
> in your pocket, you'll think twice about pulling it out as that's not
> a normal working posture.
>
> Monitors and TV's are really dangerous, even for quite a while after the
> power's switched off as the capacitors hold a large charge for a long
> time. If you insist on working on one, wear rubber-soled shoes and do
> stick to the "One hand" rule--human sparkplugs are not much use.
>
> jkp

7942. Re: Spartados time from basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 06:29:18 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001230221657.9534A-100000@vtn1>
Source record: 39810

On Sun, 31 Dec 2000, me wrote:

> How do you read the spartados time from basic?

There's no normal way (see below) around machine language as there is no XIO for your purpose. There is a jump table in Sparta for the sort of things you want to do but it's located under the OS and this is further complicated by the fact that some of the processing code is under the OS while the rest is in low DOS RAM.

One way you could hack it from BASIC would be to create a short temporary file in the RAMdisk, read its directory information into a string, and then erase the file. This wouldn't give you the accuracy and speed of a ML routine but it would work. Even faster, might be to create/dir/remove a directory instead of a file. All of this can be done from BASIC using standard keywords and XIO commands, though I wouldn't qualify it as anything approaching a true way to read time and date.

jkp

7943. Re: From tape to PC of Atari8bit games

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 09:20:54 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <92mtpk$r8g$1@nnrp1.deja.com>
Source record: 39811

In article <20001230230013.15637.00000159@ng-cd1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> >Bernd Bandie@gmx.net inquired:
>
> >how to convert/move a game from an old tape format (Atari410)
> >to PC readable format like *.atr ???
>
> There is talk of a utility to convert cassette software to .wav files
for
> loading into an emulator; and that's more than I know about it.
>
> I have used some conversion programs which make boot disks from boot
tapes
> unless it is a multi-boot like Zaxxon. Some tapes can also be
converted to
> binary load files and SAVEd Basic tapes go directly to disk easily.
Most disks
> make .atr's in a flash; both SIO2PC and APE have an additional cable
that even
> converts many copy-protected disks to images.
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>
This is an easy one, just plug an old tape deck into the line in jack
on your pc's audio (from the tapes earphone of course). Use windows
sound recorder to record the tape in real time as it plays. save the
wav file and find a program called wav2cas.exe to go the other way use
the program called cas2wav.exe, I think I got them at the win800 atari
emulator site or they came with the emulator.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

7944. Re: FS: Atari Disks (all originals)

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 09:27:20 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <92mu5m$rb4$1@nnrp1.deja.com>
Source record: 39812

I'll give you $30.00 american for the whole lot. Hows that sound?
Let me know.
Mo
chainsaw11@zdnetmail.com

In article <V1t36.19423$Yy.515610@news2-win.server.ntlworld.com>,
"paul" <paul@NOSPAMstillavailable.co.uk> wrote:
> I'm gradually selling my Atari 8-bit games collection; below is a
list of
> the
> disks I have left. All items are original with packaging/instructions.
> Prices as shown in GB Pounds - plus postage.
>
> If interested, please send email to paul@NOSPAMstillavailable.co.uk
(remove
> NOSPAM before you send!)
>
> ACE OF ACES US Gold 2.50
> BOMB Ke-Soft 2.00
> BOMBI Power-Per-Post 2.00
> BOP 'N WRESTLE Mindscape 5.00
> DARG B.Ware 1.50
> DIGI-STUDIO DGS (4 disks) 4.00
> EUREKA ANG Software 2.00
> EUROPEAN SUPER SOCCER Tynesoft 2.50
> FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
> GLAGGS IT Power-Per-Post 2.00
> HANS KLOSS Avalon 2.00
> HUMANOID Sonix 2.00
> KE-COMMANDER Ke-Soft 2.00
> LITTLE DEVIL Red Rat 2.50
> LIZARD Tiger Dev 2.00
> MAXWELL'S DEMON/MEMORY MANIA Gentry (Tatty Box) 1.00
> MIDNIGHT Mirage 2.00
> MINES ANG 2.00
> MINESWEEPER Power-Per-Post 2.00
> QUICK + QUICK SUPPORT DISK Power-Per-Post (A4 manual) 3.00
> QUICK ED Power-Per-Post 2.00
> ROBOMASH TWAUG 2.00
> RUBBER BALL Power-Per-Post 2.00
> SAM BUDGET Power Per Post (Requires SAM) 2.00
> SAM DESIGNER Power Per Post (Requires SAM) 2.00
> SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
> SAPER Ke-Soft 2.00

> SAPER CONSTRUCTOR ANG 2.00
> SARGON III CHESS Hayden 5.00
> SEXVERSI Mirage 2.00
> SPINDIZZY Electric Dreams 3.00
> STAR RAIDERS II Atari (Tatty Box) 1.00
> TAIPEI R&E Software 2.00
> THINKER ANG 2.00
> THINX ANG 2.00
> WHOOPS 2 ANG 2.00
> ZAXXON Datasoft 3.00
> ZOLTAN ESCAPE B.Ware 1.50
>
>

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

7945. Re: Atari BS WebSite

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 13:52:38 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012311350360.92-100000@TT030>
Source record: 39817
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Not sure what "BS" stands for in your subject line, but here in
the US it's often a slang for "bull s**t". Just thought I'd
tell you that, I don't think that is what you intended. lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7946. Re: Scott Adams text adventures with graphics

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 16:17:20 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <92nm9e$7mgh6$1@ID-60478.news.dfncis.de>
Source record: 39813

The SAGA games I've played on the Atari had a really bad flicker to the graphics that made it difficult to concentrate on the game. You were supposed to be able to tune your monitor to where the flicker went away, but I could never get rid of it, so I stuck with the text-only versions.

You might want to just e-mail Scott and ask him about them. He's real good at responding to fan mail.

BTW: Scott has released a new game, Return to Pirate's Island 2, that he's offering for $19.95 US on his site. Sounds like a lot of people are enjoying it.

Steven

LLpwhite <llpwhite@cs.com> wrote in message
news:20001230115423.03789.00000119@ng-bh1.news.cs.com...
> >Anyone remember these? They were the graphical versions of the Scott
Adams
> text adventures<
>
> Did you check out Scott Adams' web site?
> http://www.msadams.com/index.html
> Larry White
>
>

7947. Help for Atari (sort of) newbie

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 17:16:42 UTC
From: Darren Fricker <darren@pclose.freeserve.co.uk>
Message-ID: <92npmomgn1@news5.svr.pol.co.uk>
Source record: 39814

I had a 2nd hand 800XL years ago for a very short time before I fried it by plugging in the wrong power supply (from a C64 disk drive) so my memory of commands etc is extremely patchy.

I've got hold of Xformer & a few disk images but cannot for the life of me work out or remember how to load any of the things. I can get the DOS menu & assign an image to another drive (eg, D2) but can't get past there.

Any help (ie, a step by step idiots guide) would be greatly appreciated as I want to wallow in 8 bits for a while.

Cheers.

Darren.

7948. Re: Sio2PC or APE

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 17:36:51 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t4uri08mulkq1e@corp.supernews.com>
Source record: 39815

.
"R Stag" <stagger19@home.com> wrote in message
news:_zu36.220441$RP.42197520@news1.rdc1.md.home.com...
> Hi, Im getting ready to build my Interface. I was wondering what
> software is better? Sio2PC or APE?
>
> Im looking to do file transfers mainly. I may also use the PC to boot
> the atari with.
>
> I was just wondering what has its strenghs and weakness.

For me it was mostly about the system I am running the software on.

On an old laptop with only a 1.4 meg drive, SIO2PC works well since it is small and integrates well in that envirionment.

On a larger system with giga byte HD and a lot of files, APE has an easy to use interface for selecting disk images so file managment is less of a hassle.

Somewhere in between would be a toss up. For example, if you just want to use SIO2PC on an old 286 with 40 meg hard drive for 5-10 disk images it would be about as close as you can get to a tie.

It is also a tie if you are using application or programming software on the Atari. I have a tendancy to use either Sparta or MyDOS with a decent sized image, so the file handling or swapping drives doesn't really present a problem.

7949. Re: Spartados time from basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 20:47:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a4fd1d0$0$1512$53a6afc1@news.erinet.com>
Source record: 39823

You need the 'Z:' handler.
After the Z: handler is installed, you can get the time by opening
an iocb channel (CLOSE #1:OPEN #1,4,0,"Z:")
Then get the time with XIO 33,#1,0,0,"Z:":GET #1,HOUR:
GET #1,MINUTE:GET #1,SECOND.
Then CLOSE #1.
To get the Date, you do the same except use XIO 35,#1,0,0,"Z:"
GET #1,DAY:GET #1,MONTH:GET #1,YEAR. (iocb #1 must
be open for READ, as for the time. Close #1 when you're done.
Where to find the 'Z:' handler? It should be somewhere with
SpartaDOS (duh). Lemme see. I have it. Maybe ftp.spudster.com
or ftp.atari8.com (if I remember J. King's site right). Or use
the xlsearch for icdrt8 gees. I can send it to you.
Russg

7950. Re: Spartados time from basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 21:08:27 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a4fd6c7$0$1510$53a6afc1@news.erinet.com>
Source record: 39824

From: "Russ Gilbert" <russg@en.com>
To: "me" <me@aol.com>
References: <MSx36.62061$nM5.10421092@news02.optonline.net>
Subject: Re: Spartados time from basic
Date: Sun, 31 Dec 2000 20:57:37 -0000
MIME-Version: 1.0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: 7bit
X-Priority: 3
X-MSMail-Priority: Normal
X-Mailer: Microsoft Outlook Express 5.00.2014.211
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2014.211

I forgot to mention how to set the time and date.
I think TIME and DATE are internal commands of SpartaDOS,
but from BASIC, you would open a channel for write (after installing
the Z: handler). Then XIO 36,#1,0,0,"Z:":PUT #1,HOUR:PUT #1,MINUTE:
PUT #1,SECOND (obviously you have to have hour, minute and second
with the values you want in them.) It uses a military 24 hour scheme, so
0 is midnite 15 is 3PM.
To set the date from BASIC, open Z: for write, the XIO 37,#1,0,0,"Z:":
PUT #1,DAY:PUT #1,MONTH:PUT #1,YEAR. I'm not sure
about how the year works, oh, here it is, year is 84 for 1984.
2000? 2001? I guess you can PUT #1,YEAR where YEAR has
value 0 or 1.
Russg

7951. .CAS supporting Atari 8bit Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 21:45:36 UTC
From: Bernd <Bandie@gmx.net>
Message-ID: <3A4FA900.93117478@gmx.net>
Source record: 39818

Hi folks,
which Atari8bit Emulators supports .CAS file types
which are made from Atari data tapes (Atari 410).
I like to convert from tape to PC and wanna make sure that
8bit emulators support this filetype.
Atari800Win or Xformer2000 support it??

Bandie

7952. Re: Spartados time from basic

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 22:23:12 UTC
From: me <me@aol.com>
Message-ID: <klO36.70321$nM5.11355183@news02.optonline.net>
Source record: 39819

I see that spartados puts the time line on the top of the screen, maybe I could just peek those locations and get the time that way??

7953. looking: Lander.bas & Ghost.bas

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 23:16:59 UTC
From: Jim & Sue Klein <jklein@paxway.com>
Message-ID: <3a4fbeef$1_1@news.starnetinc.com>
Source record: 39820

I'm looking for 2 Basic programs, although there are many different ones named lander.bas & ghost.bas I haven't found them yet on all the sites I've seen....

Lander.bas:
-The game I'm looking for ends with 2 astronauts planting a flag on the moon... It also gets harder in which one on the screens is basically a spiral....

Ghost.bas
-This game I think game from a magazine (Antic or Analog) It is a multi-player game where you shoot in a maze & try to shoot the other player while hiding behind gray areas.

Thanks & Happy Atarian New Year!!!!

Jim Klein
Minneapolis Mn. USA

7954. Re: [EPYX SHRINE] Crush, Crumble & Chomp / Adotions

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 23:49:59 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <92ogn6tsk1@nnrp1.deja.com>
Source record: 39821

In article <92kgjv$3sd$1@nnrp1.deja.com>,
chainsaw11 <chainsaw11@my-deja.com> wrote:
> In article <3A4D96E6.893CFC0F@tenovis.com>,
> Manuel Polik <manuel.polik@tenovis.com> wrote:
> > chainsaw11 wrote:
> >
> > > It just so happens that I have the box, manuals, as well as key-
> cards
> > > (one for each monster), I don't have a lot of free time though. So
> > > sometime over the next week I'll do some scans and throw up a home
> page
> > > with everything pertinent. This was a great game even by todays
> > > standards. I'll be sure to post when it's finished.
> >
> > Sounds cool!
> >
> > Greetings,
> > Manuel
> >
> Consider it done (sometime next week), I guess I'll put together a
> little website 'cause I've actually got several Epyx titles as well as
> some Avalon Hill and a couple of Microprose. It would be an original
> idea since I haven't seen many sites with artwork and literature for
> the Atari 8bit's. Give me a few days since I'll be working 'till
> tuesday (hmmm voices carry).
> Mo
>
> --
> Linux is like a wigwam, no gates, no windows just an apache inside!
}:-}
>
> Sent via Deja.com
> http://www.deja.com/
>
Just a follow-up, I've OCR'd the manual for Diskey Disk edit in it's
entirity and am halfway through crush,crumble,chomp. In the next couple
of days I'll get them uploaded and keep working on an archive of my
complete library. As soon as I get my APE cable working I'll add some
atr's. I've got a few disks that I haven't seen in any other online
archive. I'll be sure to post when I have a URL for this stuff.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
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7955. Re: Ultima II

Newsgroup: comp.sys.atari.8bit
Date: 2000-12-31 23:53:29 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <92ogto$u63$1@nnrp1.deja.com>
Source record: 39822

In article <t4qhfsnlce8i8a@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
> I don't know that I can find my original UII or III right now, but
IIRC the
> game world map was stored on the flippy side of the disk. You had to
make a
> non write protected copy of the back side to use it. So, I am betting
that
> you need two disk images for UII, side one and two.
> "Glenn S. J. Dewar" <gdewar@pipeline.com> wrote in message
> news:3A4CE26B.26FA6C88@pipeline.com...
> > Please forgive this question, I'm sure you've all heard it a
thousand
> > times....
> >
> > I'm trying to play Ultima II and the #$^%& thing keeps asking me
for the
> > player disk. I thell the emulator to use the player disk in D1 and
it
> > still just sits there. Anyone know what I'm supposed to do?
> >
> > Please copy my e-mail adress - gdewar@pipeline.com with your
reply...
> >
>
>
I've had the same problem with a few old Ultima3 bootlegs I got in a
large disk lot. Is it possible that this is just for an 800xl and I'm
running out of memory 'cause It feels like a system lockup. Maybe it's
a copy protection on the disk itself, I've heard they used to make some
that would lockup when sensing a bootleg.

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